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TAMDAYA
30'
13+
1-4
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Tindaya

The Canary Islands are synonymous with paradise. Clear skies and endless beaches that seem endless. 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, each player will take control of an Imazighen tribe. You must help them develop, share knowledge and resources with other tribes, and survive the catastrophes sent by their gods:

Acoran and Moneiba may be merciful when they are pleased, but terrible when they do not receive their offerings, which will be increasingly demanding and may culminate in human sacrifice. If they do not receive what they want, their wrath will take the form of volcanic eruptions, tsunamis or earthquakes, so devastating that they may very well destroy their world.

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 the 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?



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Game modes & objectives

Tindaya has two game modes that offer very different experiences. Most of the rules are the same for both modes; only the exceptions are highlighted with the appropriate frame and symbol.

Alliance mode (1 to 4 players)

COOPERATIVE mode where players work together to achieve a common goal. There is no score.

Game objective: For all players to be considered winners, the **endgame survival conditions** must be met and the **Mission** completed. Otherwise, all players 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 where there is only one winner, but where cooperation is required to fight a common enemy: the conquistadors. The score is kept.

Game objective: The **global survival condition** must be met or all players lose. Those who also meet the **individual requirement** are declared survivors, and among them, the one who achieves the highest score is declared the winner.

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, the use of the Learning Campaign is recommended, which progressively introduces concepts over 3 brief games. For more information see page 23.

The sections of the manual marked with the symbols 1, 2, 3 and 4 indicate in which moment of the campaign they are incorporated.

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

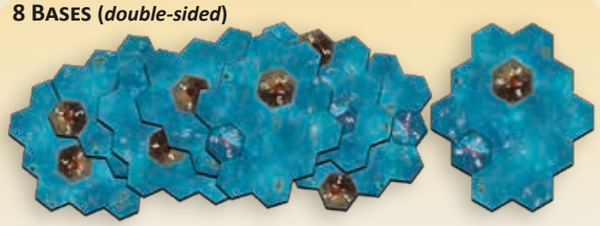


Components

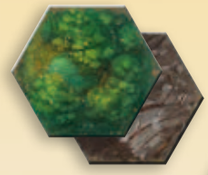
The components are infinite, except for natives, settlements, terrains and raw material tokens.

If the rest of the components (and their multipliers) run out, they can be replaced by any other element.

8 Bases (*double-sided*)

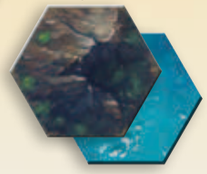


42 Terrains (*double-sided*)



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

Mount Tindaya, catastrophes, ships and dice



2 Wrath markers



3 Supports



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



Acoran



Moneiba



Tsunami



Eruption

White

Gray

Black



3 Ships with their dice

124 Cards



Era 1 Events



Era 2 Events



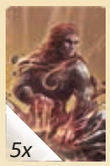
Era 3 Events



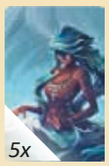
Offerings



Setup Aid



Acoran



Moneiba



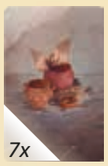
Prophecies



Idols



Tribes



Artisan's Market



Missions

Common objectives

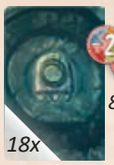


Blue Objectives



Green Objectives

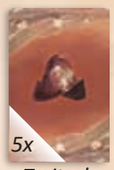
Secret objectives





8 Double-sided score tokens

Secret Objectives



Traitor's Objectives

Wilderness (*double-sided*)



Front

Base



3 Supports

Player's panels

Trades panel (x4)



Tribe panel (double-sided: Traitor) (x4)



Tribe components

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

15 Action markers

- 5 Cubes
- 10 Cylinders

9 Natives

- 7 Villagers
- 2 Nobles



- 20 Resources
- 6 Resource multipliers
- 1 Solidarity disk

Other components

54 Raw Material Tokens (double-sided)

- 16 Wood
- 10 Clay
- 20 Volcanic minerals
- 8 Initial minerals



4 Turn order tokens

Additional components and their multipliers

- 10 Canoes
- 10 Goats — 4 x
- 10 Pigs — 4 x
- 18 Conquistadors — 4 x
- 2 Walls

Tindaya at a glance

Tindaya places us in the Canary Islands at the beginning of the 15th century. The European invasion has begun 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.

Players take command of an aboriginal **Tribe**. Each has a special ability and starts off with valuable resources and knowledge of two of the four existing **trades**. Knowing a trade allows you to build and operate specific settlements:



The fishermen create FISHING settlements



The fig farmers build pig FARMS



The shepherds drive goat HERDS



The crop farmers plant fields of CROPS

The game consists of **3 eras**. At the beginning of each one, Acoran (god of the earth) and Moneiba (goddess of the sea), make their increasingly exquisite demands known and threaten terrible catastrophes if they do not obtain their whims.



During the era, players work together to satisfy the gods by throwing the requested resources into the volcanoes. To obtain such goods, they generally must produce them in their settlements. The most sophisticated goods require the development of inventions that allow them to be made *(E.g. with a cheese maker, a shepherd transforms his goats' milk into cheese*). In the event of a shortage, the natives can throw captive conquistadors or even members of their own tribes into the volcano: the gods gladly accept human sacrifices in place of any element.

The goods not used as offerings serve to feed the tribe (without wasting any, or else the gods will get angry!). The raw materials from the land allow the manufacture of weapons or walls with which to defend the tribe and to build canoes to navigate between islands. In addition to making offerings, by accumulating food and materials, players will progress in the achievement of the joint mission ( ) or accumulate solidarity points that will grant them the victory ( ).

At the end of each era, the gods send their catastrophes: demons, earthquakes, volcanoes or tsunamis. If the offerings have not met their expectations, their anger increases and the phenomena affect larger territories, even joining islands together (volcanoes) or separating them (tsunamis), forcing players to re-evaluate their strategy.

With no time to rest, the conquistadors' ships arrive on the shores and progressively take control of the islands. **Preventing the invasion is a mandatory requirement in both game modes.** Players need to work together or they will all lose. If this happens, the natives are sold as slaves and their civilization comes to an end.

Finally, players will have the opportunity to ascend Mount Tindaya to visit Tibiabin and Tamonante. Reading the smoke from their bonfires, these powerful seers predict catastrophes and the arrival points of the next ships. Their help is essential for the natives to prepare and have survival options.

Iconography





General concepts

Turn and priority order

The **turn order** determines the sequence in which the players perform their actions. It is determined at the end of each era. The turn order is identified in each player's turn token.

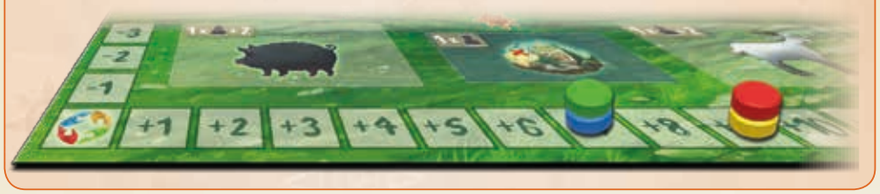
The **priority order** determines who can make decisions or perform specific actions at certain times in the game.

In the **alliance** mode, both turn and priority order coincide, and remain constant throughout the era. The turn order token indicates both.

In the **dominion** mode, priority is determined by the position of each player on the solidarity track: the **lower** in the track, the **higher** the priority. Therefore, priority could change each time a player gains or loses solidarity points.

When several disks share a position, the one below has priority. If a player wins or loses solidarity points and his disk advances or retreats to a position with more disks, always put the disk **on top** of the rest. If a single event causes more than one player's score to vary, the disks are moved in priority order.

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



Natives: Nobles and villagers

Each tribe is made up of villagers and nobles, each with their own specific functions.

- Common functions to all natives: Collection of raw material tokens and barter.

Villagers (x7)

- They grant control over settlements.
- They are in charge of the production of settlements (Pg. 10).
- They eat, reproduce and need the shelter of a cave. (Pg. 16).
- When they are born, we draw them from their reserve (if any remain), and when they die we return them to it.

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 know how to navigate (and can transport villagers with them).
- They feed and get shelter on their own. They do not reproduce.
- When they die, they are eliminated from the game.
- They can be downgraded to villagers (Pg. 15).

Settlements and their control

The settlements are the exploitations of each trade. Nobles build them on terrains while villagers work them producing their resources. Regardless of who built it, **a settlement is controlled by the player who has a villager on it.**

- Villagers may pass through any settlement, but should end their exploration only in those settlements which contain no villagers of other tribes and whose trade they know.
- A noble can stay in settlements controlled by others (*E.g. to learn the trade, or barter*).
- A player cannot build a settlement on a terrain occupied by another player's villager.
- If a settlement contains only nobles, a player may move a villager there and gain control of it.

General Rule

A settlement cannot contain villagers from more than one player (unless one of them is passing through as part of an exploration).

Villagers from different tribes can live together on terrains without settlements.

Gameplay overview

Begin by selecting the **game mode** according to the preferences of the players:

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.

A difficulty level (/ /) is agreed upon at the **game setup**:

The difficulty level determines how you set up the board bases, what event cards are available, and the mission requirements. ( ). 6

The **game** consists of 3 eras, followed by the **endgame**.

Phases of each era:

A. Strategy phase

The prophecies of the seers point out the location and nature of the catastrophes that will come at the **end of era phase**. The gods demand their offerings!!

Players design a common strategy, analyze the effects of catastrophes and agree on how to pay the offerings. They may also share tasks such as the reconquest of land. Planning is necessary since, **without coordination, it will be impossible to survive the 3 eras**. 9

B. Action phase

In turn order, players may carry out 1 or 2 consecutive actions by placing cubes or cylinders from their deposit onto the 10 squares of the action strip of their trade and tribe panels. Rounds continue until all players run out of markers or decide to pass. 10

C. End of era phase

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

Then the wrath of the gods rises or falls, depending on whether they have fully received their offerings. Once the impact area of the catastrophes is determined, their consequences are unleashed.

The conquistadors' ships arrive and their invasion continues.

Natives can deliver fire to the seers.

And finally, maintenance tasks are performed (learning trades, etc.). 16

Endgame

After the third era, 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, do they win the game. Otherwise, everyone loses.

Dominion mode

1. Comply with the endgame survival conditions:
   - **A. Global**: If not met, all players lose.
   - **B. Individual**: Those players who fulfill them are declared **survivors**.
2. After the final scoring, the **survivor** with the highest score wins the game and is chosen as the favorite of the gods.

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Overview

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

Consists of the trades and tribe panels, where players store their resources, manage their tribes, and keep track of the actions performed during their turns. The area also consists of the resource indicators, the tribe card and the play order indicator.

The secret objectives ( ) and any idols that have been obtained are also placed here later in the game.

3 Mount Tindaya

Sacred mountain where gods and their seers dwell. The catastrophes of each god are shown, along with the offerings they demand and their thermometers of wrath. It also contains the event cards, showing the succession 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 and on the Alliance side ( ), the mission that all players must fulfill.

Place the animal reserves 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.



Game setup

1. Main board setup

1.1 Configuration of the bases

Each of the 8 bases shows on one side an erupting volcano and chasm (**red side**), on the other side dormant (**black side**).

The red sides show the symbol of half a shipwreck near one of the edges.

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 bases and 2 red bases, 8 black bases, etc.*).

Place the bases next to each other, complying with the **placement rules** (see bellow), thus forming the **Main Board**.



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** an a volcano. The chasms should not be covered with terrains.

» Stack unused terrains to form the reserve (7).

1.3 Raw material token placement

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



» Remove from the game all unused wood tokens (2, 4, 6 or 8 depending on the number of players).

» Place the volcanic mineral tokens near the stacked terrains (7).

Placement rules

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



» Corridors cannot be created.



» 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 (4) is the one who most recently visited an island, followed by the rest in a clockwise direction. Players take the corresponding turn order (1).

» The setup aid card tells the players (each identified by their turn order token) which two trades they know and in which they have developed an invention (the one marked with):

- Take 2 settlements of the trades you know; these will be your initial settlements. *E.g. the second player takes a Pig Farm and a Crop settlement* (2).
- Place 1 cube on each of the 2 squares of the trades you **don't** know (*E.g. fishing and shepherding* (3)).
- Place 1 cylinder on the cave (4) of the tribe panel and 7 on the circles / of the trades panel, except for the invention indicated in the help card. (*E.g. Farm* (5), (6).)
- Place the cubes and cylinders indicated in the setup aid card (7) in the action deposit (*E.g.: 2 and 2 (8)*).

» Pile your resources near the player's area (9).

» Place 4 in positions 4, 5, 6 and 7 on your tribe panel reserve (10). Leave the remaining 3 and 2 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 central part shows your special skill (13). (See details on page 25).
- The lower part shows your initial resources. Place 4 resources (14) in the deposits of your panel with the same icons.

Setup aid card





3. Mount Tindaya

» Assemble the Mount Tindaya stand. Place the two wrath indicators on space of each thermometer marked with this symbol (15).

» Randomly pick 6 offering cards and stack 3 face-up on each reserved space at the base of the stand (16). Remove the rest.

» (2) Randomly pick 3 catastrophe cards for each god and place them face-down on the stand, in the space provided (17). Remove the rest.

» (4) Choose a difficulty level (18) and shuffle the event cards that correspond to it.

Difficulty Level

Low Medium High

» Randomly pick one event card per era and remove the rest. Place the three cards on the Mount Tindaya (19) face-up and in ascending order. Era 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 from the deck 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 1st player) leaves his disk below the rest, followed by **Julia** (2nd) and **Maria** (3rd).*

» 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. Remove the rest.

» 4 Randomly select one blue and one green common objective card 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 their first settlement. Then, in a second round, they place the second.

» 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 that volcano. 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

10x → 10x — 1 unit per player

E.g.: 3 units of clay

WOOD

18x → 13x (+1) / 4x (+2) / 1x (+3) — 1 unit per era + indicated bonus

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

MINERALS *

8x / 20x

2x / 2x	3x / 5x	2x / 8x	1x / 5x
3 stones	1 obsidians + 2 stones	2 obsidians + 1 stones	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**.

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. Tibiabin begins. With the last embers of her bonfire, she is able to see where the ships of conquistadors will arrive.

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

» Catastrophes sent by the gods: Acoran and Moneiba, eruptions and tsunamis.

» Conquistadors' ships: white, gray and black.

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.

» : The player who supplies the resources chooses which prophecy is revealed.

» : Without fire, neither Tibiabin nor Tamonante can reveal their prophecies.

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 a 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's and Moneiba's catastrophe 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 over volcano 1* 5*.*

» *Tsunami over chasm 7* 6*.*

» *Acoran over volcano 5* 7*.*

» *Eruption over volcano 6* 8*.*

» *White ship over chasm 1* 9

» *Gray ship over 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

Players choose objectives, which are kept secret, and assign each of them a score token visible to all players (positive or negative). At the end of the game, each player who reaches one will score it.

Perform this step only if the event card shows the symbol: 11

Deal 2 Secret Objective to each player.

In **priority order** players:



» Take the available score tokens.

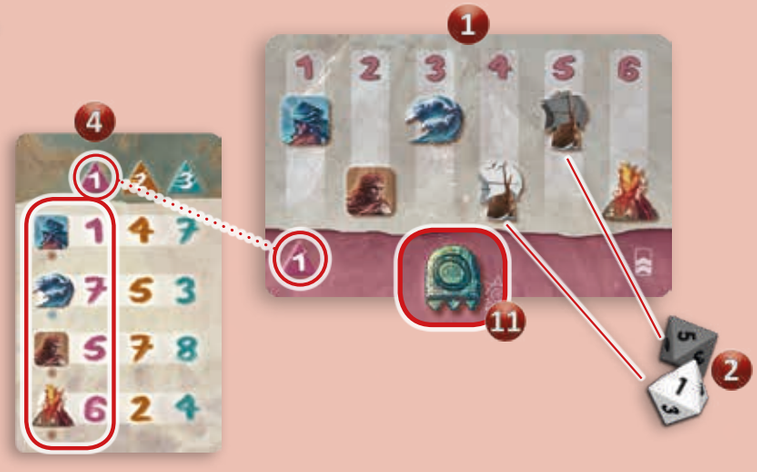
» Place one objective **face-down** next to the play area. Discard the other one, that **is not** returned to the deck.

» Choose a score token and place it **face-up** on the secret objective.

» 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 26 for a description of each objective.





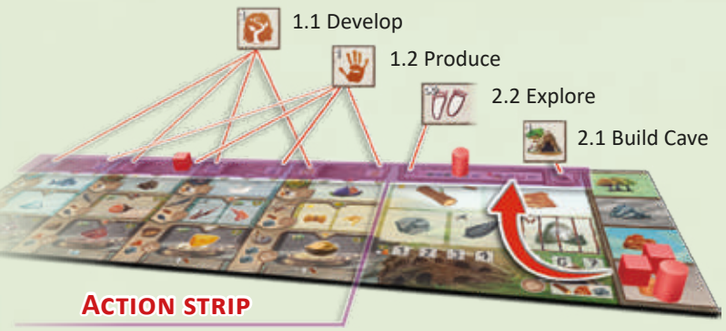
B. Actions phase

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 in the tribe panel deposit.

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

Complete rounds until all tribes have passed. When this happens, players must flip their turn order markers 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.



Action 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 (unlimited)

  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)
- 3.3 Demote a noble (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; otherwise they remain 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 1st level inventions (1 per trade)

4 x vessels for nonperishable food

4 x 2nd level inventions (1 per trade)



Important

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

Check how to learn trades on page 20.

1.1 Develop

By performing this action, the tribe develops an invention which enables the production of new goods. Moreover, it releases the cylinder over it.

- » Place an action marker on the development square of the trade you want to improve.
- » Pay the cost of the resources shown to the left of the invention.
- » Release the cylinder next to it and place it on your actions deposit (it is now ready to be used).

The 1st level invention enables the production of complex goods; the 2nd one the transformation of other goods of the trade into nonperishable food.

You know an invention is developed when there is **no** cylinder on it.

The inventions of each trade must be developed in order: You cannot develop a 2nd level invention until you have developed the 1st level.

If you perform this action with a cylinder, as long as the 2 inventions are not developed and you have the resources needed, you must develop both. If you can only pay for the 1st, you lose the 2nd part of the action.

E.g. to develop the Saltern 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 the produced goods (basic, complex or nonperishable).
- » Use a cube to perform one production. With a cylinder, you will perform 2 consecutive productions.
- » A single action allows you to produce several types of goods. Developed inventions grant you access to complex and nonperishable food.
- » The action applies to **all the settlements of that trade under your control**.
- » Simple and complex goods production is **mandatory** (although conditioned by the decision to slaughter animals). Nonperishable food production is **optional**, depending on whether or not you pay the resource necessary 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 living on controlled herds at the start of production.

Per slaughtered goat. One horn and one goat meat is obtained for each slaughter goat.

Per slaughtered pig. A pork leg is obtained from each pig slaughtered.

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

Another 4 icons may appear in the deposits:

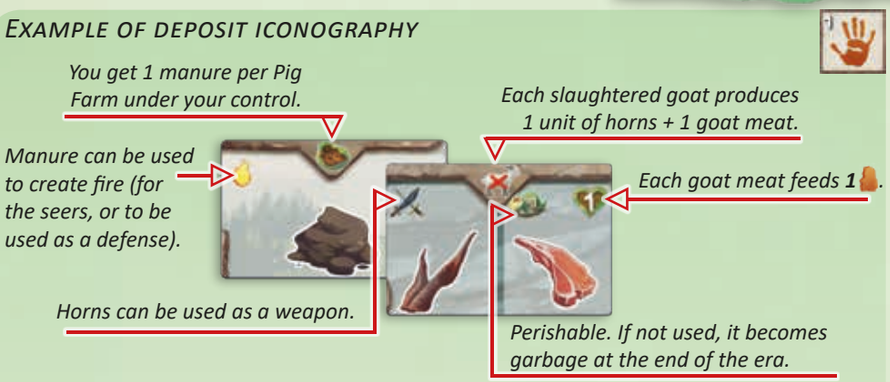
Rations. Visible in goods that can be used as food. Indicates the number of villagers each unit can feed at the end of the era (Pg. 16).

Garbage. If visible, the good is perishable. If you do not use it during the era (as food, an offering, or 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



Production of nonperishable food

As part of the production, perishable goods (or grain) can be transformed into nonperishable food, if the 2nd 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** (the deposits of imperishable goods), **must not contain more than 3 units** in 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 deposit.

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 3rd one with 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 3rd settlement produces nothing* 5.

» ***David** has not developed the Smokehouse* 6, *therefore he cannot spend a straw to transform your fresh fish into smoked fish.*







Example of simple, complex and nonperishable 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:

» *We ignore the settlement not under **Julia's** control (the one without)* 9.

» *In the 1st 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 2nd production, **Julia** chooses to slaughter another 3 goats* 12.

» *The 4 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 second production, she decides to pay 1 wood to turn 4 units of milk into 4 cheeses by moving 4 resources from one deposit to another.* 14.



Although the vessel has a maximum capacity of 3 units, it is not until the end of era that we transfer the excess to garbage (after having fed your).

2.1 Build cave

Enables the construction of the 2nd 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 can build the cave before you put the 5th villager into play, just to get 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**. Combine them as you see fit to move your , as shown in the examples.

» If you are using a , you must complete the first set of movements before beginning the second.

» At the end of their exploration, your natives may perform free actions on the terrain 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 an era.

A. Land movement

Move 1 or more of your across 2 adjacent land hexagons.



It is not necessary to move all natives of a terrain.



If one exploration action is used to perform 3 land movements, among other possibilities...

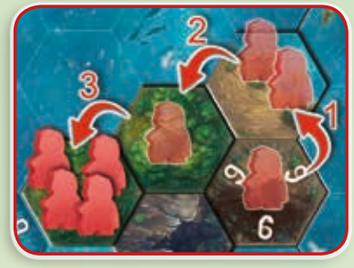
- ...a native can move 3 hexagons away...



- ...or 3 different pawns can move to an adjacent terrain...



- ...pawns can be grouped together...



- ...or spread out.



B. Sea movement

Move your between 2 land hexagons, separated by a straight line of sea hexagons.

Canoes are required for sailing. You may take up to 5 , at least one of whom must be a (only they can 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 another terrain. 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 an adjacent terrain or volcano.



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

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

Permitted movements:
- *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 1st 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; after landing, they remain in that sea hexagon. Other players may use them for their sea movements.
- Several canoes may share the same sea hexagon.
- If a catastrophe affects a sea hexagon on which there are canoes, they are destroyed (*E.g. A tsunami*).

Important. The villagers...

- ... when exploring, they can pass through **settlements** with other players' villagers, but cannot land in them. They can coexist with other tribes in **terrains** without settlements.
- ... cannot end their exploration on an empty settlement of a trade they don't know.
- ... cannot pass, nor end their exploration in a conquistadors' forts, unless the group includes a noble, in which case it would trigger a Reconquest. (Pg. 14).

Example of an exploration that includes land and sea movements

1st Movement (land): *2 advance from a forest on island 5 to an adjacent mountain, where a awaits them.*



2nd Movement (sea): *As there is no canoe available, David pays one wood, takes a canoe from the reserve and places it 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 .*



3rd 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 terrain 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 type of native and the terrain, 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. Perform the first group of 3 moves, and each native moved can carry out optional actions where it ended. Then perform the second group of 3 moves, and the natives moved in it can perform theirs. If a native moves in both groups, they can perform those actions in the 2 places they ended.

2.2.1 Collect raw materials ( )

If a ends his exploration on a terrain with a raw material token, he may take it and receives 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.







A player cannot **exhaust** an island's natural resources by taking its last raw material token.

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 markers in his deposits.*



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

2.2.2 Barter ( )

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

Each player must transfer his resources from the deposit of the good delivered to the deposit of the good 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 3rd one to the milk deposit. Alex makes the opposite move.



2.2.3 Make offerings ( )

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

In each era, the gods demand payment for the resources shown on **their offering cards. The number of units of each resource should be as many as there are players.**

: Demand the resources of the first 2 deposits.

: Demand the resources of the first 3 deposits.

: Demand the resources of the last 3 deposits



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

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

- To offer goods, transfer resources from **your** deposits to the corresponding strip of 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 on the corresponding strip of the offering card.

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

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

At the end of the era (offering step), the player who contributes the most resources to a card wins , and the next player wins (Pg. 17).



! **The gods love human sacrifices:**

You can sacrifice humans and provide them as substitutes for any goods (resources, animals, or raw materials). To sacrifice:

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

In all cases, place one resource of your color on the card's strip of your choice, for each human sacrificed. You cannot sacrifice your last native.

*E.g. **David** wishes to offer 4 obsidians to Moneiba's offering card, but only has one. Besides offering the unit from his deposit, **David** sacrifices 1 and 2 , placing 4 red resources in the corresponding strip 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 have the knowledge of that trade.**

» **There can be NO villagers from other tribes on the terrain.**

» **The terrain must be of the right type:**

- Fishing settlements are built on the shore.
- Farms and crops, on forests.
- Herds, 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 2 animals captured from the wilderness: pigs on pig farms and goats on herds.

! You cannot **exhaust** the wilderness. If there are only 1 or 2 animals of one kind left, you can't capture them.

When you take the last two animals of a type (or the last one, if there is only one left), you **exhaust** the wilderness. Reduce .

If, when leaving a settlement, animals flee into the wilderness repopulating an empty deposit, the player who has released the animals wins .

Livestock

We 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 watches over them, and they do not flee into the wilderness. But he is not in control of the . When 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 cannot 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 rivals:
  - » Move all on he fort to the player's prison.
  - » Remove the fort.

In case of victory, the player gets .

! **Weapons**

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

Once used, return them to the reserve.



- 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 it to the reserve).
    - The player is declared a **Hero** and gets **1** idol as a reward (regardless of the weapons used).

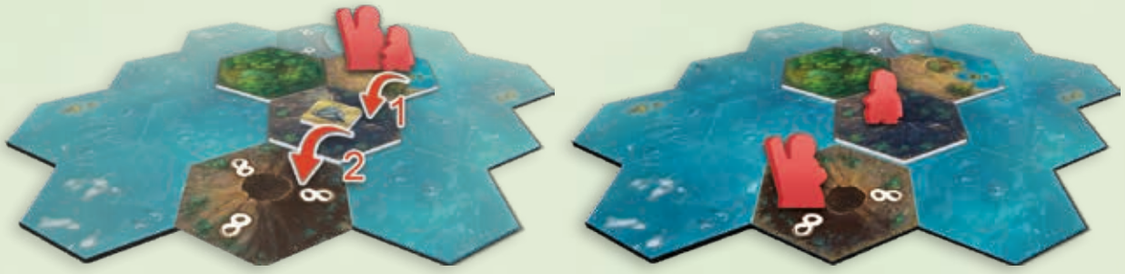
B. Optional actions

Examples of optional actions

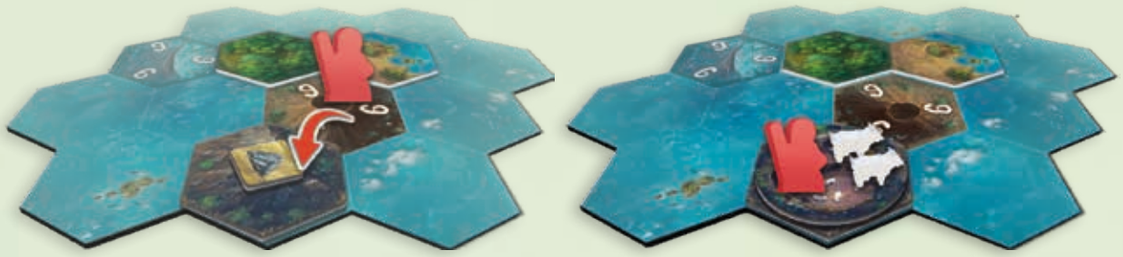
» *Julia finished exploring with her and one on a forest with David's . Julia collects the raw material token, creates a Crop, and barters with David.*



» *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 option actions where they ended: The picks up the raw material marker from his 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 you have no control over it, you 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, apprehends the conquistadors. 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.

When passing, these actions cannot be performed until the next era (except for certain event phase idols).

3.1 Display an idol



A player can obtain an idol by being the first to contribute to an offering, by being a hero, or by buying them at the Artisans' Market. Some tribe skills or other idols also allow you to get additional ones.

They are placed face-down in the playing area, until they are revealed. Once played, they are left face-up.

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



It can be played in the Actions phase.

It can be played in the Event phase.

Must be played at the Endgame.

Detailed descriptions of each idol can be found at page 27.

3.2 Destroy an idol



You may discard an unplayed idol from your hand in exchange for **one unit** of any resource.

Remove the idol from the game, get a resource from your reserve, and place it on a deposit of your choice.

4 3.3 Buy at the artisan's market



You may purchase a vessel, an idol, or a wall. Pay its cost (clay, stone, straw, and/or manure), and chose an available card from the market.

Depending on its type, you will acquire a large vessel, an idol or a wall, keeping this card face up near your playing area.

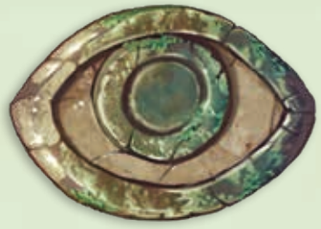
Detailed descriptions of each card can be found at page 25.

3.4 Demote a noble

Replace a from the board with the first available in your reserve. Remove the noble from the game.

This action is irreversible.

A player can only demote his if the other one is still alive (see end-of-game survival conditions in page 20).



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 villagers on a , add one from your reserve.

Livestock in captivity: If there are 2 or more animals on a , add one of the same type from the reserve (not from the wilderness).

Livestock in the Wilderness: If there are 2 or more animals on each deposit on the wilderness panel, add an animal from the reserve.

Conquistadors: If there are 2 or more conquistadors 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.



The highest visible number in the villager's reserve indicates how many are in play.

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 villager 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 ( ), 1 goat's meat ( ), 1 leg of pork ( ) and 1 salted meat ( ). When there are leftovers, **waste is minimized by eating the perishable foods with a lower portion count first**. Alex feeds the first 2 with 2 figs, the next two with the 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. Shelter

Each tribe starts the game with a cave that shelters 4 . Players with 5 or more on the board should check to see if they have built the second cave (see page 12).

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

The player will lose as many solidarity points as own villagers die from lack of shelter.

4. Garbage

Players must check if there are any perishable resources left in their trade panel ( ), or if their vessels have exceeded their maximum capacity.

Move the remaining resources to the garbage (on the Wilderness panel). This deposit 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 players.

If the amount of remaining resources is still over the limit, repeat both steps.

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

The player with the most resources on the garbage deposit loses and his resources are removed first.

In case of a tie, the player with the **lowest** priority loses the point and his resources are removed first.

E.g.: there are 10 resources in the garbage: 5 from Alex, 2 from David, 2 from Maria and 1 from Julia. The limit of 4 is exceeded:

» *Alex is the player with the most resources there, he loses and removes 4 of them. Acoran's wrath increases by one level.*



» *The garbage (6 resources) still exceeds the limit, with David and Maria tied at 2. David and Maria remove 2 resources each, which increases Acoran's wrath by another level. David has the lowest priority player, so he loses .*



There are 2 resources remaining (1 from Julia and 1 from Alex), since the limit is not exceeded, those 2 resources remain there for future eras.

5. Offerings

Verify if you have paid the offerings in full (1 resource per player of the required elements of that era). If so, lower the god's wrath by 1 level (or keep it at its lowest, if it is already there). Otherwise, raise it by 1 level.

The player (or players) with the most resources on Acoran's offering (even if not fully paid), get . The next player (or players) with the most resources there, receives .

Moneiba also awards and to the players who contributed the most to her offering.

*E.g. , : on **Acoran's offering card** , both David and Julia contribute 4 resources and Alex and Maria contribute 2. The offering is complete with all 12 resources, so Acoran's wrath .*

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

David and Julia get for contributing the most to the Acoran's offering. Alex and Maria receives for coming in second.

Maria receives from Moneiba's offering and David and Julia receives .



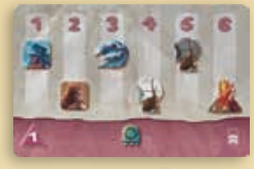
The gods gaze at the offerings of their children. Your gratitude will please them, diminishing both their wrath and the impact of the catastrophes announced by the seers. Otherwise, your selfishness will make them furious: the earth will tremble. The seas will invade the earth. Monsters will come out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

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 (y).
- The conquistador's ships arrive to the shores (1, 2 or 3).

(For eras and only): If you did not pay any of the seers in the previous era, now is the time to reveal the information you do not yet know: Turn over the Catastrophe and/or Prophecy cards and place the standees in the locations corresponding to that era (see pg. 9).



You must solve the events one by one in **the order stated in the Events card**.

Impact area

The area affected by a catastrophe has as its epicenter the volcano or chasm where its standee is located. Its radius depends on the wrath of the gods:

» Moneiba's wrath affects the radius of and .

» Acoran's wrath affects the radius of and .

With the gods' wrath at yellow level, the area includes the epicenter and its adjacent hexagons (up to 6).

In the orange levels, it also includes the next ring of adjacent hexagons (up to 12 additional ones).

On the red level, add the third ring of adjacent 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 of the catastrophe 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 consequences, with the following effects:

- **Erupted volcano:** All on the volcano 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 volcanic mineral tokens (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. When you reach the circle where tokens run out, the player with priority chooses on which hexagons to place them.

E.g. Volcano 6 erupts. Acoran's wrath is at level . It will obliterate 2 concentric circles around the volcano, and mountains with will cover the area.

Turn all forests and shores to their mountain side, and cover the rest of the impact area with mountain, 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 reaches us, it will engulf the island and destroy everything.

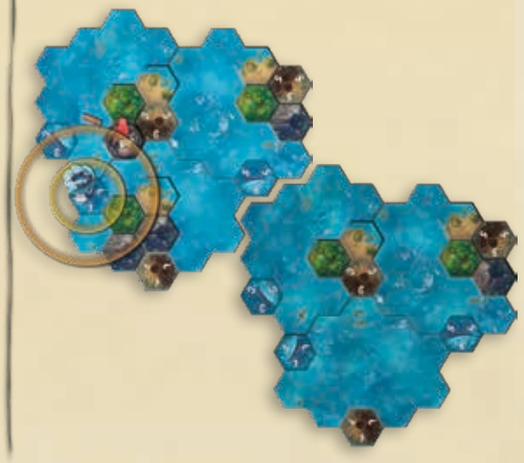


The epicenter is the chasm with the tsunami standee. The impact area is determined by **the color of Moneiba's wrath**. Only the terrains within the area (and not the entire islands) suffer the following effects:

- **Chasm and sea hexagons**: No effect.
- **Volcanoes**: As they are elevated, they are not affected, nor are the above 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 level . You will feel its devastating effect in 2 concentric circles of hexagons around its epicenter. The wave will wipe out all of Island 7's terrains (except for its volcano) and engulf the mountain of Island 6 , its , and the on it.

Finally, the canoe next to island 6 will be lost.



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 in each god's catastrophe card (detailed descriptions on page 24).

The epicenter will be 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 terrain within the impact area; not just the specific terrain that fall 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, case, you need **protection** for each terrain. You can only **protect** terrains on which you are present.

» **Walls** 3 also give protection from catastrophe cards where they appear. Unlike the protection idols, they do not wear out and natives don't have to be in that location.

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





! 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 from volcanoes or tsunamis.

When 2 islands merge, the catastrophes that occur on any of the volcanoes on it affect the resulting island.

Conquistadors ships

The sea brings huge floating houses, full of strangers. Their shining clothes, their roar, their stinch, everything about them are bad omens. Why are they here? Do they come from heaven or from 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 resolve the effects of one ship's attack before you can resolve the effects of the next one. If various ships share the same location, the effects of the first one may cause the second ship to dock at a different island.

! Conquistadors' forts can never be the place where further conquistadors arrive, nor do they count as settlements to determine which island is invaded. If the only unconquered hexagon of an island was a volcano, the attack would not take place.

- **Identify the island to be invaded**

The ship always attacks the nearest island. If there is more than one:

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

- **Determine the targeted terrains**

1. The attack all on the island they land. If there are none:
2. They attack **a single terrain**, selected from left to right in the order shown, until one terrain meets the criteria. In case of a tie, the tribe with priority decides where they go.



- **Effects of an attack**

The affected terrain or settlements are attacked by two . *E.g.: on an island with 3 settlement (2 occupied and one empty), 6 arrive (2 per settlement).*



» If there is a wall (even if there are no natives): the conquistadors flee without consequences.

» Otherwise:

- If there are no natives: place a fort with 2 . Remove and , if any.
- If occupied, a **battle** begins.

- **Battles**

If a ship triggers multiple battles, you must resolve them one at a time in the order you want.

1. A tribe in that location may use a protection idol to **repel** the attack. If multiple tribes are present and wish to use one, priority order determines who gets to do so first.

   If an attack is **repelled**, are not captured: they flee.

   for the player who spends the idol.

2. In all other cases, 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 a noble).
   » You must spend 2 weapons, which are returned to the reserve. Each native must use their own.

   When there are several tribes in the place, in priority order, each must decide if they can and want to spend 1 or 2 of their weapons, until they reach the 2 required. A single native can only spend one weapon.

   » If 2 spend their weapons, the battle is **won**. For each weapon spent, the player moves one to his prison.

   In case of victory, for each player who spends weapons.

   » Otherwise, the battle is **lost**: place a fort with 2 . Remove the and , if any. Move the livestock into the wilderness. All die: return to their reserve and discard .

   Hero: if even losing, a native spends a weapon and kills (not captures) 1 , place only 1 on the fort. He receives an idol as a reward.

! **Weapons**



! **Summary of the effects of the attacks**













Example of the complete 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 origins of each one, where the corresponding standees will be placed: (2), (3), (4) and (5). Tamonante unveils its nature: The catastrophe sent by Moneiba is "San Borondón" (7) and Acoran, sends fire (6). The markers of the gods' wrath are on the first level (8) and (9).

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 Borondón", will make island 5 disappear, but it won't affect other islands even if her wrath level rises to . If they travel there, they must leave the island before the end of the era.*
2. *If they lower Moneiba's wrath by paying her offering, the **tsunami** (3) will have no consequences because no land is adjacent to the epicenter. But if the wrath remains , it will destroy part of island 6.*
3. *The **ship** (4) will arrive at the nearest island, which will vary depending on what happened with the tsunami: if the wrath had calmed down, the nearest island would be island 6. Otherwise, islands 6 and 7 will 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 is a good idea to abandon the farms and collect wood tokens on this island.*

*It seems difficult to complete the two offerings, so after analyzing the consequences, they decide to concentrate their efforts on the payment of the **Moneiba offering**.*

Events phase:

Despite their intentions, players cannot pay the offerings of any god, and their wrath increases to the second level of .

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

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

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

   David only has 2 weapons to defend one of the 2 . He spends them defending the 2 natives with the herd, winning the battle, and apprehending the 2 . David loses the battle on the farm because there are two unarmed natives. 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, in level , only reaches island 7 (13). There are no farms on the island, but we will remove the wooden token that burns in the fire (14).*

7. Survival (Eras 1 and 2 only)

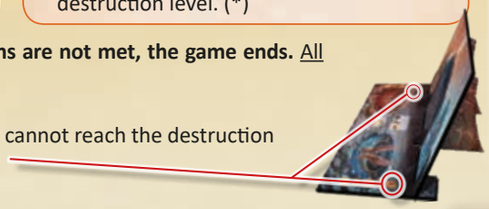
Check that the following survival conditions are met, depending on the chosen game mode.

- Each player must have at least one alive.
- None of the wrath levels may reach the destruction level. (*)

- Each player must have at least one alive.
- None of the wrath levels may reach the destruction level. (*)

If, at the end of each era, the survival conditions are not met, the game ends. All players are declared losers.

(*) Destruction: The gods' wrath thermometer cannot reach the destruction level, depicted with this symbol .



8. Prophecies (Eras 1 and 2 only)

The tribes ascend the Tindaya. Two great stone circles surround their fires, which are now almost extinguished. Keep their fires alive and Tibiabin and Tamonante could ask the gods what catastrophes are to come and their location.

The players may deliver fire to the seers. If they do so, they will perform their prophecies in the next **strategy phase**.

1. Delivery of fire to the first seer:

In priority order, each player decides whether to spend any combination of the resources needed to produce fire. If a player does so, he must place a resource of his color on the HAND in Tindaya.

2. Delivery of fire to the second seer:

Repeat the same operation, following the **current** priority order.

At the end of this step, the HAND in Tindaya holds 2, 1, or no resources as a reminder of how much fire the seers have available to 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 fire is delivered to a seer, solidarity is increased by 1 point at that moment. Therefore, the priority order for the 2nd delivery may not be the same as that of the 1st delivery.

9. Maintenance

1. Check if you have learned new trades: See if any of your nobles are on a settlement of a trade you do not yet know, occupied by natives who do know it. If so, move the from of that trade to the action's deposit. From now on you know this trade and can perform its actions.

In era 3, you **do not perform** the rest of the maintenance.

2. Remove from the game the used in this era. Transfer the used to the deposit.
3. Remove the **event card**, leaving the next era card visible.
4. Collect the resources of your color placed on the offering cards. Remove the offering cards so that the next ones are visible.
5. Remove Acoran and Moneiba's catastrophe cards, **without** turning over the next ones.

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

6. Redistribute the turn order token according to the current priority order: the player with the least solidarity takes the 1st turn token and so on.

Final resolution

Endgame survival conditions

Check that **all** the following conditions are met:

1. Each tribe must have at least one noble alive.
2. Each player must control at least one settlement.
3. None of the wrath levels may reach the destruction level .
4. Players must retain **Control of the Archipelago** (see table bellow).
5. (4) Check if all players meet the Mission requirements for the difficulty level agreed at the beginning of the game.



- If you do not meet them **all**, you have lost. Try to prove your devotion to the gods in a new game.
- Otherwise, **congratulations**! You have all met Tindaya's challenge.

Control of the Archipelago

To maintain control, the number of on the board must not exceed a certain amount, depending on the number of players and alive. If they exceed this limit, you have lost control of the archipelago.

To check this, follow the steps below:

» Add the total number of living (those on the board, **including** nobles).

» Look at the table below (reproduced in the wilderness panel). In the row that corresponds to the number of players, locate the range of you are in.

» In the last row, see the maximum number of allowed for that range.

E.g.: After the 3rd 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 alive on the board.

In the third row of the table (the one with 3 players 1) they check that they are in the second interval ([13-15] 2). In the lower row they see that to maintain control there must be less than 8 in play (<8 3). As there are 6, the retain control of the archipelago.



FINAL RESOLUTION:

1. ENDGAME SURVIVAL CONDITIONS

A. GLOBAL REQUIREMENTS

Check whether **ALL** of the following requirements are met:

- None of the wrath levels may reach the destruction level.
- Players must retain **CONTROL OF THE ARCHIPELAGO** (see table).

In the event that you do not meet the global requirements, you will all lose. The gods will show no mercy.

Otherwise, continue with the rest of the steps.

B. INDIVIDUAL REQUIREMENT

All players with a settlement under their control are declared **SURVIVORS**, but only one among them is declared the winner.

2. DETERMINING THE WINNER

Calculate the **FINAL SCORE**.

When determining **MONOPOLIES** or **SECRET OBJECTIVES**, all players must be considered. Even those who did not survive.

- The survivor who gets the highest solidarity points after the final scoring is declared the winner and favorite to the gods.
- In the event of a tie, the player with more developed inventions, wins.
- If the tie persists, the player who controls more settlements, wins.
- If there is more than one, the tied players share the victory.



FINAL SCORE

Add or subtract the following points to the score:

> ! The solidarity tracker has no limit; keep scoring even if they exceed 18.



1. MONOPOLIES

Count how many of the different raw material tokens each player has in the deposits of their tribe panel.

The player or players with the most wood tokens lose . If the difference is 2 or more, lose a total of .

Repeat the steps for the clay and mineral tokens.

*E.g.: David is the player with the most mineral 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 Clay 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

For each of your noble alive add .



4. COMMON OBJECTIVES

For each one achieved add .

(A detailed description of them can be found on page 25).



5. SECRET OBJECTIVES

In priority order, flip over and score your objectives:

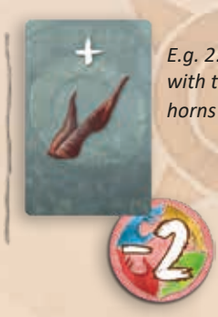
The card identifies the player, while the score token determines the reward.

If there is a tie, all players add or subtract the score token.

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

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





E.g. 2: The player with the most horns loses .

4 THE TRAITOR

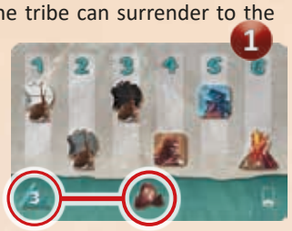
The rough men coming from the north seem invincible: Their huge ships move faster than the waves, they have shining weapons that do not break, and our knives do not pass through their silver bodies.

We have heard them pray to a foreign god; what if he was 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 (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 the third era 1**,** during the first round of the Action phase, players (in turn order) may become traitors. If one of them chooses to do so, the remaining tribes who have not yet played their first turn may not transform: There will be only one traitor or none at all.

To become a traitor, you must perform an exploration with your 1st 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 them with your 1st action, you cannot become a traitor.

CONVERSION PROCESS FOR THE TRAITOR:

1. Draw a random card from the Traitor's Objective deck. It details your victory conditions (to reach a certain population and sometimes an additional objective) and a possible special ability. Leave the card visible to other players. (Details on page 26.)
2. Replace all your on the board with from the reserve.
3. If there are in volcanoes or held in your prison, place them in any terrain where you have more.
4. If any of the newly transformed share a terrain with other natives, a battle is unleashed (see next section).
5. After the resolution of possible battles, place a fort on each terrain where stand. Release the animals if there are any.
6. Remove from the game all your components (solidarity disk, trade's panel, raw material tokens, secret objectives, idols, craft cards, resources, and raw materials), except for the unplayed action markers.
7. Flip your tribe panel showing the traitor's side, and place the unplayed / on the action deposit 2.

You may not perform your second action or play again until your next turn.

RULE CHANGES:

ENDGAME

Check if all victory requirements of your card are met at this time. If so, **you win the game**. If not, **you lose** and the remaining players continue to check their survival conditions.

The endgame global requirement to retain control of the archipelago **is deactivated**.

You don't count towards determining the winner of secret, common, or monopoly objectives.



2 Action Deposit 3 Exploration Action

TRAITOR'S ACTIONS:

As a traitor, you can only perform exploration actions (by land or sea) 3 under the following conditions:

» You do not have the ability to build canoes (unless otherwise noted on your Objective Card), but may use those available on the game board.

» You cannot enter a settlement protected by a wall, even if it is empty.

» You can only move through unoccupied volcanoes, but cannot finish an exploration on them.



» When one of your finishes a movement in a terrain (and conquers it if it is occupied), remove what was there (settlement, animals or raw materials) 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 you move a pawn to a terrain with natives, you **must** fight a battle. The exploration of these must end there, although you may use others for the remaining movements.

» If a player present in a terrain under attack decides to spend a protection idol, the attack is repelled: the must return to the terrain from which they came (even if it is on another island). The player who contributes the idol wins . If multiple players with a presence want to use an idol, the one with the highest priority may do so.

Special case: if after the initial transformation you share a terrain with , a battle is triggered and repelled by an idol, there is no terrain for you to return to. In this case, you redistribute the repelled among your forts.



E.g.: Maria becomes a traitor during her first move, by surrendering her only noble in a fort with a conquistador 4.

She replaces her former natives with conquistadors. She shares a fishing settlement with David and Julia's nobles 5.

Julia has more priority, and decides to spend a protection idol 6 repelling the conquistador and winning .

As the traitor is repelled, Maria decides to take her 2 to the fort, where she already has 3 others. 7.

» In any other case, there is **hand-to-hand** combat, with the same rules as the battles of the Reconquest (Pg. 18). The group of natives does not need a noble to defend themselves.

As usual, a **HERO** can emerge if a player, while still losing, spends weapons (at least one and at most as many as the number of natives he has there) to kill as many conquistadors (whom he does not capture). The **HERO** gets **one** idol (even if he spends several weapons).

THE TRAITOR'S STRATEGY

There are two main strategies you can use to achieve your goal as a traitor:

» **Weaken**: Go into battle against the natives and conquer their territories. This will cause them deplete their weapons, so they will arrive at the end of the era events in the worst condition. The conquistadors on the ships of the final invasions also count towards your objective.

» **Grow**: Strategically place the conquistadors on the board to maximize their ability to reproduce.

Also, don't forget to use the special ability indicated on your traitor card, as it gives you additional tools to achieve your goal.

SOLO MODE (SETUP AND RULE CHANGES)

One player games are played in **ALLIANCE** mode.

Setup Changes:

» **STEP 2**: Remove the Majos from the tribe's deck.



» **STEP 6**: 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 the Pig Farm settlement on a forest of your choice on the island that corresponds to the 1st number on the card (*E.g. Island 1*). Place a Fishing settlement on a shore on the island that corresponds to the 2nd number indicated on the card (*E.g. Island 7*). In both cases, remove the raw material tokens from the terrains. Place a villager from another tribe on each of these two settlements.



» **STEP 7**: Place a fort on a forest tile of your choice (or a shore tile, if not available) on the island that corresponds to the 3rd location on the card. (*E.g.: Island 5*)



Rule Changes:

All rules apply except for the **barter** action, which is not available.

This variant is compatible with The Dowry (see below). To do this, the player must end the exploration of a noble in one of the settlements with villagers of a different color. The player chooses which 3 resources to return to the reserve as payment, removes the neutral villager, and places his first available villager where he has a native, with the usual placement rules.

! To defend another tribe's settlement from a conquistadors attack, you must move your two armed nobles there. As the owner of the settlement cannot defend it, spend the weapons, take the conquerors prisoner and at the end of the era, you will learn the trade.

THE DOWRY (SPECIAL CASE OF BARTER)

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

The player ends his native's exploration on a terrain with the other player and exchanges **3 resources** for one of his villagers.

» The tribe **receiving** the dowry chooses a villager from the board, moves the meeple to the reserve, and places 3 resources of the negotiated types in their respective deposits.

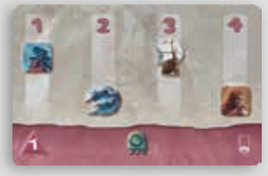
» The player who **pays** the dowry, transfers the 3 resources from their respective deposits to the general reserve, and places his first villager on the board, with the following placement rules:

- Place the villager on a terrain with one of your .
- If this is not possible without breaking the usual placement rules, put it on an adjacent terrain.
- If none were available, choose any uncontrolled terrain on the board.

1 2 3 4

Tindaya contains a variety of rules and mechanics of moderate complexity that can be overwhelming for the youngest or most inexperienced players in a first game. This alternative way of learning is aimed at them: 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 IN THE ISLAND

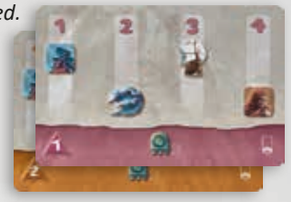
Purpose: *To become familiar with the tribe and trade panels, actions, offerings, and end of era events.*

- This is a 1 era game, so you will only use the event card 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, draw the cards for the following 4 initial tribes: Agana (1 or more players), Majos (2 or more), Arucas (3 or more), and Ecero (4).
- In step 4 of the preparation, place all the livestock in the wilderness, and ignore the number of players' limitations.
- Ignore the sections of the rulebook marked with the symbols: 2, 3, and 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 conquerors of the initial fort must have been defeated.



GAME 2 - THE GODS ARE FURIOUS

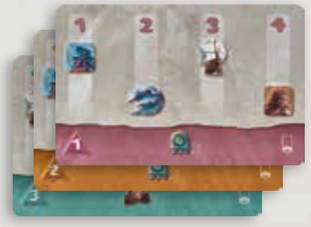
Purpose: *To introduce the concepts of seers, garbage, wilderness limitation and cave construction.*

- 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, and 4.

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

1. Each player must have learned all 4 trades.

2. Each player must have developed at least one second level invention .



GAME 3 - THE FAVOR OF THE GODS

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

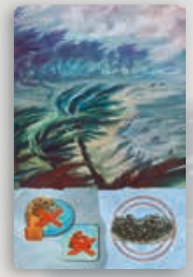
- This game has 3 eras.
- Incorporate the **DOMINION** mode rules framed with , and ignore those with the **ALLIANCE** mode symbol ( ).
- Ignore the sections of the rulebook marked with the symbol: 4.

Objective of the game: *as indicated on page 21.*

After these 3 learning games, your 4th game will incorporate all the rules.

The new aspects are marked with the symbol 4: they include the complex event cards, the missions ( ), global and secret objectives ( ), and the different variants, which you can incorporate whenever you wish.

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 the affected islands. The in these settlements die: return to their reserve and discard .

Walled terrains or walled Fishing settlements are not affected. You can save **one** settlement and its population or a clay token by spending a protection idol.



Twister

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

Remove the herd from the affected islands. All the goats and die: move the and livestock to their reserves, and remove the from the game. Eliminate all the canoes adjacent to these islands.

Walled herds are not affected. You can save **one** herd's population and livestock by spending a protection idol.



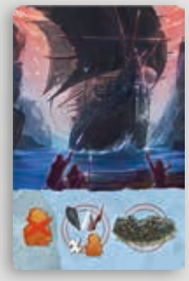
Locust

Huge brown balls float on 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 affected islands. No effect on the population.

This can be avoided by burning the locust balls. For each crop to be protected spend the usual resources to generate fire (2 units of wood, manure or straw).

Neither walls nor idols protect from locust. Should there be a wall in an affected crop, it remains standing on the forest below.



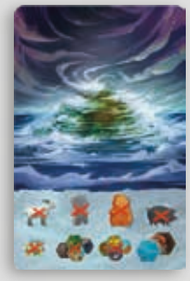
Pirates

As if from nowhere, bloodthirsty men appear and roam the island to kidnap our brothers. In a foreign land, they will sell them as if they were cattle.

Return the affected to their reserve and remove the from the game. The neglected livestock escapes to the wilderness. No effect on .

You may spend a weapon for every you wish to save (horns or obsidian).

The on a terrain/settlement are safe if there is a wall on the tile or if the player spends one protection idol per terrain.



San Borondón

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.

Remove the from the game. Return everything else to their reserves (, , , , , , terrains and walls).

The island's volcano (or volcanoes, if there is more than one) also disappear, and therefore this island cannot be the location of future catastrophes. If this happens, do not place the standee and the catastrophe does not take place.

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

Acoran's catastrophes

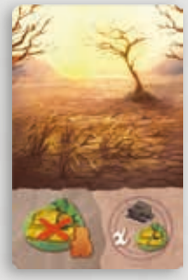


Tibicenas

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

All livestock on the affected islands and half of each species on the wilderness die (rounding down the number of victims). Return the affected livestock to the reserve.

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



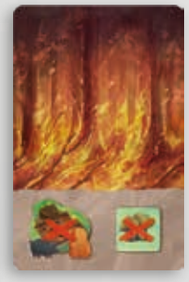
Drought

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 affected islands. The in these settlements die: return to their reserve and discard .

You can avoid its effect by fertilizing: spend one manure unit for each settlement to be saved.

Neither walls nor idols protect from the drought. Should there be a wall in an affected crop, it remains standing on the forest below.



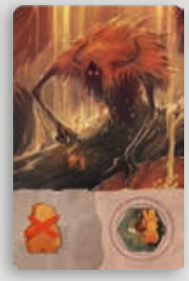
Fire

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

Remove pig farms and wood raw material tokens from the affected islands.

All the pigs and die: move the and livestock to their reserves, and remove the from the game.

Neither walls nor idols protect from the fire. Should there be a wall in an affected farm, 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 door of his home survive.

All on the affected islands die, unless they are on a volcano. Return the to the reserve and remove the from the game.

The livestock that is left unattended flees to the wilderness. No effect on the , as they do not believe in Guayota.

Neither walls nor idols protect against this catastrophe.



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 affected. Return the on them to the reserve, remove the from the game, and return the goats to their reserve (not to the wilderness).

Remove the mineral tokens from the island.

Neither walls nor idols protect against tremors. Should there be a wall in an affected herd, it remains standing on the mountain below.

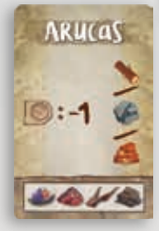
Tribes



Agana

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

They also start the game with 1 canoe, to be used as part of a sea movement.



Arucas

These master inventors can **develop** their 2nd level inventions **using one less raw material** (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).



Jandía

Expert merchants, **when the 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 wall card. He purchases the one that costs 1 Stone + 1 Manure + 1 Clay, but pays only stone and manure.*



Majos

This devoted tribe can make offerings **once per era** without spending an action marker. In doing so, contributes **1 additional unit of one of the specified resources** from its general reserve. Like the Other Actions, it does not consume marker, but it 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 the card over again.

*E.g. : **Alex** has 1 fig and 2 obsidians. When he makes an offering with his noble, he gives 1 fig and 2 obsidians from his deposits. In addition, he places a second fig and takes the resource from his reserve.*

If the payment for the offering is made with an idol, this tribe card does not provide an additional unit.

Remove in 1 player games.





Orone

Expert fishermen, they start the game with **an additional fishing** invention already developed.

If after the initial setup the *Saltern* is already available, move the cylinder from the *smokehouse* to the action deposit.

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

If the player does not know the fishing trade at the beginning of the game, he moves the *Saltern* cylinder to his action deposit, but must learn the trade in order to produce and get the additional *salt*.



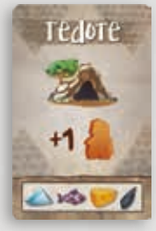
Taoro

Expert farmers, they start the game with **an additional crop farming** invention already developed.

If after the initial setup the *plow* is already available, move the cylinder from the *hand mill* to the action deposit.

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

If the player does not know this trade at the beginning of the game, he moves the *plow* cylinder to his action deposit, but must learn the trade in order to produce and get the bonus *straw*.



Tedote

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

In addition, they **begin with their 2nd cave already built**, so they must move its cylinder to the action deposit.





Tihuya

Fervent believers, they sculpt idols with which they worship the gods. At the beginning of each era, they take an idol from the deck.

Artisan's market

See how to buy these cards on page 15.

Large Vessels (x1)



This large storage space increases the capacity of all your vessels to an unlimited amount.

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



Walls (x2)





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

It protects the terrain 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 terrain disappears *(E.g. by the action of an eruption or a tsunami).*

The wall repels attacks from conquistadors, but does not award solidarity points ( ), or allow the capture of their meeples.

Idols (x4)



Take an idol from the deck.



Missions

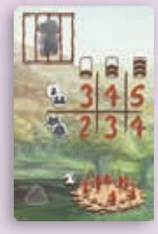
Developers



Each tribe must develop (at least) X inventions from the trade panel.

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

Warriors



Each tribe must have (at least) X conquistadors in the prison.

E.g. and : Each tribe must have at least 4 conquistadors in prison.

Livestock Farmer



Each tribe must have (at least) X animals on settlements under their control.

E.g. : Each tribe must have at least 3 animals on their settlements.

Planners



Each tribe must have (at least) X different nonperishable goods on their vessels.

E.g. : Each tribe must have at least 3 nonperishable goods.

Fertile



Each tribe must have (at least) X alive.

E.g. : Each tribe must have at least 5 .



Common green objectives

Settlers



Have **presence** (not necessarily control) in the largest contiguous area. May include terrains, settlements and volcanoes.

Wisemen



Possess more knowledge of trades (including those acquired at the end of the 3rd era).

Worshipers



Gather more natives in volcanoes at the end of the game.

Travelers



Have **presence** (not necessarily control) on as many islands as possible.

Engineers



Have developed more 2nd level inventions.



Common blue objectives

Explorers



Have the two settlements under control furthest apart (number of hexagons).

Specialists



Control the largest number of settlements of the same type.

Urbanites



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

Collectors



Have **presence** (not necessarily control) in as many different settlement types as possible. The maximum is 4, 1 per trade.

Landowners



Control more settlements.



Secret objectives

Settlements

Points go to the tribe who controls the most settlements of that type.



Nonperishable food

Points go to the tribe who has accumulated the largest amount of a certain nonperishable food in its vessel.



Basic goods

The tribe with the highest number of resources of a given type in his corresponding deposit will get the points.



Population

Points go to the 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

The tribe with the least number of idols (played or unplayed, discarded ones do not count), or artisan market cards get the points.



Traitor's objectives

Kidnapper



Special ability: Each time you win a battle, you may capture a defeated native. Place one of your resources on the card's prison to keep track of how many you have 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 requirement: Have at least 18 conquistadors on the board at the end of the game, decreasing by one the objective for each resource present in your prison.

Missionary



Special ability: When you win a battle, you can turn a rival's defeated native into one of your own conquistadors.

Remove the native from the board (return to his reserve if a villager) and the traitor places a conquistador from the reserve in his place.

Victory requirement: Have at least 20 conquistadors on the board at the end of the game.

Rescuer

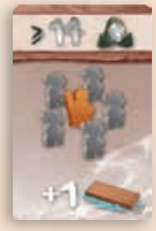


Special ability: Each time you win a battle you can free the conquistadors held captive by the tribe you just defeated. Place them on the terrain where you won the battle.

If during one battle you defeat several tribes, you only free conquistadors from one of their prisons.

Victory requirement: Have at least 17 conquistadors on the board at the end of the game.

Leader



Special ability: After transforming his natives, the traitor must choose a Conquistador from the board and make him his leader, replacing him with one of the nobles of his former color.

The leader must be protected at all costs!

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

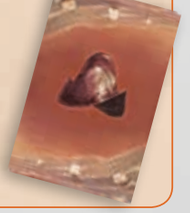
Victory requirement: Have at least 14 conquistadors on the board at the end of the game, one of whom must be their leader.

Emissary



Special ability: In his last move of the game the emissary can change the origin of one of the conquistador's ships by changing the standee from one chasm to another.

Victory requirement: Have at least 20 conquistadors on the board at the end of the game.



Idols

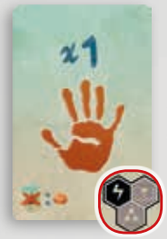
The symbol at the bottom right of the card indicates when it may be played.



It may be played during the **Actions phase**

It may be played during the **Events phase**

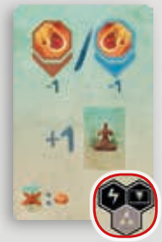
It **must** be played during the **Endgame**



Production idols (x2)

Perform a simple production action. Is equivalent to placing an action cube on a trade you have knowledge of.

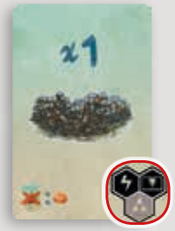
Does not consume an action marker. Can be used even if the trade has already been produced during the era.



Gods' wrath idol (x1)

Reduce the marker of the god's wrath of your choice by one position. As a reward, the player takes an idol from the deck.

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

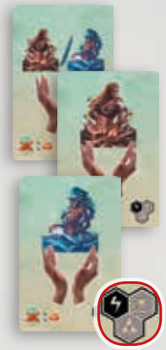


Protection idols (x2)

Protect **a terrain once,** from a catastrophe which shows the wall among its defenses. It does not protect against eruptions or tsunamis.

It can also repel **an** attack on a terrain where you are present.

No weapons are required and no conquistadors are captured. It can only be used for defense and not for reconquest.



Offering idols (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 regular limit (as many as players).

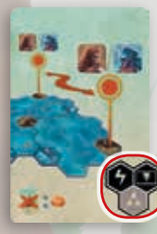
It is not necessary to be in a volcano, nor to own or spend units of the good.



Movement idol (x1)

Performs 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)

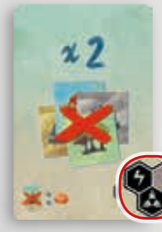
Reproduce your villagers, or livestock following the usual rules of reproduction (Pg. 16).

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



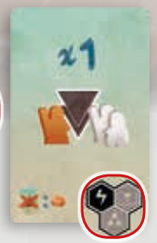
Shipwreck idol (x1)

Remove a ship standee of your choice, avoiding an end of era invasion.



Raw Material idol (x1)

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



Learning idol (x1)

Learn a trade. If you use the idol, one of your nobles must be in one of the trades you wish to learn, accompanied by a native who knows that trade. It is not necessary to remain there at the end of the era.

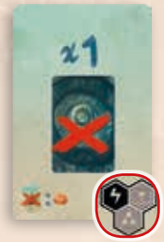
Move the knowledge cube of the trade from to the actions deposit.

Solidarity idols (x4)



They remain hidden until the final scoring phase, when they award one direct point each.

Cancellation idol (x1)



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

Visions idol (x1)



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

Credits

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Main playtesters: Alejandro and Álvaro Adrada, Paloma Jiménez, Rubén Nieto and Abraham Sánchez.

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Very grateful for the constant support of Julianne Bierwirth my mentor from the "Tabletop Mentorship Program", and Mike Belsole and Grace Kendall, always ready to lend a hand to new designers on their journey to get the projects published.

Finally to the colleagues of the "Asociación Ludo" and the "Beta Testers" group. Special thanks to our friends at "*Conexion Games*".



Game summary

A. Strategy phase: Observe the Event card at Tindaya.

1. **Prophecies:** Roll the dice of the ships shown and place their standees in those chasms.

Count the resources on : 2 prophecies are revealed/ owner chooses one / reveal none.

» **Tibiabin's Prophecy**: Take a prophecy card: if , , appears on the event card, place their standees on the indicated volcanoes, and if is shown, place its standee on the chasm.

» **Tamonante's Prophecy**: Display each god's next catastrophe card.

2. **Planning**: Establish a common strategy. Negotiate the division of tasks and the payment of offerings.

3. **Secret Objectives** : (If appears on the event card): Deal 2 per tribe. In priority order: Choose one, place it face down (discarding the other) and place a score token on the card. 9

B. Action phase: In turn order, each player performs 1 or 2 actions (single , double or those that do not require a marker), until all players decide to pass.

Develop: If you know that trade (is visible), pay the cost of the 1st undeveloped invention and transfer the to the action deposit.

Produce: If is visible, produce all of that trade. Get (always) simple goods, if is visible complex goods and optionally, if is visible, produce imperishable goods paying 1 unit of the indicated resource. Produce 1 unit per: Villager, Settlement, Live Goat, Slaughtered Goat or Slaughtered Pig. The player chooses whether to sacrifice each livestock. 10

Build cave: Pay its cost and transfer to the action deposit.

Explore: Combine as you like up to 3 land or sea movements:

Land: Move any number of your between two adjacent hexagons.

Sea: Board a on an adjacent hexagon (if no available pay 1 wood to build one), sail in a straight line and land on an adjacent terrain. May include up to 5 natives, with at least 1 .

At the end of the exploration, each may perform as many optional actions as he wishes that are compatible with the type of pawn (or) and hex: 12

- ***Raw material collection:*** Get the reward of the token, and place it on your deposit. (: Cannot exhaust the natural resources .)
- ***Barter:*** Exchange resources 1:1 with a player at your location. 13
- ***Building settlements:*** Of a trade with visible and no on the terrain.
- ***Make offerings:*** In a volcano, transfer resources from your deposits to the offering cards. 1st player to do so takes an idol. / / are wild-cards.
- ***Gather livestock:*** Bring 2 animals from the wilderness to the farm ( ) or herd ( ). (: Cannot exhaust the wilderness.)
- ***Reconquest:*** Move at least 1 to a fort. You win if you take as many and spend as many weapons as there are . Move the to your prison.

  If you lose, your die, but if you do it by spending weapons (Hero), you kill (not imprison) 1 per weapon and get 1 idol. Weapons 14

You can perform **Other Actions** without using an action marker:

» **Play Idols:** Place an idol face up with the symbol and carry out its effects.

» **Sacrifice idol:** Discard an unplayed idol in exchange for 1 resource of your choice.

» **Artisan's Market:** Buy a card and follow its instructions (Pg. 25).

» **Demotion of a Noble**: Replace one with the 1st available in your reserve. 15

A. End of era phase:

1. **Reproduction:** +1 if there are already at least 2: on a / on a fort / / on a or in wilderness.
2. **Feeding**: Spend per . Unfed die and for each tribe with casualties . (:)
3. **Shelter**: Without the cave, each above 4 dies and for each tribe with casualties . (:)
4. **Garbage:** Transfer there the resources with or exceeding the capacity of the vessels (3 units). It fills up if it contains more resources than players: if this happens, remove 1 resource per player and . (:) 16
5. **Offerings**: If paid in full: / . Otherwise: / . (: ,)
6. **Events**: Resolve the visible catastrophes on the Events card in order. If the 2 prophecies were not made, reveal what is not known first.

Eruption: Depending on the color of Acoran's wrath, cover with mountain the area 1 ( ), 2 ( ) or 3 ( ) hexagons away from the volcano with the standee. Place over them.

Tsunami: Depending on the color of Moneiba's wrath, remove all terrain in the area 1 ( ), 2 ( ) or 3 ( ) hexagons away from the chasm with the standee. 17

Moneiba's and Acoran's catastrophes: Depending on the color of their wrath, they affect the entire surface of islands with at least 1 terrain in their area of impact: (1 ( ), 2 ( ) or 3 ( ) hexagons away from their standee (Pg. 24).

Conquistadors ships: Each ship arrives at the nearest island. If there is a tie, it's broken by number of settlements, then by number of natives and finally the player with priority will decide.

They attack all with 2 . If there is none, a single terrain, following this order of priority:

(If there are several of one type: the one closest to the ship).

» No effect on **walled** terrains (occupied or not,) or where a **protection idol** is used (:).

» Place a fort and 2 on terrain or attacked without .

» In all other cases, there is **hand-to-hand combat**: You win if the number of present AND weapons expended equals or exceeds the number of . (:)

Otherwise, natives die. Place a fort with 2 . Even if you lose, if you use a weapon (Hero), a dies (not caught) and the player wins an idol. Placed 1 on the fort. 18

7. **Survival (Eras and):** Survival Conditions must be met or everyone loses:
   Wrath below , and: : All must have 1 . : All must have 1 .
8. **Prophecies (Eras and):** In priority order, you can deliver fire to the 1st seer (place one resource on the hand if you do) . Repeat the process in the new priority order. (:)
9. **Maintenance:** If a learns a trade (in a settlement of that kind with the presence of who know it), the player transfers the of that trade from to his action deposit.

   Eras and : Remove the played . Transfer the played to your action deposit. Remove the offering cards and the resources on them and show the next two cards. Remove the Event card and show the next one. Remove the god's catastrophe cards without showing the next.

   Reset : Give the current one to the player on the left / In current priority order. 20

Endgame: Depending on the game mode:

Survival conditions: 1) Wrath below . 2) Have 1 . 3) Control 1 . 4) Retain control of the archipelago (see wilderness chart). You lose if you fail to comply with **all** of them.

Mission: If everyone complies with it (for the agreed level: / /), everybody survives the challenge. 20

Survival conditions: 1) Wrath below . 2) Retain control of the archipelago (see wilderness chart). Only if both are achieved, the final score will be calculated:

Monopolies: to players with more of one type (if the amount exceeds the next by 2 or more). **Idols**: per solidarity idol. **Nobles**: per . **Common objectives**: for each objective accomplished. **Secret objectives**: (depending the assigned score tokens) to the players who meet them.

The player with the highest score among the survivors (those with at least one under control) win. Tie-breaker: Highest number of developed devices > Highest number of under control. 21

How to gain and lose solidarity points

During the game:

- For being the highest contributor to an offering.
- For being the 2nd highest contributor to an offering.
- For repopulating the wilderness.
- For giving fire to a seer.
- For winning a battle, reconquering or repelling an attack with an idol (not with a wall).
- For exhausting the resources of an island.
- For exhausting a wilderness deposit.
- For each dead from hunger or lack of shelter.
- For being the one with more resources in the garbage when it fills up.

During the endgame:

- For every solidarity idol.
- For every living .
- For every common objective achieved.
- For a raw material monopoly. If there is a difference 2 or more.
- For meeting a secret objective.

How the wrath of the gods rises and falls

- **Feeding and shelter**
- **Garbage**
- / **Offerings**