

CONTENTS

110 cards (63x88mm), including:

- ✳ 60 Aztec cards (AZT001-AZT060),
- ✳ 10 Barbarian cards (BAR061-BAR070),
- ✳ 10 Egyptian cards (EGY061-EGY070),
- ✳ 10 Japanese cards (JAP061- JAP070),
- ✳ 10 Roman cards (ROM061-ROM070),
- ✳ 10 Atlantean cards (ATL051-ATL060),

46 Blessing tokens (5 sets of 9 different colors and one tricolor)

9 Statue tokens (3 sets of 3 tokens)

1 Faction board

1 Faction Marker

When building your Faction deck (see below), treat some of the Aztec cards as regular (basic) Faction cards, and treat the rest as if they were released with the previous expansions to the base game. The affiliation information printed at the bottom of each card, along its right edge, informs you how to treat a given card:

✳: a regular Aztec card


Ⓜ: treat it as if it was from the "Why Can't We Be Friends" expansion

Ⓜ: treat it as if it was from the "Atlanteans" expansion

★: treat it as if it was from the "3 Is a Magic Number" expansion

The cards marked Ⓜ, Ⓜ, and ★ are equivalent to the cards the other Factions received in the previous expansions.

THE AZTECS EXPANSION INTRODUCES

- ✳ a new color of card: **ORANGE**
- ✳ new type of Good:  Blessing tokens



a set of Blessing tokens



1 tricolor Blessing token
(produced by the Aztec
Faction board)



ORANGE

FORMATS OF PLAY

The following two formats describe the rules for deck construction.

OPEN

You may mix any Common and Faction cards from any expansions with the corresponding cards from the Imperial Settlers base game. Have fun, but remember that a deck constructed this way may not ensure balanced play.

STANDARD

This is the only format allowed in tournaments.

Common cards come only from the base game. To build your Faction deck, you may mix the Faction cards from the Imperial Settlers base game with the Faction cards from exactly 1 expansion.


Building a Faction deck

For each card from the chosen expansion that you add, you need to remove from your deck a card from the base game. Your Faction deck must consist of **exactly 30 cards**, 3 of which come in 3 copies (a total of 9), 6 come in 2 copies (a total of 12), and the remaining 9 are single cards. Icons found in the bottom right corner of a card's artwork tell you how many copies of this card you need to have in your deck.

1 copy:

2 copies:

3 copies:

For example, if you wish to use an expansion card with  you must use all 3 copies of this card, and you need to remove from your deck one set of 3 copies of a base game card.

THE AZTECS

This expansion introduces a new Faction—the Aztecs, complete with their own set of Faction components: 1 Faction board, 1 Faction marker, and Faction cards. The Aztecs should be added to the list of factions from which the players can choose to play.

NOTE! Theoretically, with the Aztec Faction, the game can now accommodate up to 5 players. However, we do not recommend this. With more than 4 players the game may take excessively long to complete.




NEW RULES

This expansion introduces a new color for some of the cards (**ORANGE**) and two new rules: *Blessings* and *Prayers*. The details are described below.

BLESSING

Blessings are the new type of Good represented by the Blessing tokens. These tokens come in various colors, just like the cards (except for orange: the orange token icon represents Blessings in general). **Each Faction can have no more than 1 Blessing token of a given color at any time.** When a player receives a Blessing token, they may take a token of any color they do not currently own. Blessing tokens gained during a round can affect Pray Actions taken in that round (see below). Unless a player can store them, Blessing tokens are discarded in the Cleanup phase.



The special tricolor token is produced by the Aztec Faction board and no other Faction can gain this token. For each Pray Action it may be used as either a **BROWN**, a **GREY**, or a **RED** token. The chosen colors may vary between Pray Actions but only one color may be chosen for a single Action. The tricolor token does not count towards the token limit and it does not prevent a player from taking 1 **BROWN**, 1 **GREY**, or 1 **RED** Blessing token when they gain .

PRAVERS

Pray is a new type of Action. You will find it on some of the cards in this expansion. The way a Pray Action is resolved depends on whether a player currently owns any Blessing tokens (and of what colors).

TAKING A PRAY ACTION WITHOUT A BLESSING TOKENS

When a player takes a Pray Action, they draw a given number of COMMON cards and resolve the effects triggered by the colors of these cards.






If the Pray card instructs a player to "choose" a color, this can be done **after** they have drawn and seen the cards.

If the Pray card instructs a player to "announce" a color, they must do so **before** they draw the cards.

If the Pray card does not tell a player to "announce" or "choose" a color, that player may either choose more than one color or no color needs to be chosen—the card will tell the player what to do.

A prayer's effect is always specified on the card. Whenever a Pray Action refers to "each card", it means "each card from the ones drawn for this Action" and not, for example, "cards in play" or "cards in hand". The number after the keyword Pray indicates how many COMMON cards a player should draw. After a Pray Action is resolved the COMMON cards drawn for this Action are discarded.

EXAMPLE 1: SACRIFICIAL ALTAR





Action: Spend 1  to announce a color: **BROWN/GREY/RED**, Pray 5; Gain 1 matching Resource ( /  / ) for each  of that color. May be activated twice.

Mark spends 1 Worker to activate the Action and announces **GREY** as the matching color for this prayer. He then draws 5 COMMON cards (Pray 5), two of which turn out to be **GREY**. For these 2 matching cards Mark gains 2 Stone.

NOTE! Some cards can be of more than one type—if this is the case, the card's color field is divided. In Pray Actions the player resolves the effects of all the colors shown in the color field (e.g., **GOLDEN** and **GREY**, not **GOLDEN** or **GREY**).



EXAMPLE 2: TEMPLE OF THE RISING SUN

Action: Spend 1  to Pray 5; For each **BROWN/GREY/RED** , you may decide to spend a matching Resource. Gain 1  for each Resource spent and 1  for each type of Resource spent. May be activated twice.

Josh spends 1 Worker to activate the Action. He draws 5 cards (Pray 5): 1 **BLUE**, 1 **RED**, 2 **GREY**, and 1 **BLACK**. Josh has the following Resources left: 3 Stone and 1 Food. Josh decides to spend 1 Stone and 1 Food—these are two Resources of two types, so he gains $2+2=4$ Victory Points.

NOTE! In the example above, Josh was not instructed to "choose" or "announce" a color. This is why he could decide to spend Resources matching more than one color.



TAKING A PRAY ACTION WITH A BLESSING TOKEN

If a player has a Blessing token of a color they would have otherwise chosen/announced for the Pray Action, that Pray Action can be resolved differently.

A player with a Blessing token may decide to skip drawing cards and instead, count the Blessing token as if it was one COMMON card of the token's color. Blessing tokens are kept even after they are used for this purpose. A player may use multiple Blessing tokens for one Pray Action.

EXAMPLE 3: VOICE OF THE GODS

Action: Spend 1 🍷 to gain 1 ⚡, Pray 5: Gain 1 ⚡ for each RED 🟥 and 1 🟡 for each PINK 🟠.

Wendy has a PINK, RED and TRICOLOR Blessing tokens she gained earlier this round. On her turn, she takes an Action to pray at the Voice of the Gods location. She wants to gain another Worker and to make sure that her prayers will be answered, she decides to use the Blessing tokens instead of drawing 5 cards. Using a PINK Blessing token counts as drawing one PINK COMMON card, plus the RED and TRICOLOR Blessing tokens counts as 1 ⚡ each. Wendy gains 1 Worker and 2 ⚡ as a result of taking that Action. Blessing tokens are not spent the way other Goods are: Even though she has used it, Wendy keeps her tokens until the end of the round and can use them again on her later turns.

Even if a player has a Blessing token of a chosen color, they may still decide to draw cards. If they draw at least one card of the chosen color, the player will get a +1 bonus for each Blessing token as long as that token's color applies to that Pray Action (the tricolor token may provide a bonus of one chosen color). If they do not draw any cards of the matching color, the Blessing tokens will provide no bonus—the player failed to propitiate the Gods.

EXAMPLE 4: CHAPEL OF MARS

Action: Spend 1 🟡 to Pray 5: Gain 🟡 / 🟠 / 🟡 for each BLACK/PINK/GOLDEN 🟡.

Sue has a BLACK, a BROWN and a GOLDEN Blessing token, but she decides to draw cards anyway. After spending 1 Gold to activate the Action, Sue draws 5 COMMON cards (Pray 5) and resolves their types (colors). She draws the following cards: PINK, BLUE, GOLDEN, PINK, GREY. This prayer brings her:

- 2 Workers, because she drew 2 PINK cards

- 2 Gold: She drew 1 GOLDEN card and her GOLDEN Blessing token provided a +1 bonus



- 1 Raze token: Since Sue drew at least one card required for this prayer (meaning that the Pray Action was not wasted), her BLACK Blessing token provided the +1 bonus even though she did not draw any BLACK cards. The BROWN Blessing token provides nothing, as this particular Pray Action does not mention the BROWN color at all.

In this example, if Sue had not drawn any BLACK, PINK, or GOLDEN cards required by the Pray Action, her Blessing tokens would have not provided any bonus. The COMMON cards drawn for the Pray Action are discarded, but Sue keeps all the Blessing tokens until the end of the round.

THE TIMING OF PRAY ACTIONS

The Pray keyword is always preceded by another keyword that indicates when that particular Pray Action can be taken. Standard rules apply:

- *Production, Pray:* take this Pray Action in the Production phase. Resolve the colors of the cards you drew to check if you produced any additional Goods.
- *Feature, Pray:* this Pray Action is triggered whenever the condition described on the card is met.
- *Action, Pray:* you need to pay the Action cost to take this Pray Action.

EXAMPLE 5: ITINERANT PRIEST

Feature: Each time you Make a Deal, Pray 5: Gain 1 ⚡ for each 🟡 of a color matching the Good produced by that Deal.

Nathan wants to Make a Deal using the Fuji Apple Festival card. He spends 1 Food to Make a Deal and receives Wood produced by that Deal. This triggers the Feature on the Itinerant Priest card ("Each time you Make a Deal...").

Nathan draws 5 COMMON cards (Pray 5), two of which turn out to be BROWN cards. For these two cards, Nathan gains 2 Victory Points. Note that although the Fuji Apple Festival card is RED, Nathan wouldn't have got points if he had drawn RED cards. He wasn't looking for cards that match the card he was making a Deal with, he was looking for cards that match the Good produced by that Deal.



THE ORANGE COLOR

ORANGE cards and tokens represent Blessings, 🟡. Note that there are no ORANGE Blessing tokens in the game. The ORANGE icon stands for either any other color or for all the other colors, depending on what the card tells a player to do.



"MATCHING"

A matching card is a card of a color that has been chosen/announced by a player when taking a Pray Action.

A card is considered to match a Good if it is of the same color as the Good itself.

BROWN	
GREY	
RED	
PINK	
GOLDEN	
BLACK	
WHITE	
VIOLET	
BLUE	
ORANGE	

RULES INTRODUCED IN PREVIOUS EXPANSIONS

Some of the cards in this expansion make use of the rules introduced in previous expansions.

OPEN PRODUCTION

The Open production Locations were introduced in the **"Why Can't We Be Friends"** expansion.

Check the expansion manual for details: <http://bit.ly/2bFisvH>

TECHNOLOGY

Technology was introduced in the **"Atlanteans"** expansion. Check the expansion manual for details: <http://bit.ly/2bOsZmH>

SETS

Sets were introduced in the **"3 Is a Magic Number"** expansion. Check the expansion manual for details: <http://bit.ly/2bvpi1C>

CLARIFICATIONS

CARDS THAT CAN BE USED "IN FUTURE PRAY ACTIONS"

Some Locations allow players to store cards that may be used in future Pray Actions. The Location description will always tell a player whether to keep these cards until the end of the round or

the end of the game. Regardless of that, whenever such card is used in a Pray Action, it is discarded after resolving the effect of that prayer. During one Pray Action a player may use any number of these stored cards and they are always used in addition to the cards drawn for the regular Pray Action.

CARDS THAT HAVE NO COLOR

Ruins have no color, so whenever a color is needed for a particular Pray Action, a Ruins card cannot be used for that prayer.

For all purposes of Pray Actions, the "Newlyweds" common card also has no color (it only gains one once the location has been built).

CARDS CLARIFICATION

Helpful Markus - if this location is targeted by any effect that allows the player to remove the Goods spent to activate it, the card placed under this location is discarded.

Sturdy foundations - 2 Victory Points for each card placed under a matching COMMON location are awarded in addition to any points scored by that location itself.

Thoth's Shrine - when a player scores with a matching location, the additional point is provided by Thoth's Shrine itself, not by that matching location. For example, if the player gains 1 Victory Point and triggers the effect of Thoth's Shrine to gain 1 additional Victory Point, the Sphinx's Feature ("Each time you gain at least 2 Victory Points...") cannot be used.

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GAMING RULES!

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