



BIG MARKET & GOLDEN TEMPLE

BIG MARKET

All rules of the base game apply, with the following changes:





SET-UP

First put 1 jungle tile "market" with the selling price 3 back in the box. Then, mix the "big market" with the remaining jungle tiles and lay them out as a face-down jungle draw pile.

selling price 3

selling price 5

ACTION

For each of your activated workers on the adjacent edge of the tile, you may sell I cacao fruit from your storage at the price of 5 gold on the market. You put the cacao fruit back in the supply and then take 5 gold from the bank.

GOLDEN TEMPLE

All rules of the base game apply, with the following changes:





golden temple

SET-UP

First put 1 jungle tile "temple" back in the box. Then, mix the "golden temple" with the remaining jungle tiles and lay them out as a face-down jungle draw pile.

ACTION

The "golden temple" has no direct effect during the game. Only at the end of the game scores the "golden temple" with the others Temples. At the end of the game the player who has the most workers adjacent to the respective temple receives 8 gold from the bank. The player with the second most adjacent workers obtains I gold. If there is a tie for first place, 8 gold are evenly distributed among the players involved (and rounded down, if necessary). In this case, there is no gold awarded for second place. In case first place is clear but there is a tie for second place, there is no gold awarded for second place.

Attention: If any worker tiles adjacent to the temple have been overbuilt, only the worker tiles on top count for the scoring.

Note: If there is only 1 player with workers adjacent to the temple, he gets 8 gold from the bank, as usual; no gold is awarded for second place. You need to have at least 1 worker adjacent to the temple in order to score for it.

Author: Phil Walker-Harding Illustration: Claus Stephan

© 2015 ABACUSSPIELE Verlags GmbH & Co. KG, Frankfurter Str. 121, D-63303 Dreieich Made in Germany. All rights reserved. www.abacusspiele.de

