



Chichén Itzá

Beasts and Prophecy

An Expansion with 3 Modules

MODULE 1: PROPHECY

The gods are in a playful mood and influence the battle in every round with unexpected events. They can help you or become a burden in your fight against enemies and beasts.



MODULE 2: BEASTS

Three new beasts roam the land. Each requires a different tactic to defeat and to avoid being overwhelmed by their different abilities.



MODULE 3: TUNNELS

The ancient tunnels in the mines have been reopened, allowing your warriors and heroes to cover great distances with ease.



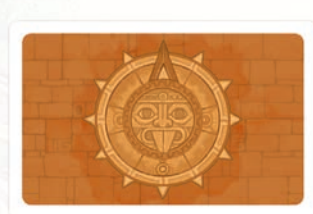
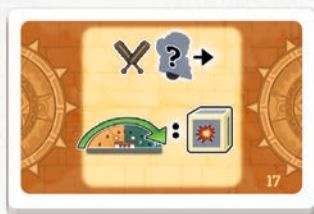
MODULE 1: PROPHECY

In each round, you reveal a prophecy that has an effect for that round. There is a wide variety of positive and negative effects. All of you must live with the effect and make the best tactical adjustments to your game.



COMPONENTS

30 Prophecies



CHANGES TO GAME SETUP

Shuffle the prophecies and draw 6 cards, which you place as a face-down deck next to the round track. The remaining cards are not needed and are returned to the box unseen.



CHANGES TO GAMEPLAY

At the beginning of a round, before you start the Supply Phase, you reveal the top prophecy from the deck. The effect of the prophecy is active for the entire round. Only at the end of the round, after the Final Phase, is the prophecy discarded and returned to the box. At the beginning of the next round, a new prophecy is revealed.

The different effects are explained below:



01: The cost tokens with values 1, 2, and 3 all have a value of 4.



02: The cost tokens with values 5, 6, and 7 all have a value of 4.



03: All creatures have 1 more strength, up to a maximum of 6.



04: All creatures have 1 less strength, down to a minimum of 1.



05: To perform an action, you always pay the value of the higher cost token, regardless of whether your action marker is the first marker on the action tile or not.



06: In all combats, there are 2 magic phases.



07: In all combats, there are 2 ranged combat phases.



08: As soon as the card is revealed, take 1 warrior from each Land terrain tile and return it to your reserve. If none of your warriors remain on a Land terrain tile, you have lost control of that tile. Land terrain tiles with a Mine, Temple, Camp, or Village are included in this.



09: As soon as the card is revealed, take 1 warrior from each Water terrain tile and return it to your reserve. If none of your warriors remain on a Water terrain tile, you have lost control of that tile. Water terrain tiles with a Mine, Temple, Camp, or Village are included in this.



10: No luck tokens may be used.



11: Your movement range is limited to 1, regardless of the tier of your ranged combat gear.



12: As soon as the card is revealed, you each take 5 coins from the supply.



13: As soon as the card is revealed, you each return 4 coins to the supply. If you do not have enough coins, you give back all the coins you possess.



14: During the Supply Phase and the Action Phase, you receive for a Village: 4 coins, for a Camp: 2 warriors, and for a Temple: 2 idols.



15: When you perform the Scout action, you find 3 treasures. Roll for each treasure separately.



16: Creatures fight with the dark die, even if it is round 1, 2, or 3.



17: Creatures fight with the light die, even if it is round 4, 5, or 6.



18: As soon as the card is revealed, each of you receives 3 warriors from the reserve and places them in Chichén Itzá.



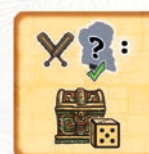
19: All terrain tiles count as both Land and Water.



20: As soon as the card is revealed, each of you may choose any gem bonus, regardless of whether you have the matching gems for that bonus.



21: When you gain control of a Ruin, you receive its bonus 2 times.



22: If you defeat a creature, you additionally receive a treasure.



23: As soon as the card is revealed, place 2 additional cards from each God card deck face up into the display. This gives you more choice this round. At the end of the round, all unchosen cards are removed from the game as usual.



24: As soon as the card is revealed, each of you places 1 action marker on the Coins action and receives 3 coins. You have 1 less action this round.



25: Stone magic can be used as fire magic and vice versa.



26: As soon as the card is revealed, each of you turns both of your diplomacy tokens to war.



27: As soon as the card is revealed, each of you turns both of your diplomacy tokens to peace.



28: As soon as the card is revealed, each of you receives 2 luck tokens, 2 idols, and 2 magic cards from the deck.



29: As soon as the card is revealed, each player may turn any combat gear up by 1 level.



30: As soon as the card is revealed, each player must turn any combat gear down by 1 level. If you do not have a gear at level 2 yet, nothing happens to you.

MODULE 2: BEASTS

The T-Rex, Raptor, and Pteranodon are making the lands around Chichén Itzá unsafe. Face them in battle.



COMPONENTS

1 Heart Token



T-Rex

4 Creatures, 1 Creature Board,
2 Creature Dice, 1 Creature Card



Raptor

4 Creatures, 1 Creature Board,
2 Creature Dice, 1 Creature Card



Pteranodon

4 Creatures, 1 Creature Board,
2 Creature Dice, 1 Creature Card



CHANGES TO GAME SETUP

You decide whether you want to play with 1, 2, or all 3 new creatures. Before setup, for each new creature you include, you must exchange one creature from the base game (Exception: the snakes may not be exchanged). Exchange the creatures, creature boards, the matching dice, and the corresponding creature cards, and return the exchanged components from the base game to the box. Then follow the normal game setup.



Note: Task cards showing a creature that is no longer in play are replaced with a new task card.

CHANGES TO GAMEPLAY

The new creatures behave exactly like the creatures from the base game, fighting in different combat phases and possessing a special abilities.

T-Rex

Attacks only in the melee combat phases.

Special Ability: At the beginning of the combat, you downgrade all of your gears 1 tier and must fight the T-Rex this way. After you have defeated the T-Rex, lost, or had to retreat, you upgrade your gears 1 tier. When downgrading the defense gear, you lose an active shield if you have one. You regain it when you upgrade the gear again.



Raptor

Attacks in all combat phases and deals damage in the respective phase with the corresponding symbol.

Special Ability: If the first roll of the creature die shows a blank side, the roll is repeated once. That result counts, even if it is a blank side again.



Pteranodon

Attacks in the ranged combat phase.

Special Ability: All 3 melee combat phases become ranged combat phases, meaning the fight against the Pteranodon consists of 1 magic phase and 4 ranged combat phases. The melee combat phases are skipped.



MODULE 3: TUNNELS

The mines of Chichén Itzá contain tunnels that allow warriors to travel long distances quickly! This opens up new tactical possibilities for exploring the surrounding lands.



COMPONENTS

3 Mines



CHANGES TO GAME SETUP

Exchange the new mines for the corresponding mines from the base game. Then follow the game setup as usual, also placing the respective gems on the new mines.



CHANGES TO GAMEPLAY

If you move your units starting from a new mine or enter one during your movement, you have 3 options:

1. Take control of the mine (fight a creature or another player) and receive the gem as usual.
2. Continue moving if you still have steps left and simply pass by the mine.

3. Use 1 step to move your units to another new mine on the game board. The terrain type (Land/Water) of the destination mine must match your chosen movement action (Land or Water Movement). Once there, you can either continue moving if you have steps left, or attempt to gain control of the mine (fight a creature or another player).

The mine with the white gem counts as a Land and Water terrain tile (just like Chichén Itzá).





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