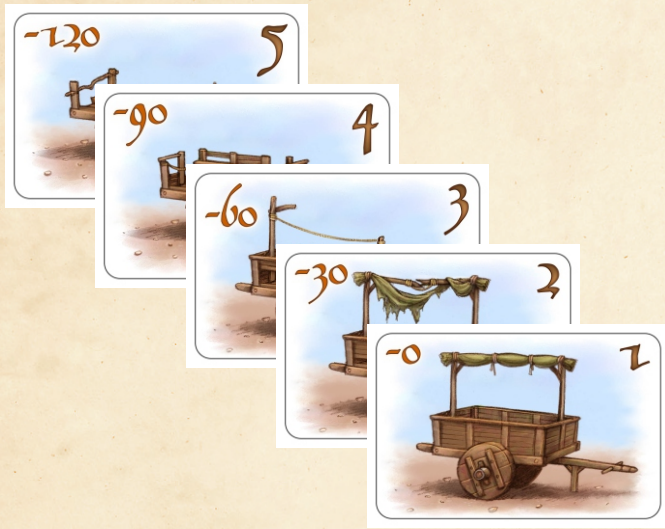


Domus Domini – "Deteriorating Cart" variant

This variant should be played together with the "Robber" variant.

Additional game materials: 5 Cart cards with values 0 (round 1), -30 (round 2), -60 (round 3), -90 (round 4), and -120 (round 5)



At the beginning of the game, these 5 Cart cards are laid out as a pile, with the card for the fifth round (value -120) at the bottom and the other cards on top of it in ascending order, so that the card for the first round (value 0) is at the very top.

At the end of a round, the top card of this pile is set aside so that the card for the next round becomes visible.

The card lying on top is taken into account in phase 3, during food production. In the first round, the card (value 0) has no effect. From the second round on, the card value reduces the value of the food delivered.

Example:

Valuation of the food production in food units (FUs) in round 3:



Total FUs = 160



Rule change:

In phase 4, lay brothers can no longer be used against other players. (Using the drunkard is still allowed.)