Game:	**AZTLÁN**	**v1**
Pub:	**Ares Games (2012)**	
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AZTLÁN

SETUP

Each player chooses one of the four available tribes – People of the **Quetzal** (Blue), **Coyote** (Green), **Serpent** (Red), or **Ocelot** (Yellow) and takes the **tribe pawns** and **power cards** of his color.

Place your base **score counter** on the **0** space of the **scoring track**. Stack the counters in a random order; the player on top plays first, then the player below, and so on.

Each player then places one unused pawn on the **turn order track** to show the turn order.

Shuffle the **prosperity cards** and place the deck facedown near the board. Place the grey pyramid on the first space of the **age track**.

GAME OVERVIEW

1. CHOOSING

At the beginning of each age (except the first age), advance the grey pyramid on the age track.

Each player plays one of his power cards facedown, then takes a number of tribe pawns from his reserve:

Age	3 players	4 players
I	8	7
II	7	6
III	6	5
IV	5	4
V	4	3

HOW TO PLAY

The game consists of 5 ages, each divided into 4 phases.

On a tie for starting position, start with the player whose score counter is on top, and proceed with those below.

2. DEVELOPMENT

Start with the player with the most victory points (VP), followed by the other players, in decreasing order of VP score.

Once the turn order is determined, place one unused pawn of each player on the turn order track.

Each player's turn is composed of 2 steps:

1. PLACE ONE PAWN

Each pawn can be placed on any territory, empty or occupied, adjacent to territories where you previously placed pawns or not. A lake is not a territory and no pawn can be placed there.

2. MOVE ONE PAWN (OPTIONAL)

The current player *may* move one of his pawns already on the board from one territory to an adjacent territory.

When all players have finished placing all of their tribe pawns, each player reveals his chosen power card.

3. CONFLICT

Starting with the player with the highest VP score and then in decreasing score order, check your territories and resolve your conflicts.

There is a **conflict** in each territory where your pawns are present with the pawns of one or more opponents.

The current player can resolve his conflicts in any order.

1. DETERMINE POWER

The power of a player is the number shown on his current power card, multiplied by the number of pawns he has in that territory.

If you as active player do not have the greater power, ignore the territory and check the next one (if any).

2. BATTLE OR COEXISTENCE

If you have the greater power, decide how to resolve the conflict:

Battle: remove all your opponents' pawns from the territory, *or*

Coexistence: allow all the opponents' pawns to survive and take a **prosperity card**.

If there are more than 2 players in the territory, the winner decides whether he coexists with all opponents or removes them all. You may not coexist with one player and remove the pawns of another player.

If the winner decides to coexist, he draws only 1 card, even if there is more than one opponent present.

If there is a tie for the highest power, they automatically coexist, but nobody receives a prosperity card.

If a weaker player is present, with 2 or more opponents who tie among themselves for the highest power, his pawns are automatically removed, while the tied players coexist (without drawing a prosperity card).

4. SCORING

Starting with the player with the highest VP score and then in decreasing score order, calculate scores.

Separately score each **domain** you control. A domain is a series of adjacent territories (one or more) in which you have at least 1 pawn, alone or in a coexistence – even in minority.

If there is a lake between two territories, they are not adjacent (except when using a *Rafts and Canoes* card).

A domain scores VP as follows:

– 1 point per territory in that domain, plus
– a bonus equal to the number of territories matching the chosen power card for the age multiplied by itself

If a domain does not contain at least one territory matching the power card chosen for the age, you do not score any VP for that domain.

Advance your counter on the scoring track to indicate your new score. If the new position is already occupied by another player's counter, place your counter on top.

The **#4 power card** is a wild card; you may choose the most favorable territory for your score (normally, the territory which would give the highest bonus score). If you have more than one domain, your choice applies to all of your domains.

SECOND TO FIFTH AGE

Power cards used by the players in the previous ages remain on the table, faceup and visible to other players. Pawns placed in the current age and those surviving from the previous age now have the power indicated on your new power card. Pawns placed in any age may be moved.

END OF THE GAME

The game ends at the end of the 5th age.

After the normal scoring phase, **add the bonus value of the power card you did not use during the game, plus 1 additional point for every unused prosperity card you have in hand.**

The player with the most VP is the winner. On a tie, the winner is the player with the score counter below the other counters with the same score.

PROSPERITY CARDS

Each **prosperity card** specifies when it can be played. You may only play a card during your turn, unless otherwise indicated, and may use a card in the same phase it is drawn.

Blessing of the Gods
Scoring phase: 2 additional points for each territory of that type you control in that age.

Offerings to the Gods
End of the Game: Score 1 VP if you have 1 of these cards, 4 VP if you have 2, 9 VP if you have 3, 16 VP if you have 4 and 25 VP if you have 5. This is in addition to the 1 point for each prosperity card you have at the end of the game.

Sacred Games
Conflict phase: Play after a winning opponent declares **battle**; he must instead **coexist**. Any other player defeated in the same territory must remove his pawns normally.

If you are defeated by multiple opponents who are tied for the highest power, you cannot use this card.

Rafts and Canoes
Scoring phase: You may consider 2 separate territories bordering the same lake as adjacent.

Great Tlatoani
Conflict phase: Play if you are tied for the most power to break the tie and win control.

Eagle and Jaguar Warriors
Development phase: You can place 1 additional pawn in any territory at the same time you place 1 pawn from your reserve. If you don't have enough pawns in your reserve, take one removed in a previous age.

2 PLAYER VARIANT

The green and blue pawns form one **faction**, and the yellow and red another. Pawns of the same faction are considered the same color for all purposes. Each player takes one set of power cards and a matching score counter.

At the start of each age take pawns of your current faction as follows: **1st age:** 10; **2nd:** 9, **3rd:** 8, **4th:** 7, **5th:** 6.

At the end of each age, after scoring, players swap control of factions (only). Power and prosperity cards belong to the player, and the power card you play applies to the pawns you currently control. Your VP score belongs to you, not a faction.