

# TINDAYA

 LOLO GONZÁLEZ



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# TINDAYA

The Canary Islands are synonymous with paradise. Clear skies and endless beaches, dormant volcanoes and mysterious forests.

But they were once the home of the Imazighen, people from North Africa who populated them for more than a millennium.

In Tindaya, you take control of an Imazighen tribe. Share knowledge and resources with others, develop your tribe and survive the catastrophes sent by the gods, Acoran and Moneiba. The divine couple are merciful when they receive their offerings, which become increasingly demanding and can culminate in human sacrifice. But when they do not, their wrath takes the form of volcanic eruptions, tsunamis or earthquakes so devastating that they may very well destroy the archipelago.

However, the Imazighen have Tibiabin and Tamonante, two powerful seers who will predict the future by interpreting the smoke from their bonfires. Through their prophecies, the players will have the opportunity to avoid misfortune or if they can't, flee to safety.

The ultimate test will be to survive the invasion of the conquistadors, in search of one last port before their journey to remote lands. These rough, hungry and armed men will fight to death for dominion over the islands and their resources.

Will the Imazighen survive, or will this mark the end of their story, the twilight of paradise?



## GAME MODES & OBJECTIVES

Tindaya has two game modes that offer very different experiences. Most of the rules are identical, so only exceptions are highlighted with the appropriate frame and symbol.

### ALLIANCE MODE (1 TO 4 PLAYERS)

**COOPERATIVE** mode. No score is kept.

**Game objective:** Endgame survival conditions must be met for all players to win. Otherwise all lose.

Exclusive rules to this mode are framed in a box such as this one or identified with this icon.

### DOMINION MODE (2 TO 4 PLAYERS)

**COMPETITIVE** mode with a single winner, but where players must work together to fight the common enemy: the conquistadors. Scores are kept.

**Game objective:** Only if natives retain control over the archipelago, the **survivor** with the highest score wins the game. Otherwise, all players lose.

Exclusive rules to this mode are framed in a box such as this one or identified with this icon.

### LEARNING CAMPAIGN

If Tindaya is your first experience with a game of medium complexity, we recommend the Learning Campaign, which introduces the concepts gradually over 3 short games. For more information see page 23.

The symbols ①, ②, ③ and ④ next to some sections of the rulebook, indicate in which game of the campaign they are incorporated.

Ignore these symbols if you wish to start with all the rules.

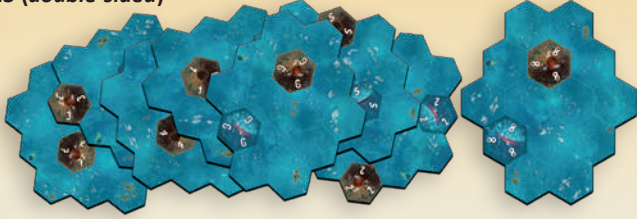


## COMPONENTS

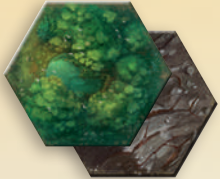
All components are infinite, except for natives, settlements, terrains and raw material tokens.

If the rest runs out, they can be replaced by any other element.

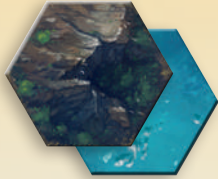
### 8 BASES (double-sided)



### 48 TERRAINS (double-sided)



16 x Forest /  
Mountain



22 x Mountain  
/ Sea



10 x Coast  
/ Mountain

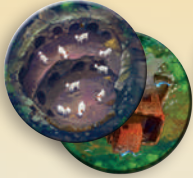
### 24 SETTLEMENTS (double-sided)



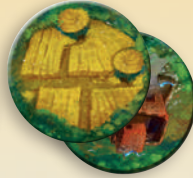
6 x Fishing /  
Fort



6 x Pig Farm /  
Fort



6 x Herds /  
Fort



6 x Crops /  
Fort

### PLAYER'S PANELS

Trades panel (x4)



Tribe panel (x4)

(Back side: Traitor)



### TRIBE COMPONENTS

1 set per player (blue, red, yellow and green) that includes:

- |             |                   |                        |
|-------------|-------------------|------------------------|
| 9 Natives   | 15 action markers | 20 resources           |
| 7 villagers | 5 cubes           | 6 resource multipliers |
| 2 nobles    | 10 cylinders      | 1 solidarity disk      |

### RAW MATERIAL TOKENS AND OTHER COMPONENTS

- |                      |                  |       |
|----------------------|------------------|-------|
| 18 wood              | 10 canoes        | 4 x 1 |
| 12 clay              | 12 goats         | 4 x 2 |
| 20 volcanic minerals | 12 pigs          | 4 x 3 |
| 10 initial minerals  | 18 conquistadors | 4 x 4 |
| 4 turn order tokens  | 2 walls          |       |

### MOUNT TINDAYA, CATASTROPHES, SHIPS AND DICE



3 Supports



4 Offering blockers



2 Wrath markers

4 catastrophe and 3 ship standees, 7 stands and 3 dice:



Acoran



Moneiba



Tsunami



Eruption



3 Ships with their dice

### WILDERNESS (double-sided)



3 Supports

### 124 CARDS



6x  
Era 1 Events



6x  
Era 2 Events



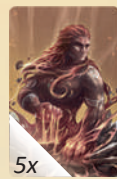
6x  
Era 3 Events



8x  
Offerings



4x  
Setup aid



5x  
Acoran



5x  
Moneiba



7x  
Artisan's  
Market



8x  
Prophecies



9x  
Tribes



22x  
Idols



5x  
Missions

#### Common objectives



5x  
Blue  
objectives



5x  
Green  
objectives



18x  
Secret  
objectives

#### Secret objectives



8 double-sided  
score tokens



5x  
Traitor's  
objectives

## TINDAYA AT A GLANCE

Tindaya is set in the early 15th century in the Canary Islands. The European invasion has started and the conquistadors have already built their first fort. The peaceful life of the natives, ruled by their gods and their legends, is coming to an end. In the game, players take control of a native tribe, each with a unique ability and starting resources, and knowledge of two of the four trades. Knowing a trade enables players to build, develop and operate specific settlements.

### THE FISHERMEN :

create FISHING settlements



### THE SHEPHERDS :

drive goat HERDS



### THE PIG FARMERS :

build pig FARMS



### THE CROP FARMERS :

plant fields of CROPS

The game has up to 3 eras. At the start of each one, the gods Acoran (god of the earth) and Moneiba (goddess of the sea) make their demands known and threaten with terrible catastrophes if they're not fulfilled. During the era, players work together to please the gods by throwing the requested resources into volcanoes. Players will usually get these goods by producing them in their settlements.



The most sophisticated resources require players to invent new technology (e.g. a cheese maker to turn goat's milk into cheese). When they are scarce, players can sacrifice captive conquistadors or even members of their own tribe to the gods.

The resources not offered to the gods are used to feed the tribe, be careful not to waste any or the gods will get angry! Players can also use raw materials from the land to make weapons or walls for defense and to build canoes for travel between islands. Along with offering sacrifices and gathering food and materials, players aim to complete the joint mission (▲) or earn solidarity points (★) to win.

At the end of each era, the gods unleash catastrophes like demons, earthquakes, volcanoes, or tsunamis. If the offerings were unsatisfactory, the gods become angrier and the disasters affect larger areas, even merging or separating islands, forcing players to adjust their strategy. Buy players have a chance to visit the powerful seers Tibiabin and Tamonante on Mount Tindaya. They predict the catastrophes and its location, making their help crucial for the natives' survival.

Allowing no time to rest, the conquistadors arrive in their ships and try to take over the islands. Natives must work together to stop the invasion or they will all lose their land, become slaves and see their civilization come to an end.

## ICONOGRAPHY



Garbage



Ration



Tribe



Goat



Pig



Wood



Clay



Stone



Obsidian



Canoe



Battle



Victory



Defeat



Traitor



Prison



Defense



Wall



Secret objective



Raw material tokens



Conquistador



Natives (your own)



Natives from other players



Learning



Fort



Settlement



Solidarity



Solidarity increases



Solidarity decreases



Fire



Destruction

ACORAN'S WRATH



Increase



Decrease

MONEIBA'S WRATH



Increase



Decrease

DIFFICULTY LEVEL



Low



Medium



High

ERAS



Endgame



KNOWLEDGE

BASIC GOODS



FRESH FISH



MANURE



MILK



FIG



1<sup>ST</sup> LEVEL INVENTIONS



SALT



FARM KNIFE



FIELD KNIFE



PLOW

COMPLEX GOODS



SALT



PORK LEG



HORNS

GOAT MEAT



STRAW



CEREALS



2<sup>ND</sup> LEVEL INVENTIONS



SMOKEHOUSE



SALT



CHEESE MAKER



HAND MILL

NONPERISHABLE FOOD



SMOKED FISH



SALTED MEAT



CHEESE



ROASTED FLOUR

## TURN AND PRIORITY ORDER

**TURN ORDER** decides who goes first and what order everyone plays in. It gets reset at the end of each era and is shown on each player's turn order token.

**PRIORITY ORDER** decides who gets to make choices or take action during certain parts of the game.

In **ALLIANCE** mode, the turn order and priority order are the same and stay the same for the entire era. The turn order token shows both.

In **DOMINION** mode, priority is determined by each player's position on the solidarity track (the **lower** the position, the **higher** the priority), so every time a player scores, priority could vary.

If multiple disks occupy the same spot, the one at the bottom has priority over those on top. If a player gains or loses points and their disk moves to a position with more disks, place it on top. If a single event affects the scores of multiple players, the disks should be moved in priority order.

E.g. **Alex** has the highest priority, followed by **Maria**, **Julia** and **David**.



## NATIVES: NOBLES AND VILLAGERS

Each tribe is composed by villagers and nobles, each with their own specific abilities.

- Tasks available to all natives: Collection of raw material tokens and barter.

## VILLAGERS (x7)

- They grant **control** over settlements.
- They **produce** in the settlements (Pg. 10).
- They eat, reproduce and need the shelter of a cave (Pg. 16).
- When they are born they are taken from their reserve (if any remain). When they die, they return there.

## NOBLES (x2)

- They **lead reconquests** (Pg. 14).
- They **create settlements** (Pg. 14).
- They make **offerings** to the gods (Pg. 14).
- They **learn** other trades (Pg. 20).
- They can **navigate** (and bring villagers with them).
- They feed and get shelter on their own. They do not reproduce.
- When they die, they are eliminated from the game.

## SETTLEMENTS AND THEIR CONTROL

Settlements are the production units for each trade. Nobles build them, while villagers work on them to produce resources. Regardless of who built it, a **settlement is controlled by the player who now has a villager on it**.

- may pass through any settlement, but should end their exploration **ONLY** in settlements that don't contain villagers of other tribes, and only in settlements of which your villager knows the trade.
- A can stay in settlements controlled by others (E.g. to learn the trade, or barter).
- A can build a settlement on a terrain containing another tribe's villagers, but only if all those villagers belong to the same tribe AND know the trade.
- If a settlement contains other tribe's nobles, a player may move a villager there and gain control of it.

## GENERAL RULE

- Settlements can only have villagers from a single tribe (unless a villager from a different one is passing through as part of an exploration).

However, villagers from different tribes can live together on terrains without settlements.

Select the **GAME MODE** and the variants, according to the preferences of the group:

## ALLIANCE MODE (1 TO 4 PLAYERS)

**COOPERATIVE** mode: all players either win or lose. No score is kept.

## DOMINION MODE (2 TO 4 PLAYERS)

**COMPETITIVE** mode: either all players lose, or the player with the highest score wins.

Difficulty level ( / / ) is agreed at the **GAME SETUP**: It determines how to configure the board bases, what event cards are available, as well as the mission requirements ( ) and the raw material's tokens limit ( ).



The **game** consists of up to 3 eras, followed by the **ENDGAME**.  
Phases of each era:

## A. STRATEGY PHASE

The seers will reveal the location and nature of the catastrophes that will occur at the end of the era. The gods demand offerings from the players, who must work together to develop a common strategy to face the upcoming challenges. This includes analyzing the effects of catastrophes, distributing tasks, and agreeing on how to pay the offerings. **Proper planning and coordination are crucial to survive the game.**

## B. ACTION PHASE

Following the turn order, players perform 1 or 2 consecutive actions by placing cubes or cylinders from their deposit onto the action strip of their trade and tribe panels. If players choose to take 2 actions, they cannot explore twice. Rounds continue until all players run out of markers or decide to pass.

## C. END OF ERA PHASE

The end of era steps are carried out in order, with the villagers reproducing, being fed, and receiving shelter.

The wrath of the gods rises or falls, depending on whether they have received their offerings. The impact area of the catastrophes is determined and their consequences are unleashed. The conquistadors' ships arrive to the islands.

In eras 1 & 2, if survival conditions are met, natives can deliver fire to the seers and perform maintenance tasks. A new era begins.

If the conditions aren't met (and in any case in era 3), the game ends. Maintenance tasks are performed.

## ENDGAME

Verify whether the **objective of the game** has been reached:

## ALLIANCE MODE

Comply with the endgame survival conditions (including completing the Mission at the agreed difficulty level).

Only if players meet **all** requirements, they win the game. Otherwise, they lose.

## DOMINION MODE

1. Retain **CONTROL OF THE ARCHIPELAGO**, or all players lose.

2. The tribes with at least one and one alive, are considered **SURVIVORS**.

After final scoring, the **SURVIVOR** with the highest score is chosen as the favorite of the gods and wins the game.

The game consists of 5 areas, which are explained on the following pages.

## 1 MAIN BOARD

Formed by 8 bases, which are covered with terrains and raw material tokens. Later, settlements are placed on the terrains.

## 2 THE PLAYER'S AREA

Section where players store resources, manage their tribe and perform actions during their turns. It is formed by the trades and tribe panels, the resource reserve, the tribe card and the turn order token. Idols and secret objectives (☀) are also placed here later in the game.

## 3 MOUNT TINDAYA

Sacred mountain where the gods and their seers dwell. The catastrophes of each god are shown, along with the offerings they demand and their level of wrath. It also contains the event cards, showing the sequence of catastrophes that will be unleashed at the end of the era. The standees of catastrophes and the ships, with their respective dice, are placed nearby.

## 4 WILDERNESS

Common territory containing the meadows with wild animals and the garbage dump. The board is reversible: on the Dominion side (☀) it contains the solidarity track along with the common objectives. On the Alliance side (⚡), the mission that all players must fulfill.

The animal reserves are placed next to the panel.

## 5 DECKS AND RESERVES

Space for other components that must remain available during the game:

**Decks:** Idols, Prophecies, Artisan's market, Secret objectives and their score tokens (☀).

**Reserves:** Settlements, terrains, raw material tokens, canoes and conquistadors.

## 1. MAIN BOARD SETUP

### 1.1 CONFIGURATION OF THE BASES

The board is made up of 8 separate bases, each containing 14 hexagons. Each of the 8 bases shows on one side an erupting volcano and chasm (red side) and on the other dormant versions (black side). The red sides show the symbol of half a shipwreck near one of the edges (see placement rules below).

Take into account that the more red bases remain visible, the more difficult the game will be. Always use an **even number of bases of each color** (E.g. 6 black and 2 red bases, 8 black bases, etc.).

Place the bases next to each other to form the **main board**. Follow **placement rules** below.

### 1.2 TERRAIN PLACEMENT

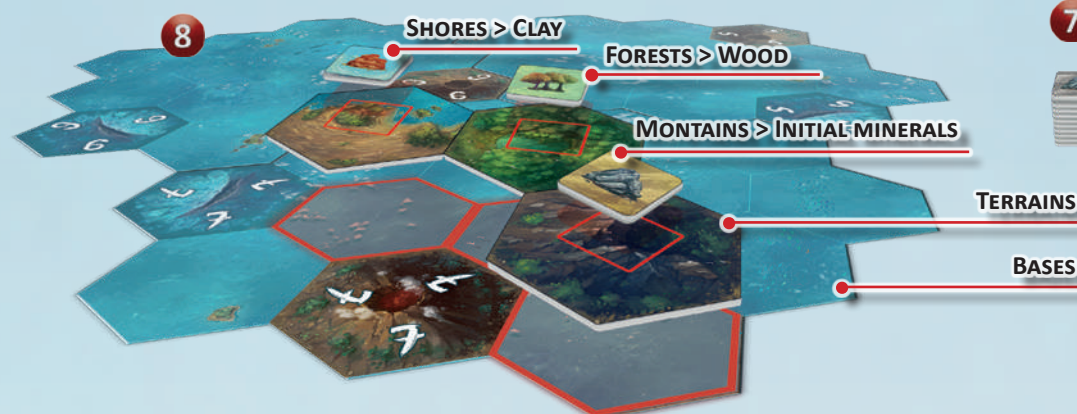
» Collect the terrains indicated in the setup aid card that corresponds with the number of players (6). E.g. ☀ : 10 shores, 8 mountains and 14 forests.

» Arrange them on the bases of the board, forming the different islands. The configuration is freestyle, but 8 independent islands must be created, with **at least one terrain of each type** and a volcano. The chasms should not be covered with terrains.

» Put a stack of mountains as reserve (7).

### 1.3 RAW MATERIAL TOKEN PLACEMENT

» Place a token on each terrain (with the reward facing down) following the diagram below (8):



» Place the volcanic mineral tokens (8) near the stacked terrains (7) and remove all other raw material tokens from the game.



## ! PLACEMENT RULES

» The shipwrecks on the red sides must be placed facing each other.



» Volcanoes cannot be adjacent to each other. However, chasms can be adjacent to other chasms or volcanoes.



## 2. PLAYER'S AREA SETUP

- » Place your tribe panel to the right of the trades panel.
- » Take the tribe components of a color of your choice.
- » Determine the turn order: The first player ① is the one who most recently visited an island, followed by the rest in a clockwise direction. Players take the corresponding turn order token ①.
- » The setup aid card tells the players (each identified by their turn order token) which two trades they know ⑤, and in which they have developed an invention (the one marked with ②):
  - Take 2 settlements of the trades you know; these will be your initial settlements. *E.g. ② the second player takes a Pig Farm and a Crop settlement ②.*
  - Place 1 cube on each of the 2 squares ③ of the trades you **don't** know (*E.g. fishing and shepherding ③*).
  - Place 1 cylinder on the cave ④ and another 7, 1 on each of the circles ⑤ / ⑥ of the trades panel, except for the invention indicated in the help card. (*E.g. Farm knife ⑤, ⑥.*)
  - Place the cubes and cylinders indicated in the setup aid card ⑦ in the action deposit (*E.g. ②: 2 ⑧ and 2 ⑧*).
- » Pile your resources near the player's area ⑨.
- » Place 4 ⑩ in positions 4, 5, 6 and 7 on your tribe panel reserve ⑩. Leave the remaining 3 ⑪ and 2 ⑪ next to your playing area ⑪.
- » ③ In turn order, randomly draw a tribe card and place it face up in your playing area ⑫:
  - The middle section of the tribe card shows your special skill ⑬. (See details on page 25.)
  - The lower part shows your initial resources. Place your 4 resources ⑭ in the deposits of your panels with the same icons.

### SETUP AID CARD



## 3. MOUNT TINDAYA

- » Assemble the Mount Tindaya stand. Place the two wrath markers ⑮ on the space of each thermometer marked with this symbol ⑮ (⑮).
- » Randomly pick 6 offering cards and stack 3 face-up on each space at the base of the stand ⑮. Remove the rest.
- » Cover the 3<sup>rd</sup> and 4<sup>th</sup> deposit on each offering card with the four blockers \*.
- » ② Randomly pick 3 catastrophe cards for each god and place them face-down on the stand ⑮. Remove the rest.
- » ④ Choose a difficulty level ⑮ and shuffle the event cards that correspond to it.

### DIFFICULTY LEVEL



- » Randomly pick one event card per era and remove the rest. Place the three cards on Mount Tindaya ⑮ face-up and in ascending order. Era ⑮ event card should be visible.
- » Place catastrophe standees, ships and dice near the mountain.



## 4. WILDERNESS

- » Assemble the stand, making sure the sides that correspond to the chosen game mode are visible ( or ) 1.
- » Fill each animal deposit with as many animals as there are players +2. (E.g. : 5 and 5 ) 2.
- » Stack the remaining animals to form the reserves. 3.

### 4 MISSION

- » Randomly pick a Mission and place it face up on the space provided 4. Remove the rest.

### SOLIDARITY MARKER, SECRET AND COMMON OBJECTIVES

- » In turn order, stack your on the space marked with on the solidarity track 5. In this example, **David** (the 1<sup>st</sup> player) leaves his disk below the rest, followed by **Julia** (2<sup>nd</sup>) and **Maria** (3<sup>rd</sup>).
- » 4 Shuffle and place the Secret Objectives deck face down 6.
- » 4 Place the scoring tokens 7 that correspond with the number of players next to the Secret Objectives deck, face up (look at the icons on their backs). Remove the rest.
- » 4 Randomly select one blue and one green common objective cards and place them face-up on the respective spaces 8. Remove the rest.



## 5. PLACEMENT OF INITIAL SETTLEMENTS

Players must place their 2 initial settlements on the board (the ones set aside in step 2):

- » In turn order and following the placement rules, players choose the location of one of their settlements. Then, in a second round, they place the other.
- » Placement rules: Fishing settlements are placed on shores 9. Herds, on mountains 10. Pig farms and Crops on forests 11.
- » Collect the raw material tokens from the terrains where you place your settlements (which represents the action of cutting down the trees, clearing the mountain or cleaning up the coast). Take the reward indicated on the reverse, placing the resources on the corresponding deposits 12. (E.g.: the clay token provides 3 resources of this type). Then place the token on the appropriate token deposit type 13.
- » Place a noble on each initial settlement and distribute among them the 3 reserved villagers (you can leave all 3 on one settlement) 14.
- » Place 2 goats from the reserve (not from the wilderness) on each Herd and 2 Pigs on each farm.



## 6. DECKS AND RESERVES

- » Stack the settlements by type 15. (On the reverse there are forts.)
- » Place the Artisan's Market cards face-up 16.
- » Set up the reserve of canoes, walls and conquistadors 17.
- » Shuffle the Idols and Prophecies decks and place them next to Tindaya 18.

Discard all idols marked with



## 7. INITIAL CONQUISTADORS

Roll a die and find the island with the volcano corresponding to the number shown on the die. Choose a forest (removing its wood) and place on it a fort with 2 conquistadors 19. Following the sequence to the right, if there are no forests left, choose a shore, and finally a mountain.



### REWARDS FROM RAW MATERIAL TOKENS

#### CLAY



12x



1x



5x



5x



1x

E.g. 4 units

#### WOOD



18x



13x



4x



1x

E.g. In era 2 this token provides (2+2) 4 woods

#### MINERALS \*



10x



2x

3 stones



4x

5x

1 obsidian + 2 stones



2x

8x

2 obsidians + 1 stone



2x

5x

3 obsidians

\* The initial minerals (yellow background) are used only in the setup of the game. Altogether they provide obsidian and stone in similar proportion.

\* The volcanic minerals (gray background) are placed on the new mountains formed by eruptions. They contain a higher proportion of obsidian.

## A. STRATEGY PHASE

Each era is marked by a corresponding **EVENT CARD 1**. Follow these steps in order:

### 1. REVEALING PROPHECIES

**Tibiabin** and her daughter **Tamonante**, the 'smoke readers', live on **Tindaya**, the sacred mountain.

**Tibiabin** is able to predict which places are in danger by gazing at her bonfire.

**Tamonante**, since childhood, sees in the smoke storms, demons and mountains that breathe fire.

The seers are ready to reveal their prophecies, so with the last embers of her bonfire, **Tibiabin** sees where the ships of conquistadors will arrive.

At the end of each era, a series of events will threaten the survival of the natives:

- » Conquistadors' ships: white , gray  and black .
  - » Catastrophes sent by the gods: Acoran's , Moneiba's , eruptions  and tsunamis .
- Each era, the event card shows **which events** are coming and their **order 1**. Tibiabin's prophecy **locates** the catastrophes, while Tamonante's helps **identify** them.

#### 1.1 PLACEMENT OF CONQUISTADORS' SHIPS

Check which ships appear on the event card (e.g. **1** white and gray). Roll the dice of those colors **2** and place the ships on the chasms with those numbers. (Ships can share chasms.)

#### ! REVELATION OF PROPHECIES

In era **1**, always reveal both Tibiabin's and Tamonante's prophecies.

In eras **2** and **3**, the seers will not be able to reveal their prophecies unless you have supplied them with fire at the end of the previous era (Pg. 20). To confirm this, observe the resources on the hand at Tindaya **3**, representing how much fire was supplied to them:

- »   +  : Both seers have fire. Reveal their prophecies (steps 1.2 AND 1.3).
  - »  : The player who supplies the resources chooses one prophecy (steps 1.2 OR 1.3).
  - » : Without fire, neither Tibiabin nor Tamonante can reveal their prophecies (go to step 2).
- If a prophecy is not revealed, that information will not be available until the end of the era.



#### 1.2 REVELATION OF TIBIABIN'S PROPHECY

Take the first Prophecy from the deck and look at the column for the current era (E.g. Era **1** **4**).

- If the event card **1** shows a tsunami, place it on the chasm shown on the prophecy card, even if there are conquistadors' ships on that location.
- Place the remaining standees whose symbols are shown there **1** on the **volcanoes** indicated on the prophecy card.

#### 1.3 REVELATION OF TAMONANTE'S PROPHECY

Flip over the next Acoran and Moneiba's cards.

#### 1.4 BONFIRE CLEANING

Return to their owners the resources on the hand **3**.

E.g. placement of standees for this combination of events **1**, dice **2** and prophecies **4**:

- » Moneiba on volcano 1 **5**.
- » Tsunami on chasm 7 **6**.
- » Acoran on volcano 5 **7**.
- » Eruption on volcano 6 **8**.
- » White ship on chasm 1 **9**.
- » Gray ship on chasm 5 **10**.

The black ship is not placed, as it is not represented on the event's card.

### 2. PLANNING

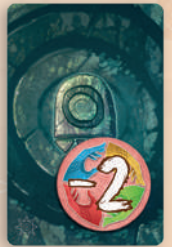
Players analyze together the impact of the catastrophes, devise a common strategy and share out tasks such as making offerings or reconquering land. In both game modes, entering the ACTION PHASE without sufficient preparation is a guarantee for failure. Agreements reached are not binding, so nothing but honor obliges you to keep them later.

#### 4 3. SELECTION OF SECRET OBJECTIVES

The secret objectives chosen by a player will give positive or negative points to whoever scores them at the end of the game. For that reason, they will play an important part in the strategy of all players.

Perform this step only if the event card shows the symbol: 

- » Deal 2 Secret Objectives to each player.
- » In priority order, players should take the available score tokens.
- » Choose one secret objective and place it **face-down** next to your play area and discard the other one. Place a score token (positive or negative) **face-up** on top.
- » Give the remaining score tokens to the next player.
- » Pile the remaining score tokens (if any) near the board, available for future eras.



See page 27 for a description of each objective.



## B. ACTIONS PHASE

At the beginning of each era, you start with a limited number of markers to perform actions. The markers can be cubes or cylinders, and are located on the tribe panel deposit.

**In turn order**, perform **1 or 2 actions**. To do so, either place a marker on the action strip of the player boards or play one of the actions that does not require a marker.

Complete rounds until all tribes have passed. When this happens, players must flip their turn order tokens and may not play any more actions until the next era. It is not mandatory to spend all markers available in the era.

Once the last player has passed, **C - End of Era Phase** begins.



### ACTIONS STRIP

#### TYPES OF ACTIONS

##### 1 - TRADE PANEL ACTIONS

- 1.1 Develop (once per era)
- 1.2 Produce (once per era)

##### 2 - TRIBE PANEL ACTIONS

- 2.1 Build Cave (once per game)
- 2.2 Explore (once per round)

After exploring, a native can perform as many **OPTIONAL ACTIONS** as desired:

- » 2.2.1 Collect raw materials
- » 2.2.2 Barter
- » 2.2.3 Make offerings
- » 2.2.4 Build settlements
- » 2.2.5 Gather livestock
- » 2.2.6 Reconquest

##### 3 - OTHER ACTIONS

- 3.1 Display an idol (unlimited)
- 3.2 Destroy an idol (unlimited)
- 3.3 Buy at the artisan's market (unlimited)

#### ACTIONS MARKERS: CUBES AND CYLINDERS

There are 2 types of markers that you can use to perform actions on your panels:

**Cubes** are single actions. At the end of the era, all used cubes are returned to your deposit, and are available for the next era.

Up to 2 additional cubes can be obtained by learning new trades.

**Cylinders** are double actions. When playing a cylinder, perform the same action twice (if possible). At the end of the era, all used cylinders are removed from the game. Unused ones stay on your deposit to be played in future eras.

You can obtain up to 8 additional cylinders by developing inventions or by building the cave.

**Remember:** Whenever you play a cylinder and can perform the second action, you must do so.

## B. TRADES PANEL ACTIONS

4 x simple goods deposits

4 x knowledge (1 per trade)

6 x complex goods deposits

4 x 1<sup>st</sup> level inventions (1 per trade)

4 x vessels for nonperishable food

4 x 2<sup>nd</sup> level inventions (1 per trade)



#### IMPORTANT

In this panel, you can only perform the actions of the trades that you know: those that have this symbol visible.

Check how to learn trades on page 20.

#### 1.1 DEVELOP

Develop a new invention for your tribe by taking the following steps:

- » Place an action marker on the development square of the trade you wish to improve.
- » Pay the cost displayed below the invention.
- » Release the cylinder and place it in your actions deposit. It is now ready to be used.

The first level invention allows for the production of complex goods, while the second level enables the transformation of simple or complex goods of that trade into nonperishable food.

An invention is developed when there is **NO** cylinder on it.

The inventions of each trade must be developed sequentially: players cannot develop a second-level invention until they have already developed the first one.

If you perform this action with a cylinder and have the resources needed to develop both inventions, you must do so. If you can only afford to pay for the first level invention, you lose the opportunity to develop the second level.

*E.g. to develop the **SALT** of the fishing trade, pay 1 clay and 1 wood, and take the cylinder over it. Now your fishing settlements will also produce salt.*

#### 1.2 PRODUCE

By performing this action, resources are generated in the trades panel.

- » Place an action marker on the production square of a trade and place resources on the deposits of its goods (basic, complex or nonperishable).
- » Use a cube to perform one production. With a cylinder, you will perform 2 consecutive productions.
- » You can produce multiple types of goods with a single action. Developed inventions give you access to complex and nonperishable food.
- » The action applies to **all the settlements of that trade under your control**.
- » The production of simple and complex goods is **COMPULSORY** (though dependent on the decision to slaughter animals). Production of nonperishable food is **OPTIONAL**, depending on whether you pay for the resources needed to process them.

#### PRODUCTION OF SIMPLE AND COMPLEX GOODS

In the header of each deposit, an icon indicates how many units of the good are obtained by its production:

**Per villager.** One resource is obtained per villager (no noble) in settlements of that type under control.

**Per settlement.** One resource is obtained for each settlement of that type under control.

**Per goat.** One unit of milk is obtained for each goat alive on controlled herds at the start of that production.

**Per slaughtered goat.** One horn and one unit of meat is obtained for each slaughtered goat.

**Per slaughtered pig.** One pork leg is obtained from each pig slaughtered.

To slaughter animals, you must have the 1<sup>st</sup> level invention (field or farm knife). For each production, you choose how many animals to slaughter (transferring them to their reserve) and from which settlements.

Another 4 icons may appear in the deposits:

**Rations.** Visible in goods that can be used as food. Indicates the number of villagers that can be fed by each unit at the end of the era (Pg. 16).

**Garbage.** If visible, the good is perishable. If you do not use it during the era (as food, as offering, or in barter), it becomes garbage (Pg. 16).

**Fire.** If visible, the good can be used to create fire.

**Weapon.** The good can be used as a weapon.

## EXAMPLE OF DEPOSIT ICONOGRAPHY

You get 1 manure per Pig Farm under your control.

Manure can be used to create fire (for the seers or to be used as a defense).

Horns can be used as a weapon.

Each slaughtered goat produces 1 horn + 1 goat meat.

Each goat meat feeds 1.

Perishable. If not used, it becomes garbage at the end of the era.

## PRODUCTION OF NONPERISHABLE FOOD

As part of the production, perishable goods (or grain) can be transformed into nonperishable food, if the 2<sup>nd</sup> level invention of a trade has been developed.

To do so, spend 1 unit of a given resource (shown below the vessel) and convert any number of perishable goods into nonperishable food.

You can process stored goods from previous productions and/or newly produced ones.

The **vessels** (storage for nonperishable goods), **must not contain more than 3 units** at the garbage step of the end of era (Pg. 16). They may exceed this amount until then, but when this step is reached, the excess is moved to the garbage dump.

E.g. You can transform as much milk as you want into cheese by spending 1 unit of wood.

## EXAMPLE OF SIMPLE AND COMPLEX GOODS PRODUCTION



**David** knows fishing and has developed the first invention of this trade (SALTERN) 1.

He has 3 fishing settlements: one with 3, another with 1 and 1, and a 3<sup>rd</sup> one with the other.

**David** places a cube on the production square of the trade 2.

This triggers the following events:

- » Fresh fish production. Every contributes 1 unit, so **David** gets a total of 4 units 3. Remember does not produce.
- » The SALTERN development enables the production of salt. It generates 1 unit per controlled settlement, so it produces 2 units of salt 4. The does not give control, so the 3<sup>rd</sup> settlement produces nothing 5.
- » **David** has not developed the SMOKEHOUSE 6, therefore he cannot spend a straw to transform his fresh fish into smoked fish.



## EXAMPLE OF SIMPLE, COMPLEX AND NON-PERISHABLE FOOD PRODUCTION

**Julia** knows the shepherd's trade and has developed its 2 inventions 7.

She has 3 settlements of this type: one with 2 and 2 goats, another with 1 and 3 goats, and the last with 1 and 2 goats.

**Julia** places a cylinder on the production square of this trade 8.



This triggers two consecutive productions:

- » She ignores the settlement not under her control (9).
- » In the 1<sup>st</sup> production, **Julia** decides to slaughter 1 goat 10. She gets 5 units of milk (1 per goat alive at the start of production), plus 1 horn and 1 unit of goat meat (1 per goat slaughtered) 11. She decides not to convert milk into cheese at this time.



- » In the 2<sup>nd</sup> production, **Julia** chooses to slaughter 3 more goats 12.
- » The goats still alive at the beginning of this production give 4 units of milk. The 3 goats that have been slaughtered produce 3 units of goat meat and 3 horns. So **Julia** has a total of 9 units of milk, 4 units of goat meat and 4 horns 13.



- » In this 2<sup>nd</sup> production, she decides to pay 1 wood to turn 4 units of milk into 4 cheeses by moving 4 resources from one deposit to the other. 14.

Although the vessel has a maximum capacity of 3 units, she won't transfer the excess until the garbage step of the End of era phase (after having fed her).

## 2.1 BUILD CAVE

Enables the construction of the 2<sup>nd</sup> cave, which provides shelter for villagers 5, 6, and 7.

- » Place an action marker on the cave building square.
- » Pay the cost indicated (1 wood, 1 clay, and 1 stone).
- » Move the  next to the cave to the action deposit. It can be used from now on.

You may build the cave before you put the 5<sup>th</sup> villager into play, in order to gain the .



## 2.2 EXPLORE

Move your  across various locations on the board.

- » Place an action marker on this space to perform up to **3 land and/or sea movements**. Each one can affect different natives of your tribe and in different locations.
- » When using a , complete the first set of movements before beginning the second.
- » At the end of their exploration, your natives may perform **free actions** on the hexagon they end up (Pg. 13).

**WHEN EXPLORING WITH:**

 => 3 movements

 => 2 x 3 movements

This is the only space on the action strip where you can place multiple markers in one era, but **you can only play it once per round**. You can explore in your 1<sup>st</sup> or 2<sup>nd</sup> action, but not in both.



### A. LAND MOVEMENT

For one movement, move 1 or more of your  across 2 adjacent land hexagons.



It is not necessary to move all the natives of a land hexagon.



When performing 3 land movements...

- ...a native can move up to 3 hexagons away...



- ...or 3 different natives can move to an adjacent hexagon...



- ...natives can be grouped together...



- ...or spread out.



### B. SEA MOVEMENT

For one movement, move your  between 2 land hexagons, separated by a straight line of sea hexagons.

Canoes are required for sailing and they admit up to 5 . At least one of them must be a  (only they know how to sail). You may not take animals or natives of other tribes. Each movement consists of:

- 1. BOARDING:** Move 1 or more  from a terrain or volcano to an adjacent sea hexagon. To sail, you need a canoe. If there is none there, you must build it (pay 1 wood, take the canoe from the supply and place it on the sea hexagon).
- 2. SAILING:** Move the canoe as many hexagons as you want until it is adjacent to a terrain or volcano. The sea hexagons you cross must form a **straight line**, in a move similar to that of the queen in chess.
- 3. LANDING:** Leave the canoe on that sea hexagon and move all the natives to one adjacent terrain or volcano.



### REMEMBER

Boarding, sailing and landing are part of a **single sea movement**, regardless of the distance covered.

Exploration may include multiple sea movements, but each one must consist of its three parts. Two sea movements cannot form an arc in the middle of the sea without descending into a terrain or volcano.

### PERMITTED MOVEMENTS:

- **1:** A noble embarks on **1**: The yellow arrows indicate all the possible destinations of his canoe. The red ones, the terrains where he can land.
- **2:** He can embark and land at the same location, moving the canoe and gaining access to new areas.

### FORBIDDEN MOVEMENTS:

- **3:** The crossing hexagons do not form a straight line.
- **4:** The 2 movements are in a straight line, but form an elbow at sea, without landing at the end of the 1<sup>st</sup> movement.



### CANOES

- Building one consumes no action, as they can only be created as part of a sea movement. They cost 1 wood.
- They belong to no one; once built, other players may use them.
- Several canoes may share the same sea hexagon.
- If a catastrophe affects a sea hexagon with a canoe, it is destroyed (E.g. A tsunami).



## ! IMPORTANT. THE VILLAGERS...

- ... when exploring, they can pass through **SETTLEMENTS** with other tribe's villagers, but may not land in them. They can share the location with other villagers on **VOLCANOES OR TERRAINS** without settlements.
- ... may not end their exploration on an empty settlement of a trade they don't know.
- ... may not pass, nor end their exploration in a conquistadors' fort, unless they go with a noble (in which case it would trigger a Reconquest. (Pg. 14).

### EXAMPLE OF AN EXPLORATION THAT INCLUDES LAND AND SEA MOVEMENTS

**1<sup>st</sup> Movement (land):** 2 🧑 move from a forest on island 5 to an adjacent mountain, where a 🧑 awaits them.



**2<sup>nd</sup> Movement (sea):** As there is no canoe available, **David** pays one wood and places one on an adjacent sea hexagon. The 🧑 boards with the 2 🧑 and sails in a straight line to island 6, where they land and join another 🧑.



**3<sup>rd</sup> Movement (sea):** The 🧑 embarks with the 3 🧑 in the same canoe, sailing from island 6 to 7, where they finish their movement.



## B. OPTIONAL ACTIONS



- » Any native moving in an exploration can take optional actions on the hexagon they end up on, not at the intermediate locations they pass through.
- » These actions are part of the exploration and do not consume additional action markers.
- » The possible actions depend on the types of native and hexagon, and are voluntary (except for the Reconquest, which is activated when natives enter a fort).
- » Within a terrain, natives can take as many optional actions as desired.
- » Remember that exploring with one 🧑 is equivalent to playing with two 🧑, one after the other. If a native moves in both groups, he can perform those actions in the 2 places he ends each exploration.

### 2.2.1 COLLECT RAW MATERIALS (🧑)

If a 🧑 ends his exploration on a terrain with a raw material token, he may take it, receiving the reward shown on the reverse side (Pg. 8). The player then places the token in the corresponding deposit on the tribe panel.

If the player decides to take a token, it will not be replenished: Natural resources are finite!

E.g. **David** moves a 🧑 through a forest, but ends the exploration on a shore; he can only take the clay token.

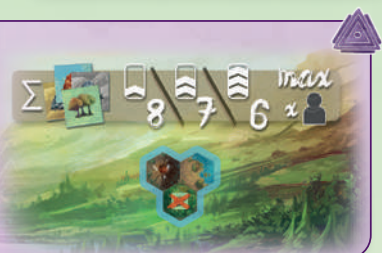
### ! BE PATIENT

Wood grows every era; you get more if you wait to cut it down.



! The capacity of each player's raw material deposits is determined by the difficulty level of the game. Once this limit is reached, the player cannot take any more markers. E.g. 🧑: Each player can have up to 7 tokens in all his deposits combined.

A player is not allowed to **exhaust** an island's natural resources by taking its last raw material token.



! A player who **exhausts** the resources of an island by taking its last raw material token, loses one solidarity point.

### 2.2.2 BARTER (🧑)

When a native finishes an exploration on a hexagon with a native of another tribe, both players may negotiate an exchange of resources of any type or quantity, keeping a 1:1 ratio (no donations allowed). Barter excludes livestock or captured conquistadors: only 🧑.

Each player must transfer his resources from the deposit of the good delivered to the one received.

E.g. **David's** 🧑 ends an exploration on a terrain with **Alex's** 🧑. Both negotiate an exchange of goods: **David** gives 3 obsidians to **Alex** in exchange for 1 unit of milk and 2 fishes. **David** moves 2 resources from the obsidian deposit to the fish deposit, and a 3<sup>rd</sup> one to the milk deposit. **Alex** makes the opposite move.



## 2.2.3 MAKE OFFERINGS (👤)

When a 👤 completes an exploration on a volcano, he may make offerings to Acoran and/or Moneiba, to lower their wrath level at the end of the era.

In each era, the gods demand payment of the resources shown on their offering cards (those not covered by blockers). Pay one offering per player for each resource required.

In 1, only the first two deposits are required.

In 2, the first three deposits are required.

In 3, they demand the last 3 deposits.



E.g. 🧙: In era 1, 4 figs and 4 pigs are demanded.

E.g. 🧙: In era 2, the gods demand 3 figs, 3 pigs and 3 cheeses.

- To offer goods, transfer resources from **your** deposits to the corresponding space on the card.
- To offer livestock, move them from settlements under your control (or under the care of your nobles) to the reserve and place the same amount of resources of your color from your reserve on the corresponding space on the offering card.

Various resources may be offered to one or both cards in a single action. Only the resources and the amounts required by the gods may be offered.

! Each offering card grants an idol to the 1<sup>st</sup> player who places at least one resource on it.

Rewards to be received at the end of the era (offering step), (Pg. 17).

- Top contributor: 🧙
- Second best: 🧙
- Rest of contributors: 1 🧙 of their choice



### ! THE GODS LOVE HUMAN SACRIFICES:

You can sacrifice humans as substitute for any good (resources, animals, or raw materials). To sacrifice:

- 🧙: move it from your prison to the general reserve.
- 🧙: return your reserve.
- 🧙: remove it from the game. (Even the one making the offering.)

Place one resource of your color for each human sacrificed on the card's deposit of your choice. You may not sacrifice a 🧙 if it's the last one of its kind.

E.g. **David** wants to offer 4 obsidians to Moneiba's offering card, but only has one. Besides offering it, he sacrifices 1 🧙 and 2 🧙, placing 4 red resources of his color in the corresponding deposit on the offering card.

## 2.2.4 BUILD SETTLEMENTS (👤)

When a 👤 finishes his exploration in a terrain (without a settlement), he may establish one there if these conditions are met:

- » They must know the trade.
- » There can't be villagers from more than one tribe or which doesn't know the trade.
- » The terrain must be of the right type:
  - Fishing settlements are built on the shore.
  - Farms and crops, on forests.
  - Herd, on mountains.

If there is a raw material token on the terrain, it must be collected first. (E.g. a field cannot be cultivated without first clearing the forest).



## 2.2.5 GATHER LIVESTOCK (👤)

If an exploration of a 👤 ends on a settlement with no livestock (even if it was just created), the player may populate it with 1 or 2 animals captured from the wilderness: pigs on pig farms and goats on herds. The player must know the trade.

! You may not **exhaust** the wilderness by taking the last animals of one kind.

! When you take the last animal of a deposit, you **exhaust** the wilderness. Reduce 🧙.



### LIVESTOCK



You can find livestock in 3 different places: In the **Reserve** (near the board), free in the **wilderness** deposits or in **captivity** in Herds (goats) and Pig Farms (pigs).

- When a 🧙 is abandoned by all 👤, the animals become feral and run to the wilderness panel.
- If a 🧙 is conquered or destroyed by a catastrophe, move them to the wilderness panel (unless the catastrophe indicates they die, in which case they go to the reserve).
- When a 👤 is alone with livestock in a 🧙, he takes care of them, and they do not flee into the wilderness. But remember that doesn't grant control of the 🧙: if another player's villager arrives there, the villager's tribe takes control.

## 2.2.6 RECONQUEST (👤)

A fort may be **reconquered**. If one or more 👤 move into a fort occupied by at least one 🧙, they must end their exploration there and begin a battle. The party must include at least one 👤; without one, the 🧙 may not enter a fort.

You can use **weapons** in battles; once used, return them to the reserve.

- You **win** if the number of 👤 is equal to or greater than the number of 🧙 AND you use as many weapons as there are conquistadors:
  - » Move all 🧙 on the fort to the player's prison.
  - » Remove the fort.

In case of victory, the player gets 🧙.

- If the number of 👤 is lower and/or you can't (or won't) use the weapons, you **lose**:
  - » All 🧙 die: return 🧙 to their reserve and discard 🧙.
  - » OPTIONAL. The player, while still losing the battle, may spend any weapon (limited to the number of natives attacking the fort):
    - 1 🧙 dies per weapon used (returning them to the reserve, not to the prison).
    - The player is declared a **HERO** and gets 1 idol as a reward (regardless of the weapons used).



### ! WEAPONS

There are two resources that can be used as weapons: horns and obsidian.

Once used, return them to the reserve.



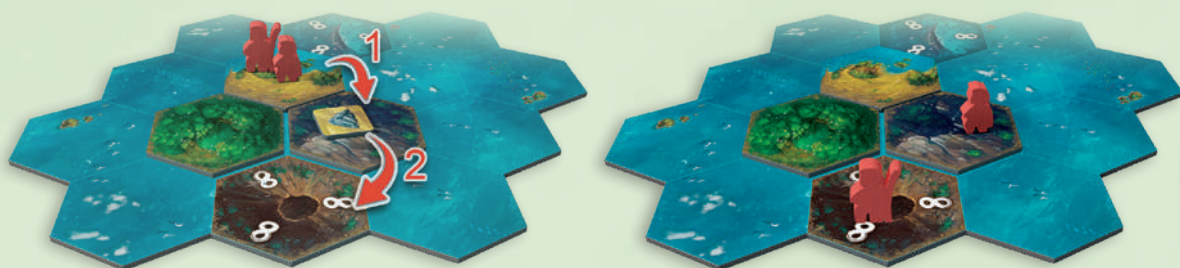
## B. OPTIONAL ACTIONS

### EXAMPLES OF OPTIONAL ACTIONS

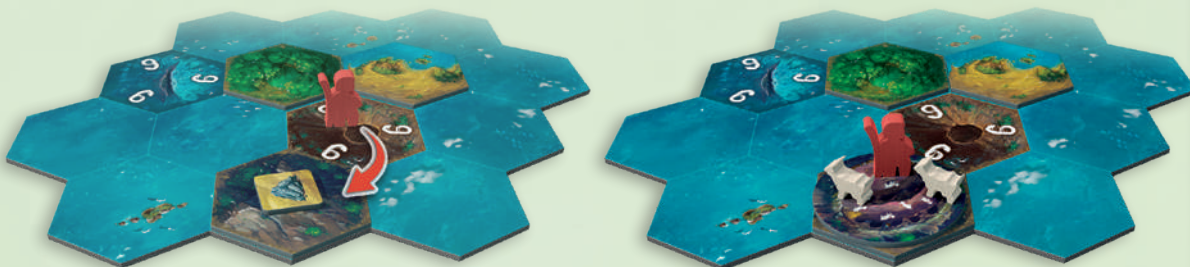
» **Julia** finishes exploring with her and on a forest with **David's** . **Julia** collects the raw material token, creates a Crop, and barter with **David**.



» **David** moves the and the from a shore to a mountain. The ends his exploration there, but the makes another move and advances to a volcano. Each pawn can take optional actions where they ended: the picks up the raw material token from the terrain and the makes an offering at the volcano.



» During an exploration, **David** moves his to a mountain with a mineral marker. He ends his move there and collects the marker and reward. He builds a herd settlement and captures 2 goats from the wilderness. Since he has no control over it, he must move a there in the future to produce. If he leaves the settlement, the animals flee into the wilderness.



» **Julia** moves her and to a fort with 2 . After using 2 weapons and winning the battle, she removes the fort and apprehends the . Her builds a Pig Farm and collects 2 pigs from the wilderness.



## B. OTHER ACTIONS

These actions are played without using a marker. However, since they are actions, they count as one of the 2 a player can perform in a round.

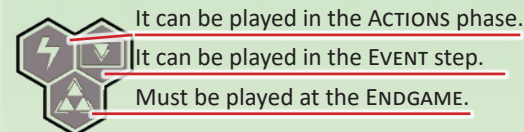
After passing, these actions may not be performed until the next era (except for idols that can be used on the event step).

### 3.1 DISPLAY AN IDOL

A player can obtain an idol by being the first to contribute to an offering, by becoming a HERO, or by buying it at the Artisans' Market. Some tribe skills or other idols also allow you to get one.

They are placed face-down in the player area until they are used. Once played, they remain face-up.

The icon on the lower right corner of each card shows when it can be played:



Detailed descriptions of each idol can be found at page 28.



### 3.2 SELL AN IDOL

You may sell an unplayed idol from your player's area for one unit of any resource.

Discard the idol from the game, take a resource from your reserve and put it on a deposit of your choice.

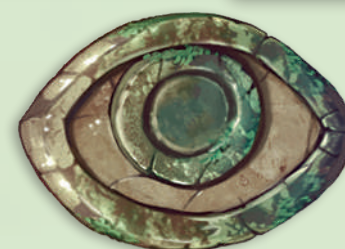


### 4 3.3 BUY AT THE ARTISAN'S MARKET

You can buy a vessel, an idol, or a wall. Pay the cost (clay, stone, straw and/or manure) and choose an available card from the market.

Depending on the type of card, you gain infinite capacity for your vessels, an idol, or a wall. Place that card face-up next to your play area.

Detailed descriptions of each card can be found at page 28.



## C. END OF ERA PHASE

Once all players have passed, perform the following steps of the **END OF ERA PHASE**:



### 1. REPRODUCTION

**VILLAGERS:** If there are 2 or more 🧑 on a 🌍, add **one** from your reserve.

**LIVESTOCK IN CAPTIVITY:** If there are 2 or more 🐑 on a 🌍, add **one** from the reserve (not from the wilderness).

**LIVESTOCK IN THE WILDERNESS:** If there are 2 or more 🐑 on a deposit on the wilderness panel, add **one** from the reserve.

**CONQUISTADORS:** If there are 2 or more 🏰 in a fort, add **one** from the reserve.

*Moneiba, our mother, suffers when she sees children starving or our elders without a roof over their heads at night. How could we be so careless?*

### 2. FEEDING

Players must feed each **villager** on the board with one ration of food. (Nobles feed themselves).

When this symbol 🍷 is displayed in any deposit of the trades panel, it means that it holds food. The number indicates the rations provided by each unit.

Transfer the used food from your deposits to the reserve. If you spend a portion of a resource to feed your last villager(s), you will not receive the excess rations nor will it generate waste.

Each unfed 🧑 will die (returning to his reserve). Moneiba's wrath 🏠 will increase one position for each tribe in which a villager dies of hunger.

🏠 The player loses as much solidarity as own villagers die of starvation.

E.g.: Alex has 5 🧑 to feed and owns 2 figs (🍷), 2 goat's meat (🍷), 1 leg of pork (🍷) and 1 salted meat (🍷). When there are **leftovers, waste is minimized by eating first the perishable foods with a lower portion count**. Alex feeds the first 2 🧑 with 2 figs, the next two with the 2 goat's meat, and the last with the leg of pork (of which he will not consume 2 of his 3 rations). This combination will use up all the perishables and save the nonperishable (salted meat) for a later era.

### 3. GARBAGE

*We have exhausted the seas, decimated the livestock and the land is barren. And all for what? Acoran weeps to see us squander his gifts. Then he is enraged.*

Players must check if there are any perishable resources left in their trade panel (🍷), and if their vessels have exceeded their maximum capacity. Move the remaining perishable resources and the exceeding non-perishable ones to the garbage dump (on the Wilderness panel). The dump has a maximum capacity equal to the number of players. If this limit is **exceeded**:

- 1 - Increase Acoran's wrath by one level 🏠.
  - 2 - Remove from the deposit as many resources as the number of players.
- If the amount of remaining resources is still over the limit, repeat both steps.

- 1 - The player with the most resources on the garbage dump loses 🧑. Remove 2 🍷 of that tribe from there. In case of a tie, the player with the **lowest** priority loses the point and removes the 2 🍷.
- 2 - If the amount of 🍷 in there still exceeds the limit, repeat the previous step as many times as needed, until the resources stay below it.
- 3 - Increase Acoran's wrath by one level 🏠, **regardless of how many 🍷 were removed**.

E.g.: 🏠: There are 8 🍷 in the Garbage dump: 3 from Alex, 2 from David, 2 from Maria and 1 from Julia. The limit of four is exceeded:

- » Alex, the player with more 🍷 there, removes 2 of them and loses 1 point 🧑.
- » With 6 🍷, the limit is exceeded again, with David and Maria tied at 2. Maria has the lowest priority, so it is her who loses 🧑 and removes 2 🍷.
- » There are 4 🍷 left: since the limit is not exceeded, those resources remain there for future eras.
- » Acoran's wrath increases by one level 🏠, as the limit has been exceeded at least once during the era.



### 4. SHELTER

Players with 5 or more 🧑 on the board check if they have built the second cave (see how page 12).

Each homeless 🧑 dies (returning to his reserve). Moneiba's wrath will increase one position for each tribe in which a villager dies for this reason.

🏠 The player will lose one solidarity point per each villager that dies from lack of shelter.

## 5. OFFERINGS

The gods gaze at the offerings of their children. Your gratitude will please them, diminishing both their wrath and the impact of the catastrophes announced by the seers. Otherwise, your selfishness will make them furious: the earth will tremble. The seas will invade the earth. Monsters will come out of their lairs.

Ensure you have paid the required offerings in full, where the number of units of resources of each type is equal to the total number of players. If so, lower the god's wrath by 1 level (or keep it at the minimum). Otherwise, increase it by 1 level.

Each god grants  to the tribe with more resources on his/her offering and  to the second best. Also, any other tribe with resources on the card gets one resource () of its choice.

The rewards are granted even if the offer has not been paid in full.

In the event of a draw, the tied tribes receive the full reward.

Score first Acoran's offering, then Moneiba's.

E.g. : on Acoran's offering card , both David and Julia contribute 4 resources and Alex and Maria contribute 2. Those 12 resources make the offering complete, so Acoran's wrath  1 step.

On Moneiba's card , there are 4 resources from Maria, 3 from David and Julia, and 1 from Alex. The offering is incomplete (11 resources), so Moneiba's wrath  1 step.

Acoran: David and Julia get  for the highest contribution. Alex and Maria get  for being the second best contributors.

Moneiba: Maria gets , David and Julia  and Alex gets one  (he chooses 1 unit of salt).



## 6. EVENTS

The catastrophes prophesied by the seers are unleashed, and their consequences must be carried out:

- Moneiba's catastrophes arrive from the sea:  & .
- From the land come those sent by Acoran:  & .
- The ships arrive to the shores:  (1, 2 or 3).

! (Eras  and : If you did not provide fire to any of the seers in the previous era, reveal the unknown information now: Turn over the Catastrophe and/or Prophecy cards and place the standees on the corresponding locations (see pg. 9).

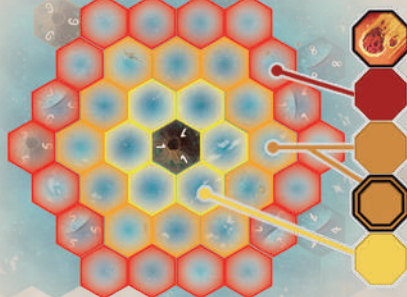
Execute the events one by one, in the order shown on the card.



### ! IMPACT AREA

The volcano or chasm with its standee is the epicenter of the catastrophe. Its width depends on the wrath of the gods:

- » Moneiba's wrath affects the width of  and .
- » Acoran's wrath affects the width of  and .
- At the yellow level, the area includes the epicenter and its adjacent hexagons (up to 6).
- At one of the 2 orange levels, it also includes the next ring of hexagons (up to 12 additional ones).
- At red, add the third ring of hexagons (up to 18 more).



### ERUPTION

Blood flows from the mountain's wound and dyes everything red. When it cools, the lava forms mountains where once there was water.



The islands grow until they embrace each other.

The epicenter is the volcano with the eruption standee. The impact area is determined by the color of Acoran's wrath. Only the hexagons within the area suffer the following consequences:

- **Erupted volcano:** All  die: return  to their reserve and discard .
- **Rest of volcanoes and chasms:** No effect.
- **Sea hexagons:** Cover them with mountains and put on top a volcanic mineral  (gray background).
- **Terrain:** Return all components on them to their reserves (, , , , , and walls). If they are forests or shores, flip them over showing the mountain side. Place  (gray background) on top.

Use  from the reserve if you run out of . If there are not enough mountains or tokens, place the ones closest to the epicenter first. At the ring where they run out, the player with priority chooses which ones to place.

E.g. Volcano 6 erupts with Acoran's wrath at . The impact area (2 circles around the volcano) gets covered with mountains with  on top, merging islands 5, 6 and 7. The canoe near island 6 also disappears.



### TSUNAMI

Rising from the water, Moneiba creates a wave that skims the sky. When it gets here it will engulf the island and destroy everything.

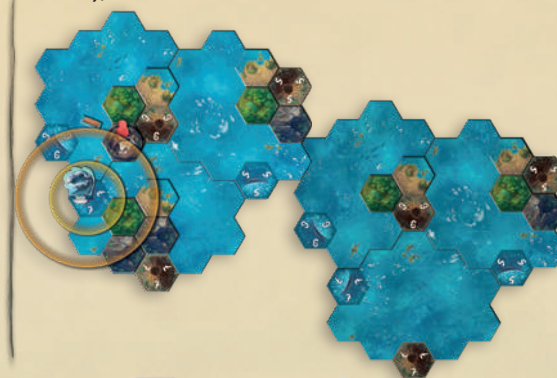


The epicenter is the chasm with the tsunami standee. The impact area is determined by the color of Moneiba's wrath. Only the terrains within the area (and not the entire islands) suffer the following effects:

- **Chasm and sea hexagons:** No effect.
- **Volcanoes:** These highest peaks on the islands are not affected, nor are the  on them.
- **Terrain:** Return them to their reserve, along with everything on them (, , , , , and walls).

E.g.: A tsunami surges in chasm 7. Moneiba's wrath is at . 2 circles around its epicenter are obliterated, wiping out Island 7 (except for its volcano) and a mountain of Island 6, with the  and  on it.

Finally, the canoe next to island 6 is also lost.



! Remove canoes within the impact area of volcanoes and tsunamis. The conquistadors' ships are unaffected (for the time being, they are only prophecies).

Neither Idols nor walls protect against volcanoes or tsunamis.

When 2 islands are merged, the catastrophes that occur on its volcanoes affect all the newly formed island.

## MONEIBA'S AND ACORAN'S CATASTROPHES

We have tried to please them, but the gods are never satisfied.

What terrors will our mother send from the sea? What will crawl out from within the mountain?



Apply the effects displayed on each god's catastrophe card (detailed descriptions on page 24).

The epicenter is the volcano with the standee of the god. The impact area is determined by the color of their wrath.

It will affect **all islands** with at least one hexagon within the impact area; **not just the specific ones that falls into it**.

## PROTECTION

- » If there is **protection** against the catastrophe (framed with a double circle on the card ①), its consequences can be avoided by spending the appropriate element: weapons, fire, manure, or protection idols ②.
- » In all cases, you need **one protection** for each hexagon. You can only **protect** hexagons on which you are present.
- » A **wall** ③ protects against catastrophes where its symbol appears on the card. Unlike protection idols, they do not wear out and no native needs to be present.

E.g.: The Tibicenas ① (an animal killer) attacks island 6, where **Julia** has 2 herds, both with 🐑 and goats. She spends a protection idol ② to defend 1 of the settlements (and leaves the idol faced-up near her panels). The animals on the other settlement die, returning to the reserve.



## CONQUISTADORS SHIPS

The sea brings huge floating caves, full of strangers. Their shining clothes, their roar, their stench, everything about them is a bad omen.

Why are they here? Do they come from heaven or hell?

Find the ship that appears on the event card, **determine the island** it will sail to, which **terrains** are affected, and **resolve the attack**. You must complete the effects of one ship before resolving those of the next one. If two ships share the same location, the effects of the first one may cause the second ship to dock at a different island.



## • Identify the island to be invaded

The ship always attacks the nearest island. In case of a tie:

1. Choose the island with **more settlements** (occupied or not).
2. If there is more than one, choose the one with **more natives**.
3. If the tie persists, **the player with priority** chooses between them.

## • Determine the targeted terrains

1. The conquistadors attack all 🌍 on the island they land. If there are none:

2. They attack a single terrain following the sequence to the right. If there is more than one terrain of one kind, the player with priority decides which.



## • Effects of an attack

Each terrain or 🌍 affected is attacked by two 🧑. E.g.: on an island with 3 🌍, 2 occupied and one empty, 6 🧑 arrive (2 per settlement).

- » If there is a **wall** (even if there are no natives) or players on that settlement use a **protection idol**: the conquistadors flee without consequences.
- » Otherwise:
  - If there are no natives: remove 🌍 or 🏠 (if any), and place a fort with 2 🧑.
  - If occupied, a **BATTLE** begins.



## • Battles

If a ship triggers multiple battles, resolve them one by one in the order chosen by the player with priority.

A **HAND-TO-HAND** fight begins: to win, **2 conditions** must be met:

- » There must be at least 2 natives on the terrain (none of which needs to be 🧑).
- » 2 weapons must be spent. Each tribe must use their own.

When there are several tribes in the hexagon, each one declares in priority order if they can and want to spend 0, 1 or 2 of their weapons, until they reach the 2 required. With a single native on the terrain you can only spend one weapon.

- » If 2 🧑 spend their weapons, the battle is **won**. Move one 🧑 to your prison for each weapon spent.
- » Otherwise, the battle is **lost**: place a fort with 2 🧑. Remove the 🌍 or 🏠 (if any). Move the livestock into the wilderness. All 🧑 die: return 🧑 to their reserve and discard 🧑.

**HERO**: when losing, a native can spend a weapon and kill (not capture) 1 🧑, place only 1 🧑 on the fort. The tribe receives an idol as a reward, but no prisoner.



## WEAPONS

In case of victory, 🧑 to each player who spends weapons.

## ! SUMMARY OF THE EFFECTS OF AN ATTACK

|         |  |   |   |   |   |
|---------|--|---|---|---|---|
|         |  | - | - | - | - |
| 2 🧑 2 🧑 |  |   | - |   |   |
| 1 🧑 1 🧑 |  |   |   |   |   |
| 2 🧑 2 🧑 |  |   |   |   | - |

## COMPLETE EXAMPLE OF THE SEQUENCE OF EVENTS:

Strategy phase:

The Events card 1 shows 3 catastrophes (Moneiba, Tsunami, and Acoran) and the white ship. Tibiabin's prophecy shows the origin of each one, where the corresponding standees are placed: 2, 3, 4 and 5. Tamonante unveils its nature: The catastrophe sent by Moneiba will be "San Borondon" 7 and Acoran will send fire 6. The markers of the gods' wrath are on the first orange level 8, 9 and 10.

Players analyze the consequences of the events in the order they appear on the card 1, deciding whether to pay the offerings:

1. **Moneiba's** catastrophe 2, "San Borondon", will make island 5 disappear, but it won't affect other islands even at 10 level. If they travel there, they should leave before the era end.
2. If they lower Moneiba's wrath by paying her offering, the **tsunami** 3 will have no effect, as no land is adjacent to the epicenter. But at 8, it would destroy part of island 6.
3. The **ship** 4 will arrive at the nearest island, which could vary depending on what happens with the tsunami: if the wrath lowers, the nearest island would be island 6. Otherwise, islands 6 and 7 would tie in proximity.
4. Finally, Acoran's fire 5 will destroy the farms (including pigs and villagers) and wood tokens on (at least) island 7. It seems a good idea to abandon the farms and collect the wood tokens.

It seems difficult to complete the two offerings, so after analyzing the consequences, players decide to focus on the payment of Moneiba's offering.

Events step:

Despite their good intentions, players cannot pay the offerings of either god, so their wraths increase to the second level of 8.

Resolve the events in the order indicated on the card 1:

1. **Moneiba** makes Island 5 disappear under the clouds 2.
2. The impact area of the **Tsunami** includes 2 rings from its epicenter and causes all the land within it to disappear 10, destroying **Alex's** herd 11, natives, and livestock.
3. Islands 6 and 7 are at the same distance from the **ship** 4. Conquistadors will dock on 7 because it now has more 12 (3), which will be attacked one by one:

**Alex** has a single native in its 11. Therefore, regardless of how many weapons he has, he loses the battle. He becomes a Hero by spending one obsidian to kill one of the 12. The villager dies, and **Alex** gets an idol. Flip over the 12 to show the fort side and place 1 13 on it.

**David** has only 2 weapons to defend one of the 2 12. He spends them defending the 2 natives with the herd, winning the battle, and apprehending the 2 12. **David** loses the battle on the farm because there are two unarmed natives there. Transfer the villagers to the reserve. The pigs escape to the wilderness. The settlement is replaced by a fort with 2 12.

4. **Acoran's** wrath, at level 8, only reaches island 7 13. There are no farms on the island, but the wood token burns in the fire and should be removed 14.

## 7. LEARNING

You have **learned a new trade** if one of your nobles is on a  of a trade your tribe doesn't know, with at least one  of a tribe that does know it.

Move the  from the knowledge space of that trade  to the action's deposit. From now on you can perform the actions of that trade.

## 8. SURVIVAL

Check if the following survival conditions are met:

- No wrath indicator has reached  level. Otherwise, the game ends, and **all players lose**.
- Each player must keep at least one  and one  alive. If a tribe doesn't (or in any case in Era ) the game ends. Proceed to the ENDGAME section.

If both are met (and this is era  or ) go to step 9.

## 9. PROPHECIES

(ERAS  AND  ONLY)

The tribes ascend the Tindaya. Two great stone circles surround the bonfires of the seers, now almost extinguished. Keep their fire alive so that Tibiabin and Tamonante can ask the gods what catastrophes are to come and their location.

Give fire to the seers, so that they can deliver their prophecies in the next STRATEGY PHASE.

## 1. Delivery of fire to the first seer:

In priority order, players decide whether to spend the resources needed to produce fire. If one does so, he must place those 2 resources of his color on the HAND at Tindaya.

## 2. Delivery of fire to the second seer:

Repeat the previous step in the **CURRENT** priority order.

At the end of this step, the HAND will hold 4, 2 or no resources, as a reminder of how many seers will perform their prophecies in the next era.

## ! FIRE

- To produce fire spend 2 pieces of manure, wood or straw.



E.g.: 1 wood + 1 manure, 2 straws.

 If you deliver fire to a seer, you get 1 point **at this moment**. Therefore, the priority order for the 2<sup>nd</sup> delivery may not be the same as that of the 1<sup>st</sup> delivery.

## 10. MAINTENANCE

(ERAS  AND  ONLY)

1. Remove the  used in this era. Transfer the used  to your deposit.
2. Remove the **EVENT CARD**, leaving the next card visible.
3. Collect the resources of your color placed on the offering cards. Remove the cards, so that the next ones are visible. Cover with the blockers the deposit/s that won't be in use during the next era.
4. Remove Acoran and Moneiba's catastrophe cards, **WITHOUT** flipping over the next ones.

5. Hand your turn order token to the player on your left.

5. Redistribute the turn order tokens according to current priority: the player with the least solidarity takes the 1<sup>st</sup> turn token and so on.

## FINAL RESOLUTION

## ENDGAME SURVIVAL CONDITIONS:

1. Each tribe must keep alive at least one  and one .
  2. Each tribe must control at least one .
  3. Players must retain **CONTROL OF THE ARCHIPELAGO** (see table below).
  4.  All players must meet the Mission requirements of the level agreed.
- If you don't meet them **ALL**, you have lost. Prove your devotion to the gods in a new game.
- Otherwise, congratulations! All of you have overcome Tindaya's challenge.

## ! CONTROL OF THE ARCHIPELAGO

- Control is kept when the number of  doesn't exceed a certain amount, depending on the number of players and their  alive. If that limit is exceeded, *they* gain control of the archipelago.

To check if you keep the control:

- » Add up the total number of  from all tribes (**including** ).
- » Check at the table below (also on the wilderness panel) the row that corresponds to the number of players. Locate in it the range of  you are in.
- » In the last row, you'll find the maximum number of  allowed.

E.g. : After the 3<sup>rd</sup> era, **Alex** has 1  and 3  alive, **David** has his 2  and 3  and **Maria** her 2  and 4 : 15  in total. There are 6  on the board.

In the third row (the one for 3 players ) they check they are in the second range ([13-15] ). In the lower row they see that to maintain control there has to be a maximum of 7  on the board . As there are 6, players retain control of the archipelago.

|                                                                                                                                                                                                                                                                                                                                                               |                                                                                         |                                                                                         |                                                                                         |                                                                                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|
|  +  +  +  |                                                                                         |                                                                                         |                                                                                         |                                                                                          |
|  < 6                                                                                                                                                                                                                                                                     | 6                                                                                       | 7                                                                                       | 8                                                                                       | 9                                                                                        |
|  < 9                                                                                                                                                                                                                                                                     | 9 - 10                                                                                  | 11 - 12                                                                                 | 13 - 14                                                                                 | > 14                                                                                     |
|  < 13                                                                                                                                                                                                                                                                    | 13 - 15                                                                                 | 16 - 18                                                                                 | 19 - 21                                                                                 | > 21                                                                                     |
|  < 17                                                                                                                                                                                                                                                                    | 17 - 20                                                                                 | 21 - 24                                                                                 | 25 - 28                                                                                 | > 28                                                                                     |
| Max 6                                                                                                                                                                                                                                                                    | 7  | 8  | 9  | 10  |

## FINAL RESOLUTION:

### 1. ENDGAME SURVIVAL CONDITION

- Players must retain **CONTROL OF THE ARCHIPELAGO** (see table on previous page).
  - » If the players do, proceed to step 2.
  - » Otherwise, you have all lost the game. The gods will show no mercy.

### 2. DETERMINING THE WINNER

Calculate the **FINAL SCORE**.

Tribes with at least one  and one  are declared **SURVIVORS**.

The tribes that have not survived are excluded from all steps of the scoring: they do not show their secret objectives nor are they taken into consideration to determine who has achieved a common objective, a secret one or a monopoly.

- Once the final scoring is complete, the survivor with the most solidarity points is declared the winner and the favorite of the gods.
- In the event of a tie, the tied player with more developed inventions wins.
- If the tie remains, the player who controls more settlements wins.
- If there is more than one player, the tied players share the victory.

## FINAL SCORE

Add or subtract the following points to your score:

 The solidarity tracker has no limit; keep scoring even if it exceeds 18



### 1. MONOPOLIES

Count how many of raw material tokens each player has in each deposit of their tribe panel.

- The survivor (or survivors) with more wood tokens loses .
- If the next player has 2 or more resources less than the player with the most of that resource (or players, if tied), the highest scoring player loses a total of .

Repeat the steps with clay and mineral tokens.

*E.g. : David has the most clay tokens. Since the difference with Alex is 2 or more, David loses 2 points.*

*Alex has more wood tokens (2 or more than any other player) and also more Mineral tokens (only 1 more than David). In total Alex loses 3 solidarity points.*



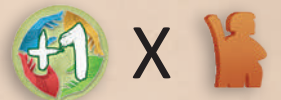
### 2. SOLIDARITY IDOLS

Reveal your solidarity idols and add  for each one.



### 3. NOBLES

Add  for each noble still alive.



### 4. 4 COMMON OBJECTIVES

For each one achieved, add . If several players achieve one, they all get 2 points.

(A description of all objectives can be found on page 26.)



### 5. 4 SECRET OBJECTIVES

In priority order, flip over and score your objectives:

The card identifies which survivor scores, while the token determines the reward.

If there is a tie, each tied survivor adds or subtracts the score.

(A description of all secret objectives can be found on page 27.)

*E.g. 1: The survivor who controls the most fishing settlements wins .*



*E.g. 2: The survivor with the most horns loses .*



## 4 THE TRAITOR

The rough men coming from the north seem invincible: Their huge ships move faster than the waves, they have shining weapons that do not break, and our knives do not pass through their silver bodies.



We have heard them pray to a foreign god; what if he is more powerful than Acoran?

Perhaps the time has come to surrender.

At the beginning of the game, players must agree whether this variant is active. It is recommended for groups familiar with the basic game. In this variant, one tribe can surrender to the conquistadors and switch sides.

### BECOMING A TRAITOR:

In **3** **1**, during the first round of the Action phase, players may become traitors in turn order. If one chooses to do so, the rest may not transform: there will be only one traitor or none at all.



To become a traitor, you must perform an exploration with your 1<sup>st</sup> action marker (cube or cylinder) and **end the movement of a noble in a fort**, where he surrenders. If there are no forts or you cannot reach one in your 1<sup>st</sup> action, you cannot become a traitor.

### CONVERSION PROCESS FOR THE TRAITOR:

1. Draw a random Traitor's Objective card. It details your victory conditions (to reach a certain population and sometimes an additional objective) and a possible special ability. Leave the card visible in front of you. (Details on page 26.)
2. Replace all your on the board with from the reserve.
3. If any transforms on a volcano, or in a terrain with a wall or with a that decides to spend a protection idol, relocate those to other forts with .
4. If you have left in your prison, free them and place them on forts with .
5. If a newly transformed shares a terrain with and they don't use a protection idol, they **battle** (see CONQUEST section).
6. After the resolution of possible battles, place a fort on any terrain with . Take the animals to the Wilderness if any.
7. Remove all your previous components: resources, reserve of villagers, tokens, solidarity disk, secret objectives, idols, market cards and your trade's panel, **except for the unplayed action markers and your turn order token**.
8. Flip your tribe panel showing the traitor's side, and place on its action deposit your unplayed / **2**.

You may not perform any other action until your next turn.



- 2** Action Deposit  
**3** Exploration Action

E.g. of the transformation:

- **Maria** becomes a traitor during her first move, by surrendering her noble in a fort with a conquistador **4**.
- She replaces her former natives with conquistadors. She shares a fishing with **David** and **Julia's** nobles **5**. **Julia** spends a protection idol **6** to repel the traitor.
- **Maria** decides to take her **2** to a fort where she already has 3 others. **7**



### RULE CHANGES:

#### TRAITOR'S ACTIONS:

As a traitor, you can only Explore **3**, with the following conditions:

- » You cannot build canoes (unless otherwise noted in your Objective Card), but you may use those available on the board.
- » You may not enter a terrain protected by a wall, even if it's unoccupied.
- » You can only move through unoccupied volcanoes, but you may not finish there.
- » When one of your finishes a movement in a terrain (and conquers it if it is occupied), remove , , , and build a fort. If you abandon it (or lose a battle there), you must remove the fort.



You now have only one free end of movement action: **Conquest**.

#### CONQUEST:

When move into a terrain with , they must end the exploration there, but the traitor may use the remaining movements with other .

- » If a tribe present decides to spend a **protection idol**, the attack is repelled: must return to the terrain they came from (even if it is on another island).
- » In any other case, there is **hand-to-hand** combat, with the same rules as the battles (Pg. 18). The group of natives does not need a noble to defend themselves.

As usual, a player becomes a HERO after losing a battle when he spends weapons to kill conquistadors (whom he does not capture). He can spend up to one weapon per native to kill that many and receive only one idol regardless of the number of weapons used.

#### ENDGAME

If the traitor meets all the victory conditions on his card, **he wins the game**. Otherwise, he loses and the rest of the players continue with the FINAL SCORE.

The endgame survival condition (retaining control of the archipelago) is **deactivated**. The traitor doesn't count to determine the winner of objectives or monopolies.

#### THE TRAITOR'S STRATEGY

There are two main strategies for a traitor to follow:

- » **Weaken:** Go into battle against the natives and conquer their territories. This will cause them to exhaust their weapons, so they will face the invasions of the new ships in the worst condition (the conquistadors on those ships also count towards your objective).
- » **Grow:** Strategically place the on the board to maximize their reproduction.

Also, do not forget to use the special ability indicated on your traitor card, as it will give you additional tools to achieve your goal.

## SOLO MODE

It is played in **ALLIANCE** mode.

## Setup Changes:

- » **STEP 2:** Remove the Majos' tribe.
- » **STEP 5:** Once you have placed your 2 initial settlements (Herd and Crop), take one card from the Prophecy Deck and note the numbers on the first column ①.

Place two neutral :

- A Pig Farm on a forest of your choice on the island that corresponds with the 1<sup>st</sup> number on the card (E.g. Island 1).
- A Fishing settlement on a shore on the 2<sup>nd</sup> island of the card (E.g. Island 7).

In both cases, remove first the raw material tokens. Place a villager from another tribe on each of these two neutral .

- » **STEP 7:** Place a fort on a forest of your choice (or a shore, if none is available) on the 3<sup>rd</sup> island of the card. (E.g.: Island 5)

## Rule Changes:

The **Barter** action is not available.

This variant is compatible with **The Dowry** (see below). To perform it, the player must end the exploration of a noble in a  with a neutral villager. The player pays 3 resources of his choice, removes the neutral villager, and places a villager of his own where he has a native, with the usual placement rules.

! To defend a neutral  from conquistadors (to be able to learn the trade), you could either build a **wall** on it, or move there two of your  with weapons.

## THE DOWRY (SPECIAL CASE OF BARTER)

A player can negotiate the adoption of **one** villager from another tribe in exchange for a dowry (with the other party's consent, as with all bartering).

To do so, the player's native must end an exploration on a hexagon with presence from the other tribe and exchange 3  for one of his villagers.

- » The tribe **receiving** the dowry chooses a villager and moves it to the reserve. Then places the 3 negotiated  into his deposits.
- » The tribe who **pays** the dowry transfers the 3  from their respective deposits to the player's reserve, and places his first available villager on the board:

- The villager must be placed on a hexagon with another  of their tribe, without breaking the general placement rules.
- If this is not possible (because the only  left are nobles in  from others), the villager can be placed in any uncontrolled hexagon on the board.



1

2

3

4

Tindaya has a variety of rules and mechanics of moderate complexity, which can be overwhelming for the youngest or most inexperienced players in a first game. It is for them that this alternative way of learning is intended: a 3-game campaign in which the various elements are gradually incorporated.

For the campaign, all bases of the board must be placed on the black sides (step 1.1 of the preparation) and the **easiest** event cards and mission levels must be chosen, marked with the symbol  (step 3 of the preparation).



## GAME 1 - ARRIVING ON THE ISLANDS

**Purpose:** To become familiar with the tribe and trade panels, actions, offerings and end of era events.

- This is a 1 era game, so place on Tindaya only the event card marked with ①.
- Since this game is played in **ALLIANCE** mode, you will apply the rules framed with the symbol , ignoring the rules framed with  (exclusive to the **DOMINION** mode).
- In step 2 of the preparation, use these cards as initial tribes: Agana (1 or more players), Majos (2 or more), Arucas (3 or more) and Ezero (4).
- In step 4 of the preparation, place all the livestock in the wilderness, ignoring the rule that limits it according to the number of players.

- Ignore the sections of the rulebook marked with the symbols: ②, ③ or ④.

**Objective of the game:** in addition to meeting the survival conditions:

1. Each player must have learned at least one new trade.
2. The initial fort must be conquered back.



## GAME 2 - THE GODS ARE FURIOUS

**Purpose:** To introduce the concepts of seers, garbage, wilderness limitation and cave construction.

- This game has 2 eras. Place the event cards ① and ② on Mount Tindaya.
- The game is played again in **ALLIANCE** mode () and with the same initial tribes.
- Ignore the sections of the rulebook marked with the symbols: ③ or ④.

**Objective of the game:** in addition to meeting the survival conditions:

1. Each player must learn all 4 trades.
2. Each player must develop at least one 2<sup>nd</sup> level invention .



## GAME 3 - THE FAVOR OF THE GODS

**Purpose:** In your 1<sup>st</sup> game in **DOMINION** mode, you will learn how priority works, the solidarity points, exhausting resources of the islands and the Monopolies.

- This game has 3 eras.
- Incorporate the **DOMINION** mode rules framed with , and ignore those with the **ALLIANCE** mode symbol (.
- Ignore the sections of the rulebook marked with the symbol: ④.

**Objective of the game:** the regular one for this mode, as indicated on page 21.

After these 3 games, the 4<sup>th</sup> one will incorporate all rules.

The new aspects are marked with the symbol ④: they include the complex event cards, the missions () common and secret objectives () and the different variants.

## MONEIBA'S CATASTROPHES



### TROPICAL STORM

The breeze gives way to gale, then rain and finally a storm like no other.

Remove the fishing settlements and clay tokens from all islands within its impact area. All 🐟 in these settlements die.

Walled terrains or 🌳 are not affected. You can save **one** settlement by spending a protection idol.



### TWISTER

A whirlpool descends from the clouds and dances on the water. Oh, Moneiba, how beautiful it is! Then it reaches the land and destroys everything in its path.

Remove all herds from the islands within the impact area. All the goats and 🐐 on herd settlements die.

Remove all the canoes adjacent to these islands.

Walled herds are not affected. You can save **one** herd by spending a protection idol.



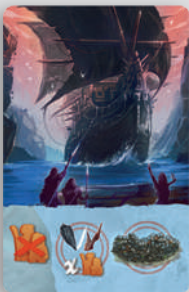
### LOCUST

Huge brown balls travel across the surface of the ocean and move towards the island. As soon as they reach land, they turn into millions of insatiable insects.

Remove all crops on the islands within the impact area. No effect on the population.

Avoid this by burning the locust balls. For each crop to protect spend resources to generate fire (2 units of wood, manure or straw).

Neither walls nor idols protect from a locust plague. If a 🌳 disappears, the wall on it remains standing on the forest below.



### PIRATES

Bloodthirsty men appear from nowhere, roaming the island and kidnapping our brothers. In a foreign land, they will be sold like they were cattle.

All 🐐 on islands within its impact area die. The neglected livestock escapes to the wilderness. No effect on 🐟.

You may spend a weapon per each 🐐 you wish to save (horns or obsidian).

The 🐐 on hexagon or 🌳 with walls are safe. Any player on a hexagon can spend **one** protection idol to save it.



### SAN BORONDON

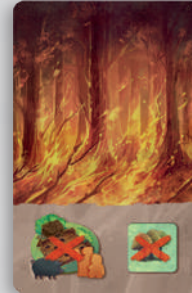
A dense mist rises on slopes and meadows until it covers the entire island and makes it disappear. It will remain hidden for years, decades... or perhaps forever.

All islands within the impact area disappear. Take 🐐, 🐟, 🌳, 🏠, 🏡, 🏢, terrains and walls to their reserves.

! The volcano (or volcanoes) affected also disappear. If it is the epicenter of a catastrophe in the future, don't place there any standee, as the catastrophe wouldn't take place.

Cover any affected volcano with sea tiles (on the reverse of the mountain tiles).

## ACORAN'S CATASTROPHES

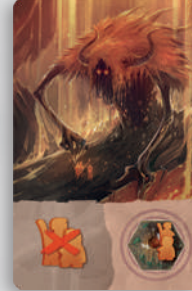


### FIRE

Originated by lightning and fanned by the wind, the flames spread quickly. In just a few hours their hunger consumes all the trees on the island.

Remove pig farms and wood raw material tokens from the islands within its impact ratio. All 🐷 and 🌳 on farms die.

Neither walls nor idols protect against a fire. If a 🌳 disappears, the wall on it remains standing on the forest below.



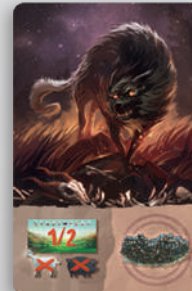
### GUAYOTA

The demon that lives in the volcano comes out to bring eternal darkness. Only those who beg for mercy at the gate of his home survive.

All 🐐 on the islands within its impact ratio die, unless they are on volcanoes.

The livestock that is left unattended flees to the wilderness. No effect on the 🐟, as they don't believe in Guayota.

Neither walls nor idols protect against this catastrophe.

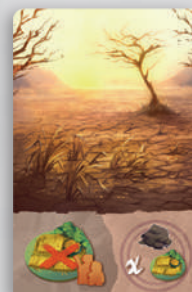


### TIBICENAS

They look like dogs... until they stand on their hind legs and walk like people. These monstrous beasts appear in the night and only blood quenches their thirst.

All animals on the islands within its impact area die. Also, half on each of the Wilderness deposits (rounding down the number of victims). Return the affected 🐐 and 🐷 to the reserve.

Walled 🌳 are not affected. You can save **one** settlement's livestock by spending a protection idol.



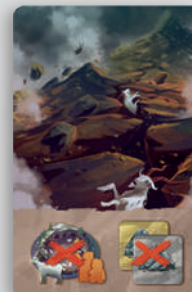
### DROUGHT

Not a drop of rain, not a cloud in the sky. How have we offended you, Acoran? Why are you so angry?

Remove the crops from the islands within its impact area. All 🐐 in these settlements die.

You can avoid its effect by fertilizing: spend one manure unit for each settlement you want to save.

Neither walls nor idols protect against a drought. If a 🌳 disappears, the wall on it remains standing on the forest below.



### TREMORS

The birds flee in flocks as if they know something horrid is coming. Then the livestock goes crazy, and finally the mountain roars, opens up and swallows everything.

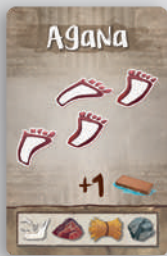
Remove the herds from the islands within its impact area. All 🐐 and 🐷 on them die.

Remove the mineral tokens from the island.

Neither walls nor idols protect from tremors. If a 🌳 disappears, the wall on it remains standing on the mountain below.

Remember  
when they die...

- 🐐 return to their reserve.
- 🐐 & 🐷 return to their reserves (not to the wilderness).
- 🐐 are removed from the game.



### AGANA

This tribe of travelers can make up to **4 movements** (instead of 3) in each exploration action.

Also, they start the game with 1 canoe that can be placed on the board as part of a sea movement.



### ORONE

Expert fishermen, they start with an **additional fishing** invention:

The **SALT** if it is yet not developed, or the **SMOKEHOUSE** otherwise. They must take the corresponding cylinder to their actions deposit.

Every time they produce this trade, **they get 1 additional unit of salt.**

If the player doesn't know this trade at the beginning of the game, he must discard Orone and take randomly another Tribe card.

### TAORO

Expert farmers, they start with an **additional crop farming** invention:

The **PLOW** if it is yet not developed, or the **HAND MILL** otherwise. They must take the corresponding cylinder to their actions deposit.

Every time they produce this trade, **they get 1 additional unit of straw.**

If the player doesn't know this trade at the beginning of the game, he must discard Taoro and take randomly another Tribe card.



### ARUCAS

These master inventors can **develop** their 2<sup>nd</sup> level inventions **using one raw material less** (of their choice).



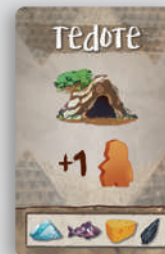
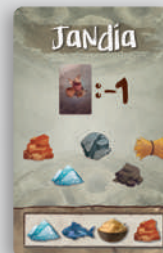
### ECERO

These mountain dwellers always find **1 additional unit of obsidian** each time they collect a **mineral** raw material token (initial or volcanic).

### JANDIA

Expert merchants, **when they buy from the artisan's market, the cost is reduced by one unit** of a resource of their choice.

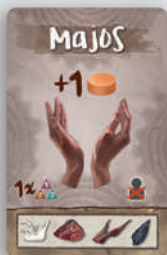
E.g.: **David** wants to buy a protection wall card. He purchases the one that costs 1 Stone + 1 Manure + 1 Clay, but pays only stone and manure.



### TEDOTE

This fertile tribe **begins with a 4<sup>th</sup> villager on the board** (which must be placed on one of the initial settlements).

In addition, they **start with their 2<sup>nd</sup> cave already built**, so they must take its cylinder to the action deposit.



### MAJOS

This devout tribe can make offerings **once per era** without spending an action marker nor having a noble on a volcano. In doing so, they may contribute **1 additional unit of one of the specified resources** from its reserve. Like the Other Actions, it does not consume marker, but does count as one of the

two actions that can be played in the round.

Turn the tribe card over after using it as a reminder. At the start of the next era, turn it over again.

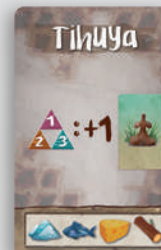
E.g. **Alex** has 1 fig and 2 obsidians. He uses his tribe card as an action and makes an offering, delivering this fig and obsidians. Then, he places an additional resource on the fig deposit of the offering card, which he takes from his reserve.

Remove in a 1 player game.

### TIHUYA

Fervent believers, they sculpt idols to worship the gods.

At the beginning of **each era**, they take an **idol** from the deck.



### DEVELOPERS

Each tribe must develop (at least) the indicated amount of inventions.

E.g. **and**: Each one must have at least 5 developed inventions.



### WARRIORS

Each tribe must have (at least) the indicated amount of conquistadors in their prison.

E.g. **and**: Each one must have at least 4 conquistadors in their prison.



### LIVESTOCK FARMER

Each tribe must end the game with more livestock among all its settlements than the number indicated.

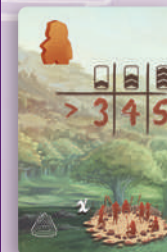
E.g. **and**: Each one must have at least 3 animals on their settlements.



### PLANNERS

Each tribe must have nonperishable resources of (at least) the indicated amount of different types.

E.g. **and**: Each one must have nonperishable resources of at least 3 different types.



### FERTILE

Each tribe must end with a population of **4** bigger than the indicated amount.

E.g. **and**: Each tribe must have more than 4 alive at the end of the game (at least 5).



## GREEN OBJECTIVES

## BLUE OBJECTIVES

## TRAITOR'S OBJECTIVES



### SETTLERS

Have the largest contiguous area with natives of your tribe (it is not necessary to control the within that area).

May include terrains, and volcanoes.



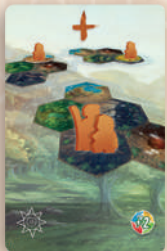
### WISEMEN

Possess the knowledge of the most trades (including those acquired at the end of Era 3).



### WORSHIPERS

Gather the most natives on volcanoes at the end of the game.



### TRAVELERS

Have presence (not necessarily control) on the most islands.



### ENGINEERS

Have developed the most 2<sup>nd</sup> level inventions.



### EXPLORERS

Control the two furthest apart (count the number of hexagons between them).



### SPECIALISTS

Control the largest number of of the same type.



### URBANITES

Control the largest number of on the biggest island or islands (the one/s with the most hexagons).



### COLLECTORS

Have presence (not necessarily control) on the most different types of. The maximum is 4, 1 per trade.



### LANDOWNERS

Control the most



### KIDNAPPER

**Special ability:** Each time you win a battle, capture one defeated native. Place one resource on the card's prison to keep track of how many you captured.

If the prisoner is a, place him back in his tribe's reserve, if he is a, remove him from the game. The maximum capacity of the card is 4 prisoners/resources.

**Victory condition:** Have at least 18 conquistadors on the board at the end of the game, decreasing the objective by one for each resource in your card's prison.



### MISSIONARY

**Special ability:** Each time you win a battle, turn one of your rival's defeated natives into a conquistador.

Remove the native from the board (returning it to the owner's reserve if it's a) and substitute it with a conquistador.

**Victory condition:** At the end of the game, there must be at least 20 conquistadors on the board.



### RESCUER

**Special ability:** Each time you win a battle, free the conquistadors held captive by the tribe you just defeated. Place them on the terrain where you won the battle.

If you defeat several tribes in one battle, you only free the conquistadors from one of their prisons (you can choose which).

**Victory condition:** At the end of the game, there must be at least 17 conquistadors on the board.



### LEADER

**Special ability:** Immediately after the transformation, you must choose a conquistador from the board and make him the Leader, replacing the Meeple with a Noble of his former color.

The leader must be protected at all costs!

He also receives a canoe, which he can bring into play as part of a sea move.

**Victory condition:** At the end of the game, there must be at least 14 conquistadors on the board, **one of whom must be their leader.**



### EMISSARY

**Special ability:** As your last action of the game (and with no need to spend an action marker), you may move a ship's standee to a different chasm.

**Victory condition:** At the end of the game, there must be at least 20 conquistadors on the board.



**SETTLEMENTS UNDER CONTROL**

The points go to the tribe who controls more  of that specific type.

**NONPERISHABLE FOOD**

Tribe with more resources of a certain type of nonperishable food.

**BASIC GOODS**

Tribe with more resources of a given type in its deposit.

**POPULATION**

Tribe with the fewest villagers (not nobles), the fewest conquistadors in its prison, or the fewest animals of a kind in settlements under its control.

**OTHER**

Tribe with fewer idols (played or unplayed; sold ones don't count), or fewer artisan market cards.



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**DESIGNER'S NOTE:**

I am most grateful to Maria del Carmen Cruz, curator of the Museo Canario de Las Palmas de Gran Canaria, for her enormous knowledge, patience and willingness to solve our doubts about the Canarian natives.

I would also like to thank Rafael Bermejo, Nacho García, Álvaro and Isabel González, Alejandro Jaramillo, Rubén Martín, Domingo Melián, Fernando Nieto, Eugenio Pérez, Lydia Peris, Alberto Sendín and David Vidal for their contributions, which have helped shape this project.

Tindaya would not have been possible without the aid of numerous friends and board game clubs who selflessly offered their facilities to test the game with their members. In particular my friends of the association "ACV El Anillo Único", "Juegos Comuneros" of Valladolid and "Asociación Noctis" from Gran Canaria.

I want to acknowledge as well the important work of the Zenobia Board in the promotion of historical games from unheard voices, especially the mentors who have helped me to outline different aspects of the project: Iván Cáceres, Peter Perla and Falcon Arendell.

Also, I wish to thank Julianne Bierwirth, my mentor from the "Tabletop Mentorship Program", for her constant support, as well as Mike Belsole and Grace Kendall, always ready to lend a hand to new designers on their journey to get their projects published.

Finally to my colleagues at "Asociación Ludo" and to my friends at "Conexion Games".



**MIMICBOX**



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## IDOLS

The symbol at the bottom right of the card indicates when it may be played.

It may be played during the **ACTIONS PHASE**

It may be played during the **EVENTS STEP**

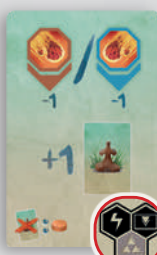
It **must** be played during the **ENDGAME**



### PRODUCTION IDOL (x2)

Perform a single production action of a trade you know. It's equivalent to placing a on the action.

Does not consume an action marker.  
Can be used even if there is a marker on the action already.



### GODS' WRATH IDOL (x1)

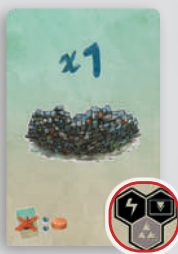
Reduce the wrath of the god of your choice with one step. As a reward, you take an idol from the deck.

If both wrath thermometers are at their lowest, you can play the card just to get the extra idol.

### PROTECTION IDOL (x2)

Protect a single hexagon **once** from a catastrophe that can be mitigated by walls (never eruptions or tsunamis), or from an attack. One of your natives must be present at the location.

In the case of attacks, no weapons are required. It doesn't award points () nor allows you to capture conquistadors. It can only be used as defense and not to reconquer a fort.

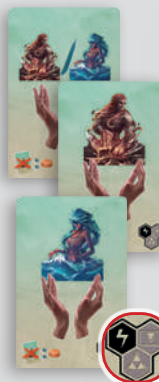


### OFFERING IDOL (x3)

Note which god appears on the card (pick one if both are shown).

Choose one of the goods that appear in the offering card and complete its payment by taking resources from your reserve until you reach the limit (as many as players).

You don't have to be in a volcano, nor to own or spend units of the good.



### MOVEMENT IDOL (x1)

Perform a single Exploration action. Equivalent to placing a on the action square.

It does not consume an action marker.



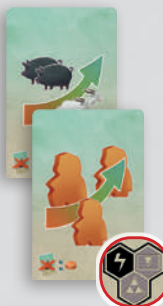
### LOCATION IDOL (x1)

Move the Acoran or Moneiba standee to another volcano, modifying the origin of its catastrophe.

### FERTILITY IDOL (x2)

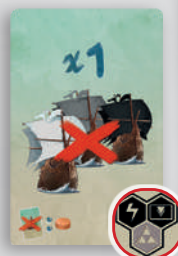
Reproduce your villagers or livestock following the usual rules (Pg. 16).

This is in addition to the ordinary reproduction step that takes place at the end of the era.



### SHIPWRECK IDOL (x1)

Remove a ship of your choice, avoiding its invasion at the end of the era.



### RAW MATERIAL IDOL (x1)

Remove up to 2 raw material tokens from your deposits (of the same or different type).



### LEARNING IDOL (x1)

Learn a trade now. When you use this idol, one of your nobles must be in one of the trade you wish to learn, with a native who knows it. It is not necessary to remain there at the end of the era.

Move the cube of the trade from to the actions deposit.

### SOLIDARITY IDOL (x5)



It remains hidden until the final scoring, when it awards one direct point.

### CANCELLATION IDOL (x1)



Discard one secret objective from another player (without looking at it), or one of yours, along with its score token.

### VISIONS IDOL (x1)



Choose and observe a secret objective of another player. Optionally, you can exchange its score token with one of yours.

## ARTISAN'S MARKET

See how to buy these cards on page 15.



### LARGE VESSEL (x1)

This large storage space unlimits the capacity of all your vessels.

At the end of the era, the tribe that owns the large vessel no longer needs to transfer the excess in the vessels to the garbage dump.



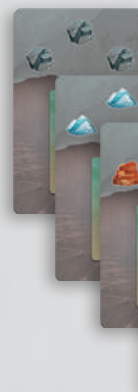
### PROTECTION WALL (x2)

Place a wall on a hexagon (with or without ) where you are present.

It protects from conquistador's attacks and catastrophes if the wall icon is among its defenses.

Once positioned, it cannot be moved and its effect remains until the hexagon disappears (*E.g. as a consequence of an eruption or a tsunami*).

The wall repels attacks from conquistadors, but it does not allow their capture, nor awards any solidarity point ().



### IDOLS (x4)

Take an idol from the deck.

