WIRAQOCHA

- ***What are these that illuminate the Palace?***

- ***Your Majesty, these are precious crystals that I discovered during my last expedition in South-America. I have named them Somnium and here are some exquisite specimens I have brought back.***

- ***My Dear Augustus, you have never ceased to amaze me. But for what could these crystals be useful?***

- ***Examine these crystals more deeply and you will see that there is much more than their sparkle. Scientists have discovered that these crystals, when appropriately used, can release an incredible amount of energy. By channelling this energy, Your Majesty would possess an unrivalled power. With these crystals you could create a terrifying war machine.***

- ***This sounds more interesting to me. Even now, to gain the upper hand over our opponents would be most welcome. Where must we go to harvest these crystals?***

- ***In a lost valley for which here I have a map. I have named this lost valley the Wiraqocha valley, after the name of the emperor who ruled this country a long time ago and who passed on the legend of a lost treasure.***

- ***Very well! I will not let any nation other than the great nation of England obtain this Somnium. I urge the biggest and best-equipped English companies to go there without delay. I will shower with treasures the ones who, without failure, will serve me well.***

So, at the beginning of the twentieth century, the Atlantic sky was filled with clouds of Zeppelin fleets and the wheezing sounds of their engines, with each Zeppelin full of mercenaries, scientists and adventurers. They took the route to Wiraqocha in their quest to please Empress Victoria II. It was inevitable that this would result in an internecine struggle.

CONTENTS

- This rules booklet.
- 7 wooden discs in 4 different colours. Apply the stickers so that each token set includes 1 Base Camp token, 2 Explorer tokens, 2 Drilling tokens and 2 Zeppelin tokens.
- 3 white wooden discs on which you first apply the following stickers: the Mechanical Miner, the Android explorer and the Juggernaut.
- 4 cardboard tokens representing the 4 relics / carved skulls of Wiraqochan children.
- 3 cardboard tokens linked to particular cards: Force Field, Flying Fortress, Death Ray.
- 22 hexagonal tiles which will allow you to create at random the Wiraqocha valley, 1 Machine's Graveyard tile and 1 optional tile: the Caves.
- 11 six-sided dice.
- 12 Technology cards.
- 25 Somnium crystals.
- 25 cubes (Resources).
- 4 game quick reference guides.

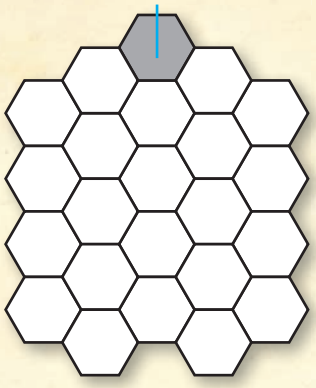
PRESENTATION AND GOAL OF THE GAME

Each player represents a consortium leader sent by Empress Victoria II to exploit a recently discovered valley. This yet to be discovered land is divided into 22 territories that are identified each by a number from 1 to 12, or a dice combination (of two or more numbers). For a turn, a player rolls a certain number of 6-faced dice. The score from these dice will allow him / her (=them) to place his / her (=their) tokens on corresponding territories, or to defend a territory he / she (=they) already control.

There are three ways to win:

- Discover the location of the Wiraqocha treasure, by collecting the 4 relics in the Ruins.
- Send a full cargo of Somnium crystals to the Empress Victoria II.
- By using Technology cards, acquire the knowledge to create the powerful weapon that is the Leviathan.

SETTING



1. Mix the 22 tiles that compose the board and place them at random according to this scheme. The Caves tile is used in a variation of the game and it is not recommended to use it when you play the game for the first time (see *"The Caves tile", on page 12*).

   For your first few games, we recommend you choose the layout below.



2. Each player takes the 7 tokens belonging to their colour and keeps these tokens in front of them. They constitute the player's reserve.

3. Place the four relic tokens on the corresponding Ruins tiles (matching symbols).



4. Place the dice, the Resource cubes and the Somnium crystals within the reach of all players.

5. Place the Technology cards as a pile by the board and reveal the first three cards.

THE TILES AND THEIR EFFECTS

A valley tile is marked with a brown square. The mountain tile is marked with a grey square.

The Jungle



The jungle provides anyone who knows its secrets what is necessary to live, to construct and to repair.

When the Jungle, be it in the valley or the mountain, is occupied by any of the player's tokens, then the player can obtain 1 or 2 Resource cubes, at the beginning of their turn, during Phase I (see *Phase I: Preparation, page 3*)

The Ruins



Long-unexplored, the ruins of the four temples in the valley abound with unique relics for those who possess an experienced eye. But the carved skulls of the four Wiraqocha children are most sought-after. This is probably due to the legend saying that they may give access to the Wiraqocha treasure once they are brought together.

DESCRIPTION OF A TURN

Randomly designate which player will start first. The game is played clockwise.

A player's turn is composed of the three following phases:

Phase I: Preparation

Phase II: Actions

Phase III: End of the turn

These three phases must be carried out before the next player's turn.

Somnium crystals, Resource cubes and the cards of every player are kept visible for all players to see.

Ruins, in the valley or the mountain, allow the discovery of a relic (see *"Explorer", on page 8*).

When a Ruins tile is occupied by any of the player's tokens at the beginning of their turn, then this gives the player the right to **re-roll** once a die that has not yet been used during this turn. Occupying several Ruins allows the player to roll different dice or several times the same die.



The villages

The villages in the valley, inhabited by settled tribes and descendants from the old Wiraqocha civilization, are forced to be subservient to the English invaders, providing them all what they need for their exploratory undertaking.

When a village, be it in the valley or the mountain, is occupied by any of the player's tokens, then this gives the player the right to roll an additional die during Phase I. The player may roll as many dice as the number of villages the player occupies.

Somnium veins



At certain sought-after places, Somnium is present in such huge amounts that it literally emerges from the ground.

A Somnium vein, be it in the valley or the mountain, gives automatically 2 extraction points during Phase III, only if a player's Drilling token occupies it. (see *"The Somnium crystal collect", on page 6*)

Machine's Graveyard



The groaning of old machines and the leaking of oil emanate from this scrap-heap. It is as if these metal skeletons are waiting in vain for a gritty mechanic.

The Machine's Graveyard is a tile on which it is not possible to end a move. The Machine's Graveyard takes the tokens that have been destroyed during the game.

Note : only once during Phase II, can a player recover one of their tokens from the Machine's Graveyard (see *"Recover a token from the Machine's Graveyard", on page 6*).

Phase I : Preparation

The following steps may be carried out in any order.

- The player takes as many Resource cubes as the number of Resource symbols on the Territories (tiles) that he controls.

- The player prepares the dice he will be allowed to roll during Phase II.

  The minimum default number of dice is three. One additional die is taken for every Territory that the player occupies showing the die symbol.

  If there are protecting dice left on some of the player's territories (see *"To place a protecting die", on page 5*), the player has to choose now whether to use them or to let them remain. The protecting dice are included in the number of dice that the player is allowed to roll during Phase II. Example : if the player is allowed to use 3 dice but decides to let 2 protecting dice remain, the player is entitled to roll 1 die only at the beginning of Phase II.

  Note : for the first turn, every player rolls three dice.

- The player may replace one or several of their Zeppelin tokens each by another token taken from the player's reserve or the board. The replaced Zeppelin tokens go back into the player's reserve (see *"Zeppelin", on page 7*).

- The player collects two Resource cubes if the player has the Production Tanks card (see *"Production Tanks", on page 11*).

- The player may use the effect of the Recovery Workshop card, if he has it (see *"Recovery Workshop", on page 9*).

Phase II: Actions

The player rolls the dice. Then, the following actions may be carried out in any order, using the dice results. A die can be used only once.

- To conquer a free or occupied territory.
- To place one or several protecting dice.
- To use Resource cubes to modify dice results.
- To build a Building or an Invention **(once a turn)**.
- To steal a creation, a relic or a Somnium crystal from another player.
- To sacrifice a Somnium crystal to roll an extra die **(once a turn)**.
- To recover a token from the Machine's Graveyard **(once a turn)**.

Important: to be able to carry out any action, the player's Base Camp must be present on one of the tiles. If not, the player must place it before any other action. If not possible, the player's turn stops immediately (see *"Base Camp", on page 7*).

To conquer a territory

Territories are numbered 1 to 12. To conquer one the twelve territories, the player must, by adding dice scores, obtain **exactly** the number of the desired territory. Therefore, the territories numbered 1 to 6 may be controlled with only one die, but also with a combination of several dice. The territories numbered 7 to 12 necessarily need at least two dice to be controlled.

To conquer a territory showing a double (two dice) or a certain combination of dice, the player must obtain these exact combinations.

Example: *it is not allowed to conquer a territory labelled ⚄⚄ by using a ⚄, a ⚃ and a ⚂.*

Used dice are put to one side to show that they cannot be used a second time by the player.

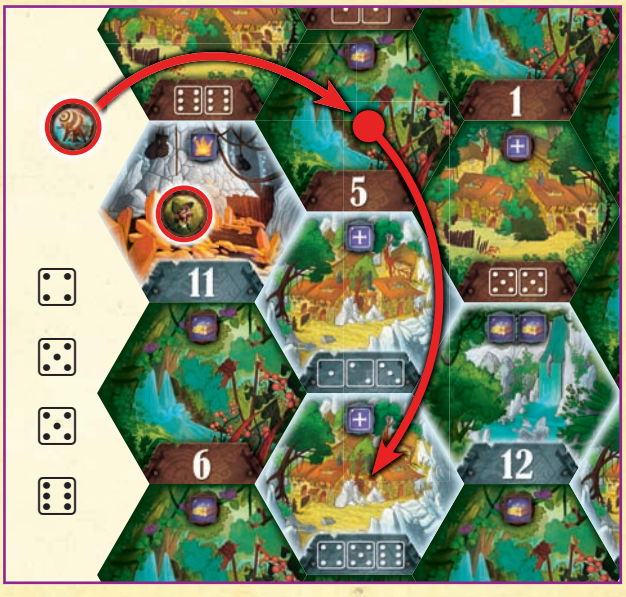
It is possible for a player to conquer several territories during the same turn, with one or several tokens, provided that the dice results permit this.

If the player takes control of **a territory, whether occupied or not, adjoining** a territory that the player already controls, the player may place on this newly controlled territory either a token from their reserve or a token already placed anywhere on the board.

If the player does take control of **a non-adjoining territory, whether occupied or not**, the player must place on it one of their tokens already placed on the board. **It is not allowed to take a token from the reserve in this case.**

Attention: only Zeppelins can move on Mountain tiles (see *"Zeppelin", on page 7*).

Example: *John is red. He rolled 4 dice and obtained ⚄⚄⚄⚄. He would like to roll an extra dice for the next turn. His Zeppelin cannot directly reach the Mountain ⚃⚃⚃ as this tile does not adjoin a tile already occupied by one of his tokens. However, he can put his Zeppelin on tile* **5**, *as this tile adjoins tile* **11** *that he occupies with an explorer. Immediately thereafter, he can use three remaining dice (⚃⚃⚃) to move his Zeppelin on the Mountain ⚃⚃⚃, as he was planning initially.*



Another solution was to place the Zeppelin (or any other token from his reserve) on tile **6**, *and then move it onto tile ⚃⚃. But the latter tile is less well-protected than tile ⚂⚂⚂. However, he would have kept a die ⚂ to protect one of his territories.*

Attention: there can be only one token at a time on a territory.

To conquer an occupied territory

If the desired territory is already occupied by an opponent's token but not protected by a die (see *"To place a protecting die", on page 5*), the same conditions as for an unoccupied territory are applied: it is sufficient to fulfil the requirement displayed in the tile box.

If the desired territory harbours a protecting die, the player must not only fulfil the requirement of the tile box, but he must also have **on another single die a value that is superior** to the value of the protecting die.

It is not allowed to add the values of several dice to beat the value of the protecting die.

Remark: a territory protected by **a die showing a ⚅ is not impregnable**, as it is possible to transform a ⚅ in ⚅ by using Resource cubes. (see *"To use Resource cubes to modify dice results", on page 5*).

The token of the defeated player is sent to the Machine's Graveyard unless it is the Base Camp token. The Base Camp token is sent back into the respective player's reserve. The protecting die is removed from the board.

In all cases, the conquering player is **obliged** to place a token on the conquered territory. It is not possible to send the opponent's token to the Machine's Graveyard and leave the territory unoccupied.

Example: *Kathy is green. She rolled 4 dice and obtained ⚀ ⚁ ⚂ ⚃. She wants to combat John who has expanded too much. One of her Explorer tokens is already on the board so that she could move it onto any tile (this applies to all her tokens already on the board). With the die ⚁, she sends the red Drilling token to the Machine's Graveyard. And the same happens to the second red Drilling token on tile* **2**. *Afterwards, she attacks the red Base Camp. The die ⚂ fulfills the condition for the tile, and the die ⚃ is stronger than the natural protection of the Base Camp. This base Camp is not sent to the Machine's Graveyard but to its owner's reserve. Sure, John will better protect his position in the future!*



Important: it is not possible for a player to attack one of their own tokens.

These rules apply from the first round on and also apply for the Base Camp token.

To place a protecting die

A player may place a single protecting die on a territory they control, to make it more difficult for it to be conquered by the other players. To do so, the player chooses one of their not yet used dice and places it on the territory of interest, without changing the value of the die.

It is not allowed to add the values of several dice to make a single protecting die.

During their turn, a player may place several protecting dice.

When a token leaves a protected territory, the protecting dice is removed from the board.

To use Resource cubes to modify dice results

It is always possible to use two Resource cubes to add 1 to the value of a die. Likewise, two Resource cubes can always be used to subtract 1 from the value of a die. This kind of action can be carried out several times on the same die (four Resource cubes for +2 or – 2, for instance) or on several dice.

By doing so, **the player can**:

- Obtain a die value of 7 to be stronger than a protecting die with a value of 6.
- Increase the value of a die (up to 6) before placing it as a protecting die. It is not allowed to modify the value of an already placed protecting die.
- Increase the value (up to 6) of one or several dice to be able to conquer a territory.
  Important: thus, a territory numbered 7 to 12 **always** requires at least two dice to be conquered.

To build a Building or an Invention – Technology cards

The pile of Technology cards is within reach of all players.

Once a turn, the player may use Resources and / or Somnium crystals to buy one of the three Technology cards that are revealed. The cost is indicated vertically on the left.

When the cost is paid, the player takes the card and lays it face up in front of them.

If this card can be utilized during Phase II, the player may apply its effects directly after Building it, during the same turn. The effects are represented by symbols at the bottom side of the card (for more details, see *"Technology cards", on page 9*).

There are two types of cards: Buildings and Inventions. Buildings cannot be stolen, whereas Inventions can.

To steal an Invention, a relic or a Somnium crystal

To steal, the player must conquer the opponent's Base Camp. Instead of destroying and removing the Base Camp from the board, the player may choose to steal an Invention, a relic or a Somnium crystal from their opponent.

Important: Buildings can never be stolen.

The player may steal several times from the same opponent, as long as the remaining dice allow it.

A just stolen Invention can be used immediately unless it infringes the application rules of the card.

Particular case: although it is not necessary to occupy the territory to be able to steal in an opponent's Base Camp, the player must have at least one token that would be able to move there. For instance, if the target Base Camp is located in a mountain, the player must have a Zeppelin (see *"Zeppelin", on page 7*) able to move to virtually occupy this territory.

- Consequently, the Zeppelin can come from the board or the reserve if the target Mountain tile adjoins one of the attacking player's tile.
- The Zeppelin can only come from the board if the target tile is not adjoining.

As the intention is only to steal, the Zeppelin does not move onto the target tile.

To sacrifice Somnium crystal to roll an extra die.

Once a turn, during Phase II, after the first dice have been rolled, the player may discard a Somnium crystal to roll an extra die.

To recover a token from the Machine's Graveyard

Once a turn, during Phase II, the player may discard 3 Resource cubes to recover one of their tokens from the Machine's Graveyard. The token is placed in the player's reserve or can be used immediately.



Phase III: End of the turn

To harvest Somnium

All territories contain Somnium. Each territory is worth one extraction point when occupied by a Drilling token.

But there exist Somnium veins tiles. When occupied by a Drilling token, they are worth two extraction points.

During harvest, the player gets one Somnium crystal for every two extraction points. He takes the Somnium crystals and places them in their reserve.

The non used extraction points are lost and cannot be kept for the next round.

Example: *if the player has two Drilling tokens, each on a Jungle tile, the player has a total of 2 extraction points and can take one Somnium crystal. If their two Drilling tokens are each on a Somnium vein, the player has a total of 4 extraction points and takes 2 Somnium crystals. If one Drilling token is on a Somnium vein and the other on any other type of tile, the player has a total of 3 extraction points and takes only 1 Somnium crystal (the remaining extraction point is lost).*

Important: the player cannot harvest Somnium if their Base Camp is not on the board (see *"Base Camp", on page 7*).

Reminder: Somnium harvest occurs at the end of the turn, whereas Resource harvest occurs at the beginning of the turn.

Resource limits

The player can only keep a maximum of three Resource cubes at the end of their turn. Exceeding cubes are discarded.

New Technology cards

Lastly, if necessary, the player reveals a new Technology card from the pile so that three cards are visible for the next player. If there are no Technology cards left in the pile, the next player(s) will have less choice.

DESCRIPTION OF THE TOKENS

Important : the tokens can go on all tiles. However, Zeppelins are required to go on a Mountain tile.

Base Camp x1



It is in their respective Base Camp that the conglomerates' discoveries are stored. For more security, the Base Camp is protected and can move easily.

The Base Camp is the very first token that a player has to place at the beginning of the game. It is also the only token that must be put again on the board after it has been destroyed.

■ To place the Base Camp

A Base Camp can be placed and moved as any other token. It can conquer free and occupied territories.

During the first round, it can be placed on any tile, depending on the dice results. When it has been destroyed and must be placed again, this also depends on the dice results but, in addition, can only be on a tile that adjoins a tile occupied by any token of the same player.

Exception : when the player has no token left on the board, the player can place their Base Camp as if it was the first round.

The token exchange system of the Zeppelin can be used to place the Base Camp.

■ To protect the Base Camp

The Base Camp has per se a certain level of protection. One may consider a protecting dice of value ⚂ is placed on the territory harbouring the Base Camp.

It is possible to place a protecting die on the Base Camp territory. However, only the highest die value will be taken into account for the protection. Therefore, only a ⚃ will better protect the Base Camp.

■ To conquer a Base Camp

When attacked, a Base Camp can be destroyed or plundered.

▮ Plundering

The attacker takes one of the following three items from the Base Camp's owner :

- a Somnium crystal,
- an Invention card,
- a relic.

▮ Destruction

When a Base Camp is destroyed, the defeated player takes it back in their reserve. When their turn comes, the player's first Phase II action will be to place their Base Camp back on the board. If the player cannot, due to unfavourable dice results, the player will lose the rest of their turn : no conquest, no new protecting die, no new Technology card and Somnium harvest will be authorized.

The player's opponents will be allowed to indicate a new location for the Base Camp, even if the player then must use Resource cubes or modify dice results, or use any solution allowed by the rules.

Remark : even if the player has no Base Camp on the board, the player can collect Resources in the beginning of Phase I.

Zeppelin x2

Nothing is more impressive than two fighting Zeppelins. Only the winner of such confrontation will be allowed to disgorge its passengers and equipment on the promised land.



Zeppelin tokens are the only tokens that are able to conquer a mountainous territory, be it already occupied or not.

Zeppelins are considered as always being in flight. Therefore, any territory occupied by a Zeppelin can only be challenged by another Zeppelin. A player with their two Zeppelin tokens at the Machine's Graveyard can neither conquer a Mountain tile nor challenge a tile occupied by an opponent's Zeppelin.

During Phase I, a player can replace their Zeppelin token(s) each by any other token from their reserve or the board (the rule of adjoining tiles does not apply here). By doing so, it is possible to bring a Drilling, Explorer, or Base Camp token onto a Mountain tile.

Remark : it is not allowed to exchange a Zeppelin token by the other Zeppelin / Juggernaut token.

Explorer x2



Every exploration group is led by an expert in archeology. These leaders always find their way through the obstacles of the valley to reach their only goal: the treasures of Wiraqocha.

Only Explorers can take possession of the Wiraqocha relics hidden in the Ruins.

The first player to successfully conquer a Ruins tile with an Explorer token takes possession of the corresponding relic. He places the relic in their reserve.

Remark: once a relic has been discovered by an explorer, the only way for an opponent to take it over is by attacking the Base Camp of the relic's owner. (See *"Plundering" on page 7*); It is useless to go back onto the tile on which the relic was, for the purpose of taking it over.

Drilling x2



The machinery necessary to drill stones and soils allows mining of the sought-after ore. Behind every machine is a dedicated crew, frantically repairing the multiple breakdowns occurring and feeding this greedy monster.

Only drilling tokens can allow the player to extract Somnium crystals.

At the end of the turn, Drilling tokens afford extraction points that allow Somnium harvest.



END OF THE GAME & HOW TO WIN

The game ends up **immediately** when a player fulfils one of the following conditions:

Wiraqocha's treasure

According to Augustus Copperpot, the legendary emperor Wiraqocha buried his treasure somewhere in the valley. Four relics – the carved skulls of his four children – are hidden in the temple ruins. Once brought together, they are supposed to indicate the location of the buried treasure.

This way of winning consists in collecting the four relics by conquering the Ruins with explorers, or by stealing them from other players.

Somnium for the empress

The empress promised the concession for the whole Wiraqocha valley to the first conglomerate able to bring her wagons full of Somnium crystals.

This way of winning consists in collecting a lot of Somnium crystals:

- 11 Somnium crystals **in a two-player game**,
- 9 Somnium crystals **in a three-player game**,
- 7 Somnium crystals **in a four-player game**.

Engineering of the Leviathan

Somnium crystals from the Wiraqocha valley open perspectives for science but also for the army. The empress will award the first conglomerate able to engineer the Leviathan, a weapon so terrifying that Europe should yield to the English Empire's threats. For that, scientists from all expeditions must show that they have acquired knowledge by developing technology.

This way of winning consists for a player in adding **the costs** in Resources and Somnium of the technology cards he owns:

- at least 21 Resource and 2 Somnium symbols **in a two-player game**,
- at least 18 Resource and 2 Somnium symbols **in a three-player game**,
- at least 15 Resource and 1 Somnium symbols **in a four-player game**.

Attention: do not take into account the Resource cubes and Somnium crystals still in front of the player, but only the ones that have been used to acquire the Technology cards of the player, namely the sum of **the costs** of their cards.

THE TECHNOLOGY CARDS

Some cards are associated with a special token (white disc or cardboard piece). When such card is revealed, place immediately the corresponding token on it.

The Buildings

Reminder : Building cards can never be stolen.

Androïd Factory



Once a turn, during Phase II, the android factory allows the player to discard 3 Resource cubes so that they can roll an extra die.

Flying Fortress



The Flying Fortress token can be placed at player's first convenience, directly after the card has been bought, or during a later turn. After the token is on the board, once a turn, the player may move it onto another territory.



The Flying Fortress allows the copy of the protecting die placed on the same territory. Henceforth, two identical dice protect this territory. To conquer it, an opponent will have to use not only dice to match the number (or the combination) of the territory but also two extra dice each with a value higher than that of the protecting die (but not necessarily identical).

Example : *a territory with a protecting die showing ⚄ has now a protection equal to ⚄ and ⚄ thanks to the Flying Fortress. Any attacker must thus fulfill the condition of the tile and also beat the protection with two distinct dice showing ⚄, ⚄ or ⚅.*

When the territory on which the Flying Fortress has been placed is conquered by an opponent, the Flying Fortress token returns to its owner's reserve who will be allowed to place it back on the board during one of their later turns.

Force Field



When the player acquires the Force Field, the player must place **immediately** the corresponding token on one of their territories. This territory cannot be conquered anymore by an opponent.

If, later on, the player decides to leave this territory, the Force Field token is lost for the rest of the game and cannot be placed somewhere else. The territory is no longer protected and can be conquered again. However, the player keeps the Force Field card in front of them, as the cost of the card can be used to engineer the Leviathan.

Recovery Workshop



At the beginning of every turn, during Phase I, the owner of this card can recover one of their token from the Machine's Graveyard for free. Once bought, this card takes thus effect only from the next turn on.

This action can be carried out before the potential exchange with a Zeppelin token, which means that the just recovered token can take the place of a Zeppelin during the same turn.

Remark : in addition to the free recovery of a token thanks to the recovery workshop, it is also possible to recover another token by discarding three Resource cubes during the Phase II of the same turn.

The Inventions

Reminder : Invention cards can be stolen when the Base Camp is attacked by an opponent.

Androïd Explorer



The owner of the Androïd Explorer card takes the corresponding token in their reserve. This token is considered as an extra Explorer token. It can be placed on the board with the same advantages and the same restrictions as an Explorer token. It can collect relics in the Ruins and also ends in the Machine's Graveyard when defeated.

When the Androïd Explorer card is stolen from another player, the new owner controls now the corresponding token with the following rules:

- If the token was in the player's reserve, it is put in the new owner's.
- If the token was on a territory, the new owner of the token becomes also the new owner of the territory. However, if a protecting die was present on that same territory, it is removed from the tile.
- Of course, if the android explorer helped the previous owner to collect relics, they DO NOT become automatically the new owner's possessions.
- If the android explorer has already been eliminated from the game by the death ray, it does not come back for the new owner of the Androïd Explorer card.
- If the Android explorer token is in the Machine's Graveyard, it stays there, and the new owner of the card will have to pay 3 Resource cubes when he wants to recover it.

Battle Exoskeleton



The Battle Exoskeleton allows its owner, once a turn during Phase II, to transform one of the not yet used die into a ⚄. It is not possible to transform a protecting die already on the board.

Death Ray



Important: the effect of this card can only be used once a game; no more!

The owner of the card can use the power of the Death Ray immediately after purchase of the card or in a later turn. The Death Ray affects one territory. There is no need to use dice to attack the target territory.

The death ray destroys all tokens of any kind present on this territory. These tokens do not go to the Machine's Graveyard; they are out till the end of the game. The only exception is the Base Camp token that is put back into its owner's reserve.

If the Force Field token or the Flying Fortress token were present on this territory, they are removed from the game but the owner keeps the corresponding Technology card, as the cost can be used to engineer the Leviathan. If the destroyed territory is one of the Ruins still hiding a relic, the Relic token is removed from the game. Therefore, it becomes impossible to bring together the four relics. The Wiraqocha treasure is lost forever. One of the three victory conditions has become impossible to fulfil.



The Death Ray token is placed on the destroyed territory. This territory cannot be conquered anymore.

If the Death Ray card is stolen by an opponent, the Death Ray cannot be used again, but the cost of the card can be used to engineer the Leviathan.

It is allowed to use the Death Ray on an empty territory. The only consequence is that this territory cannot be conquered anymore.

Juggernaut





The owner of the Juggernaut card takes the corresponding token and puts it in their reserve. The Juggernaut token is considered as an extra Zeppelin token. It can be placed on the board with the same advantages and restrictions as a common Zeppelin token. It can conquer mountains, be replaced by another owner's token at the beginning of the turn, and ends up in the Machine's Graveyard if defeated.

When the Juggernaut card is stolen from another player, the new owner controls the corresponding token with the following rules:

- If the token was in the player's reserve, it is put in the new owner's reserve.
- If the token was on a territory, the new owner of the token becomes also the new owner of the territory. However, if a protecting die was present on that same territory, it is removed from the tile.
- If the Juggernaut has already been eliminated from the game by the Death Ray, it does not come back for the new owner of the Juggernaut card.
- If the Juggernaut token is in the Machine's Graveyard, it stays there, and the new owner of the card will have to pay three Resource cubes to recover it.

Mechanical Miner



The owner of the Mechanical Miner card takes the corresponding token and puts it in their reserve. The Mechanical Miner token is considered as an extra Drilling token. It can be placed on the board with the same advantages and restrictions as a common Drilling token. It can harvest Somnium during Phase III and ends up in the Machine's Graveyard if defeated.



When the Mechanical Miner card is stolen from another player, the new owner controls the corresponding token with the following rules:

- If the token was in the player's reserve, it is put in the new owner's reserve.
- If the token was on a territory, the new owner of the token becomes also the new owner of the territory. However, if a protecting die was present on that same territory, it is removed from the tile.
- If the Mechanical Miner has already been eliminated from the game by the Death Ray, it does not come back for the new owner of the Mechanical Miner card.
- If the Mechanical Miner token is in the Machine's Graveyard, it stays there, and the new owner of the card will have to pay three Resource cubes to recover it.

Production Tanks



The owner of the Production Tanks card receives two extra Resources during every phase 1. Thus, the owner does not receive Resources immediately after purchase or theft of the card (since this cannot happen during Phase I) but must wait till the beginning of the next turn.

Psychic Probe



Once a turn, during Phase II, the owner of the psychic probe can transform an opponent's protecting die into a ⚀. This can be done even without attacking this territory. The die stays as a ⚀ until the turn of the player who owns it, and who then will decide whether he rolls it or leaves it be.

The psychic probe can also act on the Base Camp natural protection, which then becomes a ⚀. But the Base Camp protection becomes automatically a ⚄ as soon as the turn of the Base Camp owner starts.

When the psychic probe transforms a protecting die associated with the flying fortress, the protection becomes ⚀ + ⚀.

Transport Tunneller



Once a turn, during Phase II, the Transport Tunneller – moving underground – can attack an opponent's Base Camp, wherever it is, ignoring all protections. The natural protection of value ⚄, any other protecting die, the flying fortress and the force field have no protective effect against the Transport Tunneller. However, the Transport Tunneller can **only** be used to steal and not to destroy the Base Camp.

The owner of the Transport Tunneller must still use dice to match the number or the combination of the territory on which the opponent's Base Camp is placed.

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SOME PIECES OF ADVICE

To win by collecting relics

It seems the easiest way to victory. But it is also the more risky one. Not only can your relics be stolen, but an opponent may also use the Death Ray to irreparably destroy one of the on-the-board remaining relics. This way of winning becomes thus impossible and you will have to change your strategy in the middle of the game.

Keep an eye on your opponents' defense

Do not blindly progress towards one of the conditions for victory. Keep an eye on the progress made by your opponents. Indeed, if you let them acquire some card combinations, they could build impregnable positions. For instance, a player who places the force field on their Base Camp and has the Transport Tunneller and the Death Ray can no longer be evicted and cannot be stolen anymore. This opponent would be close to victory.

Do not expand too quickly

Wiraqocha is a game where it is often better to protect acquired positions than to expand on easy-to-conquer territories. You could be rapidly flushed out. Do not forget that every defeated token (except the Base Camp) is sent to the Machine's Graveyard, and that you will need three Resource cubes to recover it. Protection is the key idea of this game.



VARIATIONS

You are free to use them or not.

The Caves tile



This tile reinforces the power of the explorer.

If you decide to use it, it replaces the tile harbouring number 7. The board is thus still composed of 22 tiles.

There is a natural network of caves in the Wiraqocha valley.

At the beginning of their turn, if a player occupies the Caves tiles with an Explorer token, he may move this token onto any non-occupied mountain tile of the board, independently of dice roll.

This action can be carried out immediately after Zeppelin / explorer exchange on that same tile.

The prisoner token

With this rule, a defeated token can be taken hostage by the player who has conquered the territory.

When a player conquers a territory occupied by another player, he may decide to take the token (except Base Camp) hostage instead of sending it to the Machine's Graveyard. The hostage is placed in their own reserve. A player can only have one hostage in their reserve. A potential previous hostage is given back to their owner who places it in their own reserve with no extra benefit.

To free and recover one of their token that has been taken hostage by another player (called the racketeer), a player can, during their Phase II:

- Pay 3 Resource cubes to the racketeer (even if the number of racketeer's Resources would exceed 3 cubes).
- Pay a Somnium crystal to the racketeer.
- Free the token by attacking the Base Camp of the racketeer (like a theft).

The racketeer can never refuse the payment and must give the hostage back. The freed token is put in its owner's reserve or can be played immediately.