

Important

The design of this rulebook is **IN PROGRESS**.
Components pictured do not always reflect the Deluxe upgrades!



Pachamama (Mother Earth) guides the Quechua people in their search for fertile lands. This Andean goddess brings prosperity to the families of those who profoundly worship her, and Pachamama paints the landscape with the fruits of their numerous crops.

Lead your people to uncharted territories in search of new lands to farm. You seek to explore these regions, to trace their contours, and to develop agriculture there according to the customs and legends of Pachamama. If you honor her by respecting her core principles of diversity and separation, Nature will reward you. If not, you will suffer her ire. Deduction and a good sense of “timing” should help you succeed...

Overview

Your people arrive in a valley in which humankind has not yet left a single footprint. Explore its regions and try to divine what Pachamama wishes you to plant in each location.

The Pachamama wheel specifies the secret setup of the Terrain tiles, determined by the Scenario disc inserted into it before playing. During the game, it indicates the terrain of the spaces the Quechuas discover, according to the precise location of the space.

You must **deduce** which types of crops your Quechuas should plant to respect the will of Pachamama. It will be crucial to respect:

- ☞ a certain size for regions
- ☞ a principle of diversity: a region can never contain two identical crops

Pachamama forbids any transgression of these two fundamental rules. **For each space on the board, there is only one correct choice!**

Honor Pachamama’s desire for variety by planting crops on the Terrain spaces you discover, and by progressing your diversity stones, all while maintaining equilibrium, lockstep with nature.

CONTENTS

62 Terrain tiles (1 side with an arrow / 1 side without)



15 Valley tiles

17 Desert tiles

15 Forest tiles

15 Mountain tiles

57 Crop tiles



10 Quinoa tiles

10 Corn tiles

12 Chili tiles

12 Coca Leaf tiles

13 Sweet Potato tiles

20 Offering pawns



4 Quinoa pawns

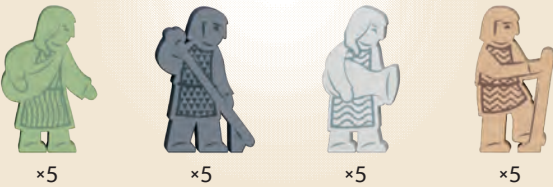
4 Corn pawns

4 Chili pawns

4 Coca Leaf pawns

4 Sweet Potato pawns

20 Quechua pawns



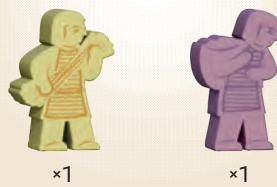
×5

×5

×5

×5

2 Otoma pawns (solo mode)



×1

×1

16 Diversity Stone pawns



×4

×4

×4

×4

4 Score Marker pawns



×1

×1

×1

×1

1 Rulebook

You hold it in hand!

20 Scenario discs



1 Diversity board



4 screens



1 gameboard



1 Pachamama wheel + 1 plastic axle



SETUP

Place the gameboard in the middle of the table, and the Diversity board next to it.


1 Each player: Choose a color and collect the following as a personal supply:

a Your Quechua pawns:

☞ 2-player game: 5 pawns.

☞ 3-player game: 4 pawns.

☞ 4-player game: 3 pawns.

b Your score marker, which starts on space  of the score track.

c Your 4 Diversity Stone pawns, which go on the Diversity board, each at the bottom of the column matching its terrain type.

2 On the gameboard, in the general supply:

a For each type of Offering pawn, include 1 per player.

2-player example: 2 each of Quinoa, Corn, Peppers, Coca Leaves, and Sweet Potatoes (10 pawns total).

b Stack the Crop tiles by type.

3 Close the two windows of the Pachamama wheel

ATTENTION!

From this point through the end of setup, **no one is allowed to see the front** of the Scenario disc; only the back.



Front

Back

4 Set up the scenario:

a Choose a Scenario disc according to its duration (tiny [25 squares] or long [45 squares]).

b Form a supply of Terrain tiles containing **exactly** the number and kind of tiles specified on the back of the Scenario disc. Stack these Terrain tiles by type on the Diversity board, as part of the general supply.

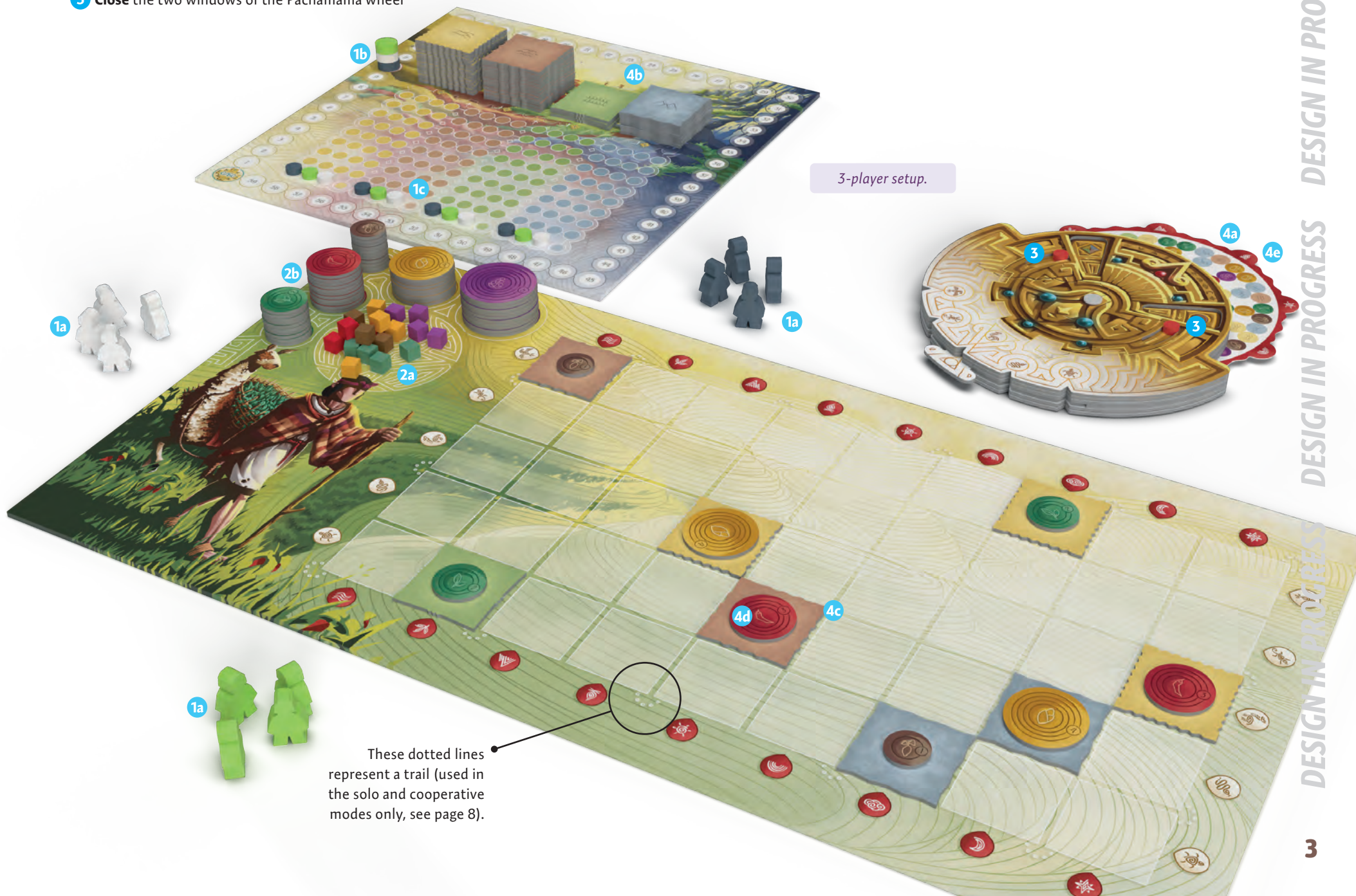
c Take the “starting” Terrain tiles (taken from the stacks you just made) and place them on the gameboard as indicated by the back of the Scenario disc.

d On each “starting” Terrain tile, place a Crop tile of the type indicated on the back of the Scenario disc for that location.

e Insert the Scenario disc into the Pachamama wheel (red edge side face up) then fix the central axis.

☞ Randomly select a first player.

☞ Return everything else to the box; you will not be using it during this game.



3-player setup.

These dotted lines represent a trail (used in the solo and cooperative modes only, see page 8).

PLAYING THE GAME


During the game, you will take turns in clockwise order. On your turn, you must **Explore** or **Divine**.

Explore

An Explore action always begins with a **Movement** phase, and may then lead to a **Discovery** phase.

MOVEMENT

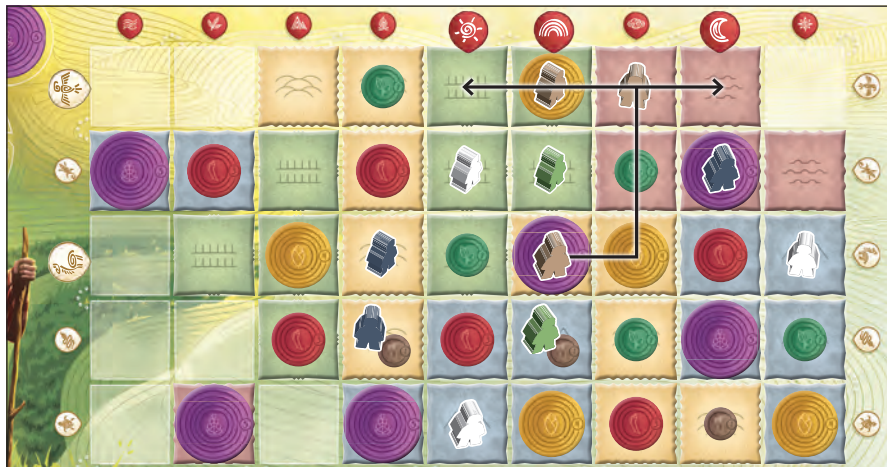
This phase consists of moving **one** of your Quechua pawns on the gameboard. The movement is never limited to a certain number of spaces.







Your Quechua pawn can only move **orthogonally**  and, if the pawn reaches a space with **a Crop tile and/or one of your other Quechua pawns**, it **can** change directions and continue moving, and it can do this as many times as you wish.

Your Quechua pawn **cannot** enter or traverse a space that has an opponent's Quechua pawn in it.

If your Quechua pawn ever enters a space **with neither a Crop tile nor a Quechua pawn of your color** (i.e. an empty space, or one with only a Terrain tile), it must end its movement there.

In any case, **at the end of the movement**, there can only be **one Quechua pawn per space**; and your Quechua pawn cannot end in the same space from which it started.






The brown Quechua pawn in   is in a tight spot, with seemingly no access to an empty space (see Divine, page 5); however, there is a single passage to the right and up that will permit access to either space   or space   (because brown can traverse spaces with brown pawns).











You can choose whether you move a Quechua pawn already on the board, or take one from your personal supply to put into play (assuming you have any remaining).

If you bring a new one into play, the Quechua pawn begins its movement on any space on the edge of the gameboard, as long as that space has no one else's Quechua pawn in it. The previous rules apply.

REMINDER

-  If the space is empty or has only a Terrain tile, the Quechua pawn **must stop**.
-  If the space has a Crop tile, the Quechua pawn **can continue** its movement.
-  If the space has a Quechua pawn of the same color, the new pawn **must continue** its movement.





















In this example, seven spaces are unreachable  for a Quechua pawn coming into play from a personal supply. All edge spaces of the (tiny) board are accessible . Space   is accessible by passing through  , whose lone Crop tile permits the pawn to continue its movement. Space   is accessible by entering via space  , which also contains only a Crop tile. Note that in this example, there are no other Quechua pawns in play.

REMINDER

Your Quechua pawn can neither stop in nor pass through a space occupied by an opponent's Quechua pawn. On the other hand, it can pass through a space occupied by a Quechua pawn of the same color; however, it cannot stop there.



This example uses the same setup as the previous example, but this time with Quechua pawns already in play, and this changes everything! It's Blue's turn. Space   has become inaccessible, because a green Quechua pawn in   blocks the path across the Crop tile.   is also blocked by a green Quechua pawn. Blue could bring a Quechua pawn into play via space  , and traverse   (which has a blue Quechua pawn in it) to finish its movement in either  ,  , or  . Also note that Blue could have moved the Quechua pawn already in  , rather than bringing a new one into play.

Finally, instead of moving one of your Quechua pawns, you can **retrieve one of your Quechua pawns from the board into your personal supply, no matter where it is**.

NOTE

Retrieving one of your Quechua pawns counts as your Explore action, and sometimes it's the only option available!

OR

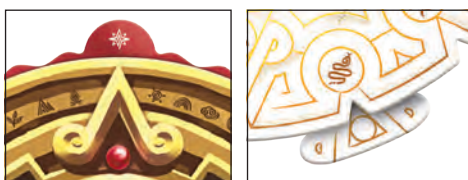
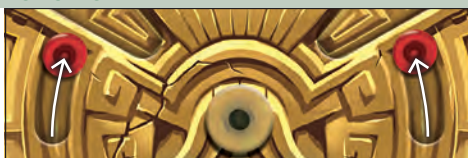
Divine

DISCOVERY

If the Quechua pawn stops on an empty space, it reveals a Terrain tile there.

STEPS TO FOLLOW

1. Take the Pachamama wheel, and make sure that both windows are closed.
2. On the wheel, align the natural element on a red background and the animal on a beige background (coordinates) of the Quechua pawn's final space on the board.



VERY IMPORTANT!

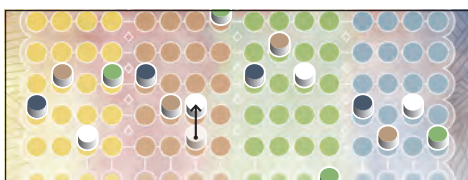
3. Be careful not to confuse the **Discovery** window with the **Divination** window!



Open the Discovery window to see which Terrain tile should go at those coordinates, announce it to the other players, then close the window.




4. Take the corresponding type of Terrain tile from the general supply, and place it beneath the Quechua pawn you just moved.
5. Advance your diversity stone in the matching terrain type (on the Diversity board) one level; however, it never moves beyond the final level.




6. Finally, you score:
 - ☉ If you **were able** to advance your pawn, score **1** for each of your diversity stones at this level, including the one you just advanced.
 - ☉ If you **were unable** to advance your pawn because it's stuck at the final level, score **1**.













Offer

After (and only after) completing your Explore or Divine action (successfully), you may make an Offering to Pachamama to earn .

Choose Offering cubes you have, and offer them to Pachamama by returning them to the general supply.

The number of  you earn depends purely on the **number** of Offering cubes you offer (regardless of their types):

-  1 Offering cube = 0 
-  2 Offering cubes = 1 
-  3 Offering cubes = 3 
-  4 Offering cubes = 6 
-  5 Offering cubes = 10 

REMEMBER

At no time can you have more than one Offering cube of a single type! Thus the Offering cubes you offer will **always** be different!



Divination consists of deducing (see Comprehending Pachamama, page 6) which crops should be planted on one or more previously discovered Terrain tiles.


NOTE

A Crop tile always goes on a Terrain tile; never on an empty space!

When you choose to perform the Divine action, each of your Quechua pawns on an empty Terrain tile can divine, in any order you wish.

STEPS TO FOLLOW

1. Another player takes the Pachamama wheel from you.
2. Choose and point at one of your Quechua pawns, then **announce the type of Crop tile you think Pachamama has decided should be grown** in the Quechua pawn's space.
3. The player with the Pachamama wheel aligns the coordinates (a natural element on a red background and an animal on a beige background) of the Quechua pawn's space, opens the Divination window, and announces the answer (the type of Crop tile).
4. No matter the result, take the correct Crop tile from the general supply and place it beneath your Quechua pawn.
5. **If your divination was correct:**



- ☉ You **gain** a number of  equal to the level of the Crop tile placed (see table «Crop Values» right).
- ☉ You receive an Offering cube matching the crop placed, unless you already have one of this type. **Each player can only have one of each type of Offering cube at a time.**
- ☉ If you wish and are able, you can perform a new divination with another of your Quechua pawns.

CROP VALUES

	Sweet Potatoes.....level 1
	Coca Leaves.....level 2
	Peppers.....level 3
	Corn.....level 4
	Quinoa.....level 5

NOTE

In a single Divine action, all of your Quechua pawns on Terrain tiles without Crop tiles potentially could perform divinations.

If your divination was incorrect: You **lose** a number of  equal to the level of the Crop tile placed. Your  cannot go below zero.

IMPORTANT

An incorrect divination **immediately** ends the Divine action in progress: You cannot perform another divination this turn, and you do not receive the Offering cube!

COMPREHENDING PACHAMAMA

*For the good of humankind, Pachamama imposes her will upon them.
To divine correctly, it is important to understand the rules that allow you to accommodate her desires.*
There are two unbreakable rules: the rule of **diversity** and the rule of **separation**.

THE RULE OF DIVERSITY

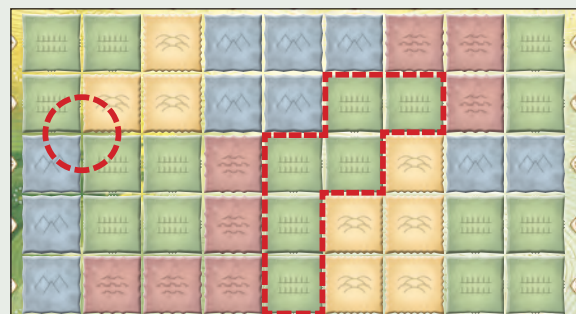
Terrain tiles are grouped into regions. A region is a group of **1 – 5 Terrain tiles of the same type, orthogonally adjacent** to each other.



Regions of the same size (number of spaces in them) can have different shapes.



4-space regions could be any of these shapes.

Furthermore, two regions of the same Terrain type are never adjacent to one another, **not even diagonally**.



*Here are two configurations you will **never** encounter!
The circle  indicates two Forest regions that are touching on a corner; this is impossible! The border  highlights two Forest regions touching orthogonally, which effectively forms a 6-space region; this is impossible because regions are always 1 – 5 spaces, never 6!*

Each region must contain a series of Crop tiles that are all different from each other. These series must also always start with a level-1 Crop tile. So, a 1-space region will always contain a level-1 Crop tile; a 2-space region will always contain a level-1 Crop tile and a level-2 Crop tile; and so on. Therefore, level-5 Crop tiles will only appear in 5-space regions.

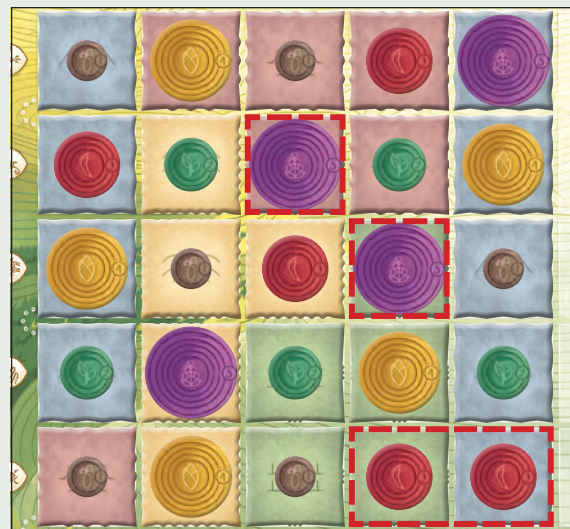
Regions of the same size may have different shapes, but they will always contain the same Crop tiles, although these could be arranged in different ways.





A 4-space region might be this shape. No matter which type of terrain it comprises, it will always contain a level-1 crop, a level-2 crop, a level-3 crop, and a level-4 crop (never a level-5 crop!), but they will not necessarily be arranged the same way, because they must respect the two rules of Pachamama...

THE RULE OF SEPARATION

Two identical crops (i.e. of the same level) can never be adjacent to one another, neither orthogonally nor diagonally.




*Here are two configurations that you will **never** see!
The two squares  in the middle indicate two Quinoa crops (level 5) that are diagonally adjacent; this is impossible! The rectangle  in the lower-right corner indicates two Peppers crops (level 3) that are orthogonally adjacent; this is impossible!*

END OF THE GAME


The end of the game is triggered when you place **the final Terrain tile** (not the final Crop tile!) on the gameboard. Finish your turn as usual.

Then, starting with you, and going clockwise, each player **may** perform a divination with **one** of their Quechua pawns. Keep going around the table until everyone has performed all of the divinations they can and wish to.

These endgame divinations earn  and Offering pawns just like divinations during the game.

If you cannot or do not want to perform a divination, you must pass. Once you pass, you stop playing; if you still have Quechua pawns on Terrain tiles that have no Crop tiles, those Crop tiles will not be revealed. Once everyone has passed, the game ends.

IMPORTANT

If you make an incorrect divination, you **lose** the  equal to the level of the Crop that goes in that space, and **then** you **must** pass (just like during the game).

After everyone has passed (whether they wanted to or not), **everyone** may make one final offering to Pachamama.

The player with the highest score wins.

If it's a tie, the tied player who has moved the most total spaces on all region tracks wins. If still tied, the tied players share the victory.

EXAMPLE OF A COMPLETE ROUND OF PLAY

IT'S BROWN'S TURN. They choose to divine, and start with the Quechua pawn in , guessing a level-5 crop.



After checking, it appears that Brown was wrong; Pachamama wants a level-4 crop there. So Brown loses 4 . Nonetheless, a level-4 Crop tile goes beneath the Quechua pawn, and Brown's turn ends immediately.



This wasn't exactly well played by Brown! It would have been better to start the divination with the Quechua pawn in for which the answer was obvious, with no risk of error. Why? Because it is certain that the crop in is level 1, because its region is only a single space! This means that no other level-1 crop can be adjacent to is occupied, so the only remaining space, , in that Valley region must be level 1. Brown has learned the hard way to announce what is certain first!

IT'S WHITE'S TURN. She chooses to explore by bringing her third Quechua pawn into play from her personal supply, entering at . Because the space is empty, the Quechua pawn must immediately stop there.

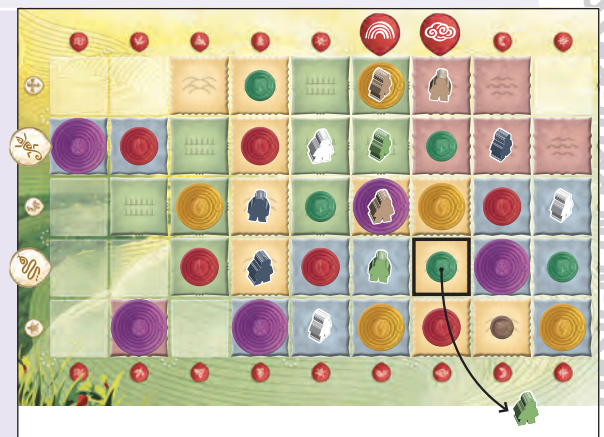


She reveals the Terrain tile for this space: Mountain.

Then she advances her diversity stone one space along the gray track, which scores her 2 , because she has two at this level.



IT'S GREEN'S TURN. He wants to wait until he has three Quechua pawns in position to divine before divining. His Quechua pawns in and are already well placed for this intent. Only the one at is not; so, he wants to move it, but it cannot reach a cropless Terrain tile because it's completely penned in with crops by opposing Quechua pawns. Thus, Green decides to retrieve the Quechua pawn from so he can place it better later.



Finally, Green decides to make an offering to Pachamama. He surrenders four Offering pawns (which must all be different!) to receive 6 .

IT'S BLUE'S TURN. At the beginning of their turn, they already have four Offering pawns: levels 1, 2, 3, and 4, as it turns out.



They choose to divine, starting with their Quechua pawn in , guessing a level-5 crop. Nailed it! A level-5 Crop tile goes under the Quechua pawn, and Blue receives 5 and a purple Offering pawn (allowed, because they didn't already have one of those).

NOTE

The number of Terrain tiles remaining in the general supply can provide clues...

There are 3 Mountain Terrain tiles left. They all must go near , because the level-5 Crop tile in the Mountains there requires them. Following this logic, the 4 Valley Terrain tiles must go around .

That leaves only the Forest Terrain tile which will find its place at .

So, you can see that, even when the game is not coming to an end, there may be a lot of information you can deduce, and that's without even considering the Crop tiles!

Blue could continue divining (because they're completely sure of it!), but wants to wait so they can collect the Offering pawn.

Of course, Blue opts to make an Offering to Pachamama of their 5 [different!] Offering pawns, earning 10 .



* In the Desert region with two blue Quechua pawns, two Crop pawns are missing: level 4 and level 5. It's easy to deduce which one goes where: The level-4 Crop tile in is adjacent to the blue Quechua pawn in , thus the Crop tile under this pawn **cannot** be level 4! Therefore, the only possible solution is for the level-4 Crop tile to be in ; and the level-5, in !

SOLO MODE

The nomadic [fictitious] Otoma people are also roaming these unknown territories in search of new lands to cultivate. Their extreme mobility is their greatest asset. You will need tenacity to gain the upper hand over these natural-born explorers.

Setup

Set everything up for a 2-player game, with the following modifications:

- ☞ The Otoma people are composed from one Quechua pawn from each color (except the one you chose), plus the purple Otoma pawn and the yellow Otoma pawn. For simplicity, all of these will be henceforth called “**Otoma pawns**”.
- ☞ Use a set of one color of diversity stones and score marker for the Otoma people.
- ☞ The Otoma people never make offerings to Pachamama, so use only one set of Offering pawns (for you to use).
- ☞ Sort the Terrain tiles by type, then shuffle them, and finally, stack them (**arrow side down**).
- ☞ Place the five Otoma meeples according to the setup on the back of the Scenario disc. The Otoma people then earn:
 - ☉ A number of 🌱 equal to the level of the Crop tile on which each meeple was placed.
 - ☉ 1 step of progress **and** 🌱 for their diversity stones having been moved, according to the Terrain tiles on which each meeple was placed. Resolve the diversity stones left to right and top to bottom.

Playing the Game

Gameplay is identical to a multiplayer competitive game, except as explained below.

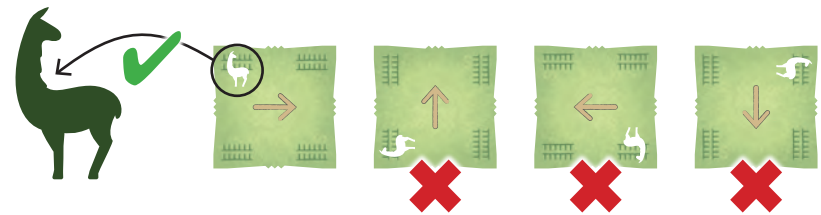
You will simply take turn after turn (Explore **or** Divine action); however, you will eventually be interrupted by the Otoma people **after you explore**, but **never** after you divine. Thus, you can divine and then explore immediately thereafter without interruption.

MOVEMENT: BASIC RULES

You cannot retrieve Quechua pawns to your personal supply. Once you have placed a Quechua pawn on the board, it must remain on the board for the rest of the game.

The arrows on the Terrain tiles do not affect Quechua pawn movement.

When you discover a Terrain tile (see Discover, page 5), reveal one so its arrow is visible, placing it so the llama on the tile is oriented the same way as the llama on the gameboard, then move it to its destination space without rotating it.



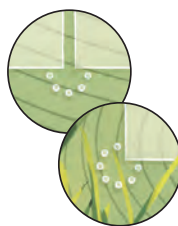
The arrows come in six different colors, corresponding to the colors of the Quechua and Otoma pawns...

- ☞ When a Quechua pawn ends its movement on a Terrain tile (whether it was already there, or freshly placed under the Quechua pawn) **without a Crop tile**, the color of the arrow indicates the color of the Otoma pawn which must immediately be moved in the direction of the arrow (see Movement: Rules of the Otoma People below). In the example above, because a Terrain tile with an upward yellow arrow has been revealed under the Quechua pawn, the yellow Otoma pawn must move upward.
- ☞ When a Quechua pawn ends its movement on a Terrain tile (whether it was already there, or freshly placed under the Quechua pawn) **without Crop tile** and bearing **an arrow in the color of its own color**, it receives **one** of the following two bonuses:
 - ☉ **Easy version:** Nothing happens; continue with your next action.
 - ☉ **Hard version:** Your turn ends, and then you move the Otoma pawn **of your choice** (see Movement: Rules of the Otoma People below) in the direction indicated by the arrow on the Terrain tile under the Quechua pawn you just moved.

MOVEMENT: RULES OF THE OTOMA PEOPLE

Otoma pawns move along Terrain tiles, **no matter what is on them** (nothing, a Quechua pawn, an Otoma pawn, a Crop tile), always in a straight line, without changing direction, except when they must use a trail.

Trails are drawn on all four edges of the gameboard. Only the Otoma people can use these. When an Otoma pawn must leave the play area, it follows the trail to the space at the other end of the trail. And the Otoma pawn does not stop there; it continues to move (at the four corners of the game board, the trails allow the Otoma pawns to leave a column to enter a row, and vice versa). It's entirely possible for an Otoma pawn to follow several trails in a single movement.



An Otoma pawn stops moving when it lands **on an empty** space on the gameboard. Then follow these two steps:

1. By using the Pachamama wheel, the Otoma pawn automatically (and always correctly) discovers the **Terrain and Crop tiles** in its space, and their diversity stone advances accordingly, resulting in the Otoma gaining 🌾.
Attention: When an Otoma pawn reveals a Terrain tile, ignore the arrow.
2. The Otoma people gain a number of 🌾 equal to the level of the Crop tile placed, but never receive Offering pawns.

The Otoma people's turn ends. Your next turn starts.

DIVINATION

When you divine, you **must** do so with **all** of your Quechua pawns on cropless Terrain tiles. If you make a mistake, you lose a number of 🌾 equal to the level of the Crop tile placed (as usual), **but you must continue your divinations**, risking further mistakes! Once all of your divinations are complete, you can make an offering, **even if you made mistakes**.

End of the Game

There is not a final Divination after all of the Terrain tiles are on the board.

You win if you have more 🌾 than the Otoma people.


If it's a tie, the Otoma people win.

COOPERATIVE MODE

*Faced with the extraordinary exploration capabilities of the Otoma people, you must all join forces if you are to have any hope of sufficiently expanding your cultures.
But the Otoma people benefit from every little move you make, as you try to jointly gain the upper hand.
Each time one of you moves a Quechua meeple, you could be shutting down your own access to new land, to which the Otoma people have rushed first.*

Setup

Set everything up the same as for a competitive game (see page 3), with the following modifications:

- To track your **diversity** levels and **victory points**, everyone shares a single color of pawns.
- Lay out two sets of **Diversity tokens** on the gameboard. 
- Refer to the table below to see how many **Quechua meeples** each player/pair gets. Each player/pair gets meeples of a single color that is different from the other players/pairs.

	Easy mode	Normal mode	Expert mode
2-player game	4 per player		3 per player
3-player game	3 per player		2 per player
4-player game	4 per pair		3 per pair

For a 4-player game, form 2 pairs (teams) of 2 players each. Both players of a pair play using the same color of meeples. Even so, all 4 players (both teams) will win or lose together as a group. During the game, the meeple colors must alternate.

- Each player gets a screen.

NOTE

The screens serve to push you to communicate.

- Deal out the Terrain tiles that you previously placed on the Diversity board to everyone in as equal a manner as possible (if one player gets fewer tiles of one type, they will receive more of another to compensate); everyone should end up with about the same number of tiles.

Sort your Terrain tiles by type, then shuffle the piles before placing them behind your screen, Arrow side up. Make sure the top tile is always oriented correctly (see page 8).

Only the orientation of the arrows on top of your stacks should be visible; you are not allowed to look at the tiles beneath them.

L'OTOMA

Set up the Otoma the same as in a solo game (see page 8).

Refer to the table below to see how many Otoma meeples must be placed in play (use the meeples of an unused color), depending on the mode you are playing (the player count does not matter for this).

Easy mode	Normal mode	Expert mode
4 Otoma meeples	5 Otoma meeples	

Playing the Game

A round of cooperative play is identical to a round of competitive play, with the exceptions explained below.

Take turns (Exploring **or** Divining) as usual. **After you Explore** (but **never** after you Divine), you may be interrupted by the Otoma people.

A ROUND OF PLAY

On your turn, you **must** spend a Terrain tile from your hand and place it at the top of the matching column on the Diversity board.

NOTE

You cannot swap Terrain tiles with each other, and you cannot swap them with the Diversity board.

You **must** then take an action: **Explore** or **Divine**. The orientation of the arrow on the tile only matters if you are Exploring (see Exploring below).

EXPLORING

Moving

All of the usual movement rules (see page 4) still apply, with the following exceptions:

Choose one of your Quechua meeples, and start by moving it **1 space in the direction of the arrow on the Terrain tile** you just placed on the Diversity board. After that first step, the meeple can optionally continue to move as usual.

During its move, the Quechua meeple cannot pass through the same space twice, and cannot stop on a Crop tile already in play.

You cannot retrieve Quechua meeples to your personal supply. Once you have placed a Quechua meeple on the board, it must remain on the board for the rest of the game.

Discovery

The Discovery phase proceeds as in competitive mode (see page 5), with the following exceptions:

If the Discovery board does not have any of the type of Terrain tile you wish to play, everyone must agree which player will supply the tile from the top of one of their stacks. Place the Terrain tile directly on the gameboard, under the Quechua meeple that just made the discovery.

In any case, advance the Diversity pawns accordingly on the Diversity board, and score points for your terrain diversity so far (see page 5).

Reaction of the Otoma People

Once you have finished exploring, check whether there are any Otoma meeples in the same column and in the same row where your Quechua meeple ended its move. If so, each of those Otoma pawns must be moved; if not, no Otoma meeples move.

Each Otoma meeple that must move does so according to its proximity to the Quechua meeple you just moved, and the Otoma **moves away** from the Quechua that just moved: The closest moves first, and the furthest moves last. If several are equidistant, everyone agrees on the order in which the tied meeples should move.

The Otoma meeples move just as in solo mode (see page 9).

When an Otoma meeple divines, they gain an Offering token according to the basic rules.

Once all Otoma meeples from the destination row and column have moved, the next player starts their turn.

DIVINING



Perform divinations just as in competitive mode, except that everyone shares their Offering tokens. Regardless of the player count, you can have only one Offering token of each type at the same time.

OFFERING

At the end of your turn, you can make an Offering and score points accordingly.

Each time you make an Offering, the Otoma people also make an Offering spending all their Offering pawns, if they have at least 1.

End of the Game

The game comes to an end if no one has any more Terrain tiles behind their screen. The group and the Otoma people may each make one final Offering. The Otoma people score 1  for each space on the gameboard with no Terrain tile on it. The group wins if you have more  than the Otoma people. If it's a tie, the Otoma people win.

Design in progress, we said! ;-)



OLIVIER *“Thank you, from the bottom of my heart, to my sister Isabelle, who inspired me with the mechanical concept of this game, and thank you to the people of Latin America, who inspired the theme during a long journey through this incredible continent, rich with History and mysteries. Thank you to the SNCF for enabling me to combine the two while dreaming about this game during a “little” nap on the train ride back from the Cannes International Games Festival. Thank you to the official playtesters of Mardis Ludiques (at the Outpost in Brussels, Belgium) and even more particularly to Al, Fnor, and Eric for the numerous playtests, and to Val for assiduous, continuous, and unwavering support.”*

SIT DOWN! thanks the anonymous playtesters and everyone who supported the crowdfunding campaign on Kickstarter!

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