

TANDAYA

MISFORTUNES

It is fall, and a flock of starlings flies north.
Undoubtedly, this is the worst of omens.
What new misfortunes are the gods planning?
What is hiding behind the clouds?



This mini-expansion includes a new 12-card deck of "Misfortunes", compatible with both game modes (🔮 & ☀️). Each card bends a rule, increasing the difficulty of the game and triggering new crossroads.

Revealing misfortunes:

In the Strategy phase of the era 1️⃣, right after the revelation of prophecies (Pg. 9), flip the first card of the Misfortune deck. Its effects are active during the current era.

In the Strategy phase of the eras 2️⃣ and 3️⃣, replace the previous misfortune card with the next one from the deck. Misfortunes are active only during the era in which they appear, and they are not cumulative.

! EXTREME VARIANT:

- The chosen level of difficulty will determine whether you place 1, 2 or 3 initial forts in the game preparation (step 7, Pg. 6):

DIFFICULTY LEVEL			
	Low:	Medium:	High:
	1 Fort	2 Forts	3 Forts

Do not use dice to determine the location of each fort. Instead, use the first column of a Prophecy card 1️⃣.

E.g. 🏰: Place the first fort on island 1 and the second on island 7.

1	2	3
1	4	7
7	5	3
5	7	8
6	2	4



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DESIGNER: Lolo González
ILLUSTRATOR: Javier G. "Inkgolem"
EDITOR: Diego Martínez
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RELENTLESS

The white ship attacks twice.

After resolving the consequences of its attack as you would normally do, the white ship strikes again.

(It is possible that the effects of the first attack make the second occur on a different island.)



STRONG CONQUISTADORS

To reconquer a territory, the number of natives to send and weapons to spend must be greater than the number of conquistadors at least by one. The weapons used are returned to the reserve.

E.g. It is necessary to send 4 natives and spend 4 weapons to defeat and capture the 3 conquistadors in a fort.



CROWDED SHIPS

In every attack at the end of this Era, 3 conquistadors will arrive instead of 2.

To win, it is necessary to have 3 natives on the terrain and spend 3 weapons.



STARVING CONQUISTADORS

At the feeding step, once you have fed your villagers, you must also feed your prisoners. You can share the rations of a single resource for both kinds.

Each unfed conquistador will die and return to the reserve, without increasing the wrath level of Moneiba.



QUARRELS

Disagreements between tribes prevent anyone from bartering during this era.

(If you are playing Solo, draw a new card instead of this one.)



WHIMSICAL GODS

During this era, you will not be able to use conquistadors as replacement for the goods demanded in the offerings.



FATIGUE

During this era, your Exploration actions consist of only two movements, either by land or sea. Cylinders grant a total of four movements (2 + 2).



CONQUISTADORS AIM FOR THE CAPITAL CITY

The white ship will attack the island with the most natives on it, regardless of how far away it may be.



IMPLACABLE GODS (x2)

The god shown in the misfortune card demands one additional unit of every resource required on her/his Offering.

E.g. 🏹: On era 🟡 to complete the offering to Moneiba, you must deliver 4 fish, 4 pigs and 4 units of salt.



ENRAGED GODS (x2)

The impact of Moneiba/Acoran's catastrophe will be one level higher: if it ends in yellow, it will become orange; in any other case, it will be red.

