the sultan's wishes

RULEBOOK

From time to time, the great and benevolent Sultan of the Realms of Cockapoo hosts a festival to promote his new Grand Vizier - someone of his utmost trust, who will be able to influence him to take important decisions, either personal or regarding the whole Sultanate.
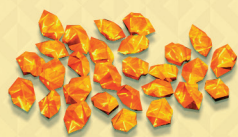
In order to be awarded that title, the applicants and their aides will take part in an entertaining audition, in which they must show both their productiveness to fulfill the Sultan's wishes and wisdom to stir the Local Market efficiently. Even though each applicant is very well rewarded with Gems, only one of them will became the Sultan's Grand Vizier.

COMPONENTS

➤ 1 Game Board	➤ 28 Acrylic Gems
➤ 1 First Player Marker	➤ 4 Score Markers / ➤ 4 Orderlies
➤ 28 Aides	➤ 10 Sultan's Mood Plates
➤ 4 Quick Reference Cards	

➤ 1 Game Board

➤ 28 Acrylic Gems

➤ 1 First Player Marker

➤ 4 Score Markers
➤ 4 Orderlies

➤ 28 Aides

➤ 10 Sultan's Mood Plates

➤ 4 Quick Reference Cards

➤ 48 Task Cards

➤ 2 Sultan's Guard Cards

➤ 4 Magic Lamp Cards

➤ 6 Market Score Cards

➤ 16 Simple Wish Cards

➤ 14 Final Wish Cards

➤ 45 Wares Cards (15 Cards for each Merchant)

GAME SETUP

1. Open the game board in the center of the table.

2. Leave all the Gems next to the game board, where everyone can reach.

3. Shuffle the Simple Wish Cards and place them face down on the corresponding spaces on the game board, according to the number of players.

1 or more players	3 or 4 players	4 players

The remaining cards are put back into the game box.

4. Shuffle the Final Wish Cards and randomly place 4 of them face down on the corresponding spaces on the upper part of the game board. The remaining cards are put back into the game box.

5. Separate the 45 Wares Cards into 3 stacks of 15 cards each, one for each Merchant. Shuffle each stack individually and place them face down on the corresponding Market spaces on the game board. Reveal the top card of each stack.

6. Hand out 1 Magic Lamp Card with the "inactive" side face up to each player.

7. Hand out 1 Quick Reference Card to each player.

8. Shuffle and deal 1 Market Score Card, face down, to each player. The remaining cards are put back into the game box.

9. Shuffle all the Sultan's Mood Plates. Randomly place 5 Plates, face down, on a stack in the center of the game board. Set the remaining Plates aside, as they will be used later in the game.

10. Each player chooses a color and places their 7 Aides (small markers) in front of them, then places their Score Marker at the beginning of the Score Track on the game board and their Orderly next to the Extra Task Chart.

11. Shuffle the 2 Sultan's Guard Cards with the Task Cards to form a single draw deck. Place this draw deck next to the game board, face down, where everyone can reach, and deal 3 Task Cards to each player. The discard pile will be next to the draw deck.

12. Choose the starting player, who will get the First Player Marker.

13. Starting with the first player and following clockwise, each player must reveal 1 Simple Wish Card on the game board.

GOAL

During the game, players must fulfill the Sultan's Wishes and perform Extra Tasks to score points, as well as gather Gems to acquire the best Wares Cards, which will award even more points at the end of the game.
The winner is the player with the highest score at the end of the game.

GAMEPLAY OVERVIEW

The Sultan's Wishes is played over a series of rounds.

◆ROUND SEQUENCE◆

➤ Before playing their turn, the round's first player must always reveal **1 Sultan's Mood Plate** from the top of the stack and check all the information described on it. Read more about it in "Sultan's Mood Plate".

➤ **Starting with the first player and following clockwise, each player must perform 1 Mandatory Action, and then they can perform up to 2 Optional Actions each.**

➤ After performing their actions, the player must end their turn by replenishing the cards in their hand, if necessary, up to the total of 3 Task Cards.
IMPORTANT: When there are no more cards in the draw deck, the discard pile must be shuffled to form a new draw deck.

➤ Game proceeds with each player playing their turn, until there are no more Sultan's Mood Plates to be revealed, at which point the round ends.

◆UPKEEP AFTER THE END OF THE ROUND◆

➤ At the end of the round, the cards from the Extra Task stack must be revealed, if there are any on the game board. Players who placed their Orderly on the Extra Task Chart must score according to their place.

➤ Afterwards, discard all the revealed cards from the Extra Task stack, move the Orderlies to their starting position next to the Extra Task Chart, and the Aides on the Priority Track are returned to their players.

➤ All the Task Cards on the Sultan's Wishes remain exactly as they are.

➤ Shuffle all the Sultan's Mood Plates and randomly take 5 of them to start a new round.

➤ The First Player Marker must be passed on to the next player to the left.

Sultan's Mood Plates may alter the basic rules of the game.

These plates have several pieces of information that must be carefully checked by the first player following the sequence below, before the players' turns start. This is the anatomy of the plates:

1st ADD 1 TASK CARD FROM THE DRAW DECK, FACE DOWN, TO THE EXTRA TASK STACK ON THE GAME BOARD **A**

A

INDECISO

Coloque as cartas do topo do Mercado no fundo de cada pilha.

2nd DESCRIPTION OF THE EFFECT

3rd EXTRA POINTS WHEN A WISH IS FULFILLED

When revealed, the Sultan's Mood Plate is activated, affecting all players. Its effect may be immediate or it may last until the next plate is revealed.

IMPORTANT: If the Sultan's Mood Plate effect demands an immediate resolution by the players, the player order must be followed clockwise, starting with the first player.

If the plate has a golden heart on the place of another kind of information **B**, it means that that information is non-existent on that plate and may be disregarded.

B **B**

BONDOSO

Ao contribuir nos Desejos do Sultão, receba 2 Pedras Preciosas.

These are the effects of the Sultan's Mood Plates:

LOVELY
Starting with the first player and proceeding clockwise, each player may immediately discard any number of Task Cards from their hand and then draw the same number of Task Cards from the draw deck.

KIND
During this turn, each player who performs the "Fulfill Sultan's Wish" Action will get 2 Gems instead of 1.

NAUSEATE
During this turn, players may not perform the "Fulfill Sultan's Wish" Action.

DEMANDING
The first player immediately chooses and reveals 1 Simple Wish, if there is any. Otherwise, nothing happens.

HUNGRY
During this turn, the Sultan's Wishes are fulfilled more easily, requiring -1 heart for Simple Wishes and -1 Task Card for Final Wishes.

HAPPY
Each player immediately gets 1 Gem from the pool. If a player already has the maximum limit of 7 Gems, they will not receive the Gem from the pool.

UNCERTAIN
The first player immediately places each Wares Card revealed from the Market on the bottom of their respective stack, revealing a new Wares Card from each stack.

MEAN
Starting with the first player and proceeding clockwise, each player must immediately discard 1 Task Card from their hand and play this turn with only 2 Cards in hand. Each player must end their turn with 3 Task Cards.

AFRAID
During this turn, players may not perform the "Use Task Card effect" Action".

SAD
The first player must immediately remove the revealed Sultan's Simple Wish with the lowest total of hearts of the Task Cards attached to it. If there is a tie, the first player decides which Simple Wish will be removed. If none exist, nothing happens.

MANDATORY ACTION

On their turn, a player must perform only 1 of the 4 Mandatory Actions.
To perform these actions, it's important to know the anatomy of Task Cards:

NUMBER OF HEARTS

TYPE OF EFFECT

TYPE OF TASK

1. FULFILL SULTAN'S WISH

To perform this action, the Task Card played from hand must match a Sultan's Wish revealed around the game board.
The player must attach 1 Task Card from hand under the corresponding wish **A** and must place an Aide of his color on the top of the card **B**, indicating that he will score the number of hearts on the card when the wish is fulfilled. The player then gets 1 Gem from the Sultan as payment **C**. See "Fulfilling a Sultan's Simple Wish" and "Fulfilling a Sultan's Final Wish" below.

MAXIMUM OF 7 GEMS PER PLAYER

EXAMPLE

Fábio has chosen the "Fan Wave" Task Card with 2 Hearts to attach under the "Fan Wave" Sultan's Wish available on the game board. He has placed an Aide of his color on the Task Card played and has gotten 1 Gem from the pool.

2. PERFORM AN EXTRA TASK

To perform this action, a player must place 1 Task Card from hand, face-down, on the Extra Task stack on the game board **D**, as shown below:
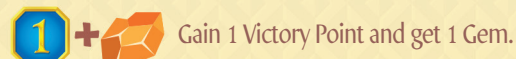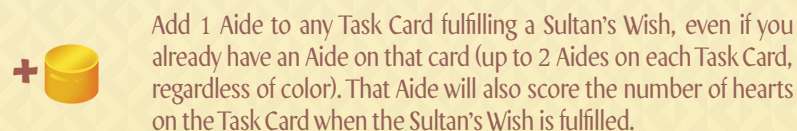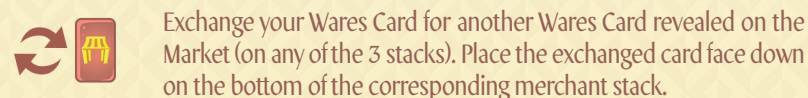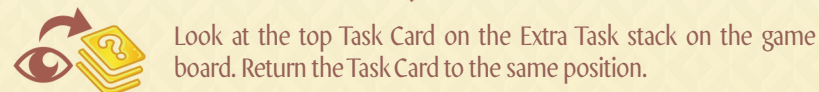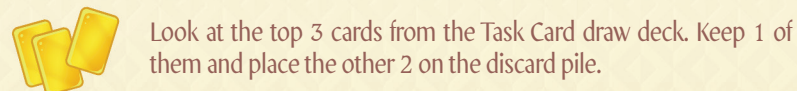**TIP: Always remember to memorize the Task Card placed on the stack.**

EXAMPLE

Bruno has chosen a Task Card from hand to play face down on the Extra Task stack on the game board. Now, Bruno knows that the task he has played has 3 hearts, and he can later increase that amount to get a better place at the end of the round, if he has added his Orderly.

3. USE AN EFFECT

To perform this action, a player must place 1 Task Card from hand on the Discard Pile and immediately use its effect, shown by a symbol on the right side of the card. The effects are:

Look at the top 3 cards from the Task Card draw deck. Keep 1 of them and place the other 2 on the discard pile.

Acquire 1 Wares Card available on the Market by paying 1 fewer Gem.

Look at the top Task Card on the Extra Task stack on the game board. Return the Task Card to the same position.

Exchange your Wares Card for another Wares Card revealed on the Market (on any of the 3 stacks). Place the exchanged card face down on the bottom of the corresponding merchant stack.

Add 1 Aide to any Task Card fulfilling a Sultan's Wish, even if you already have an Aide on that card (up to 2 Aides on each Task Card, regardless of color). That Aide will also score the number of hearts on the Task Card when the Sultan's Wish is fulfilled.

Gain 1 Victory Point and get 1 Gem.

4. MOVE THE ORDERLY

This action doesn't use a Task Card.
To perform this action, a player must move the Orderly of his color to an available space (without another Orderly) on the Extra Stack Chart. Then, the player must place an Aide of his color on the Priority Track, as shown below.
This action may also be performed so that the player will later move the Orderly of his color to another available space on the Extra Stack Chart, keeping the same position of the Aide on the Priority Track.
IMPORTANT: It is necessary to perform this action in order to score Extra Tasks. See "Scoring Extra Tasks" below.

EXAMPLE

Sueli has moved her Orderly to the "Extra Task: Music" on the Extra Task Chart, and then she placed her Aide on the next empty space on the Priority Track.

TIP: In order to increase your chances of scoring, combine this action with the Mandatory Actions 2. Perform an Extra Task and/or 3. Use an Effect (effect 👁💰).

OPTIONAL ACTION

After performing a Mandatory Action on their turn, a player may perform 1 or 2 Optional Actions, in the order they wish.

1. ACQUIRE 1 WARES CARD

To perform this action, get acquainted with the anatomy of Wares Cards:

PERIODS:
☼ MORNING ○ AFTERNOON ☾ EVENING

WARES COST — **A**

WARES TYPE

MERCHANT

VALUABLE WARES

The player may acquire one of the Wares Cards revealed on the Market by paying the amount of Gems shown on the card **A**. The Gems used for the acquisition must be returned to the Pool. Finally, reveal the Wares Card from the top of the stack.

IMPORTANT: Keep the Wares Cards you have acquired hidden from the other players, as they will be scored at the end of the game.

EXAMPLE

After performing his Mandatory Action, Ricardo has decided to pay 4 of his Gems **B** to acquire the Wares Card on the top of the central pile **C**.
The Gems used for the acquisition have been returned to the Pool and the next Wares Card on the top of the stack has been revealed.

TIP: In order to decide which Wares Card to acquire, it is important to keep an eye on your Market Score Card, as it tells you which Merchants, Wares, and Icons will score the most at the end of the game. See "End of the Game" below.

2. USE THE MAGIC LAMP

To perform this action, the Magic Lamp Card must have its active side face up, as shown below:

INACTIVE

ACTIVE

The Magic Lamp will be ready to use every time the player passes through the symbol 🪔 on the score track, on squares 10, 25 and 40. Thus, the Magic Lamp can only be used **up to 3 times** in each game.

To perform this action, the player must flip the Magic Lamp Card to its inactive side and then immediately perform, once again on their turn, 1 of the 4 Mandatory Actions.

EXAMPLE

On her turn, Sabrina has performed the Mandatory Action "1. Fulfill Sultan's Wish".

On the same turn, Sabrina has used her Magic Lamp, flipping it to its inactive side and performing the Mandatory Action "2. Perform an Extra Task".

TIP: Always remember to use your Magic Lamp before you go through another activation space on the game board, as you cannot stack activations.

BUSY AIDES?

If a player needs 1 Aide and they're all busy, that player must remove one of his Aides from a Task Card of his choice.

If a player removes his only Aide from a Task Card, that player will no longer score that card when the Sultan's Wish is fulfilled. See "Fulfilling a Sultan's Simple Wish" and "Fulfilling a Sultan's Final Wish" below.

The Task Card without Aides remains fulfilling the Sultan's Wish as usual, and may be occupied later by any Aide if a player uses the ➕💰 effect of a Task Card.

EXAMPLE

Ed didn't have any available Aides to perform the Action "1. Fulfill Sultan's Wish" Ⓐ, so he needed to remove one of his Aides from another Task Card played previously Ⓑ. The Task Card without Aides doesn't belong to Ed anymore, thus he will not score it if the Sultan's Wish "Entertainment" Ⓒ is fulfilled.

EXAMPLE

On her turn, Maria used the ➕💰 effect Ⓓ to add an Aide to the top of the Task Card "Entertainment" Ⓔ, which had no Aide on it. Maria could also perform this Action even if she already had 1 Aide on the card, up to the limit of 2 Aides on each Task Card.

SCORING EXTRA TASKS

This scoring step is directly connected to these Mandatory Actions: "2. Perform an Extra Task" and "4. Move the Orderly".

At the end of each round, each Task Card that was secretly placed on the Extra Task stack must be revealed Ⓐ, awarding points to the players who moved their Orderlies Ⓑ to the Tasks revealed with the **highest number of Hearts**, as shown below.

TIP: The score chart is also present on the game board to help the checking at the end of each round Ⓒ.

Only the 1st, 2nd and 3rd places will score. They score according to this:

1st	2nd	3rd
6	**4**	**2**
6 Points + 1 Gem	4 Points	2 Points

If there is a tie, the winner is the player on the highest position on the Priority Track Ⓓ. A player will always win a tie with a Task without Orderly.

IMPORTANT: Tasks without Orderlies with the highest number of hearts take positions above the players themselves.

EXAMPLE

When the round ends, the position of the Orderlies on the Extra Task Chart Ⓑ and their Aides on the Priority Track next to it Ⓓ, added to the Task Cards revealed on the Extra Task Stack Ⓐ, have determined each player's place.

👤 1st Place 👤 2nd Place ❓ 3rd Place 👤 4th Place 👤 5th Place
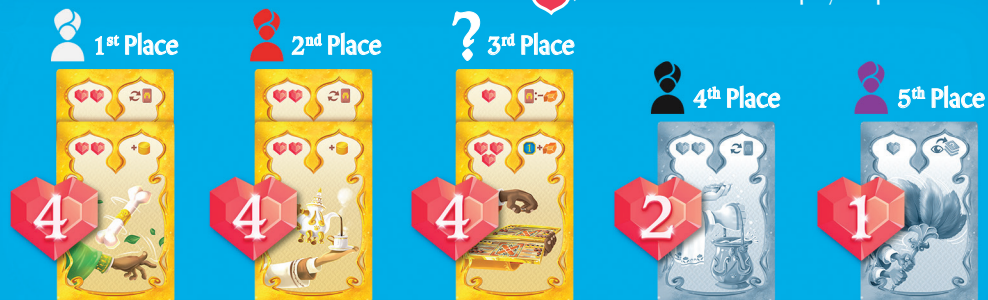
The White and Red players and the Task without Orderly are tied with 4 hearts each. Thus, according to the Priority Track Ⓓ, the White player has reached 1st place, the Red player has reached 2nd place, and the Task without Orderly has reached 3rd place. The Black and Purple players haven't scored.

Fulfilling a Sultan's Simple Wish

A Sultan's Simple Wish is fulfilled when the Task Cards played have a total number of hearts **equal to or higher than** the number required.

TASK WISHED FOR

MINIMUM OF HEARTS REQUIRED

When fulfilling a Simple Wish, follow these steps:

➤ Award points to each player who has an Aide on a Task Card, according to the number of Hearts on those cards, and add the Extra Points from the revealed Sultan's Mood Plate.

➤ The fulfilled Simple Wish Card must be removed from the game.

➤ All the attached Task Cards and the Sultan's Guard Card (see below) must be placed on the discard pile.

➤ Each Aide must be returned to its respective player.

➤ **If the number of remaining revealed wishes is lower than the number of players in the game**, the player who played the last Task Card on the fulfilled Wish must reveal a new Simple Wish Card.
IMPORTANT: If the Sultan's Mood Plate has removed or fulfilled the wish, and the number of revealed wishes is less than the number of players, the first player must reveal a new Simple Wish.

➤ If there are no more Simple Wish Cards to reveal, the player must reveal 1 Final Wish Card.

EXAMPLE

The Sultan's Wish "Tea" has been fulfilled after 8 hearts have been added up on the attached Task Cards, providing the 7 hearts required.
Added to the 2 Extra Points from the Sultan's Mood Plate, the awarded points for each player will be:

🧑 5 Points   🧑 6 Points

🧑 5 Points   🧑 5 Points

1 + 2 + 2

Fulfilling a Sultan's Final Wish

A Sultan's Final Wish is fulfilled when the number of Task Cards required on the Final Wish Card is reached. However, unlike Simple Wishes, which are based solely on Tasks, Final Wishes may have several kinds of different requirements, as listed below:

5 TASK CARDS WITH SPECIFIC EFFECTS

TASK CARDS WITH 1, 2 AND 3 HEARTS

5 TASK CARDS IN A SEQUENCE - THE 5ᵗʰ 💕 CAN BE ANY TASK

7 TASK CARDS BETWEEN 2 TASK TYPES

When fulfilling a Final Wish, follow the exact steps as when fulfilling a Simple Wish, and then reveal 1 Final Wish Card, if there are any.

Fulfilling a Final Wish triggers the End of the Game, which will last until the end of the current round. See "End of the Game" below.

EXAMPLE

The Sultan's Final Wish has been fulfilled after 5 Task Cards with 3 required hearts have been played. Added to the 3 Extra Points from the Sultan's Mood Plate, the points awarded to each player will be:

🧑 6 Points   🧑 9 Points

🧑 12 Points   🧑 6 Points

3 + 3 + 3

THE SULTAN'S GUARDS

The back of the Sultan's Guard Cards are different from the back of the Task Cards on purpose **(A)**, so that all players may know when these cards will enter the game.

Every time a player draws a Sultan's Guard Card from the Task Card draw deck for any reason, that player must immediately attach it to a revealed Sultan's Wish that has no Task Cards. If there aren't any, the Sultan's Guard Card must be attached to the wish that has the lowest total of hearts on the Task Cards attached to it. If there are 2 or more wishes tied, the player must choose where to attach the Sultan's Guard Card. Then, the player must draw a new card from the Task Card draw deck.

IMPORTANT: There can be only 1 Sultan's Guard Card attached to each Wish.

EXAMPLE

Felipe has drawn a Guard Card and must immediately choose between the Sultan's Wishes "Tea" and "Food" **(B)** to attach it, because neither of them has an attached Task Card.

The Sultan's Guard Card counts as 1 Heart if attached to a Simple Wish or 1 Task Card if attached to a Final Wish **(C)**.

When a Sultan's Wish with an attached Guard is fulfilled, each player who scores will also get 1 Gem **(D)**, as shown below.

EXAMPLE

The Sultan's Wish "Sleep" was fulfilled as soon as the Guard Card was attached to it.
The Black and Purple players get 1 Gem each.
The Sultan's Mood Plate has no Extra Points on it, so the points awarded to the players will be:
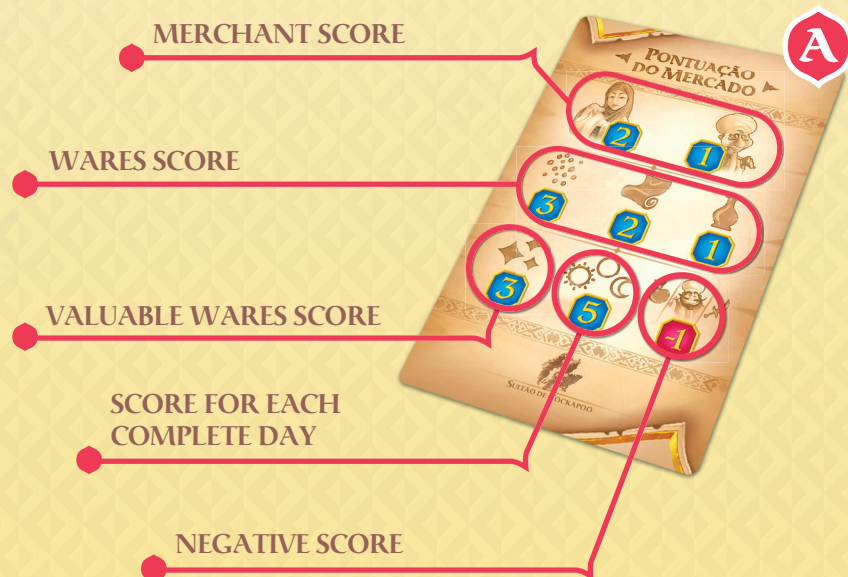
3 Points +

4 Points +

End of the Game

Fulfilling a Sultan's Final Wish Card triggers the end of the game, which will last until the end of the current round, when there are no more Sultan's Mood Plates to be revealed.

➤ At the end of the round, the cards on the Extra Task stack on the game board must be revealed, if there are any. Players who have placed their Orderly on the Extra Task Chart must score according to their place.

➤ Every 2 Gems earned are worth 1 point. 🟧🟧 = 1️⃣

➤ Each player must reveal their Market Score Card:

MERCHANT SCORE

WARES SCORE

VALUABLE WARES SCORE

SCORE FOR EACH COMPLETE DAY

NEGATIVE SCORE

Pontuação do Mercado

And then, add up on the Score Track each Wares Card they have acquired during the game, as shown below:

EXAMPLE

Carlos finished the game with 3 Wares Cards. According to his Market Score Card on the left Ⓐ, Carlos's score was:

1 Complete Day = 5 Points

4 Points	1 Points	4 Points

Total 14 Points

➤ The player with the most points is declared winner of the game and the Sultan's Grand Vizier!

➤ If there is a tie, the winner is the tied player with the most Valuable Wares Cards. ✨

➤ If there is still a tie, those players share the victory. The Sultan makes an exception and names both applicants as his Grand Vizier!

Solo Mode

In a Solo game, you will race against time to prove to the Sultan that you deserve to be chosen to become his Grand Vizier.

◆ SETUP ◆

Follow all the steps for the basic setup, with these changes:

➤ Use only Simple and Final Wish Cards with 🧍 on the upper left corner.
➤ Shuffle all of the Sultan's Mood Plates. Take 10 Plates and stack them face down on the center of the game board.
➤ To start the round, reveal 2 Simple Wish Cards. This is also the minimum number of Sultan's Wishes that must always be revealed.

◆ END OF THE SOLO GAME ◆

The game ends when the 3rd Round is concluded.

➤ Add up the Extra Task score as usual.
➤ Every 2 Gems earned are worth 1 Point. 🟧🟧 = 1️⃣
➤ Add up the points from each of your Wares Cards according to your Market Score Card.
➤ Check your Victory Points on the chart to the right and find out if you are worthy to become the Sultan's Grand Vizier!

When the festival ended, all the applicants and their aides gathered in the main courtyard. The supporters shouted your names as a grand festivity took place.

It was then that, coming from the main hallway, the benevolent Sultan appeared on his throne, carried by his guards. After a long thankful speech for all the effort and success of the event, the Sultan said the name of each applicant aloud, shared his final thoughts, and finally announced his choice.

🐾 **0 to 50 Points**
Gee, you will need to make some more effort at the next festival.

🐾 **51 to 70 Points**
It was a narrow victory, but my new Grand Vizier is the one the supporters called "The Favorite".

🐾 **71 to 90 Points**
Congratulations! You were amazing during the festival and you've surprised everyone! You deserve to become my new Grand Vizier.

🐾 **91 to ? Points**
OwOoOoOoO! The whole Sultanate of Cockapoo is impressed with your flawless performance, and so am I! You will surely be the best Grand Vizier I could have!

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

SULTAN,
This game is for you, my love. You have gone and left enormous emptiness behind, but you will be forever in my heart.
With your blessing, we have made this game as a way to make you eternal and bring joy to people's lives, such as mine was with you.
Thanks for having existed in my life.

Fábio Arraes.