

## *Pindorama* (v02 under development)

### *Theme*

In Pindorama we will live part of the history of Brazil or America, from before the arrival of Europeans on the continent until the end of the 19th century. We will be leaders of the original peoples, such as Tupi-Guaranis, Aztecs and Apaches. Our goal is to survive and develop our culture.

Pindorama is a light-medium game, it can be played by beginners. Its main mechanics are action selection and area control. There are no random elements. It can be a way to introduce or work on this period because each turn is related to a historical event.

Players: 2 to 4

Time: 15 min / player

Game by the same author: Terra Mystica - Merchants of the Seas.

Games that inspired me: Go, Power Grid, Wendake, Twilight Struggle.

Games that motivated me: Puerto Rico, San Juan, Santa Maria, Navegador, Colonial, Endeavor, Lewis and Clark, Few Acres of Snow.

### *Objective*

The objective of the game is to have more Culture Points at the end of the game. These are achieved throughout the game through Indigenous Rituals (which change with each game), after the end of slavery and at the end according to the surviving villages. In the event of a tie, whoever is ahead in the turn order wins.

### *Components*

Main Board

120 Cubes (40 white, 18 red, 18 blue, 18 yellow, 18 green, 8 black)

8 City Tiles

12 Civilization Cards

12 Ritual Cards

2 Markers (Era and Turn)

**Prototype at Tabletop Simulator and Tabletopia.**

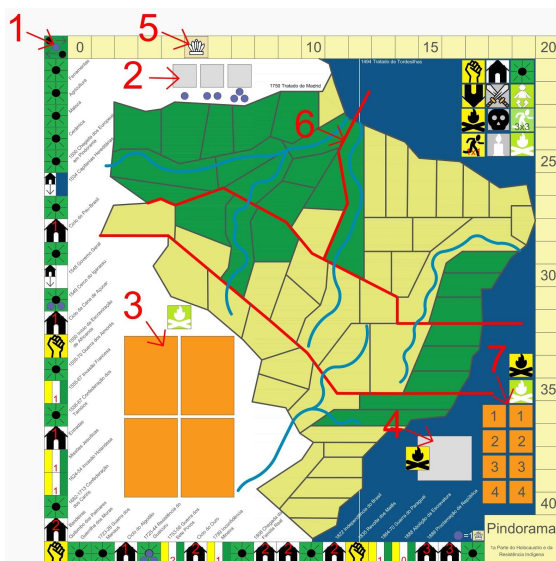
<https://tabletopia.com/games/pindorama>

Contact: [instagram.com/eduardo\\_boardgame/](https://www.instagram.com/eduardo_boardgame/)

## Setup

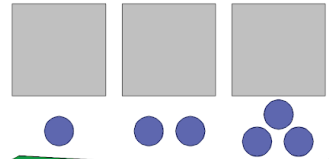
Choose one side of the board: Pindorama (recommended for beginners) or America. Place 2 City Tiles per player on the side of the board.

- 1 - Place the Turn Marker.
  - 2 - Place the Era Marker.
  - 3 - Draw 4 Ritual Cards and place them on the board, keep the others in the box.
  - 4 - For each player, place 2 black cubes in the Quilombos location. Keep the rest in the box.
  - 5 - Each player must choose a color, take their cubes and place a number 5 on the Culture Points track.
  - 6 - The red lines on the map define four regions. In each game there is 1 active region per player. In matches with 2 or 3 players, choose these regions. They must necessarily have the continuous coastline. Ignore the territories of the regions not chosen during the game.
  - 7 - Establish the order of the shift according to the person who most recently ate a dish influenced by indigenous cuisine. In case of a tie, draw. Repeat the same order in both columns.
- In the first games, do not use the Civilization Cards. If you are confident with the game, draw X Civilization Cards, X being the number of people playing one more. In the reverse order of the turn, choose one of these cards. Keep what's left. More details in the Glossary..
- 8 - Each player, in the turn order, must place a cube in an empty territory. Repeat the procedure in the reverse order. These cubes represent Villages.



## Ages and Territories

The match is divided into 3 Ages. On the Pindorama map, the 2nd Age begins on Turn 9 (1549 Cerco do Igarassu) and 3rd in the Turn 24 (1725-44 Resistência do Guaicuru).



Each Age determines the number of Villages (and Quilombos) that can occupy the same Territory. Villages and Quilombos can never be placed in Territories with white pieces (Cities and Towns, the white cubes). Territories are defined by black and red lines. Rivers do not divide territories.

On the map of America, there are Snow territories (white) that only allow one piece during the entire game and Mountains territories (brown) that allow a maximum of two pieces.

## Flow of Play

The match is divided into Turns. In each Turn, each player will take an action according to the order defined in the left column. The right column is the order of the future Turn.

1	1
2	2
3	3
4	4

The action possibilities in each Turn vary, but it is always mandatory to perform one action. There are 3 basic types of Turn (Indigenous, White and Black), a mixed type (Instability) and two turns of building cities.

Special Turn: each person places a City Tile face up on the Board. This Tile cannot be adjacent to another City already placed. During the 1st placement the tile has to be placed on the ATLANTIC coast (in the right). In 2nd placement there is no such limitation. If there is a Village in the chosen location, whoever is controlling it must choose an adjacent free Territory to move it. If all adjacent places are occupied, look for a nearest free space.



### Indigenous Turnt (green)

Action options: Growth; Indigenous Migration and Indigenous Rituals.

**Growth:** place a Village in the Territory that already has its own Village or adjacent to a Territory with its Village. If you have no Village on the

board, place one in any Territory.<sup>1</sup>

**Indigenous Migration:** Move up to 3 of your Villages. Each can move up to 3 Territories away, passing through any Territory type. Do each move at a time. The same Village cannot be moved twice in the same turn.<sup>1</sup>

**Indigenous Rituals:** there are two possible effects, do one or both. 1 - Choose a Ritual Card that does not have a cube of your own and place a cube of your stock on it. Earn Culture Points as it determines (see more in Glossary). 2 - Choose a new position in the Future Turn Order (right column).

### White Shift (white)

Action options: Settlement, European Migration and Conversion. Each action must be preceded by the turning of a City tile that is facing up. The effects of the action will take place with this City as a reference.

When the last city is turned down, perform the action normally and then turn up all the City pieces. Settlement and European Migration will refer to the City's Area of Influence and the Force of Action. The City's Area of Influence is defined by the territories adjacent to the City plus the territories connected to the City by Towns up to a maximum distance of 3. The Action Force is equal to the number on the Turn.

**Settlement:** Choose a Territory in the Area of Influence to remove (if any) all the Villages and Quilombos that are there and place a Settlement. The Territory must have the number of Villages and Quilombos equal to or less than the Force of Action. This action can only be chosen if it is possible to occupy a Territory.

**European Migration:** Migrants are bringing new diseases. You MUST remove 1 Village or Quilombo for every 1 Force of Action. They must be in Territories within the Area of Influence. You cannot

remove more than one from the same Territory, nor remove the last one from the Territory. This action can only be chosen if you are able to effect all kills.

**Conversion:** Lose a Culture Point. If you have no Culture Points, ignore this effect. You can choose a new position in the Future Turn Order (right column)

### Black Shift (yellow)

Action options: Urban Revolt; Quilombo and Black Migration.

**Urban Uprising:** Turn a City that faces upwards.

**Quilombo:** there are two possible effects, make one or both. 1 - Place a Quilombo from the reserve in a Territory that does not have white pieces, but is adjacent to a white piece.<sup>1</sup> 2 - Choose a new position in the Future Turn Order (right column).

**Black Migration:** move a Quilombo to an adjacent Territory. You cannot move a Quilombo placed or already moved this turn.<sup>1</sup>



**Instability:** you can choose any of the actions related to indigenous, white and black turns. There is always a number that must be applied to White actions.

After any Turn that has the cubes moving in the Future Turn Order, rearrange the Present Turn Order (from the left) according to the right column. This will be the order of play for the next turn. Always advance the Turn Marker to the next square.

## Scores and Final

After the Abolition of Slavery (1888) earn 1 Culture Point for each Territory that has one of yours Village and one Quilombo.

After the last turn, 1 Culture Point is earned for each Village on the map. Whoever has more Culture Points wins. In case of a tie, whoever is ahead in the Turn Order wins.

<sup>1</sup> Remember that the limit of pieces per Territory imposed by the Age and that Villages and Quilombos cannot be placed in Territories with white pieces (Towns and Cities).

# Glossary

## Rituals

**Water:** Earn 2 Culture Points per Territory that has your own Villages and Quilombos.

**Sky:** Earn 1 Culture Point per Territory that has its own Villages and that are adjacent to Quilombos.

**Stars:** Earn 1 Culture Point per Isolated Territory or grouping of adjacent Territories that have your own Villages.

**Forest:** Earn 1 Culture Point per Forest Territory (green) that has your own Villages.

**Fire:** Consider only the largest agglomeration of Territories with your Villages. Earn 1 Culture Point per Territory in this agglomeration.

**War:** Earn 1 Culture Point per Territory that has its own Villages and that are adjacent to Villages.

**Moon:** Earn 2 Culture Points per Territory that has at least 2 of your Villages.

**Sea:** Earn 1 Culture Points per Territory that has your own Villages and that are adjacent to the sea.

**Fear:** Earn 2 Culture Points per Territory that has your own Villages and that are adjacent to Cities.

**Rivers:** Earn 2 Culture Points per Territory that has your own Villages and a River.

**Sun:** Earn 3 Culture Points per Territory that has 3 Villages of your own.

**Land:** Earn 1 Culture Point per Field Territory (yellow) that has your own Villages.

In all cases, other people's Villages do not interfere with your Ritual. Each Territory will only be counted once per Ritual action, regardless of how many Villages you have in it.

## Civilizations

**Apache:** Place 4 of your Villages on this Card. During a Growth action, you can remove one of these Villages and place it in a territory with a settlement adjacent to your own Village. Remove this settlement from the board and earn 1 Culture Point.

**Aruak:** During the action of Indigenous Rituals consider that the Quilombos are also your Villages for scoring purposes.

**Aztecs:** During the preparation, when placing your 1st Village, place two more Villages in this same Territory. As long as there are 3 cubes in this

Territory, you cannot place a City piece in this Territory or in adjacent ones. Earn 2 Culture Points.

**Cherokee:** You can place a Village in Territories with Towns and Cities during any stage of the game (maximum 1 per Territory). These Villages can still be the target of disease during European Migration. At the end of the game, you earn 1 Culture Points per Territory that has your Village and a white piece;

**Inca:** Place 4 of your Villages on this Card. During a White Turn, you can spend your action to move one of these Villages to your stock, turn a City that is facing upwards and earn 1 Culture Point.

**Inuit:** At the end of the match, your Villages will give you one more Culture Point.

**Karib:** During preparation, after all the initial 2 Villages have already been placed, choose 3 empty territories to place a Village.

**Macro-Jê:** During the entire game you will occupy 1st place in the turn. There is nothing to change this. Earn 3 Culture Points.

**Maia:** If you are the first to do an Indigenous Ritual, you earn 3 more Culture Points.

**Mapuche:** Your Villages are immune to the effects of European Migration diseases.

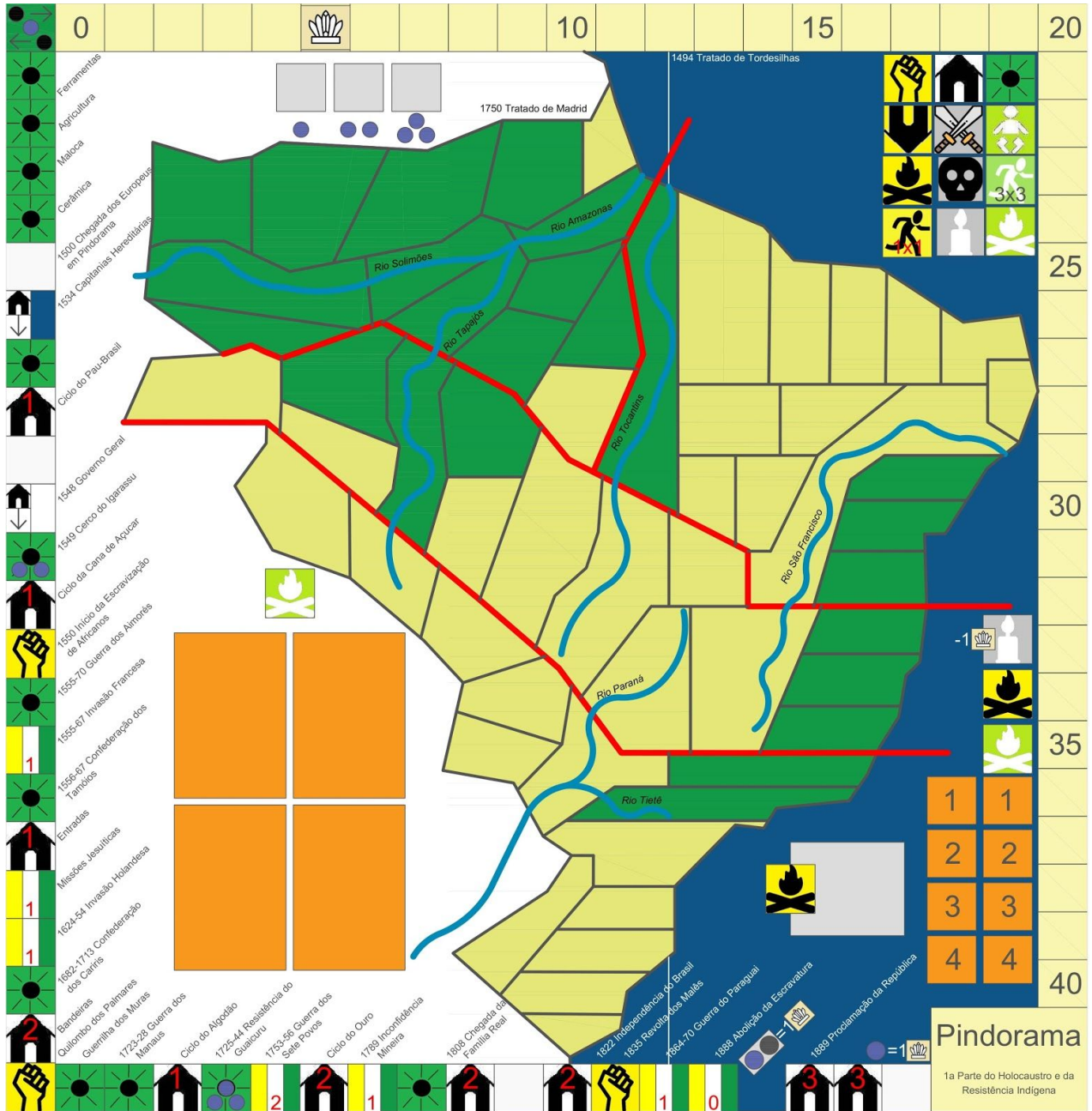
**Sioux:** During the Indigenous Migration action, you can move up to 5 Villages, each up to 5 Territories away.

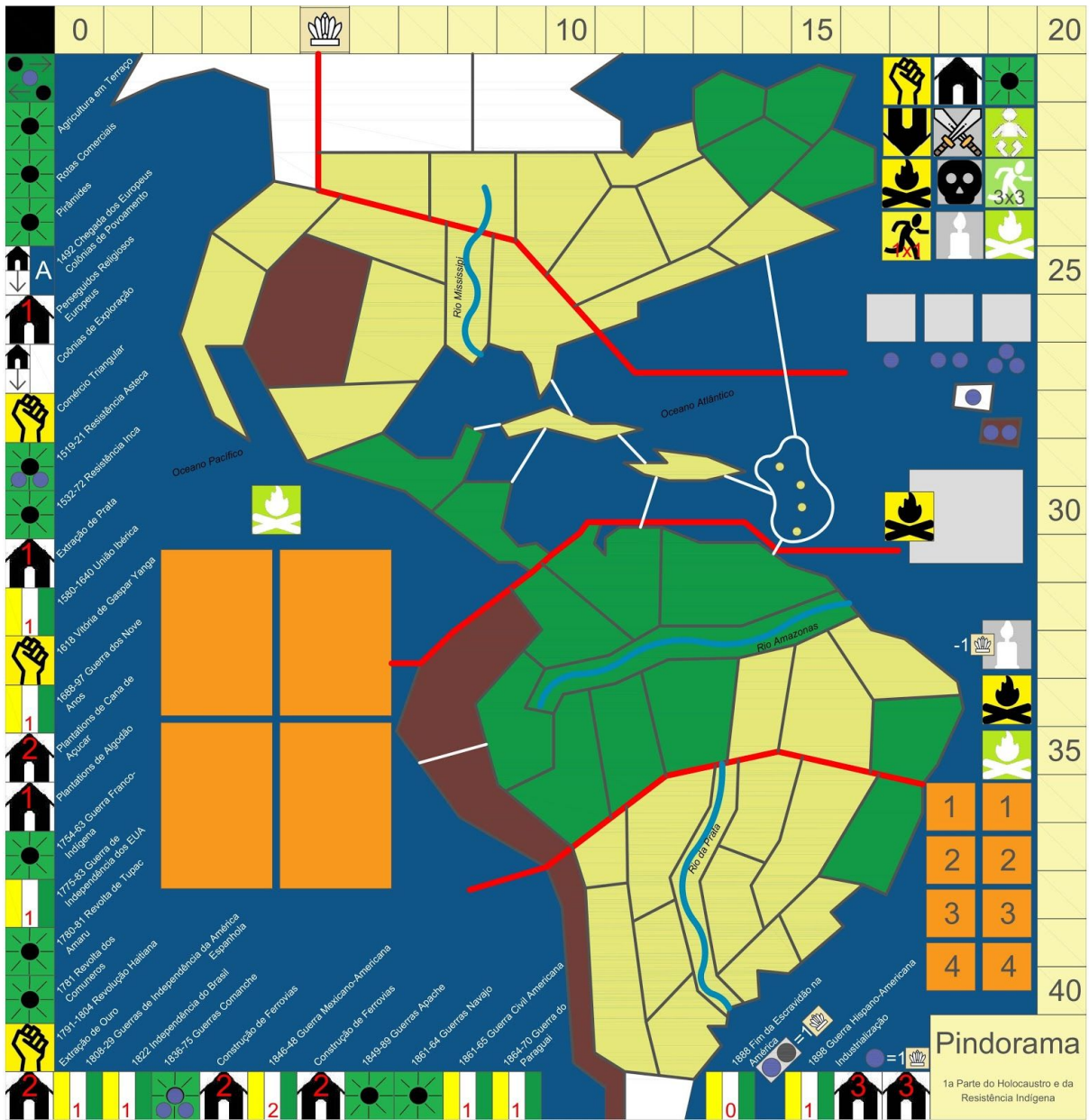
**Tupi-Guarani:** Before choosing the Characteristics, draw a Ritual Card and leave it next to Spirituality. You can do this Ritual, in addition to the normal four.

On the Pindorama map, if you want a thematic match, play with Aruak, Karib, Macro-Jê and Tupi-Guarani.



# Mapas





**Pindorama**  
1ª Parte do Holocausto e da Resistência Indígena