

LILUK

WRATH OF THE GODS



ULUK

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KICKSTARTER

This game was crowdfunded on Kickstarter, and our special thanks go to each and every backer of the campaign. We are very happy that you believed in us and extremely grateful for your generosity. Uluk would not have happened without your immense support!

INTRODUCTION

What does the smoke coming from the top of the Holy Mountain mean? Do these birds always fly so low? And why does uluk look so pale this season? Solve the mystery of divine whims and judgements, appease the gods to get your village blessed, or live in constant fear of their impending wrath!



Wrath of the Gods makes the game of **Uluk** more unpredictable by making use of new decks of cards: Wrath and Blessing, related to the Monuments of the gods from the core game. Blessings (rewards for building Monuments) can increase Harvest and provide you with extra resources, while Wrath cards (punishments for unbuilt Monuments) make it harder to feed tribes, hunt and gather resources.



EXPANSION COMPONENTS

- 36 Wrath cards
- 18 Blessing cards
- 1 Feast card

GAME SETUP

Proceed with the setup according to the rules of the core game (solo or multiplayer). Shuffle the extra Feast card together with the Feast cards from the core game (and other expansions - if applicable). Distribute them to the players as normal, then put any remaining Feast cards in the box. After you have placed Monument tokens face down on the spaces in the top part of the main board, create Wrath and Blessing decks, and place them in two decks near the top of the main board.

GAME OVERVIEW

Play the first season according to the core game rules. Starting with the second season, at the beginning of each Errand phase, before revealing a new Monument token, the First Player draws a card from the Wrath deck for each unbuilt Monument whose token has already been revealed. Apply the rules of the Wrath cards drawn, then discard them.

Additionally, every time tribers have filled all the spaces around a Monument token (even during the first season),

do not raise the Harvest level of the resource marked on the token. Instead, draw a card from the Blessing deck, apply its rule, then discard it.

CARDS EXPLANATION

Wrath Cards ()



Decrease the Harvest of the indicated resource (*uluk*, *mgobu*, *tlön*, *zork*, *fnörd*, *hlák*) by 1 or 2 levels (depending on the number of arrows on the card).



The indicated action (gathering, visiting a location, using Poison) may not be performed this season.



The players must spend 1 more piece of food to feed their tribes (per whole tribe, not per single triber) in the Feeding phase.



The players may not reproduce tribes this season.



Nothing happens.

Blessing Cards ()



Increase the Harvest of the indicated resource by 1 level. Additionally, the players whose tribes have participated in building the Monument get 1 piece of the indicated resource (if marked on the card).



Each player gets the indicated resource(s). Additionally, the players whose tribes have participated in building the Monument get an extra piece of this resource.



The players whose tribes have participated in building the Monument get a random Invention card from the deck. If you already have the same card, discard the card drawn and draw another one.



Raw *mgobu* may be used to feed tribes this season. Additionally, the players whose tribes have participated in building the Monument get 1 piece of raw *mgobu*.



Raw *uluk* may be processed into food (but not into holiday substance) without sending tribes to the processing space this season. Additionally, the players whose tribes have participated in building the Monument get 1 piece of raw *uluk*.



Each player immediately gets a new tribe.



The players whose tribes have participated in building the Monument get 2 Happiness Points.



The players whose tribes have participated in building the Monument get 2 pieces of raw *mgobu*.



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