



Chichén Itzá

Addendum

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TASK CARDS

The task cards each represent a condition that you must meet by the end of a specific round in order to receive points for the task at the end of the game. If you have fulfilled a task at the correct time, you place 1 warrior from your reserve or the game board onto the corresponding task card.

Depending on the symbol on the task card, you must fulfill it at the following time:



Sun: End of the 2nd round



Moon: End of the 5th round



Sun + Moon: End of the 4th round



Moon + Star: End of the 6th round

The conditions of the task cards are explained below:



3

01: 2 Snakes defeated.*



3

02: Both diplomacy tokens are turned to war.



3

03: A terrain tile with a camp under your own control.



3

04: A terrain tile with a village under your own control.



3

05: A terrain tile with a temple under your own control.



3

06: Possess the white gem.

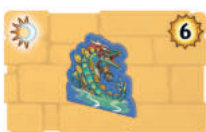


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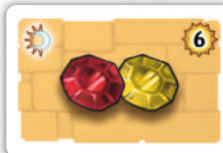
07: A terrain tile with a ruin under your own control.



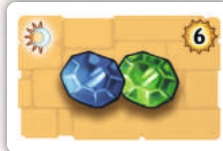
08: Three terrain tiles with ruins under your own control.



09: 1 Caiman defeated.*



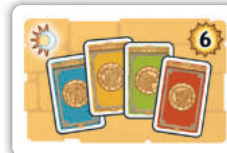
10: Possess the red and yellow gem.



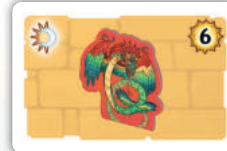
11: Possess the blue and green gem.



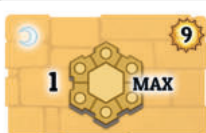
12: Four scouts deployed on terrain tiles.



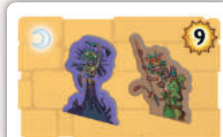
13: Possess any four god cards.



14: 1 Kukulkan defeated.*



15: 1 Combat gear upgraded to level 6.



16: 1 Shaman and 1 Monkey defeated.*



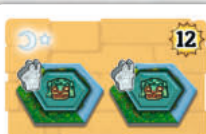
17: 1 Jaguar and 1 Triceratops defeated.*



18: Possess any three gems.



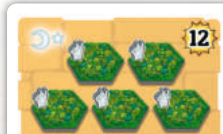
19: Possess coins with a total value of 10.



20: Two terrain tiles with a camp under your own control.



21: Two terrain tiles with a village under your own control.



22: Five land terrain tiles under your own control.



23: Five water terrain tiles under your own control.

** Note: Only creature figures count towards the task, not creature cards.*

GOD CARDS

God cards give you various advantages, from increasing your income to perks, combat abilities and opportunities to earn points at the end of the game. It is important to note that they are valid for the rest of the game once you receive the card. However, you can decide each time whether you want to use the advantage or not. Cards can take effect during a specific phase (indicated by the Roman numeral in the upper left corner of the advantage), during a specific action, or when a condition is met.

The **gold** cards increase your income and provide perks for actions. The **green** cards provide a variety of bonuses. The **red** cards improve your combat abilities. The **blue** cards set conditions that, earn you extra points at the end of the game.

Income:



03: You do not have to pay upkeep for your heroes during the supply phase.



01: During the supply phase, you receive 1 coin for each water terrain tile you control.



02: During the supply phase, you receive 1 coin for each terrain tile with a ruin you control.



04: During the supply phase, you receive 1 coin for each gem you possess.



05: The regroup action costs you a maximum of 1 coin.



06: The declaration of war action costs you a maximum of 1 coin.



07: The scout action costs you a maximum of 1 coin.



08: The reinforcement action costs you a maximum of 2 coins.



09: The magic cards action costs you a maximum of 2 coins.



10: The god card action costs you a maximum of 2 coins.



11: The water movement action costs you a maximum of 2 coins.



12: The shields action costs you a maximum of 2 coins.



13: The land movement action costs you a maximum of 2 coins.



14: The favor action costs you a maximum of 2 coins.



15: The ranged combat action costs you a maximum of 2 coins.



16: The melee combat action costs you a maximum of 2 coins.



17: If you choose an action that already has at least 1 action marker on it, the action costs you 1 coin less.



18: Whenever you defeat a creature, you receive 2 coins.



19: Whenever a player attacks you, you get 2 coins from them. If the player does not have 2 coins, they cannot attack.



20: If a player places their action marker on an action where your action marker is already located, you receive 1 coin from that player. If the player has no coin, they cannot choose that action.

Exception: For the coins action, the player does not have to give a coin.

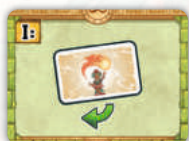
Perks:



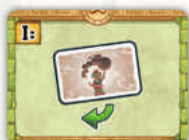
21: You may place up to 6 units on a single terrain tile.



22: You receive double the bonus when you trade in an Idol:
4 coins / 2 magic cards / 2 luck tokens / 2 one-time shields.



23: During the supply phase, you receive 1 fire magic card. Search for it in the magic card deck and then shuffle the deck.



24: During the supply phase, you receive 1 stone magic card. Search for it in the magic card deck and then shuffle the deck.



25: During the supply phase, place 1 additional warrior from your reserve on each terrain tile under your control that contains exactly 1 warrior. A scout may also be on the tile, but not a hero.



26: Place 1 warrior from your reserve on each terrain tile with a camp under your control. If this exceeds the unit limit of 5, place the warrior in Chichén Itzá instead.



27: During the supply phase, for each village and camp under your control, you may choose to either receive 2 coins from the supply or deploy 1 warrior from your reserve.



28: During the supply phase, you may perform a regroup action. However, you do not find a treasure.



29: When you perform the coins action, you additionally receive 2 warriors from your reserve, which you place in Chichén Itzá.



30: When you perform the god card action, you may draw 3 cards from a god card deck and choose either one of the drawn cards or the card from the display. Place the remaining drawn cards face down at the bottom of the corresponding deck.



31: When you perform the reinforcement action, you receive 2 additional warriors from the reserve.



32: When you perform the scout action, you may increase the result of the die roll for the treasure by 1.



33: When you perform the scout action, you find 1 additional treasure. Roll for this treasure separately.



34: When you perform the declaration of war action, all other players must turn 1 diplomacy token from war to peace. If a person only has tokens on peace, they do not turn a token.



35: Once per round, you may place your action marker on an action where you have already placed an action marker.



36: For the rest of the game, you also control terrain tiles if only your scout is on the tile.



37: Whenever you bring a terrain tile with a ruin under your control, you receive 1 warrior from the reserve. Place the warrior in Chichén Itzá.



38: For the rest of the game, you may use the land movement action as a water movement action and vice versa.



39: If a person attacks you, they must turn 2 diplomacy tokens from the war side to the peace side.



40: In combat against other players, they roll 1 fewer die in all melee combat phases.

Fight:



41: In any combat involving you, you decide whether there are magic phases or not.



48: In the 1st melee combat phase, you may re-roll any number of your missed rolls once.



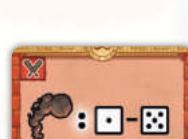
55: If you hit in the ranged combat phase with a 1 or 2, you may re-roll that die once, and you score an additional hit if the result is again a 1 or 2.



42: In any combat involving you, you decide whether there is a ranged combat phase or not.



49: In combat against players, they must add +1 to their die results in the magic phase. Thus, they hit less often.



56: In combat, your stone magic hits on a die result of 1, 2, 3, 4, and 5.



43: In any combat involving you, you decide if there are 1 or 2 magic phases.



50: In combat against players, they may not use shields to negate damage.



57: In combat, your fire magic hits on a die result of 1, 2, 3, and 4.



44: In any combat involving you, you decide if there is a 3rd melee combat phase or not.



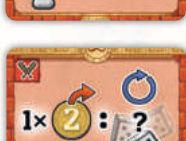
51: In combat against creatures, you may have the creature die re-rolled once per combat phase.



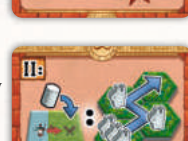
58: In the melee combat phases, two 6s count as 1 hit.



45: In any combat involving you, you decide if there is a 4th melee combat phase or not.



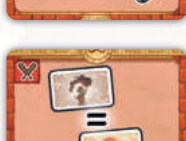
52: Once in each combat, you may spend 2 coins in any combat phase to re-roll any number of your missed rolls.



59: When you perform the water movement action, you may pick up warriors from terrain tiles you move through, as long as you do not exceed the unit limit of 5.



46: In any combat involving you, you decide if there are 1 or 2 ranged combat phases.



53: In combat, you may use stone magic as fire magic and vice versa.



60: When you perform the land movement action, you may pick up warriors from terrain tiles you move through, as long as you do not exceed the unit limit of 5.



47: In the ranged combat phase, you may re-roll 1 of your missed rolls.



54: In the ranged combat phase, you hit on a die result of 1, 2, and 3.

Victory Points:



61: You receive 2 points for each water terrain tile under your control.



68: You receive 2 points for each scout you have deployed on a terrain tile.



75: You receive points equal to your magic gear level x2.



62: You receive 2 points for each land terrain tile under your control.



69: You receive the points for your highest-scoring ruin again.



76: You receive points equal to your melee combat gear level x2.



63: You receive 2 points for each terrain tile under your control that is on the edge of the game board.



70: You receive 2 points for each god card you possess. This card counts as well.



77: Receive 8 points if you have upgraded each of the 4 combat gears to at least level 3.



64: You receive 3 points for each terrain tile with a temple under your control.



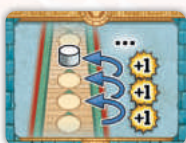
71: You receive 1 point for each Idol you possess.



78: You receive 1 point for each creature you defeated.



65: You receive 2 points for each terrain tile with a camp under your control.



72: You receive 1 point for each step you have advanced on the favor track.



79: You receive the points for the creature with the highest strength defeated by you again.



66: You receive 2 points for each terrain tile with a village under your control.



73: You receive points equal to your ranged combat gear level x2.



80: You receive 2 points for each different type of creature you have defeated.



67: You receive 2 points for each terrain tile with a mine under your control.



74: You receive points equal to your defense gear level x2.

HEROES



01: If you choose the „move hero“ action and perform a movement with this hero, the action costs you NO coins.



05: If you attack with this hero, you place your defeated warriors back on their starting tile instead of into your reserve.



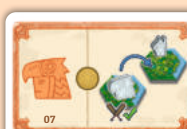
02: If you choose the „water movement“ action and perform the movement with this hero, you may jump to any water terrain tile, ignoring your movement range.



06: If you win a combat against a person with this hero, you advance your favor token 1 space further up the favor track.



03: If you choose the „land movement“ action and perform the movement with this hero, you may jump to any land terrain tile, ignoring your movement range.



07: If you win a combat with this hero, you may place him on any other terrain tile under your control, as long as you do not exceed the unit limit of 5.



04: When you fight with this hero, you get 1 coin from the supply for every warrior you have to return to your reserve during the fight.



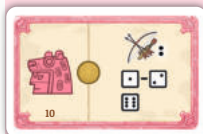
08: In a combat with this hero against a creature, you ignore the creature's special ability. However, the creature still deals normal damage.



09: In a combat with this hero against a creature, you may spend one or more idols in each combat phase. For each idol, the creature loses 1 heart token.



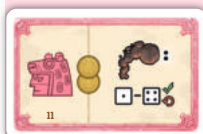
13: In combat with this hero, you may roll 1 additional die in each melee combat phase.



10: In combat with this hero, you hit in the ranged combat phase on a die roll of 1, 2, and 6.



14: In combat with this hero, creatures have 1 fewer heart token. However, they always have at least 1 heart token.



11: In combat with this hero, after a successful hit with stone magic, you may re-roll the die once to potentially score another hit.



15: In combat with this hero, creatures roll exclusively with the light die, even in rounds 4, 5, and 6.



12: In combat with this hero, you may use active shields as luck tokens and vice versa.



16: In combat with this hero, you can spend 1 active shield in each combat phase to negate all hits against you for that phase.



17: In combat with this hero, only you have a 3rd melee combat phase. The creature or other person may not roll dice in the 3rd melee combat phase.



21: When fighting with this hero, you may move your own warriors from any terrain tile to the hero's tile before the combat begins (observe the unit limit of 5).



18: If you defeat a creature with this hero, you receive coins equal to the creature's strength.



22: If you take control of a ruin with this hero, you receive the ruin bonus twice.



19: If you take control of any terrain tile with this hero, you find a treasure.



23: If you take control of a mine with this hero and receive a gem, you may double 1 bonus.



20: If you attack a person with this hero, you do not have to turn a diplomacy token from war to peace.

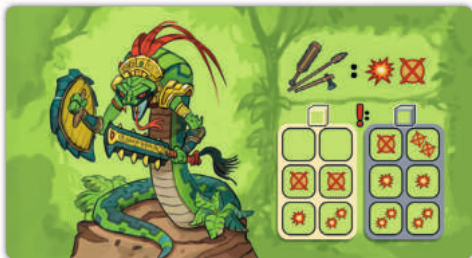


24: When fighting with this hero, you may re-roll all rolled 6s once in each combat phase.

CREATURES

Creatures usually only attack in specific combat phases. The top right of the creature board marks the phases in which the creature attacks. Right next to the respective phase is the symbol the die must show for the creature to land a hit. If a symbol is rolled that counts as a hit in a different combat phase, it does not count as a hit in the current combat phase. Most creatures also have a special ability that they use in combat.





Snake

Only attacks in the melee combat phases.

Special ability: If the die shows the skull icon, you must return 1 coin to the supply. If you do not have a coin, nothing happens



Monkey

Attacks in the ranged and melee combat phases.

Special ability: None



Jaguar

Only attacks in the melee combat phases.

Special ability: In combat against the Jaguar, there are no magic or ranged combat phases.



Triceratops

Only attacks in the melee combat phases.

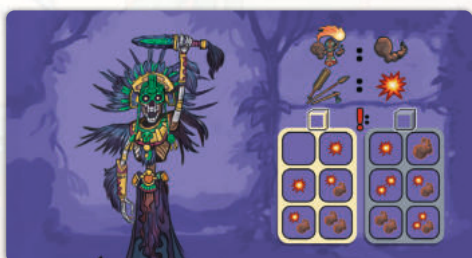
Special ability: For each shield icon that is rolled, the creature negates 1 damage you have dealt to it this combat phase.



Caiman

Only attacks in the melee combat phases.

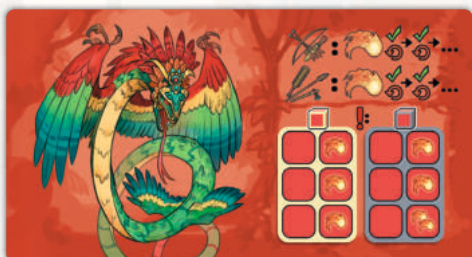
Special ability: None



Shaman

Only attacks in the melee combat phases.

Special ability: None.



Kukulcan

Attacks in the ranged and melee combat phases.

Special ability: If Kukulcan hits with the fire icon, roll again until no more fire icons are rolled. Each fire icon is 1 hit.

RUINS



01: Receive 1 idol token from the supply.



04: Upgrade 1 combat gear by 1 tier.



07: Receive 2 coins from the supply and draw 1 magic card from the deck.



02: Receive 1 luck token from the supply.



05: Choose 1 of the available hero cards from the display and place your corresponding hero into Chichén Itzá.



08: Receive 2 coins from the supply.



03: Receive 1 warrior from your reserve and place it in Chichén Itzá.



06: Draw 1 magic card from the deck.



09: Receive 1 luck token from the supply and 1 warrior from your reserve, place the warrior into Chichén Itzá.

OVERVIEW

Bonuses when taking terrain tiles:



Final scoring overview:

