

# OFFRANDES

2-PLAYER GAME  
ADAPTATION

## SETUP.

In a 2-player game, the players will not use the Guardsman nor money. Hence, you can let the Guardsman tile and all the drachmas in the box.

The players lay a token of their colour on the first circle of the 6 different tracks (all except the Guardsman's).

In a 2-player game, only 8 out of the 11 altars of the Temple Board will be used. Take 3 tokens from a third colour and place one token on an altar of the first, the second and the fourth groups of altars to block them up.



## PRELIMINARY PHASE.

Beginning with the first player, players alternately choose 1 character tile and move their corresponding token to the next space of their ladder. When each player has taken 3 tiles, the game begins.

**As a 3-, 4- or 5-player game, one round is made of 4 phases.**

## PHASE 1: GETTING THE CHARACTERS.

There is no auction in a 2-player game. Players will just choose packs of characters.

Beginning with the first player, each player proposes 2 packs to his opponent who may take one of them. The other belongs to the active player. During this phase, each player will get 4 tiles. The rules about the last space of each ladder are the same as in a 3-, 4- or 5-player game.

### Lots.

The active player takes the 6 character tiles, shuffle them and put 2 of them aside randomly. They will remain hidden until his opponent's turn. With the 4 other tiles, he makes two packs of 2 tiles and places them on the table showing to his opponent one tile of each pack only. The other player chooses a pack and moves his 2 corresponding tokens to the next space of their ladder. The active player takes the remaining pack and does the same.



## PHASE 2 : CORRUPTION.

In a 2-player game, one player will never move a token of his down, except if it is on the last space of a ladder.

The player whose Briber is higher can choose another character and move his corresponding token to the next space of its ladder. If the two Briber tokens are on the same position, there will not be any corruption this turn.

## PHASE 3 : OFFERINGS.

This phase occurs exactly as in a 3-, 4- or 5-player game.

## PHASE 4 : REVENUE.

The First Player Marker goes to the other player and a new round begins. No distribution of drachmas.

**Ending conditions and points of altar happen exactly as in a 3-, 4- or 5-player game.**