










# THE AMBELAU REGION

Resolve this region between The Shore and the Village. Follow all normal rules for resolving the region, with the following exception.

## c. Choose Actions:

Starting with the Triumphant player and going in order of total Power, move your canoe clockwise along the Ambelau track. You must move at least 1 space and may move up to your total Power. You may not end your move on an occupied space. If you cannot reach an unoccupied space, move clockwise to the first unoccupied space. Gain 2 Esteem if you pass the starting space. Resolve the action where your canoe ends its move. Continue until all players in the region have taken one action.

## NEW ICONS

-  Guide token
-  Ibu totem
-  Ibu tribute
-  Ukum totem
-  Ukum tribute
-  Move your canoe.
-  Discard an Islander from your tableau.
-  Discard this Outlaw.
-  Draw 1 Islander card from the top of the deck and add it to your tableau at no cost.

# AMBELAU REGIONS AND ACTIONS

		Gain 3 fish.
		Task 1 Islander + gain 1 fish.
		Gain your Guide next round + gain 1 clay.
		Pay tribute to Ibu + gain 1 palm.
		Gain 1 palm, 1 clay, and 1 fish.
		Gain your Guide next round + task 1 Islander.
		Pay tribute to Ibu + Gain 1 palm and 1 clay.
		Gain 1 palm, 1 clay, and 1 ebony.
		Gain your Guide next round + gain 1 ebony.
		Pay tribute to Ibu + gain 1 ebony and 1 fish.
		Gain 1 ebony + task 1 Islander + draw 1 Islander card.
		Pay tribute to Ibu + gain your Guide next round + draw 1 Islander card.

## DECREES



Triumphant player at Ambelau gains 1 Esteem.



Each time anyone pays tribute to Ibu, they gain 1 fish.



Triumphant player at Ambelau draws the top Islander card from the deck and adds it to their tableau at no cost.



Each time anyone pays tribute to Ukum, they gain 1 fish.




Ambelau

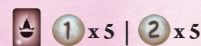
## TRIBUTES



IBU TRIBUTE



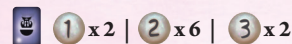
Move your canoe to a  space on Ambelau to pay tribute to Ibu.



UKUM TRIBUTE

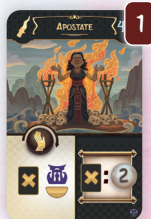


Discard 1 Islander from your tableau to pay tribute to Ukum.





# ISLANDER CARDS



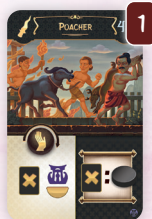
Discard this Outlaw to pay tribute to Ukum.

**When Discarded:**  
Gain 2 Esteem.



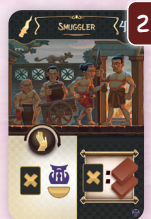
Discard this Outlaw to pay tribute to Ukum.

**When Discarded:**  
Gain 4 fish.



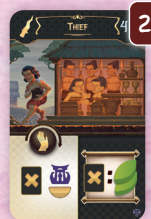
Discard this Outlaw to pay tribute to Ukum.

**When Discarded:**  
Gain 1 ebony.



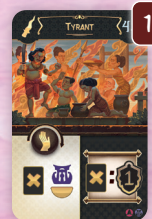
Discard this Outlaw to pay tribute to Ukum.

**When Discarded:**  
Gain 2 clay.



Discard this Outlaw to pay tribute to Ukum.

**When Discarded:**  
Gain 2 palm.



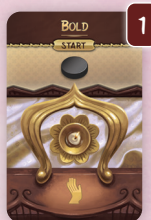
Discard this Outlaw to pay tribute to Ukum.

**When Discarded:**  
Gain your Guide next round.

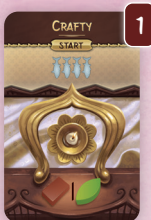


Ambelau

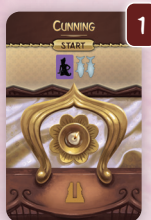
# TOKOH CARDS



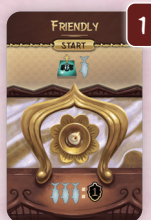
**Start of Game:**  
Gain 1 ebony.  
**Action:**  
Task 1 Islander.



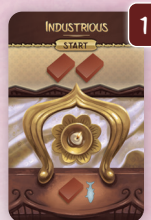
**Start of Game:**  
Gain 4 fish.  
**Action:**  
Gain 1 clay  
OR 1 palm



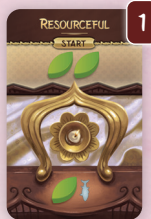
**Start of Game:**  
Draw 2 Elder cards  
and discard any 1 Elder  
card + gain 2 fish.  
**Action:** Take the  
Emissary marker.



**Start of Game:**  
Draw an Islander from  
the deck and add it to  
your tableau at no cost +  
gain 1 fish.  
**Action:** Pay 3 fish to gain  
your Guide next round.



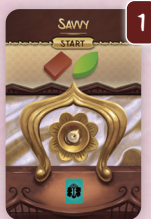
**Start of Game:**  
Gain 2 clay.  
**Action:**  
Gain 1 clay  
+ 1 fish.



**Start of Game:**  
Gain 2 palm.  
**Action:**  
Gain 1 palm + 1 fish.



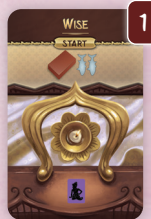
**Start of Game:**  
Gain 1 ebony.  
**Action:**  
Pay tribute to  
any 1 spirit.



**Start of Game:**  
Gain 1 clay + 1 palm.  
**Action:**  
Recruit an Islander.



**Start of Game:**  
Gain 1 palm + 2 fish.  
**Action:**  
Pay 1 fish to  
gain 1 ebony.



**Start of Game:**  
Gain 1 clay + 2 fish.  
**Action:**  
Draw 2 Elder cards and  
discard any 1 Elder card.

# ELDER CARDS



**2-3 Ukum Tribute**  
cards in your supply at  
the end of the game:  
gain 1 Esteem.  
**4+ Ukum Tribute**  
cards in your supply at  
the end of the game:  
gain 2 Esteem.



**Replaces the Exalted Elder from the base game.**  
Gain 2 Esteem if you  
hold 1 set of all 3 base  
game Tribute cards at  
the end of the game.  
Gain 4 Esteem if you  
hold 1 set of all 5  
Tribute cards at the  
end of the game.



**2-3 Ibu Tribute**  
cards in your supply at  
the end of the game:  
gain 1 Esteem.  
**4+ Ibu Tribute**  
cards in your supply at  
the end of the game:  
gain 2 Esteem.



**1 Outlaw** in your tableau  
at the end of the game:  
gain 1 Esteem.  
**2+ Outlaws** in your  
tableau at the end  
of the game:  
gain 3 Esteem.