

RULEBOOK

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Welcome to my kingdom, small naughty pixies!

I love gold and silver and simply adore sweet honey, juicy fruits and fresh bread. And I want you to go and get it for me!

Go now to steal all of these goodies from the nearby human village of Truro. If you fail, you will be tossed in the mines to delve gold and silver for me.

Will you succeed to bring most offerings of the best goods to your queen? Only then will your punishment be ... least severe! Hahahahahaha....

INTRODUCTION

Pixies are naughty little mythic creatures which are mainly seen in the region around Cornwall and Devon. They steal from people and cheat them all the time. Not just for their amusement, but mainly out of fear for their own queen who rules her people like a true tyrant demanding constant sacrifices to be made to her.

Two to five players will take the role of pixies trying to outdo themselves to satisfy their queen. Each round they collect silver, gold and food as an offering to the Queen. You will be rewarded for giving her golden rings, surprising her with an additional sacrifice and promoting yourself all the way to one of her loyal palace servants.

But the queen is not easily satisfied. She will reward penalty points to those that work least throughout each round.

Therefore winner of the game will be the player who earned least points as the only points one can earn throughout the game are penalty points. Only at the very end your punishment can be eased by collected victory points. If you end the game with a positive result, you did very well!

CONTENTS

- game board
- 5 individual player screens
- 40 apples
- 40 breads
- 40 honey
- 60 silver cubes
- 30 gold cubes
- 20 rocks
- 21 reward tiles:
  - 7x offering
  - 7x loyal servant
  - 7x gold ring
- 10 reward tiles with value 1
- 10 reward tiles with value 2
- 10 tiles with permanent abilities
- 6 food tiles
- 3 tiles with one-off advantages
- 9 round tiles
- 5 pixies in 5 colors
- 4 action cilinders in 5 colors
- 2 small and 1 large discs in 5 colors
- 1 small and 1 big cube in 5 colors
- 1 blag cloth bag (mine)
- 1 die

Game with 2 players:

Deviating rules when playing with 2 players:

Setup:
- Use 3 food tiles, one each with values 4/3/2
- Choose a third color and place 5 pixies of that color on the mines.

Sacrifice phase:
- Both players make double sacrifices each time. Henceforth a player who has the "double sacrifice" tile is allowed to sacrifice three different goods (silver, gold and the appropriate food).

Promotion phase:
- After each promotion phase the **queens favourite** places 1 pixie of the third color one step up. No apples can be paid to downgrade another pixie at this time. In the exceptional situation there are no free spots to perform the promotion, skip it.
- Pixies of the third color are allowed to be downgraded using apples whenever applicable.

SETUP

Put the board in the middle of the table. For each color:

- Put a large disc on the "0" space of the score track.(1)
- Put a small disc on both the gold and silver track on the spaces farthest away from the castle. (2)
- Put both a small and a large cube on the play order tracks. (3) Choose someone to randomly allocate the small cubes to the appropriate track. The large cubes are place on their track in the same sequence. The player with the large cube closest to the castle is called the queens favourite and will be the starting player.

Each player receives (4):

- 1 individual player screen;
- 2 apples, 2 breads, 2 silver and 2 gold cubes;
- 4 action cilinders in the player's color;

Apart form the starting player all players also receive 2 honey.

Each player places his pixies in his mine (5):

- 5 pixies if plaing with 2 or 3 players;
- 4 pixies if playing with 4 players;
- 3 pixies if playing with 5 players.

Place the appropriate tiles in the second row of the action pyramid :

- Food tiles (6) with values according to the amount of players, highest value on bottom:
  - 5 players: 4/4/3/3/2/2
  - 4 players: 4/4/3/3/2
  - 3 players: 4/4/3/2
  - 2 players: 4/3/2



- The "double sacrifice" tile (7);



- The "look into the bag" tile (8);



- The "royal pardon" tile (9);



Place all reward tiles for additional sacrifices (10) on the appropriate fields in ascending order.



Put all reward tiles for loyal servants (11) on the appropriate fields in descending order.



Put all reward tiles for gold rings (12) on the appropriate fields in descending order.



Randomise the 9 round tiles face down and distribute 7 on the appropriate fields without looking at them. (13) The 2 remaining tiles are returned to the game box without looking at them.



Place 1 apple, bread, honey and silver cube on the additional sacrifice track. (14)

Put the correct amount of silver and gold cubes in the black mine bag (15):

- 30 x silver
- 10 x gold
- 5 black cubes for each player (with a maximum of 20 even with 5 players).

The remaining apples, breads, honey, silver and gold cubes are placed next to the board. They will be the general supply. (16)

All 10 permanent ability tiles are randomized face down and 6 are randomly drawn and placed on the board. (17). Put the remaining 4 back into the game box.



Starting with the last player according to the round track each player chooses 1 permanent ability tile from the board. Teh starting player will therefore be the last to choose his permanent ability.

Choosing the permanent ability tile is only performed once all players are explained and comprehend all rules.

GOAL

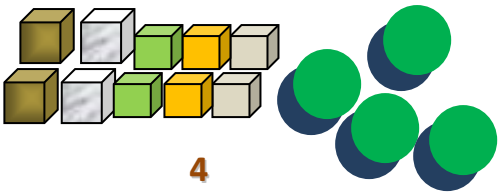
The goal of the game is to receive as little penalty points from the queen as possible during the entire game and to collect as many reward points for the final scoring at the end of the game.

Winner of the game will be the player who has the least penalty points at the end of the game. In case you end up in the positive part of the score track you have truly proven being a great pixie (still small in stature though). In the exceptional case more players end up on the positive side the player with most victory points wins.

During the entire game players can only collect penalty points. Therefore always move your score disc clockwise in order for the disc to move over the whips.



Victory points are only awarded using the reward tiles. These points will only be recorded on the score track at the end of the game.



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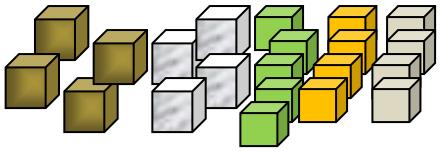

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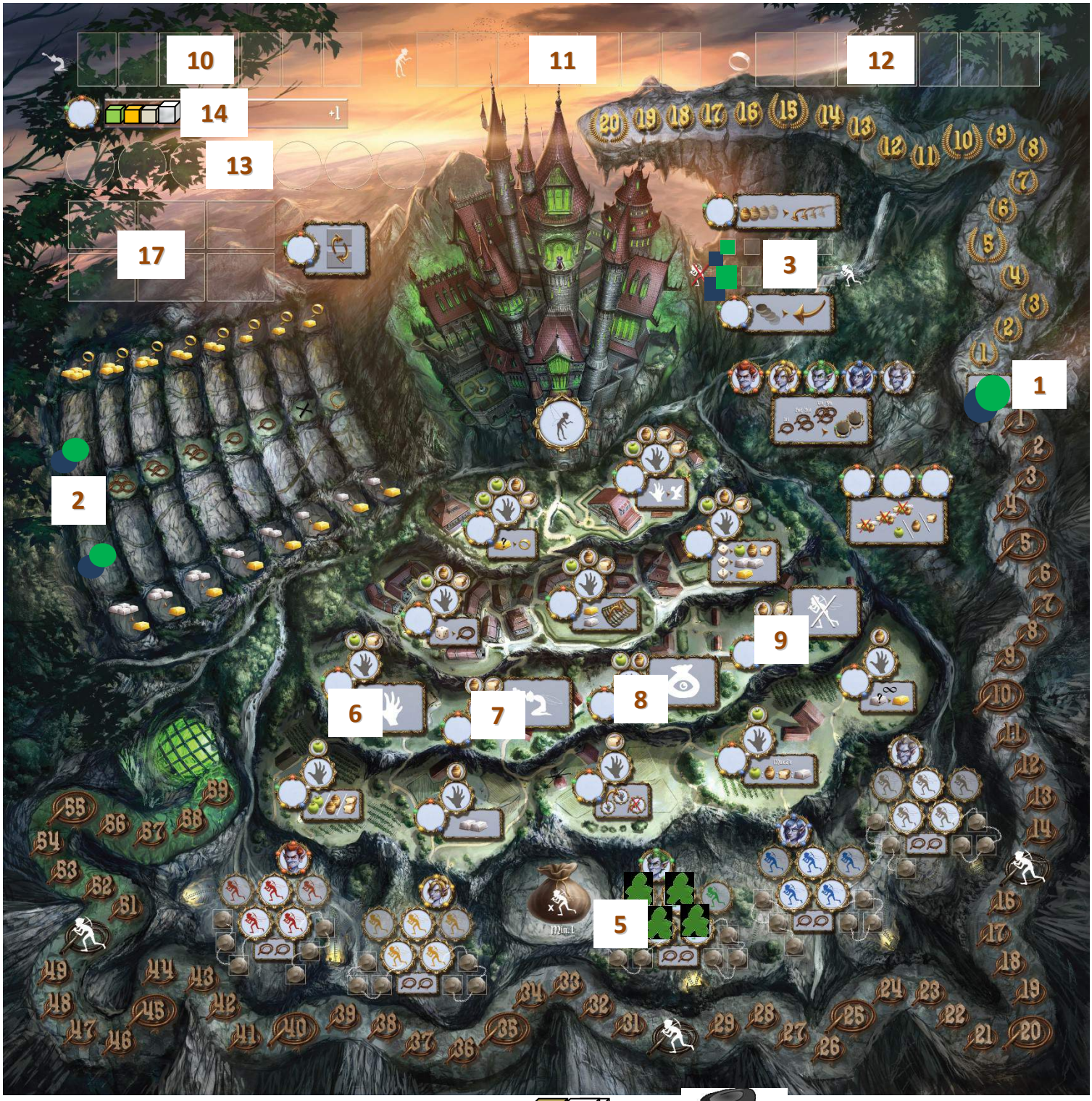
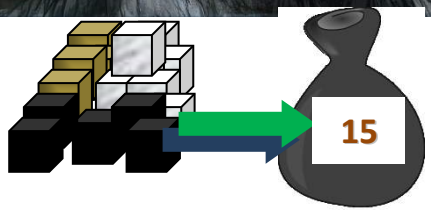




Reward Tiles

In addition to avoiding penalties, there are three types of reward points to achieve:

Reward Points for golden rings:
In order to achieve this, it is interesting to obtain gold and silver, and to have a good position on the silver and gold track.
With the 'Ring' action you can forge a ring with obtained gold.

Reward Points for loyal servants:
In the Reward Phase your pixies can be promoted into the castle of the Queen. In order to graduate you will have to offer the right food type.

Reward Points for additional offerings:
With the action 'additional offerings' you can achieve Reward Points very quickly. It only takes you one action but it's also the most expensive way to get Reward Points.

Reward tiles for rings, loyal servants and offerings are taken from left to right. For rings and loyal servants this means from higher to lower value whereas for offerings this means from lower to higher values.

In case all reward tiles with a golden number (3 times 5 tiles divided over all 3 tracks) the end of the game is triggered. The current round is completely finished after which the final points are calculated.

Reward tiles are kept secret behind a player's screen.

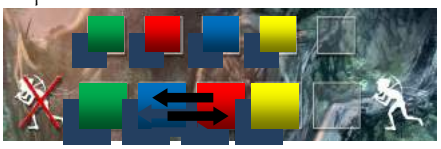
GAME ROUND

Each game round consists of 5 phases:

I. Stealing
II. Actions
III. Offering
IV. Rewards
V. Penalty

I. Stealing phase

Adjust play order by matching the sequence of the big cubes with the sequence of the small cubes.



Attention: In case someone put his large cube in front during the former round this rewarded a one time advantage during the reward phase. However the large cube will be placed back in sequence with the small cubes.

The pixies roam the village of Truro stealing apples, breads and honey. Each pixie (obligedly!) receives food according to its position on the board.



Pixies in mines are slaves and do not receive any resources.

Food tiles also generate resources: 2, 3 or 4 food cubes of the player's choice according to the tile.



During the first round of the game players cannot steal food. In case a player has the permanent ability of stealing 1 silver piece however this player does receive 1 silver piece.

In the rare case the food supply is almost depleted it is important to perform the steal phase in the new player order. the queen's favorite will take all resources first, followed by second in line, etc.

II. Action phase

Resources are always kept behind the player screens, hidden from the other players. Action cilinders however are best kept in front of your screen so everyone can see which player(s) can still perform an action.
Acquired tokens are always kept in front of the player screen on the designated places.

During the action phase players take turns choosing an action. The queen's favorite chooses first followed by second on the turn track (large cubes) and so on.

Each turn a player uses 1 or 2 action cilinders to immeditaely perform 1 action:

Either 1 cilinder on a circular action spot with only room to place 1 action cilinder.



Exception: With the action "promotion priority" a player uses all his/her remaining action cilinders.

Or 2 cilinders on a double action space without a pixie.



Or 1 cilinder on a double action space with a pixie on one of the spaces. The pixie helps you perform the action regardless of the color of the pixie.



Some of the circular action spaces are marked with pearls in just one color and have a pixie image on them. Only the player playing with that specific color is allowed to use that action space.



The chosen action has to be performed immediately and obligedly.

Important:
You cannot choose an action if you cannot perform it (Exception: the 'Temporary priority' action). In the rare case there is no possible action or you no longer wish to perform any action you are allowed to pass. The Queen however will punish you severely for your lack of trying. You receive 5 penalty points!

Important:
All actions can only be performed once per turn with the exception of the "turn silver to gold" action.

III. Offering phase

In case a player chose the "Temporary priority" action put that player's large cube in front of the row.
Each player takes back all action cilinders.

Perform the following steps in order:

1. Everybody makes an offer.

The Queen has a particular diet. Each turn she will want 1 specific kind of food: apple, honey or bread.

Turn the leftmost face down round tile face up. One of the food resources will be depicted which will decide which food the Queen wants this round.



All players gather from their personal supply resources to hold in their hand. All players hold out their hand like a fist and simultaneously open their hand to show which resources they decided to offer to their Queen.

The following rules apply:

- Always offer 1 kind of resource: either the desired food or silver or gold. It is not allowed to offer multiple kinds of resources unless a player both owns and uses his/her "double offering" single use tile allowing that player to hold out 2 hands in stead of just 1.
- In case someone puts out an empty hand (thus offering nothing to the Queen) he/she immediately receives 5 penalty points.
- Offering food which the Queen does not want this turn is not allowed. In case a player does offer a different kind of food by mistake, that player immediately receives 5 penalty points and exceptionally has to put the offered food back into his/her personal supply.
- All offers, except for the wrong kind of food, are gratefully accepted by the Queen and are put back in the general supply.
- Both silver and gold are always regarded as being usefull offers even when a player is no longer able to move forward on the appropriate track.

2. Check to see if at least 1 player offered the right kind of food.

In case at least 1 player offered the right kind of food the Queen is satisfied and a rewards phase is initiated (IV).

In case nobody offered the right kind of food the Queen is outraged by the lack of respect (and fear) her subordinates have for her. Perform the following:

- Offered silver and gold are put in the general supply.
- Players that did not offer silver or gold immediately receive 5 penalty points (they offered either nothing or the wrong kind of food).
- The player with his/her large cube on the last position on the track has to degrade one of his/her active pixies to a mine slave. Loyal servants can never be degraded, only active pixies that are stealing in the township of Truro.

  In case the last player hasn't got an active pixie or begs for mercy using the "mercy" single use tile the second-to-last player on the large cube track needs to send a pixie to the mines.
  Repeat this proces until a pixie was sent to the mines or the first in row needs to send one. Because the first player is favourite to the Queen he/she doesn't need to send a pixie to the mines.
- Skip the entire rewards phase (IV) and move straight on to Penalty phase (V).

IV. *Reward Phase*

This phase is only performed in case at least 1 player offered the right kind of food during the offering phase (III).

Perform the following steps in order:

1. *Silver and gold track*

All players that offered silver advance their disc 1 step on the silver track. The player that offered most silver advances his/her disc an additional 1 step.

In case of a tie no player offered most so all players that offered silver advance just 1 step.

In case only 1 player offered silver he/she also offered most silver by default and advances 2 steps on the silver track.



Do exactly the same for players that offered gold in stead of silver.



2. *Promote*

All players that offered the right kind of food to their Queen are allowed to promote pixies on the action pyramid. They can perform as many promotion steps equal to the number of resource tokens offered.

The Queen's favourite is to perform ALL his/her promotions first. All other players keep their offered resource tokens at hand.

Promoting is always performed to a free action space of the next level on the action pyramid by putting the pixie on the action space depicting a hand.

Important: action spaces can only be taken by other pixies as the action cilinders were removed at the start of the offering phase (IV).

In case more free locations are available a player can freely chose which location he/she wants to move his/her pixie to.



A mine slave can promote to the first row of action fields. Make sure the slave is not enchained to any stones.



Never promote a pixie to an action field on the same or lower level in the action pyramid.



In case you want to promote your pixie to a field whoch is already occupied by another pixie you need to pay an apple to the general supply in order to do so. This possibility is included in case there is no free action space to promote to or because the action space seems intresting to you or just to annoy an opponent by degrading one of his/her pixies ...

In case this is done during the rewards phase (IV) do as follows:

1. *Use 1 offered food cube to perform the promotion step.*
2. *Pay 1 additional apple from your personal supply to degrade the opponent's pixie.*
3. *Swap both pixies on the game board.*



In case this is done during the action phase (II) by performing the "promotion" action do as follows:

1. *Move your pixie for free. Choose a location with an active pixie of an opposing player's color. Locations containing 2 action cilinders cannot be chosen.*
2. *Pay 1 apple from your personal supply to degrade the opponent's pixie.*
3. *Swap both pixies on the game board.*

Important: An apple can only be used to degrade an opponent's pixie whilst performing a promotion with 1 of your pixies. It is not allowed to pay apples to degrade opponent's pixies at any other moment during the game.



A pixie that has attained the status of loyal servant can never be degraded.

Only once each round a pixie can reach the "loyal servant" field at the top of the action pyramid. That pixie remains there until all players have performed all promotion steps. Keep in mind that the "loyal servant" cannot be degraded by paying an apple.

After all promotion steps have been performed the pixie that reached the "loyal servant" spot is moved to the loyal servant track. The owning player takes the leftmost available reward tile from the track and puts the pixie on its place. This pixie is no longer available to that player for the rest of the game as he is now working directly for the Queen in her palace ...



V. Penalty Phase

At the end of each round the Pixie Queen punishes those who have not worked hard enough to her pleasing.

1. Give each player up to a maximum of 2 penalty points for the slaves still in that player's mine:
   0 penalty points for 0 slaves
   1 penalty point for 1 slave
   2 penalty points for 2 or more slaves

Important: The lower two of the slave positions in the mine are always the ones to be used first.
A player can never escape penalty points or the enchainment to rocks by puting slaves on the upper row in his/her mine.



2. Subsequently give each player penalty points as depicted on the silver and gold track. Check which step the player's discs are at and look in the middle row between both tracks how many penalty points these levels correspond to. Both tracks score penalty points.



3. On the second highest level a player is no longer awarded penalty points for that track.



At the upmost level of a track a player even receives a victory point. Do not record this on the points track, but take a victory point tile from the general supply and put it behind your player screen.



Pit of Oblivion

In case a player adds up to 60 penalty points throughout the game he/she disappoints the Queen in such manner she has that player thrown into the oblivion pit. The game immediately ends for this player. Better luck next time!



Degrading a pixie

Regardless of the phase in which it happens, whenever your point marker reaches or passes a slave symbol on the points track you immediately have to degrade an active pixie to become a slave in your mine.



This means you have to move an already promoted pixie back on 1 of your mine spaces. The following rules apply:

- *A loyal servant is a position for life. Never ever move a loyal servant back to the mines.*
- *Always move your pixies to 1 of the lower mine spaces if possible. If these are taken move the pixie to 1 of the upper spaces.*

A couple of ways exist to prevent having to degrade a pixie:

- *In case all of your pixies are either loyal servants and/or slaves;*
- *In case you own and use the "mercy" single use tile to beg for mercy;*

- *In case you are the Queen's favourite who never needs to degrade a an active pixie to become a slave again.*



GAME END

The game ends when one of the following conditions are met:

- All reward tiles with golden numbers are taken (3 times 5 tiles);

- Or 7 rounds have been played and there are no more round tiles.

In both circumstances the current round is completely played including a rewards and penalty phase.

A final scoring is performed in sequence as described below:

1. All acquired penalty points remain;



2. Acquired victory points are used to move a player's score marker towards or even further than the "0" on the score track;



3. Count for each kind of resource cube which player has most cubes of that resource remaining in his/her personal supply.



Players receive 3 penalty points for each resource type they have most cubes remaining. In case of a tie all player involved receive 3 penalty points.

This is done for apples, honey, bread, silver and gold.

4. For each stone 1 of a player's slaves is enchained to that player receives 1 penaelty point. Keep in mind that even at this point breads can be spent to remove stones.



In case no player passed the "0" space thus ending with all players in the negative points the player who has least points wins the game.

In case 1 or more players passed into the positive side of the score track the player with most victory points wins the game.

In case of a tie the player who has most loyal servants wins the game. In case there still is a tie see which of the tied players had a loyal servant earlier in the game. That player is declared winner.

ACTIONS OVERVIEW

1. Steal food

Take 2 apples, 2 honey or 2 bread from the general supply.



2. Steal silver

Take 2 silver from the general supply.



Food, silver or gold which is no longer available from the general supply are depleted. All supplies are limited.

3. Promotion

Move 1 of your pixies up 1 row.

This action cannot be used to perform the final promotion to loyal servant.



Important:
A pixie can only move to an empty spot on the next row.
During the action phase it is possible all action spots are taken by multiple pixies and/or action cilinders. It is not allowed to move action cilinders in order to make place for a moving pixie. It is however allowed to pay an apple in order to exchange the place of your pixie with that of another pixie on the next row.

Apart from the above all normal rules acoording to a normal promotion in the promotion phase apply.

4. Trade

Trade up to 7 items of 1 kind into an equal amount of items of 1 different kind. You can trade apples, honey, breads or silver. Gold cannot be traded (for) using this action.



Example: player Fizzy puts 5 apples in the general supply and takes 5 silver from the general supply in exchange.

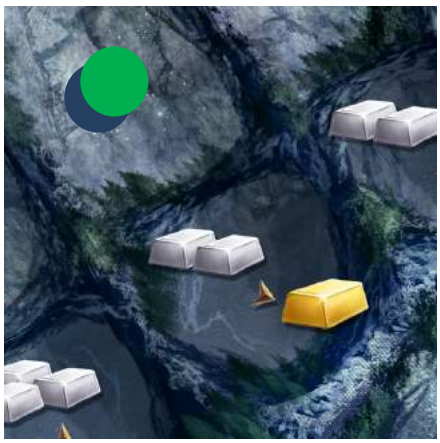
5. Turning silver into gold

This action can be used to turn silver into gold. How many silver a player needs to get 1 gold depends on his/her position on the silver track. Next to the silver track is a visual reminder how much silver you need to get 1 gold.



This is the only action a player can perform multiple times usnig just 1 action. You can create multiple gold as long as you can pay the required amount of silver.

Example: Fizzy reached the 4th position on the silver track. Therefore the price for 1 gold is 2 silver for Fizzy. Fizzy chooses the "turn silver into gold" action and decides to transform 6 pieces of silver into 3 pieces of gold.



6. Food tile

Take the upmost food tile and put it on the appropriate position in front of your player screen.



Henceforth this tile will grant 2, 3 or 4 food of your choice during the stealing phase as indicated on the tile.

Important: Whenever you acquire resources it is not allowed to refuse any of them. Until the last round players keep acquiring the recources depicted on the tile.

In case a player already has a food tile, the player is not allowed to choose this action.

Tiles

Each player screen has room for three tiles: 1 food tile, 1 permanent ability tile and 1 single use tile.



Therefore a player can never have more than 2 tiles of the same type (exception: the permanent ability tile which grants extra room for a food tile or single use tile).

A player is not allowed to choose a tile-granting action if he/she doens't have room available for the tile.

Discarding any tile (regardless of its type) is not allowed.

Tiles can be exchanged by choosing the "exchange tiles" action.

Once used a player puts a single use tile back on the appropriate place on the game board. From then it becomes available again to all players.

7. Double offer

Take the appropriate tile.



A player can use this tile during one of the subsequent offer phases. When used the player uses both hands to offer not one but two different resources to the Queen:

- food & silver
- OR food & gold
- OR silver & gold

8. look into the bag

Take the appropriate tile.



A player can use this tile when performing a "mining" action. When taking the first 2 cubes from the bag the player is allowed to look into the bag and choose which cube he/she wants.

In case a player has no or just 1 slave the player is only allowed to choose 1 cube from the bag.

When a player uses the tile he puts it back on the appropiate location on the board game where it becomes available to all players again.

9. Mercy

Take the appropriate tile.



Whenever a player needs to degrade an active pixie to a mine slave this tile can be used to beg the queen for mercy. This miraculously succeeds and the player does not need to degrade an active pixie.

When a player uses the tile he puts it back on the appropiate location on the board game where it becomes available to all players again.

10. Penalty points

When choosing this action, the player throws the die and divides penalty points among his opponents equal to the number of pips on the die.



Example: Fizzy throws the die, gets a "3" and gives 1 penalty point to Tootsie and 2 penalty points to Ichi. Ichi passes a slave symbol on the points track and has to degrade an active pixie to mine slave immediately.

11. Gold & silver track

Pay 1 gold to advance 1 step on the gold track
OR pay 1 silver to advance 1 step on the silver track.

Important: Using 1 action a player can only advance 1 step on 1 track. It is not allowed to pay multiple times to advance multiple steps using only 1 action.



12. Casino



The player rolls the die and receives resources according to the die roll:
On a 1: 1 apple, 1 honey and 1 bread
On a 2: 2 silver
On a 3: 1 gold

13. Ring

The player makes 1 golden ring by paying the amount of gold according to his/her position on the gold track.
The ring is immediately sacrificed to the Queen and the player receives the highest reward tile still available.



Example: Fizzy has reached the 4th step on the gold track. Therefore the cost to buy a golden ring is 2 gold for Fizzy. Fizzy has 4 gold in total. He pays 2 gold to make 1 golden ring as he cannot make more than one ring in 1 action.



14. Rob a pixie



A player can only perform this action if an opponent has a pixie on a double action space.

The player chooses an opposing pixie on a double action space. This pixie is robbed and needs to give the resources it can receive during the steal phase to the player.

In case the victim no longer possesses all resources gained by the robbed pixie that player only hands over the resources he/she has remaining.

15. Mine

By placing a action cilinder on the appropriate action space a player activates the pixies in his/her mine.



The player takes the cloth bag and pulls as many resource cubes from it as there are pixies present in the mine. This is done without looking into the bag.
In case there are no more slaves in the mine, a player still takes 1 cube.

The single use tile "Look into the bag" can be used when performing this action.

A player always has to show his/her opponents which cubes were taken.

Silver and gold cubes are added to the resource pool a player has behind his/her screen.

Stone cubes are put next to slaves in the mines on the provided spaces thus enchaining these slaves.
Before they can leave the mine during a promotion a slave needs to rid itself of all stones it is attached to.
A maximum of 2 slaves per player can be enchained with a maximum of 3 stones per slave.

In case the only slaves that can still get stones are the player's own slaves, the player is obliged to enchain his/her own slaves. In case there are no slaves left or all have been enchained with 3 stones the pulled stones are removed from the game. They are NOT returned to the bag.

A player can remove 1 or more stones at any time by paying 1 bread for each stone. The bread is put in the general supply whereas the removed stone is removed from the game.

This can be done whilst performing an action, promotion or when calculating final scores.



16. Trade tiles

This action has a single action space and can only be performed by 1 player each turn.



There are 3 kinds of tiles a player can exchange:

- food tiles
- single use tiles
- permanent ability tiles

By choosing this action a player can trade 1 of his/her tiles with a tile of the same type on the game board OR on the player screen of an opponent. The opponent cannot refuse the trade.

If a player doesn't own a tile of a certain type he/she cannot trade for tiles of that type.

If a player exchanges with a tile on the game board, he/she puts the new tile on the appropriate place on his/her player screen and puts the old tile back on the appropriate place on the game board. In case of exchanging food tiles the player first takes the topmost tile from the food tile stack and then puts the old tile back on top.

Example: Fizzy owns the 'Mercy' single use tile but wants to exchange this. He chooses the trade action by putting an action cilinder on the action space. He then puts the 'Mercy' tile back on its original place on the game board and takes the 'Double offering' tile putting it on the designated space on his player screen.

When trading a permanent ability tile a player can choose to exchange for a tile on the game board or a tile on the player screen of an opponent. In both cases the old tile is put on the location the new tile came from.

17. Dump resources or take 1 food

This action is performed using a single action cilinder and is available 3 times each round. A player can perform this action multiple times as long as there is an available action space.



- EITHER remove up to 3 resources from the game
- OR take 1 apple
- OR take 1 honey
- OR take 1 bread.

18. Copy action

Each player has a proper field to perform this action. Each player can therefore perform this action once per turn.



The 1st player to choose this action in a turn gets 1 penalty point, the 2nd and 3rd get 2 penalty points and the 4th and 5th get 3 penalty points. These points are immediately noted on the points track.

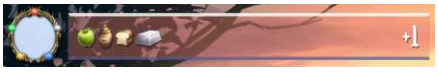
In case the awarded penalty points take the player's score marker to or over a slave symbol on the score track the player needs to degrade a pixie to a slave in his/her mine.

The player performing this action chooses another action with double action spaces that has already been chosen during the same round. (Unused actions as well as single acion space actions can NOT be copied.

All rules apply to the copied action as if the action itself was taken. For example, whenever there is no longer a single use tile available at a certain action spot a player is not allowed to copy the action which grants that single use tile.

19. Additional offering

This action is performed with only one action cilinder and can therefore only be performed once each round (i.e. it cannot be copied).



Check which resources are located on the additional offering track and pay equal amounts of these resources to the general supply.

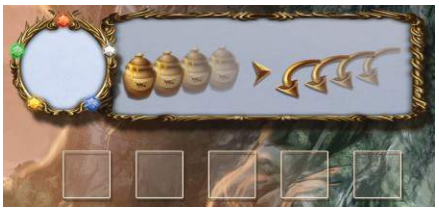
Then put 1 additional resource of your choice from your personal supply on the additional offerings track.

Take the leftmost tile from the associated reward tiles and keep it behind your player screen until the final scoring.



20. Alter play priority

This action is performed with only one action cilinder and can therefore only be performed once each round (i.e. it cannot be copied).



Pay the Queen 1 or more honey (put them in the general supply) and advance your small cube an equal amount of spaces to the left.

The large cubes remain in place for the time being. They will only be altered at the start of the next steal phase. The remainder of the turn is performed in the sequence of the large cubes.

21. Temporary priority

This action is performed with only one action cilinder and can therefore only be performed once each round (i.e. it cannot be copied).

This action can be chosen by any player, even the player who's large cube is already in first place.



To perform this action put all of your remaining action cilinders for this turn on the action space. The action phase ends immediately for the player choosing this action.

After performing this action keep the large cubes unaltered until the end of this action phase. At that time move your large cube to the front of the track of large cubes. Leave the small cube track untouched.

This action temporarily makes you 'favorite of the Queen". This means that you will be allowed to first carry out any promotion steps of your pixies in the reward phase and you won't have to demote a pixie to the mine when you pass the slave symbol.

During the next steal phase however the large cube track will be rearranged to resemble the small cubes track.

PERMANENT ABILITIES



When exchanging silver into gold the player pays 1 less then indicated on the silver track (with a minimum of 1 silver).



The player receives 2 reward points extra when promoting a pixie to loyal servant.



The player receives 2 reward points extra when making a golden ring.



The player receives 1 silver during each steal phase.



The player performs an additional free promotion at the end of the promotion phase even if he/she did not offer the food desired by the Queen.
This promotion can be the promotion to become a loyal servant.
An apple can be used to degrade an opposing pixie.
This ability cannot be used in case the offer phase was skipped.



1. Whenever the player wishes to degrade an opposing pixie he/she does not have to pay an apple.



Whenever the player wishes to remove stones to which his/her slaves are enchained he/she does not have to pay bread.



The player gets 1 extra location on his/her player screen for a single use or food tile.
The tile is placed on top of this permanent ability tile.
In case this permanent ability tile gets exchanged the tile on top is exchanged as well.



The player can copy any action using the copy action, not only actions that were already taken.



The player receives a maximum of 1 penalty point instead of 2 for slaves still in his/her mine.