

# KOKOPELLÍ

## Expansion 1

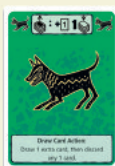
### Game Components

- 108 ceremony cards

Front side: 12x each of the 9 ceremonies



Explorer



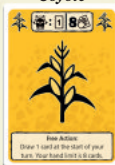
Coyote



Settlement



Storm



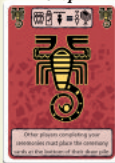
Crop



Twins



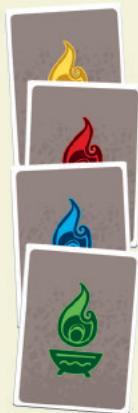
Aries



Scorpion



Plague



Reverse sides:  
Shows the player colors. For each player there are 3x of each of the 9 ceremonies.

- 9 selection tiles



- 1 rules booklet

### Changes during Setup

Mix the 9 selection tiles of this expansion with the 16 selection tiles from the base game. This way you expand the possible combinations of ceremony abilities and no game plays the same. The rest of the setup stays unchanged.

### Changes during game play

Game play stays unchanged with the exception that each of the nine new ceremonies has its own unique ability.

# Overview of new icons & ceremony cards



All other players



No other player



Draw card(s) from the discard pile



Discard card(s) on top of the discard pile



Discard card(s) on top of the draw pile



Discard card(s) to the bottom of the draw pile



2 of the same cards



Draw 2 cards



Twins Ceremony

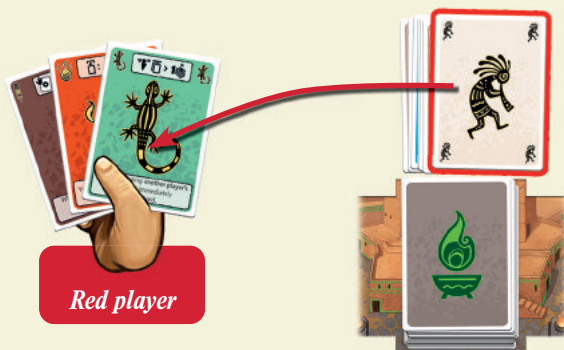


## ► EXPLORER ◀

### Draw Card Action:

You may take the top card from any other player's discard pile.

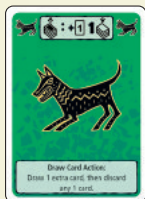
**Note:** The player can draw the top card of any other player's discard pile, not just their neighbors.



### Example:

Red takes the "Draw Card" action and uses their explorer ability to take the Kokopelli which is the top card of Green's discard pile.

**Explorer and Coyote/Hunter:** The extra card drawn by the coyote and/or the hunter must be drawn from player's own draw pile. Only the first card can be taken from an opponent's discard pile.



## ► COYOTE ◀

### Draw Card Action:

Draw 1 extra card, then discard any 1 card.

**Note:** After drawing the extra card the player may discard any card they have in their hand.

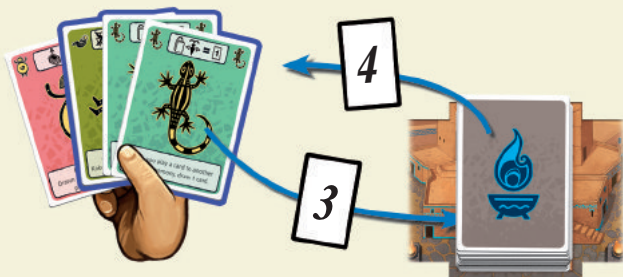
**Coyote and Birth:** The extra card can be played to a ceremony; the player still must discard one of their hand cards afterwards.



## › SETTLEMENT ‹

### Exchange Cards Action:

Exchange any number of cards and draw 1 more than exchanged.



### Example:

Blue uses the settlement ability to exchange 3 cards with the draw pile and draw one card extra.



## › STORM ‹

### Free Action:

At the start of your turn, look at the top 2 cards of your draw pile and for each decide to place on the top or bottom of your draw pile in any order.

**Note:** The player draws both cards first, then they decide for each card, if it is placed on top or underneath their draw pile.



### Example:

Red draws 2 cards for their storm ability and chooses to put one card on top and the other at the bottom of their draw pile.



## › CROP ‹

### Free Action:

Draw 1 card at the start of your turn. Your hand limit is 8 cards.

**Note:** When the crop ceremony is no longer in play, the player must immediately discard cards from their hand until they reach 5 hand cards. The discarded cards go to their discard pile in any order.



## › TWINS ‹

Playing a card to this ceremony awards 2 VP to the active player.

*Note: There are no VP awarded for opening this ceremony.*



## › ARIES ‹

Play 2 cards of the same type as a Kokopelli card.

*Note 1: The two identical cards are stacked on top of each other and placed to the ceremony of choice reverse side up. When the ceremony is finished both cards are put on the discard pile together.*

*Note 2: Ceremony abilities that have an effect on playing Kokopelli cards do also count for Kokopelli cards created by the Aries ability.*



## › SCORPION ‹

Other players completing your ceremonies must place the ceremony cards at the bottom of their draw pile.



*Example:*

*Yellow finishes the drummer ceremony of red, and due to Red's scorpion, has to put the cards under their draw pile.*



## › PLAGUE ‹

Other players may not play Kokopelli cards on your ceremonies.