

# TAWANTINSUYU

THE GOLDEN AGE

RULEBOOK

# GAME OVERVIEW

Pachacuti's leadership allows the people of Cuzco to build their empire faster, better, and further than it was possible ever before. A new class of citizenry emerges: nobles, supporting their great leader with their wisdom and riches. If you hope to be Pachacuti's successor and maintain the level of prosperity currently known to our people, keep these nobles happy and build them palaces worthy of their status! Sounds of your constructions will echo far and wide beyond the mountain ranges of Antikuna, inspiring newcomers to travel east to bask in your glory. While the priests debate whether they should follow the path of Ruruy (growth, fruit bearing) or Simpa (braiding, entwining) to worship the sun god Inti, your advisors tell you to look to the four suyu (region) you've conquered. Not just for plunder, but to learn from these vassal nations, and use their expertise to bring glory to the Inca. Do you have what it takes to be the leader of the Realm of the Four Parts in this Golden Age?

This expansion contains 4 modules:

- The “Way of the Sun” module introduces two alternative layouts for the Sun Temple.
- The “Vassals of the Inca” module introduces a new secondary action that lets you utilize the specialties of the other nations your armies (or other players' armies) conquer.
- The “Nobles and Newcomers” module is the largest of the new modules, and it introduces a number of new features:
  - ▶ A new Building type, the Palace tiles, which introduce both stronger in-game abilities and end-game scoring goals;
  - ▶ Newcomer workers that have two colors, allowing you greater tactical flexibility;
  - ▶ Several new Passive Buildings that integrate with these new mechanisms.
- The “Pachamama” module is an improved and streamlined solo opponent for the game, based on (and replacing) Axomamma.
- Additionally, this expansion contains 8 new Passive Buildings, that can be added to the game regardless of playing with any of the modules or not.

These four modules can be enjoyed together in any combination, or separately. When playing this expansion the first time, we recommend **not combining** the “Nobles and Newcomers” module and the “Vassals of the Inca” module together until players are more experienced with what this expansion has to offer. If you wish to play in order of complexity, begin with “Way of the Sun”, then move on to “Vassals of the Inca”, and lastly play with “Nobles and Newcomers”.

The new “Pachamama” solo rules support play of the base game without any of the new content, and also support any combination of the new modules. Knowledge of the base game's Axomamma solo rules is not necessary.

# COMPONENTS

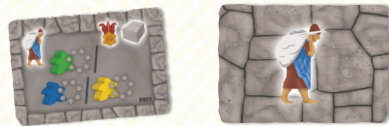
## ADDITIONAL CONTENT *(compatible with the base game)*

### Buildings

8x Passive Buildings (ZA1-ZA8)



1x Production Building (PX01)



1x Replacement Building (ZO4X)



## WAY OF THE SUN MODULE

1 double-sided Temple overlay (Ruruy track and Simpa track)



## VASSALS OF THE INCA MODULE

### Tiles

10 Nation tiles (VN1-VN10)



2 Passive Buildings (ZV1-ZV2)

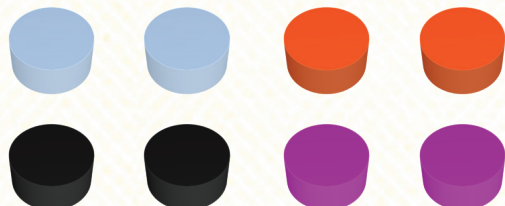


### Player Components

Vassals (4 per player color)



Additional Conquest markers (2 per player color)



## NOBLES AND NEWCOMERS MODULE

Tiles

15 Palaces (X1-X15)



8 Passive Buildings (ZN1-ZN8)



Cards

6 God cards

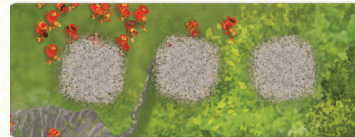


Workers

20 Newcomer Workers (2 of each color pairing)



1 Newcomer overlay tile



1 Draw bag



4X PLAYER AID



SOLO COMPONENTS

2x different Pachamama solo boards (printed on the backs of player aid sheets)



4x Pachamama Personality tokens (double sided)





# MODULE 1: WAY OF THE SUN

*We all bask in the glory of Inti, the living Sun. But how we bask in it is a matter for the priests to debate...*

This module introduces 2 new Temple paths: the SIMPA (Quechua word roughly translated as “braiding”) and the RURUY (“growth”, “fruit-bearing”).



RURUY (growth)



SIMPA (braiding)

These new Temple paths offer more choices to the players as they ascend: **when a path splits into two, you may choose either option** when advancing on the Temple. The reward for any given step is on the left side of that step: you only receive the reward on the immediate left side of the step you took; you do not receive the reward on the left of the step you did **not** take. However, there is only one VP value for each row, so during the Festival, in addition to receiving the same material reward you got upon reaching the step, you also receive the VP shown on the rightmost end of the row. Note that the current VP value may be smaller than the one printed on a lower step.









Notice that on the RURUY path, there is a material reward left of the starting space. You receive this reward if you are still in the starting space at Festival (not at the start of the game). However, on the SIMPA path there is a negative VP value on the right of the starting space, so if you are still in the starting space at Festival, you lose the shown 2 VP (instead of gaining the usual 1 VP).

All rules of climbing the Temple from the base game otherwise remain unchanged. Some of the material rewards include new effects, or a new variation of existing effects.



On the RURUY path, there is a point where the path splits into two parallel paths. When you choose to advance up one side of the path, you may not change to the other branch of the path when advancing again; you must continue to the space immediately above your current position.

	<p>Play a God card from your hand to receive its printed benefit. You do not place a worker with this reward. Add this God card into the offer at the end of your turn (possibly in addition to a God card you played this turn).</p>
	<p>Draw 2 Army cards and keep both of them.</p>
	<p>Place one of your workers into the Casualties of War area, then play 2 Army cards from your hand into your play area without paying potato. Any part of this effect you are able to do, you must.</p>

1 	Place one Conquest marker, paying conquest costs as you normally would (flipping and discarding). You may pay to put additional Army cards in play as you normally would, paying one potato each (none of them free, unlike in Conquest). Other players may not follow, as this is a reward, not an action.
	Gain 2 stone, and move your High Priest one space clockwise. (This effect is mandatory.) This movement does not trigger the new location's effect (for yourself or for others), and you may not collect gold for this.
2 	Gain 2 free Weavings. (Only reveal the top tile after choosing both, not between the two.)
	Build Steps for free, and gain benefits as usual.
	Select a total of 2 face-down Army cards and/or Production Buildings (or laid down Nobles if using Module 3) to rejuvenate (if able).
	Resolve a Construct a Building task.
	Resolve a Build Steps task.
1 	Resolve a Produce One task.

	Resolve a Merchant task OR Build Steps for free, gaining benefits as usual.
	Gain 1 corn.
	Select up to one face-down Army card or Production Building (or laid down Noble if using module 3) to rejuvenate. Take 1 Worker from the Nomads.
	Gain 1 stone, then build a small Statue for free (of the shown icon), gaining its benefits.

Some of the effects on the new temple overlays involve making a choice, or interacting with an Offer (Buildings, Weavings, Statues). During the Festival, resolve all rewards in turn order (starting from the player who triggered the Festival). As usual, do **not** refill offers until the end of the Festival. This might cause players to have limited choice during the "Play God cards" step of the Festival - this is intended, as a side effect of enhancing the timing-related choices of ascending the new, more complex Temple paths.

## MODULE 2: VASSALS OF THE INCA

*In order to rule effectively in these new regions in the various suyu, vassals have been brought to the capital for you to train in the ways of your people. So train them, learn from their own expertise, and use them to exert influence on their home territories!*

**Note:** Vassals are player pieces, not workers, so they do not count towards your worker limit.

### NEW SECONDARY ACTION: SPREAD CULTURAL INFLUENCE

*As territories are conquered, new opportunities are available for foreign leaders loyal to you to be installed in positions of power.*

When playing with this module, this new secondary action is available. To Spread Cultural Influence, place a Conquest marker on a Nation tile, then pay 1 potato for each Conquest

marker **you** already have on that Nation tile (including the one you just placed) to resolve its ability. If you cannot or wish not to pay, you can still place the marker and **not** resolve its ability (you receive the influence in the suyu, but you do not benefit from their expertise).

**Important!** You may only place a Conquest marker on a Nation tile this way if there are **more** Conquest markers (of any player) on the corresponding conquest track than on its Nation tile. In other words, the number of Conquest markers in a region act as a limit for all Conquest markers on a Nation tile. An Incan cannot influence what no Inca has conquered!

Each Nation tile ability requires you to place one of your Vassals. Since you are limited to 4 Vassals, you will resolve a Nation ability at most 4 times in the game. You may not retrieve Vassals. However, you may continue to take Spread Cultural Influence actions, but not use the Nations' abilities. You may use the same Nation ability multiple times, on subsequent Spread Cultural Influence actions.

You are also limited in Conquest markers - you have a total of 12. This creates a combined limit for your Conquests and Cultural Influences. If you run out of these markers, you may **not** retrieve them, therefore you will not be allowed to Conquer or Influence for the rest of the game.

**Example 1:** *It's the Purple's turn and they are contemplating performing a Spread Cultural Influence action. They cannot do it in Antisuyu **2** or Kuntisuyu **3**, since the conquered spaces have already been influenced: the number of markers on the Nation tile from Culture Influence actions is equal to the number of Conquered spaces (zero and one each respectively). The Blue player has previously conquered one space in Qullasuyu **4**, therefore that is a valid target, and so is Chinchasuyu **1** since there are two Conquest markers but only one Influence marker. If Purple chooses Qullasuyu, they get to replace one of their existing Conquest markers with their Vassal on any of the tracks to receive its reward again, but since they only have one Conquest marker to replace, this is not that enticing right now. Therefore they choose*

*to place a disk in Chinchasuyu **1** to solidify their lead for the majority. Since this is their first disk on that Nation tile, they need to pay only 1 potato **5** if they also want to use the ability to make Weaving matches easier.*



### Modified Turn structure summary:

On your turn, you must choose one of the following two options:

- Place a Worker: Discard 1 God card or 1 gold to place a Worker from your supply on the game board.
- Perform 2 different secondary actions, in any order:
  - ▶ Move the High Priest on the Coricancha,
  - ▶ Spread Cultural Influence on a Nation Tile
  - ▶ Pray to collect a God card
  - ▶ Train to draw-2-discard-1 Army card
  - ▶ Recruit from Nomads.

### CHANGES IN FESTIVAL SCORING

The Conquest markers on the Nation tiles **do** count towards the majority of each of the four Regions. However, they are **the lowest-valued markers for purposes of tallying majorities**. In other words, the rightmost marker on the Conquest track (NOT the one on the Nation tile) is still the tie-breaker for a region during the Festival.



**Example 2:** In this case, Blue would win, since even though they're tied on the Conquest track (and Purple even has the rightmost marker), Blue also has a marker on the Nation tile which counts towards their total number of Conquest markers in that region, giving them the majority.



**Example 3:** In this case, Purple would win the majority, because they're tied with Blue and Purple has the rightmost marker on the Conquest track.



# MODULE 3: NOBLES AND NEWCOMERS

## CHANGES IN GAMEPLAY



### Constructing a Palace Building



The Palace Buildings ("Palace") follow the same rules as the other Building types in the game. Whenever you can construct a Building or gain one for free (and no type restriction is specified), you now have **three types to choose from**: a Passive Building, a Production Building, or a Palace. The printed cost of each Palace is 1 stone and 1 potato.

Refill the Palace offer (and update it at the end of each Festival) the same way you would for Passive or Production Building offers.



### Appointing Nobles

Whenever you recruit from the Village or gain a Worker from the Nomads via any effect during the game (but not during setup!), it may be possible for them to be elevated to the status of Noble! If the Worker you are recruiting or gaining matches an empty Palace you own, you may place the Worker on that Palace, standing up. That Worker is now

known as a **Noble**. The Noble is permanently attached to its Palace, and does not count towards your worker limit. You may never remove a Noble from a Palace. In addition: after appointing a Noble, you may immediately **acquire a Newcomer** from the offer.



### Acquiring Newcomers

Newcomers are a different type of Workers from Villagers and Nomads, and may only be acquired through the Noble placement effect (see above) or when specified on cards or from Building abilities. They may not be installed as Nobles in Palaces (since they don't come from the Village or the Nomads).

Similar to the Nomads, whenever you acquire a Newcomer from the offer, replace it immediately from the Newcomer bag.

In the unlikely case of Newcomers running out, no more of them can be acquired, but it does not affect the Festival trigger or the game-end trigger.

### Hand limit of Workers

While hand limit of 2 standard Workers is unchanged, **one**

of your Newcomers does **not** count towards this limit. In other words, your worker limit is 3: two regular (or Newcomer) workers and one Newcomer worker.



## Placing Newcomers on the board

A Newcomer is a single Worker with two colors. When you place a Newcomer, you must choose its color (from its two colors) and gain tasks. Then, repeat the choice to trigger special abilities. Your talented Newcomer can gain the support of one group in order to perform either of its tasks!

**You are allowed to choose one color for adjacency, and choose the other color for special abilities.** Additionally, you can use either one of the two colors, but not both, to trigger abilities or effects of Passive buildings (Z03, ZA3, etc) or Palaces (X11, X12, etc).

When a Newcomer is already on the board, it counts as a Worker of either color, therefore placing a Worker of either color next to the Newcomer will grant an additional task to the active player. This means that Warriors (single colored or Newcomers) can be used to retrieve any Newcomer, even if one of the two colors is red.

**Note:** A Newcomer never counts as two Workers (one of each color)!



### Noble abilities in the Palace



The top half of each Palace shows a Noble ability. If your Noble is standing when you meet the condition on the Noble ability (performing a particular task or a particular High Priest activation, placing a particular colored Worker, etc.), you may **lay down** that Noble to receive the benefit of that Palace.

Whenever you are Rejuvenating (due to a Rejuvenate effect or any player triggering the Rejuvenate High Priest

effect), you have an additional option: you may stand up your Nobles by paying the same cost as flipping Army cards or Production buildings face-up. The cost is the same for all three options: one corn (or potato, for the active player when using the High Priest action) per Rejuvenation. Some abilities (Z03, Z16) specify Production Buildings and/or Army cards to Rejuvenate. These cannot be used to stand up a Noble.

**Note:** If a Palace ability allows you to Rejuvenate an item, you cannot use it to stand its own Noble up (but you can stand up other Nobles).

*The Noble exerts themselves on your behalf, but must be celebrated and recognized for their contribution before they are willing to help you again!*




## CHANGES IN FINAL SCORING FOR NOBLES AND PALACES

Each Palace depicts a Prophecy on the bottom half of the tile. During Final Scoring (before scoring the rest of the categories), each player scores an additional 5 VP for Palaces they own if they have fulfilled Prophecy by meeting its condition **and** they have a Noble on it (whether standing or not). This is in addition to the usual 2 VP per face-up Building. **Standing** Nobles are also worth 1 Victory Point each (as they count as a leftover worker). Thus, the absolute maximum you can score for a Palace without further special abilities is 8 VP: 2 VP for being a face-up Building + 5 VP if the Prophecy conditions are met (and Noble present) + 1 VP if Noble is present and standing.

Some Prophecies require totalling a particular color of Worker. All Workers in a player's tableau count towards this total: single-colored workers, Newcomers, and Nobles (standing or laying). Since Newcomers are of two colors, they count as one worker towards each Prophecy counting one or both of their colors. (As previously stated, Vassals from Module 2 are not workers.)

# APPENDIX

**Note:** Abilities requiring you to construct/purchase something (X01, X02, X04, X05, X06 ZA2, ZN5) do not trigger if you gained the object in question for free (i.e. the icon did not have a  on it).

## PALACES

Number	Noble color	Noble ability	Prophecy
X01	blue	When constructing a Passive Building, you may spend a stone and a corn to gain a small Statue (and receive 3 VP).	Your <b>second</b> longest Tapestry is at least 4 Weaving tiles long.
X02	red	When constructing a Production Building, you may flip a face-up Army card in your player area face-down to advance one step on the Temple.	You have at least 3 Yellow or Green Workers/Nobles/Newcomers.
X03	red	When advancing on the Temple (regardless of the number of steps), you may rejuvenate any 2 Production buildings/Army cards/Nobles (excluding itself).	You have at least 6 Brown-Yellow Tapestries.
X04	white	When constructing a Palace, trigger a complete Purchase Weavings task.	You have at least 3 Green or Blue Workers/Nobles/Newcomers.
X05	green	When you resolve a Purchase Weavings task, you may recruit a Newcomer.	You have at least 5 Production Buildings (including face-down).
X06	blue	When you build a Statue, draw 2 Army cards and keep both.	You have at least 3 Red or White Workers/Nobles/Newcomers.
X07	white	Whenever any player activates the Produce High Priest secondary action, you may recruit a Newcomer.	You have at least 7 Conquest markers in play (including those on Nation tiles if using Vassals module).
X08	green	Whenever any player activates the Worship OR the Offering High Priest secondary action, you may Rejuvenate 2 Production Buildings/Army cards/Nobles (in any combination, excluding itself).	You have at least 3 Yellow or White Workers/Nobles/Newcomers.
X09	yellow	Whenever any player activates the Conquest High Priest secondary action, you may spend a stone to get a Passive Building	You have at least 3 Red or Blue Workers/Nobles/Newcomers.
X10	green	When using the Recruit secondary action to gain a Worker from the Nomads, you may spend 2 stones to Build Steps for no additional cost (and gain benefits).	You have at least 7 Army cards in your player area (including face down, but not including in your hand).

X11	blue	When placing a Courier, you may spend a gold to place a Conquest marker on the leftmost available space of a region (without flipping or killing soldiers), gaining its benefits.	You have at least 4 Palaces.
X12	white	When placing a Warrior, you may spend a stone to build a Production Building for no additional cost.	You have at least 5 Weaving matches (counting all your Tapestries).
X13	red	When placing an Architect, you may spend a resource to draw 4 God cards from the deck and keep 2 (reshuffling the other 2).	You reached at least the 16 VP space on the Temple.
X14	yellow	When placing a Craftsman, you may pay 2 corn to resolve a Merchant task.	You have at least 4 Passive Buildings.
X15	green	When placing a Priest, you may advance your High Priest by one space, without activating it AND play a(nother) God card from hand to receive its benefit. Place that card into the offer at the end of your turn as well. (You must do both of these effects if able when you activate this Noble.)	You have at least 3 (Rare) Green or Red Weavings.

## NEW BUILDINGS

Buildings that **do not require** further expansion content:

ZA1	Whenever any player activates the Worship High Priest secondary action, advance one step on the Temple.
ZA2	When you resolve a Building task, draw 3 additional tiles (from any of the stacks, including mixed) and optionally build one of those instead of the tiles currently on the offer (put the unselected tiles back on the bottom of their respective piles).
ZA3	Whenever you place a Priest, you may kill a (face-up) soldier from your player area, to advance one step on the Temple.
ZA4	At the start of each Festival, score 0/2/4/9 Victory Points for having 1/2/3/4 Tapestries (not Weavings!).
ZA5	As one of your secondary actions, you may pay 1 Corn to advance your High Priest by one space, without activating it. This is a different action to the regular High Priest activation, therefore you can spend your second action doing that.
ZA6	As one of your secondary actions, you may move one of your workers to the Casualties of War area to Rejuvenate 2.
ZA7	Whenever any player activates Conquest or Rejuvenate High Priest secondary action, you may play one Army card from your hand at no cost.
ZA8	Before triggering a Merchant task (including during Festival), you may freely rearrange your Weavings (including between Tapestries). This does not trigger ZO4.
Zo4X	Identical in function to ZO4 found in the base game, but using iconography consistent with this expansion. Permanently remove ZO4 and replace with this instead.
PXo1	[Production Building] You may recruit a Craftsman or an Architect or a Courier from the Nomads.

Buildings requiring Vassals of the Inca module:

ZV1	Whenever you resolve a Spread Cultural Influence secondary action, you may either play 2 Army cards from your hand for free OR draw 2 God cards.
ZV2	Whenever any player activates the Worship High Priest secondary action, you may take a Spread Cultural Influence secondary action.


















Buildings requiring Nobles and Newcomers module:

ZN1	Whenever any player activates the Worship or the Offering High Priest secondary action, rejuvenate up to 4 of your Nobles
ZN2	Gain +1 task when you place a Newcomer of any color.
ZN3	At the start of each Festival, recruit a Newcomer.
ZN4	Whenever using a Noble, gain 1 gold.
ZN5	If you build at least one Palace tile on your turn, you may also take a Move High Priest secondary action after fully resolving your Place a Worker action.
ZN6	At the start of each Festival, rejuvenate up to 4 of your Nobles. At the end of the game score +2 Victory Points for each of your Prophecy you fulfill.
ZN7	Get both worker bonuses when placing Newcomers and count both colors for extra tasks.
ZN8	When you place a Newcomer of any color, you may play a(nother) God card from hand to receive its benefit. Place that card into the offer at the end of your turn as well.

## NATION TILES

VN01	Place a Vassal on the edge of one of your Weaving tiles (covering the benefit). Get the benefit you covered. In the future, this Vassal creates a match with whatever icon is adjacent to it.
VN02	Place a Vassal on one of the Coricancha spaces (max 1 Vassal per space). Whenever moving your High Priest, you may pay a potato to skip over this place.
VN03	Place a Vassal on one of your Steps to receive 4 VP, 1 Corn, and 2 Potato (again). When any player (including you) triggers these Steps, receive a Corn / Potato / Stone.
VN04	Place a Vassal near one of the bottom terrace segments (max 1 Vassal per segment). When you place a Worker on that segment, advance one step on the Temple.
VN05	Place a Vassal on a Conquest space, replacing your marker there. Get the space's benefit again. (The Vassal still counts towards the majority, but cannot be replaced by another Vassal.)
VN06	Place a Vassal on a Conquest space, in addition to your marker there. It now counts as an additional piece for the majority. Gain 2 Gold and 1 Corn.
VN07	Place a Vassal in the Casualty of War area, and draw 3 Army cards. (It counts towards the number of Workers in the Casualty of War area during Festivals.)
VN08	Place a Vassal on one of your Production Buildings. If that Building was face-down, flip it face-up; if it was face-up already receive its benefit (do not flip it afterwards!). Whenever any player activates the Produce High Priest secondary action, you can receive this Building's benefit without flipping it face-down.
VN09	Place a Vassal on a Statue you have. Whenever you receive the benefits of a God card matching the icon of that Statue (including during Festival or effects such as ZN8), gain 2 potatoes and a stone in addition to benefit from the card. Remove your Vassal from play if the Statue is discarded.
VN10	Place a Vassal on one of your Palaces that does not yet have a Noble, and recruit a Newcomer. The Vassal acts as a Noble, but you can use its ability without laying it down. If you meet its Prophecy, score an additional 5 VP. (This requires the Newcomers module to be also in play).

## SYMBOLS REFERENCE

	Play a God card from your hand to receive its printed benefit. You do not place a worker with this reward. Add this God card into the offer at the end of your turn.		Casualties of War area
	Palace Building		Move your High Priest without activating it
	Prophecy		Weaving match
	Noble ability/Noble		Gain printed reward
	Newcomer		Play Army card into your player area at no cost
	Secondary Action		Spread Cultural Influence secondary action
	Perform High Priest secondary action		Vassal
	Recruit from Nomads secondary action		Conquest Marker
			Place your Worker in the Casualties of War area

# SOLO RULES

*Pachamama is the Inca “Mother Earth”, mother of Axomamma (who was the Inca goddess of potato), and is referred to in these rules as ‘she’. “You” refers to the lone human player.*

Pachamama replaces Axomamma as the AI opponent. She operates similarly to Axomamma but to avoid confusion the rules below will restate the solo rules in entirety, without requiring you to reference back to the Axomamma rules.

**Important changes from Axomamma are highlighted with green color. Rules relevant only when playing with the expansion modules are highlighted with dark red color.**

Pachamama was developed as a result of extensive user feedback following the base game’s release. While using similar logic than her predecessor, Pachamama has fewer “fiddly rules” attempting to simulate balance in un-human-like ways, while several selection criteria were refined to make the opponent logic behave more consistently. These changes lead to less swingy opponent scores, while she is harder to “trick” into doing suboptimal moves than Axomamma, and now the length of the game is more even as well. *We suggest using Pachamama over Axomamma in every play going forward.*

## SOLO COMPONENTS

- New components:
  - ▶ 1x Double-sided Pachamama solo board
  - ▶ 4x Pachamama Personality tokens (double-sided).
  - ▶ 10x Pachamama Cult tiles
- Components to be reused from Axomamma:
  - ▶ 7 numbered tokens (of values 1,1,2,2,3,3,4). Note the 8th token (a value 2) is not used any more.
  - ▶ 6-sided die (with faces showing values 1,2,2,3,3,4).

## SETUP

1. Place Pachamama's player board in her play area. **If using one or both of Module 2 or 3, use the side marked Golden Age**, otherwise you may use the other side.
2. Set up a **2-player** game, with the following exceptions:
  - When gaining a starting Weaving, Pachamama gets a random starting Weaving tile before you get to pick yours.
  - Pachamama does not get a starting hand of God cards. Instead, she receives additional 2 stone (for a total of 4 stone), 2 corn, 1 gold, and 1 Army card face down in her hand at the bottom of her board.



- **Additionally, she receives a random face-down Production Building.** **If playing with M3, she also receives a random (face-up) Palace, as per multiplayer setup rules.**
  - Pachamama receives 2 random Workers from the draw bag (in the same way you do).
  - You place your High Priest first; then, roll the die, and place Pachamama's High Priest the number of spaces clockwise from your High Priest equal to the value you rolled.
3. Place the **7** numbered tokens on their respective starting spaces.
  4. Draw 4 God cards and slide them under the 4 spaces at the top of Pachamama's board so that only the God symbols remain uncovered.
  5. Pachamama places 1 (free) Steps marker in the section where her High Priest starts (but does not gain any benefits from this placement).

6. Give Axomamma a Personality token to affect what type of action it will favor during the game:
7. **You can decide how many Personality tokens to use on Pachamama's board (from 0 up to 3), in slots A, B and C.**
  - **For a significantly simpler game, simply use no Personality tokens.**
  - **For a first game, or for a slightly easier game, put a Personality token on the B spot;**
  - **For a normal difficulty game, place a token on each of the A and B slots;**
  - **For a more difficult game, place a token on each of the 3 slots.**
  - **You can select tokens and their sides randomly, or challenge yourself against particular play-styles by selecting ones specifically.**
8. **If playing with M2, after setting up the 4 Nation tiles on the main board, find the 4 Cult tiles matching the reference number of the 4 Nation tiles (PVO1 for VNO1, etc) and place them on the 4 corners of her board to correspond in layout to the main board.**



## GAMEPLAY

You are the starting player and play your turns normally. Pachamama plays her turns in a slightly different way.

Unless stated explicitly otherwise, Pachamama resolves an effect the same way you would, paying costs, receiving benefits. However, Pachamama ignores all printed effects of her Passive Buildings **and Palaces, and never draws God cards as a benefit.**

## Gaining Workers

Whenever Pachamama gains a Worker from the Village or Nomads area, she also gets a reward based on the color of the Worker, as shown on her player board. **The reward for recruiting a Priest has changed from Axomamma's board.**



After gaining this benefit, the color of the Worker becomes irrelevant for Pachamama. Keep Workers in the order she recruited them.

Whenever Pachamama has more than 2 Workers in her supply (**not including Nobles and one Newcomer**), she immediately discards down to 2 Workers. When discarding an excess Worker, **discard the oldest one** and remove it from the game.

**If Pachamama ever wants to recruit from the Village, but there are no Workers left there (can happen just before a Festival), she recruits from the Nomads instead. Similarly, if she wants to recruit from the Nomads but there are no Workers left there (only possible very close to the end of the game), she recruits from the Village instead. In the very rare case that both Village and Nomads areas are empty when she wants to recruit, she instead gains 1 gold.**

## Drawing Army cards

Whenever Pachamama draws Army cards, she keeps them face down below her board, in her "hand." If Pachamama receives an effect that allows her to draw 2 cards and keep 1, she draws 1 card instead.

## Available Soldiers, Ready to Conquer

Several rules and conditions will refer to whether Pachamama is ready to conquer or not.

Her **available Soldiers** at any given time is every Soldier visible on face-up Army cards in her player area plus one per each (unknown) Army card in her hand. Face-down Army cards in her player area do not contribute to the available Soldier count.

She is **ready to conquer** if she has more available Soldiers than there are Workers present in the Casualties of War area.

*For example, in this case Pachamama has 6 available Soldiers, and since there are only 4 Workers in the Casualties of War area she is ready to conquer.*



## Resources

Pachamama uses potato differently than you. Whenever Pachamama has 5 or more potato in her supply, she exchanges 5 of them for 5 VP until she has fewer than 5 potato left. Pachamama does not use gold as a wild resource to stand in for potato for this purpose.

She uses gold as a wildcard for all other purposes, preferring to spend gold only if no other option to pay exists. Pachamama uses all other resources the same way you do, including paying for building Steps, Statues, Temple advances, etc.

## Statue Benefits

When building a Statue (or gaining one for free), Pachamama receives 3 or 9 VP the same way as you would. **Statues she owns do not trigger God cards.**

## Building Steps

If Pachamama places more Steps (after setup) she gains VP and resources the same way as you would.

## Temple Benefits

Pachamama receives benefits on the left when moving up the Temple track the same way you would. **If the entire benefit would gain nothing usable for her (for example drawing a God card, or building something she cannot pay for, rejuvenate when she has nothing face down, etc) she receives 1 gold instead. If she can receive part of an effect, she receives that, and ignores the rest. If the reward offers a choice of two effects, she always picks the second one.**

## PACHAMAMA'S TURN

At the beginning of her turn, check if Pachamama meets the conditions of one of the clockwise next 2 High Priest actions accessible from her High Priest's current position.



## High Priest Activation Conditions

<b>Produce</b>	Pachamama has at least 2 face-up Production Buildings. <b>Before the first Festival, the requirement is for her to have at least one face-up Production Building.</b>
<b>Offering</b>	Pachamama has 4 corn or more.
<b>Worship</b>	Pachamama has one or more Statues.
<b>Conquest</b>	Pachamama is ready to conquer, that is she has more available Soldiers (see above) than the number of Workers in the Casualties of War area.
<b>Rejuvenate</b>	Pachamama has 3 or more face-down Production Buildings and/or Army cards.

If Pachamama could activate a High Priest action but it would have no effect (e.g. if she could trigger Worship or Offering but is already at the top of the Temple, or could trigger Conquer but all regions' spaces are already conquered or she has no conquest tokens left), she considers the action as not able to be activated.

### Main action(s)

If she meets the condition of at least one of the accessible High Priest actions, move her High Priest to the closest one met, and she performs that action (see next page for their resolutions). You may follow the action, as per the standard rules.

After resolving the High Priest activation, **she makes a secondary action choice:**

- If she is not ready to conquer, she draws 1 Army card.
- **Otherwise she recruits a random Worker from the Nomads.**

Then she discards up to 2 God cards from the offer (regardless of which choice she picked). If there are 3 cards in the offer, she discards the two oldest ones.

If she does not meet the condition of either available High Priest action, **move her High Priest one space clockwise without triggering the effect or giving her a gold.** Then, continue with a Board action (see page [x]).

### Recruiting a Worker

At the end of her turn (regardless whether it was a High

Priest or a Board action) she might recruit a Worker:

- **Before the 2nd Festival:** If Pachamama has **no Workers**, she will recruit 1 Worker from the Village.
- **After the 2nd Festival:** If Pachamama has **fewer than 2 Workers**, she will recruit 1 Worker from the Village.

When recruiting from the Village, roll the die. On a roll of 2 or 3 she recruits the first Worker from the potato side, while on a roll of 1 or 4 she recruits the first Worker from the corn side. Either way, she does not pay anything and receives the recruitment bonus.

If there are no Workers left in the Village, she recruits from the Nomads instead.

### PACHAMAMA ON YOUR TURN

If you trigger a High Priest activation on your turn, Pachamama will attempt to follow your action. See the resolution of High Priest actions on the next page. **There are some additional restrictions added to her follow-ups, as noted in the resolutions.**

## HIGH PRIEST ACTIONS & REACTIONS

High Priest Action	If Pachamama takes the Action	If Pachamama follows your Action
<b>Produce</b>	<p>Pachamama activates all her face-up Production Buildings. If a Building gives a choice of resources, she takes whichever she has the fewest of. If tied, choose in the following priority order: gold, corn, stone, potato. Then, Pachamama flips all activated Buildings face down..</p> <p><b>If she only has 1 face-up Production Building before resolving the above, flip the one with the highest reference number face-up first.</b></p> <p>If none were flipped due to this, flip the one with the highest reference number face-up <b>after</b> resolving the above.</p>	<p><b>If she could trigger Produce herself immediate next turn, she does not follow you at all (and flips no Buildings face-down).</b></p>
<b>Offering / Worship</b>	<p>Pachamama offers/worships as much as it can for the standard costs. She spends corn/Statues to advance the same way you would.</p>	
<b>Conquest</b>	<p>Pachamama plays all of her Army cards from her hand into her player area for free.</p> <p><b>Then, she chooses a Conquest region using the following priorities, ignoring ones she cannot “pay” for any of the remaining spaces (per standard Soldier cost rules):</b></p> <ol style="list-style-type: none"> <li>1. <b>One she can take control of (have majority after tie-breakers) by placing one Conquest marker she can pay for.</b></li> <li>2. <b>The region with fewest total markers (yours and hers)</b></li> <li>3. <b>The region with fewest of her markers</b></li> <li>4. <b>Choose randomly (amongst the tied): Roll the die, with a roll of 1 representing Kuntisuyu - the bottom-left one below the Village - and proceed clockwise.</b></li> </ol> <p><b>She then places a Conquest marker in the right-most empty space of that region that she can legally pay for</b>, which she does by discarding and flipping Army cards face-down according to standard rules. Pachamama favors discarding 1-Soldier cards over 2-Soldier cards and flipping 2-Soldier cards over 1-Soldier cards.</p>	
		<p>For her second Conquest (after yours), <b>use the same priorities as above, but her placement is restricted to left-most available empty spaces, counted across all regions (see example).</b></p> <p>This placement is free, Pachamama does not discard or flip cards for this.</p>
<b>Rejuvenate</b>	<p>Pachamama does not pay any cost to flip Buildings or Army cards face up.</p>	
	<p>Pachamama flips all of her face-down Buildings and Army cards face up.</p>	<p>Pachamama flips face up half (rounding up) of her face-down Production Buildings and half of her face-down Army cards. (E.g. If she has 3 face-down Buildings and 3 face-down Army cards, she flips up 2 Buildings and 2 Army cards.)</p>

## CONQUEST EXAMPLE

**Example 1:** Pachamama is purple. She has just triggered a Conquest. After playing her cards, she has 5 soldiers available. Her first priority **1** is to find a region she could take control of with her five soldiers: region B and D. Out of the two, she chooses region D, since that has fewer total discs present, and she places on the right-most space she can pay for (in this case the last one), flipping 3 soldiers and discarding 2, receiving the printed benefit of 4 gold.

For the sake of the example, let's pretend you placed nothing, so it's Pachamama's turn to place the second disk.

While she could still take control of region B, the limitation of her second conquest means she must choose a region with the left-most available space across **all** regions - since region A and C both have their second space available (unlike B and D, as highlighted with red boxes) she must choose one of these two. Since she cannot take control of A (and she already controls C), and they have both two discs equally, she moves onto the next priority of selection: the region she has fewer discs in. Since she has no discs in region A, she places her disk there **2**. This costs her nothing, but she still receives the benefit of 2 corn and a gold.



## BOARD ACTION

If Pachamama does not trigger a High Priest action, she will place a Worker on the board and perform two effects from her board. If she has multiple Workers to pick from, she places her oldest one (or if this is its first placement of the game, pick randomly).

To place a Worker, roll the die to select one of the four God cards tucked under the top of her player board.

- Find a space on the main board that matches the God symbol of the selected card (prioritizing the top terrace of the hill before the first Festival, the middle terrace between the first and second Festival, and the bottom terrace after the second Festival).
  - ▶ If there is no matching space on the desired terrace, find a matching space on the next terrace up if possible, then on the next terrace down.
- If multiple valid spaces exist on the desired terrace, Pachamama chooses the space with the lowest combined Descending and Roaming cost (including Steps of both you and herself in this calculations).
  - ▶ If still tied, choose randomly between the tied options.
- In the extremely unlikely case of no matching spaces being available, draw another God card from the deck to pick another symbol (discarding the original God card to the central offer); repeat this step as many times as necessary to find a valid space to place on.

Place the Worker on the space selected. Pachamama does not pay Roaming and Descending costs. Then, discard the chosen God card from her board to the central offer, and draw a God card from the top of the deck to replace it (tucking it under Pachamama's board). If her Worker uses your Steps, you gain VP as normal.

She then performs the actions under **both of the numbered tokens** on her player board matching the rolled number, top to bottom order. The top row on her board contains only a single space, with a number 4 pre-printed on it. If 4 is rolled, resolve this action and whatever action the only number 4 token is on.


If any action cannot be performed (usually because it requires a payment Pachamama cannot pay) skip that action and Pachamama gains 1 gold instead.


**Note:** Actions performed by Pachamama are not connected in any way with the placement of her Worker on the board.

Finally, move all the matching numbered tokens forward (clockwise) a number of spaces equal to the token's value (e.g. if you roll a 3, do the actions under the two #3 tokens; then, move both #3 tokens 3 spaces clockwise around their respective loops).

**Note:** Multiple tokens can share the same spot; therefore, spots with existing tokens do count as spaces when counting moves for other tokens.

## Details of Actions

 Pachamama gains the resources normally. In case of the action offering a choice between corn or stone, she gains two of whichever she has fewer of.

 If **Pachamama** initiates a Purchase Weaving task, she buys 2 Weavings, if she can afford to do so (at usual prices). If she can only afford 1 Weaving, she buys 1 but also gains 1 gold. When choosing Weavings, she prefers to add a new one to her largest Tapestry, before adding to a smaller Tapestry, or starting a new one. If more than one possibility exists, following the rules above, Pachamama chooses the Weaving with a higher reference number. **If she cannot buy even 1 Weaving, she will not initiate the Purchase Weaving task, just gain the gold.**

If **you** initiate the Purchase Weaving task, she always buys 1 Weaving (using the above preferences) as long as she has 2 or more corn, but she will never purchase a Weaving that would start a new Tapestry for her.

Pachamama ignores benefits when adding Weavings to Tapestries. She doesn't care about matching, the order of Weavings does not matter within her Tapestries. Weavings are always added to the largest Tapestry possible.



Pachamama prefers building large Statues over small Statues, if she can afford the cost. To determine which Statue she builds, roll the die to select one of her tucked God cards (do not discard this God card), and build the Statue that matches the symbol on that God card. If no matching Statue of the preferred size exists, **or Pachamama already has a statue of that size and icon her player area**, perform the step above for the next card in clockwise direction. If there are no matching Statues for any of her tucked God cards, Pachamama builds a Statue at random, again favoring large Statues over small Statues. As stated above, she pays and receives VP for Statues as you would. **If she cannot pay, she receives a gold instead.**



Pachamama pays a single stone to choose and build a Building. Pachamama ignores the printed cost of Buildings. **She chooses the type of the building the following way:**

- **If she has only 1 Production Building (including face-up and down), she builds a Production Building;**
- **Otherwise she builds whichever building type she has fewest of (if tied, she prefers Production > Palace > Passive).**

**If she cannot pay a stone, she receives a gold instead.**



If she can pay the 3 stones: Pachamama builds Steps between the top and middle terrace in the section where her High Priest is assuming the space is available. If not, move clockwise from there to find a valid spot. If no section is available, proceed to the lower spots, following the same rule. If possible to build anywhere else, Pachamama avoids building Steps below yours (to avoid scoring you the 2 VP). As stated above, she receives VP and the resource bonus for building Steps as you would. **If she cannot pay the stone cost, she receives a gold instead.**



Pachamama recruits a random Nomad Worker (and refills the pool as usual). She then receives the reward associated with that color Worker (printed on her board).



2 : She gains 2 VP.



: She draws 1 Army card.

## Personality Tiles

Depending on your chosen setup, some action spaces on Pachamama's board are covered by Personality tiles, showing stronger actions, representing her strategic focus.

	Pachamama gains a random small Statue for free. (See the Build a Statue task for the procedure to select an icon.)
	Pachamama gains a free Weaving and a gold. She takes the visible one, unless her largest Tapestry already contains that one (then she takes the next one).
	Pachamama performs her first Conquest of a High Priest activation, but without playing Army cards. If she cannot place any markers, she gains a gold instead.
	Pachamama gains 3 VP.
	Pachamama advances on the Temple, gaining the benefit as usual plus an additional gold.
	Pachamama resolves Construct a Building task for free and receives an additional gold.
	Pachamama draws 2 Army cards and gains a gold.
	Pachamama immediately recruits the Worker from the corn end of the Village, receiving the recruitment bonus.

## FESTIVAL

A Festival is performed according to normal rules, except:

- instead of Pachamama taking a free Merchant action, she scores 1 VP per Weaving she owns;
- Pachamama does not pay any potato for the 4 God cards tucked under her player board; and
- Pachamama skips the Festival Draw Cards step and instead gains 2 VP if she is behind you on the score track.

## END OF GAME

Before scoring, Pachamama takes a final Rejuvenate action; if she has any remaining Statues, she also takes a final Worship action. You may not follow either of these

actions.

The rest of the final scoring proceeds as per standard rules. Both you and Pachamama score according to the core rules, except Pachamama never scores points for God cards in their hand (the 4 tucked cards don't count).

**For increased difficulty**, Pachamama also scores 1 VP for each left-over resource she has (this means left over gold is worth 2 VP to her).

You must have a **higher** score than Pachamama and **at least 120 VP** to win the game!

## MODULE SUPPORT FOR PACHAMAMA





### Way of the Sun (M1)







Whenever Pachamama advances on the Temple, if she has a choice of which path to take, roll the die, then move accordingly:

- 1 or 2: She takes the left-hand path;
- 3 or 4: She takes the right-hand path.

### Temple Bonuses

If Pachamama takes any of the following bonuses, this is how she resolves them (all other bonuses she takes as described in the core rules; she will always take a bonus if she is able / can afford it, unless otherwise stated):

	Draw a God card from the deck. Pachamama gains the printed benefit on it (if possible - she must still pay for any build actions specified). Then, add the God card to the offer.
	If she has items she can refresh, Pachamama refreshes 1 item (priority: Production Building > Army Card), then recruits 1 random Nomad. Otherwise, she gains 1 Gold instead..
	Pachamama builds a building for free, using the priorities listed under Constructing a Building action.
	If Pachamama has majority control of at least 2 regions, she places the oldest of her workers in the Casualties of War area, then plays an Army card from her hand (if she has one). Otherwise, (she has no workers, or is losing area majority in more regions than not), she gains 1 Gold instead.

	Pachamama triggers production on her highest-numbered available production building (if any). It does not flip. If none are available to produce, she gains 1 Gold instead.
	If neither small statue of the types specified are available, she gets 1 Gold. Otherwise, Pachamama takes 1 stone and then builds one of the small statues shown for free.
	Pachamama builds a free Terrace (using the same priorities as the core game rules).
	Pachamama performs her first Conquest of a High Priest activation, but without playing Army cards. If she cannot place any markers, she gains a gold instead.
	Pachamama gains 2 free Weavings. She takes the visible one, unless her largest Tapestry already contains that one (then she takes the next one). Then, repeat this.
	If Pachamama is not currently meeting the two accessible High Priest actions' conditions, she takes 2 stone and moves her High Priest one space clockwise. Otherwise, she takes 1 gold instead.

## Vassals of the Inca (M2)

### Secondary Action choice after High Priest action

If using this module, Pachamama's choice of secondary action after a High Priest action is slightly altered:

- If she has conquest markers left, and she is not in control of 2 or more of the regions' control, she takes a Spread Cultural Influence action, if legally possible;
- Else, if she has less than or equal Army strength than the number of workers in the Casualties of War area, she takes 1 Army card into her hand;

### Pachamama Vassal Tile abilities

<b>PV01</b>	Pachamama's largest Tapestry is counted as one larger: It scores +1 VP at Festival, and 1/3/6/10/15/21/28 VP for a Tapestry of 1/2/3/4/5/6/7 Weavings at the end of the game. A second Vassal placed here increases the second largest weaving set similarly.
<b>PV02</b>	Pachamama considers the 3rd space clockwise ahead on the Coricancha also accessible when evaluating High Priest actions. If her High Priest indeed moves 3 spaces, Pachamama discards 1 potato. (If she does not have a potato, she may not move 3 spaces.) A second Vassal placed here allows Pachamama to do this action without losing a potato.

- Otherwise, she recruits a random Worker from the Nomads.

Spread Cultural Influence action

When Pachamama takes a Spread Cultural Influence secondary action, she picks a legal region (i.e. ones with more Conquest markers on the track than on the Nation tile), preferring:

- One she can take control of (have majority after tie-breakers) by placing one Conquest marker on the Nation tile
- A region with a Nation tile she does not have a marker on yet.
- A region you're in control of.
- Choose randomly (amongst the tied): Roll the die, with a roll of 1 representing Kuntisuyu - the bottom-left region below the Village - and proceeding clockwise.

She places a conquest marker on that Nation tile. She does not need to spend potato for this.

**Note:** Her Conquest resolution does count markers on Nation tiles when checking for "fewest".

### Vassals and Pachamama's Cults

After performing a Spread Cultural Influence action, Pachamama will then place one of her remaining Vassals (if any) on her Cult tile matching the Nation tile she placed the Conquest marker on.

Placing a Vassal on a Cult tile will give her some ongoing passive benefits for the rest of the game. Each of her Cult tiles are limited to 2 of her Vassals; if she tries to place a 3rd meeples on the same Vassal tile, she does not place one.

PV03	Pachamama gains +1 VP for each of her steps that either you or she uses (i.e. 2VP total if you use her steps; 1VP if she uses them). A second Vassal placed here gains a further +1VP (i.e. 3 VP total if you use her steps; 2VP if she uses them).
PV04	At Festival, Pachamama gains the benefit (and VP) of the Temple space she is currently occupying a total of twice. A second Vassal placed here means Pachamama gains the benefit a total of 3 times instead.
PV05	Pachamama ignores the first flip requirement of every Conquest space. A second Vassal placed here means Pachamama also ignores the first kill requirement of every Conquest space.
PV06	During Festival scoring, Pachamama has +1 “virtual marker” (with the lowest tie-breaker priority) in the region she has fewest Conquest markers in (including a region where she has none). A second Vassal placed here means Pachamama has +1 “virtual marker” (with the lowest tie-breaker priority) in the two regions she has fewest Conquest markers in (including regions where she has none). If there are multiple possible regions to add these virtual markers in, add them to ones where it would affect control, thus scoring.
PV07	Pachamama gets +2 VP for scoring of each region she controls during a Festival. A second Vassal placed here means Pachamama gets +3 VP instead.
PV08	When Producing or reacting to you Producing, Pachamama keeps one additional Production Building face-up (the second-highest-numbered one). A second Vassal placed here keeps another additional production building face-up (third highest-number), if Pachamama has one.
PV09	When resolving Worship, Pachamama advances 2 spaces on the Temple track (instead of 1) if spending a small Statue. A second Vassal placed here means that additionally Pachamama advances 4 spaces on the Temple track (instead of 3) if spending a large Statue.
PV10	Palaces with Nobles on them score Pachamama +2 VP at end of game (7 VP for the Prophecy, and a total of 10 VP when counting the Palace tile and the Noble as well.) A second Vassal placed here means palaces with Nobles on them score Pachamama another +3 VP at end of game (10 VP for the Prophecy, and a total of 13 VP when counting the Palace tile and the Noble as well.)

## Nobles & Newcomers (M3)

### Recruiting

Whenever Pachamama would recruit a random Nomad or randomly choose between recruiting from either end of the Village, but one of the options match an empty Palace she has, do this instead:

- She claims that specific worker (if multiple matching workers, pick randomly);
- She places it directly into the matching Palace, standing up (doesn't matter which one, if multiple Palaces match that colour);
- She immediately gets to recruit a Newcomer (pick randomly). A Newcomer does not gain Pachamama a recruitment bonus, unlike regular workers.

### Palace Powers

Pachamama does not use Palaces' in-game abilities. Her Nobles never lie down.

### Hand Limit of Workers

Pachamama's hand limit of workers is the same as in the rules - i.e. if she happens to recruit Newcomers, one of them does not count towards her hand limit.

### Using Newcomers

Pachamama uses Newcomers like regular workers (she does not pay attention to their colour), but she will always favour placing regular workers over newcomers.

### End Game & Scoring Changes

Pachamama ignores Prophecy requirements. Palaces without Nobles score her 2 VP (it's still a face-up building). Palaces with a Noble score  $2+1+5 = 8VP$  each for her (including the 1 VP for the Noble).

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