



MODULE RECOMMENDATIONS

The core element of Caral consists of several overlapping races. The aim is to build as many pyramids as possible - but for this I need many Carali in the quarry and on building sites. In order to quickly get enough stones to my building sites with my sledge, I need additional alpacas. The annual ceremony requires many resource cards. Since these could also allow me to build faster, run further and perform more actions instead, I am constantly under pressure to make decisions. I always have to decide anew how to use my cards most effectively.

The 6 optional modules add various other incentives to this core element that motivate me to change the sequences of my actions, temporarily shift my focus to other actions or put obstacles in the way of my fellow players.

FOR THOSE WHO LIKE TO TEASE EACH OTHER:



"Whim of the Gods" Cards



Anaconda

FOR A TOUGH COMPETITION FOR POINTS:



Annual Tiles



Status Cards



Emissaries





MODULE RECOMMENDATIONS

FOR PEACEFUL ROUNDS:



Annual Tiles



Progress Tiles

FOR INTUITIVE PLAYERS:



"Whim of the Gods" Cards



Status Cards



Progress Tiles

FOR STRATEGISTS:



Annual Tiles



Anaconda



Emissaries



"Whim of the Gods" Cards

(or all six modules)

