



PLAYER AID

Markers Ancestor Elder

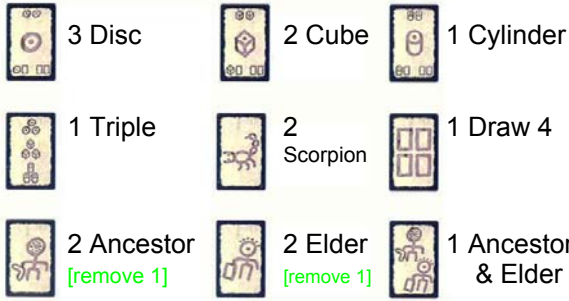


Ritual Cards

14 Disc 12 Cube 10 Cylinder 5 2x 2 Scorpion



Area cards



Set Up

- 4 of each Tjurunga (Token) per player to board
- N (player #) tokens per area, Hand & Foot with $2 \times N$ tokens
- Area cards face down in each area
- 2 Ritual cards per player
- Select Ancestor & Elder players, markers to Hand (A) & Foot (E)

Advanced Set Up (all advanced game rules noted in green)

- Tjurungas placed one at a time in turn order
- Ritual deck: remove all 2x, 1 to each player; remove scorpions
- 1 Ancestor & 1 Elder out per Area stack, 1 of each to every player

A Game Round

1. Duties of the Ancestor: move Boomerang; reveal Area cards (Scorpions move Time Marker & Penalty)
2. Privilege of the Elder: elder draws [selects] Ritual card
3. Player Turns: Ancestor, then others, select Area card and perform action, keep card

Reinforcements

Place 1, +2 other actions (card/token)



Triple Place
3 any Area(s)



4 Cards
Draw 4 cards



Ceremony
Take marker(s), conduct ceremony



Ceremony

- Only players with tokens participate
- ANCESTOR holder (or nearest) begins, & breaks ties
- Play Ritual card or withdraw
- Majority of each token type gain VP per Time Track

Ritual Cards

- A) Eliminate 1 enemy token
- B) Move 1 of own tokens out to adjacent
- C) Move 1 of own tokens in from adjacent
 - 2x card: take two of same action

Scorpion

1. Move Time Marker
2. Keep Area card, 2nd Ritual Scorpion = shuffle [no]
3. Sting drawer: Lose 1 VP per lower scoring player [no]

Game End & Victory Points

Game ends after round Scorpion reaches X
Most Area cards of each token type = 8 VP