



The
SULTAN'S
Wishes

Travelers
Expansion

RULEBOOK

During the great Festival, the supporters were surprised to see travelers approaching on the horizon, coming from neighboring towns in the Sultanate of Cockapoo. Those travelers represented the applicants that were taking part in the Festival, and they brought all kinds of gifts and relics to please the benevolent Sultan.



COMPONENTS



➤ 1 Track



➤ 4 Travelers



➤ 18 Relic Tokens



➤ 21 Gift Cards



➤ 6 Sultan's Mood Plates



➤ 1 Final Wish Card



➤ 8 Task Cards



➤ 4 Quick Reference Cards



GAME SETUP

- 1 Place the Track next to the basic Game Board.
- 2 Place the Travelers with the players' respective colors on the bottom of the Track.
- 3 Shuffle all the Relic Tokens and randomly add 1 token, face down, to each Track Stop with the  marking.
- 4 Place all the remaining Relic Tokens next to the Track, face down.
- 5 Shuffle the 6 Sultan's Mood Plates with the rest of them and follow the same setup for the basic game.
- 6 Shuffle all the 8 Task Cards with the  effect together with the Task Cards from the basic game to form a single draw deck.
- 7 Shuffle the new Final Wish Card along with the other Final Wish Cards and follow the same setup for the basic game.
- 8 Separate the Gift Cards into 3 stacks, one for each period of resolution: "immediate" , "end of the round" , and "end of the game" . Then, shuffle them individually and place them above the Track.

GOAL OF THE EXPANSION

During the game, the players must move their Travelers wisely along the Track, whether to find Relics on the desert to increase their score at the end of the game or to reach the neighboring Towns and collect all kinds of Gifts for the Sultan, which will either increase their score even more or give them advantages.

MOVING YOUR TRAVELER

Moving your Traveler is a new Mandatory Action, increasing their number to 5 from the 4 that already existed. Thus, if a player decides to move their Traveler on the Track, they won't be able to perform another Mandatory Action, unless they have their Magic Lamp available to use.

In order to move the Traveler of their color, a player must place it on the next Stop ahead of the Track, toward the Towns (**ignoring their number**). Several Travelers may occupy the same Stop, and it may contain a Relic Token or not.

EXAMPLE

On his turn, Allan decided to move his Traveler on the Track.



IMPORTANT: A player may not return a Traveler to a Stop left behind. They must always move ahead toward the Towns.

EXAMPLE

Akemi **MAY NOT** perform movement **A** or **B**. To move her Traveler, she must perform movement **C** or **D**.

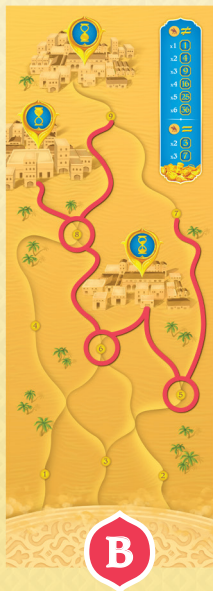
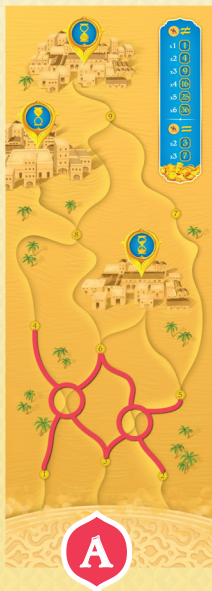


OPTIONAL PATHS

When a player reaches an area on the Track marked with **O** in the examples below, they may decide on their next movement which path to follow with their Traveler in order to reach the next Stop.

The Track may branch off even before it reaches a Stop **A**, or it may branch off into two paths at a Stop **B**.

To avoid any confusion, always move your Traveler along a path to the next Stop.



VISITING A TOWN

When a player reaches the Stop that is nearest to a Town, that player may visit the Town on their next movement by placing their Traveler on it **C**.

Then, the player must draw 1 Gift Card from the top of the stack with the same symbol as the Town. If they wish to (and only once), the player may pay 1 Gem to look at an additional Gift Card from the top of the same stack and then decide which one to keep. The unchosen card must be placed on the bottom of the stack. *Read more about Gift Card effects and activation time on the next page.*

To end their move, the player must return their Traveler to the starting space.

EXAMPLE

On his turn, Pedro decided to move his Traveler on the Track, reaching the Town **C**.

Then, Pedro drew the Gift Card from the corresponding Town, and ending his move, he returned his Traveler to the starting space.

GIFT CARDS



Acquiring these cards and giving gifts to the Sultan provides advantages to the players. Their effects are revealed and applied at different times in the game. When one of these card effects is activated, the Gift Card must be returned to the bottom of its corresponding stack.



IMMEDIATE: Its effects must be applied as soon as the card is acquired.



Gain twice the number of Extra Points on the active Sultan's Mood Plate.



Acquire 1 Wares Card from the bottom of the corresponding merchant's stack at no cost.



Get the number of Gems shown on the card: 1, 2 or 3.



END OF THE ROUND: Its effects must be applied at the end of any Round, after revealing the Extra Task Cards.



Change the position of your Orderly on the Extra Task Chart.



Add 1 heart to the chosen Extra Task.



Change your current place on the Priority Track to 1st. The other Aides must keep the same order in the places below.



Gain 1 Point for each revealed Extra Task Card with the corresponding tasks.



END OF THE GAME: Its effects must be applied when adding up the final score.



Gain 2 Points for each Wares Card with the corresponding Period you have.



Gain 1 point for each Wares Card from the corresponding Merchant you have.



Gain 5 Points for every two Gems you have.

RELICS



COLLECTING RELICS

The Relic Tokens on the Track Stops may be collected during the game.

In order to collect them, a player must first be at a Stop with a Relic Token and have a Task Card in hand with the effect. Then, on their turn, the player must perform the **“Mandatory Action 3: Use an Effect”**, discarding the Task Card mentioned above.

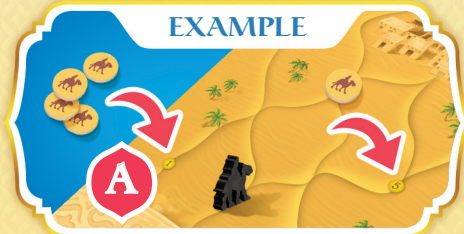
IMPORTANT: The player who collects a Relic Token may look at the collected Relic, but they must keep it secret from the other players by keeping it face down.

REPLENISHING RELICS

At the end of each round, a new Relic Token from the pool is placed on each Stop **without a Token or a Traveler**, always prioritizing the Stop with the lowest number **A**.

Throughout the game, new Tokens must be replenished until there are no more Relic Tokens in the pool.

EXAMPLE



SCORING COLLECTIONS

Collecting Relics awards extra points at the end of the game. The more varied the Relics, the higher the score.

At the end of the game, the players must reveal their Relic Tokens and add up their points according to the number of different Relics, and then add up their points according to the number of repeated Relics, as shown on the collection score chart **B**, which is also present on the top of the Track.

EXAMPLE



④ Different Relics = **16 Points**

② Repeated Relics = **3 Points**

Total 19 Points



② Different Relics = **4 Points**

② and ③ Repeated Relics = **10 Points**

Total 14 Points

B



x1 **1**

x2 **4**

x3 **9**

x4 **16**

x5 **25**

x6 **36**



x2 **3**

x3 **7**



SULTAN'S MOOD PLATES



DISTRACTED

Starting with the first player and proceeding clockwise, each player may immediately perform “Mandatory Action 4: Move the Orderly”.

IMPORTANT: This action does not count as the action for the turn.



ANGRY

During this turn, when performing “Mandatory Action 1: Fulfill Sultan's Wish”, players don't get Gems as payment.



RESTLESS

During this turn, each player who performs “Optional Action 1: Acquire 1 Wares Card” pays 1 fewer Gem for that.



CONFUSED

Starting with the first player and proceeding clockwise, each player may immediately perform “Mandatory Action 2: Perform an Extra Task”.

IMPORTANT: This action does not count as the action for the turn.



FRIENDLY

Starting with the first player and proceeding clockwise, each player must immediately give 1 Task Card from hand to the player to their left.



TIDY

Immediately shuffle the discard pile together with the draw deck.

CREDITS

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QUESTIONS ABOUT THE RULES?

Scan the QR Code to the right and watch the rules video with subtitles in English or check our FAQ: faq.gamehives.com.br



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