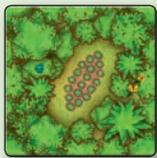


OVERVIEW SHEET FOR JUNGLE TILES



PLANTATION



Single plantation Double plantation



For each of your activated workers on the adjacent edge of the tile, you may take 1 cacao fruit (for a single plantation) or 2 cacao fruits (for a double plantation) from the supply. You put them individually on 1 unoccupied storage space on your village board. Each player has 5 storage spaces and may never store more than 5 cacao fruits; any additional fruits that you acquire go to waste.

MARKET



Selling price 2

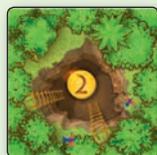
Selling price 3

Selling price 4

For each of your activated workers on the adjacent edge of the tile, you may sell 1 cacao fruit from your storage at the price indicated on the market. You put the cacao fruit back in the supply and then take the corresponding 2, 3 or 4 gold from the bank.



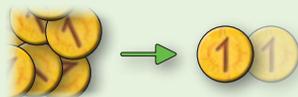
GOLD MINE



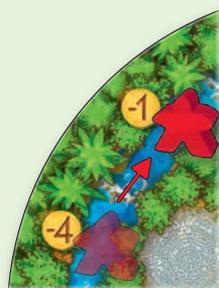
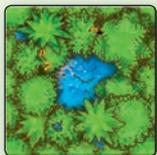
Value 1

Value 2

For each of your activated workers on the adjacent edge of the tile, you may take the value indicated – that is, either 1 or 2 gold – from the bank.



WATER



For each of your activated workers on the adjacent edge of the tile, you may move the water carrier on your village board 1 water field ahead in a clockwise direction. If the water carrier reaches the water field with the value “16,” he stops there; any possible further steps go to waste.

At the end of the game, you add to your gold coins the value of the water field on which your water carrier is standing. If the water carrier is still standing on a field with a negative value, you have to deduct the applicable number.

SUN-WORSHIPPING SITE



For each of your activated workers on the adjacent edge of the tile, you may take 1 sun token from the supply. You put it on an unoccupied sun-worshipping place on your village board. Each player has 3 sun-worshipping places and may never own more than 3 sun tokens. Sun tokens that you might get beyond that go to waste.

Towards the end of the game, you can use sun tokens to “overbuild” one of your **own** worker tiles. At the end of the game, you get 1 gold from the bank for each sun token you have not used.

OVERBUILDING A WORKER TILE

When the jungle draw pile has been depleted towards the end of the game and there are no jungle tiles left in the jungle display, you may, from now on, overbuild one of your **own** worker tiles, instead of adding it to the playing area in the usual way; for this, you have to put 1 sun token back in the supply. Choose 1 worker tile from your hand and put it **on top of** one of your **own** worker tiles that you placed earlier. After that, you carry out the actions of the adjacent jungle tiles for the activated workers. If you don't own any sun token, you cannot overbuild and have to place the new worker tile as usual.

Important: Each worker tile may be overbuilt only **once**.



Example:

It is Red's turn. The jungle draw pile has been depleted and the jungle display is empty. Therefore, he is allowed to overbuild: He puts 1 sun token from one of his sun-worshipping places back in the supply; after that, he overbuilds 1 of his own worker tiles.

He puts the new worker tile on top of the tile placed on an earlier turn and carries out the actions of the adjacent jungle tiles. First, he takes 2 cacao fruits for the worker at the double plantation and places them on two of his storage spaces. After that, he sells the two cacao fruits at the market for $2 \times 4 = 8$ gold. Finally, he moves his water carrier 1 space ahead.

TEMPLE



The temples have no direct effect during the game. Only at the end of the game are the temples scored, individually, one after another. The player who has the most workers adjacent to the respective temple receives 6 gold from the bank. The player with the second most adjacent workers obtains 3 gold.

If there is a tie for first place, 6 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, 3 gold are evenly distributed among the players involved (and rounded down, if necessary).

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 6 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.



Example:

Yellow and Red both have 2 workers at this temple. Consequently, they share 6 gold for first place; each of them gets 3 gold from the bank.

Purple has 1 worker at this temple. However, he goes away empty-handed, since second place is not awarded in this case.