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the
ALPACALYPSE

RULE BOOK

The ALPACALYPSE

Introduction

The age of humans has ended, and history has surprisingly chosen the friendly alpaca to rise and become the dominant species of the next age. At the dawn of this new Alpacan epoch, the strongest Alpacan tribes across the globe now vie for influence.

The goal of the game is to become the most influential tribe of alpaca in the new era by gaining prestige, accomplishing civilization milestones, and doing what it takes to attain other bonus points along the way. At the end of the game, victory points are awarded according to rank on each of the four prestige tracks, and then added to points earned via civilization milestones, special acquisitions and accomplishments, and successfully completed strategic missions each age. The player with the most victory points wins.

The Alpacalypse is a unique worker-placement game played in 10 rounds over three ages. Each round consists of 4 phases. These 4 phases will be explained in detail below, but every round will always play in the following order:

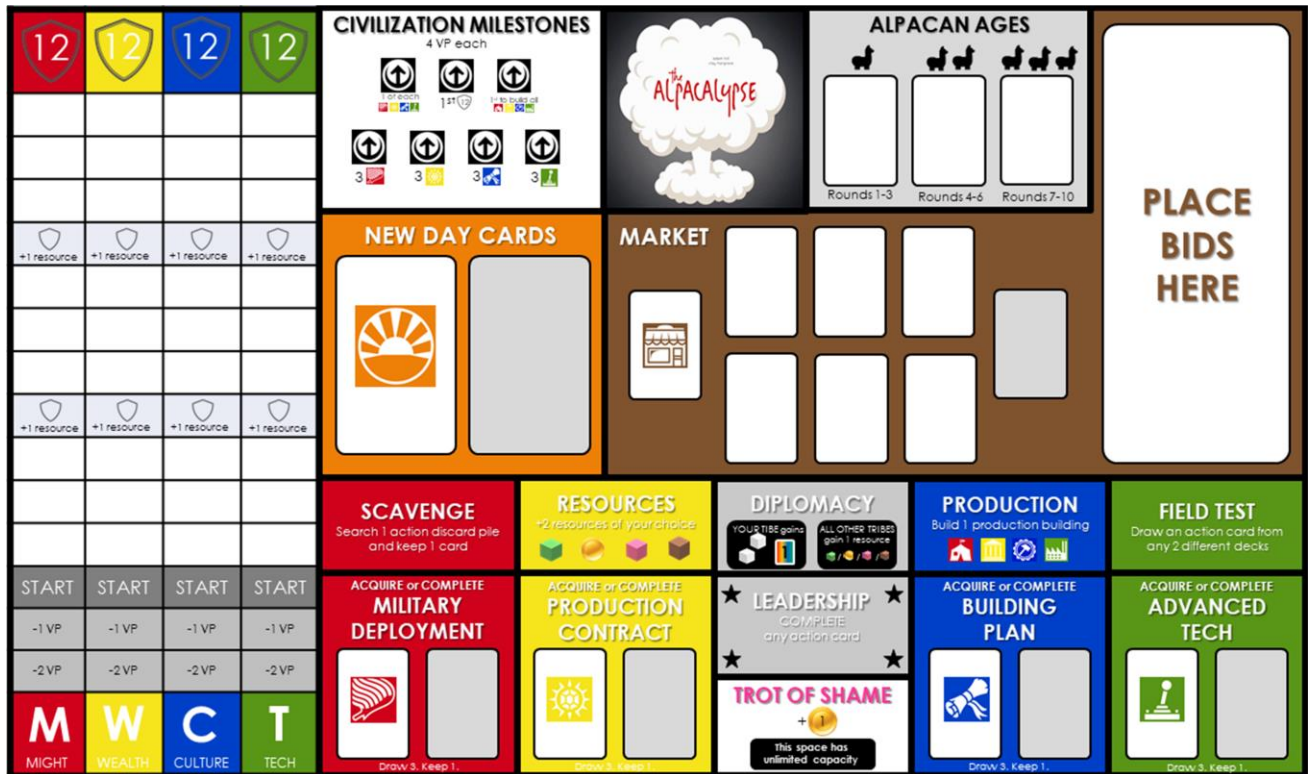
1. **Event Phase** - Players must respond to the needs of a New Day. Each New Day card brings a new challenge and opportunity that may yield special bonuses provided all tribes respond effectively.
2. **Market Phase** - Players head to the Market to bid to gain precious resources, special abilities, action cards, tribal assistants, and artifacts with great power. In addition, they will also determine player order for the rest of the round.
3. **Action Phase** - Players send tribe members or assistants to complete unique actions to help them gain prestige; but as in most worker placement games, action spaces are limited
4. **Resolution Phase** - Players gain prestige points, use special powers, and their tribe members return home.

Game Components

Let's take a moment to get familiar with the components of the game.

GAME BOARD

The game board provides space for all of the cards (which we'll talk about in just a moment), as well as the market, all action spaces, the prestige tracks, and civilization milestones. It also has the three age tiles across the top that provide a special opportunity to gain extra points. Take a moment to familiarize yourself with the board.



- Notice that the prestige tracks have shields on them. As you earn prestige and climb the tracks, each time your pawn encounters a shield (moving forward or backward), you will gain a resource of your choice.

FIRST PLAYER TOKEN



This wooden pawn is the first player marker, which be placed in the market where it will be auctioned off each round. The player that selects the first player marker becomes the first player during the following action phase and play will move clockwise from that player subsequently until the beginning of the next market phase.

CARDS

As you may have noticed, there are several decks of cards—6 decks and some starter cards in fact. Let's take a closer look at the cards.



NEW DAY CARDS – Normal size, orange backs.

Each New Day brings new challenges and new opportunities. Every round begins with a new event phase in which you will draw a New Day card and respond to it. There are penalties if tribes fail to respond, but if every tribe successfully responds everyone receives a bonus.

NEW DAY

BUILD THAT WALL

We'll build a wall to keep our enemies out... and the best part is: we'll make them pay for it.

RESPONDER	FAIL	ALL PASS
 B	-2 CULTURE	gain

Each tribe must send the signified responder in order to "pass" the challenge of this new day.
In this case, the Builder is needed.

If—and only if—every tribe successfully passes the challenge of the new day, every tribe receives a bonus.
In this case, the bonus is 1 coin.

If any tribe chooses not to respond to the challenge of the new day, they must pay the penalty of failure.
In this case, they lose two CULTURE prestige points.



MARKET CARDS – Mini-euro size, white backs

The market deck contains all sorts of important things—resources, special abilities, action cards, assistants, and artifacts.

The little alpaca identify the age in which this market card will appear.

When preparing the market deck, shuffle all of the cards of each age separately (a pile of age 1, then a pile of age 2, then a pile of age 3) before stacking them face down in the market (age 3 on bottom, age 2 in the middle, and age 1 on top) so that they form one deck that progresses through the game.

The back of the market cards are also clearly marked so that they match your game's player count.

So this card should be in a three, four, or five-player game, but not a two-player game.

MARKET CARD

1 ACTION CARD

Draw 1 action card of your choice

AGE

PLAYERS
3+

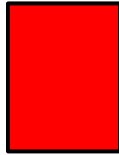
Be sure to read the card text carefully as it often explains exactly how it is played.

This card allows you to acquire an action card from the top of any action deck you choose.



ACTION CARDS – Mini-euro size, red, yellow, blue, & green backs

There are 4 different decks of action cards that correspond with the spaces marked on the board for each.

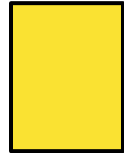


MILITARY DEPLOYMENT

The RED deck is the Military Deployment deck. MDs offer prestige and resource rewards (and occasional victory points if you capture an infamous enemy hero) in exchange for resources of all kinds. MDs primarily help you gain Might prestige, but will supplement other tracks as well.

PRODUCTION CONTRACTS

The GOLD deck is the Production Contract deck. PCs offer prestige and resource rewards in exchange for resources of all kinds. MDs primarily help you gain Wealth prestige, but will supplement other tracks as well.



MILITARY DEPLOYMENT

TORPEDOS

Sinking the enemy's ships has never been easier... And it turns out it is pretty easy to sink ours too if we misfire, right Doug?

This mission requires you to **SEND**:

You will **RECEIVE**:

+1 MIGHT
+1 WEALTH

This is the cost you must pay to complete this card.

This is the prestige reward you receive for completion.

PRODUCTION CONTRACT

HUACAYA FLEECE

Softer than wool, warmer than cotton. 90% of Alpaca are covered in this luxurious fleece.

You must **SUPPLY**:

You will **RECEIVE**:

+1 WEALTH

Sometimes you will receive resources in addition to prestige points as a reward.

BUILDING PLANS

GIANT LASER

COST

Upon completion **RECEIVE**:

+1 CULTURE or TECH

NEW DAY: ASTEROIDS
If built, no need to send responder

Sometimes the bonuses are special abilities that can be taken each turn.

Sometimes they are single use bonuses.

Some buildings even meet the challenge of a New Day and can save you from sending a tribe member.

ADVANCED TECHNOLOGY

SOLAR PANELS

Like fossil fuels, only safer and unlimited. But they look weird...

Developmental **COST**:

All done? Here's your **UPGRADE**:

+2 TECH, + 1/2/3 CULTURE

PRESTIGE EFFECT:
+1 CULTURE (up to 3) for each BUILDING PLAN you've completed

Be sure to read the text on cards carefully, as it will explain how special bonuses are applied.

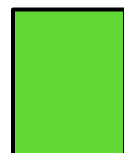


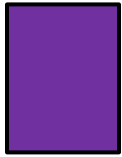
BUILDING PLANS

The BLUE deck is the Building Plan deck. BPs offer prestige and resource rewards in exchange for resources of all kinds. BPs primarily help you gain Culture prestige, but will supplement other tracks as well. Some buildings provide special rewards and actions that can gain you other bonuses.

ADVANCED TECH

The GREEN deck is the Advanced Tech deck. ATs offer prestige and resource rewards in exchange for different combinations of resources. Some of them provide special abilities or resources as well. ATs primarily help your tribe gain Tech prestige, but will supplement other tracks as well.













STARTER CARDS - 10 mini-euro size, purple backs

As a part of its tribal blessing, each tribe begins the game with a starter card that once completed yields a boon that will aid you with further expansion. Starter Cards yield NO prestige points, and are NOT considered action cards.

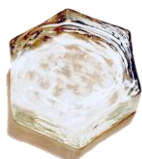
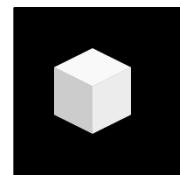
RESOURCES & BUILDINGS

There are 4 unique resources that your tribe will need to manage effectively. These resources can be acquired in the market, or by taking certain actions, or as rewards for completing action cards; however, most of the time, these will be produced (1 per round) by production buildings that you will build on your player board.

Resource	SOLDIERS	COINS	WORKERS	MATERIALS
Pieces				
Production Buildings	 BARRACKS	 PALACE	 LABOR UNION	 FACTORY

The 4 production buildings are 1" square tiles that fit into cutouts on your player mat, which is how you mark that you have built the building. Production buildings produce in the resolution phase of every round, including the round in which they are built.

In addition, tribes can use diplomacy cubes as "WILDS" that can be substituted for any single resource. These are obtained primarily by taking the diplomacy action during the action phase. When you take that action you gain 2 diplomacy cubes and an action card, but taking this action also allows every other tribe to select a resource of their choice from the supply.



WONDER

Every Tribe has a Wonder signified by a glass hexagonal tile. Once constructed, place your Wonder in the cutout on your player board and you will receive useful special powers during each resolution phase. There are also special wonder bonus power tiles available in the market that make them even awesomer!

PLAYER BOARDS

Each tribe has its own player board that represents its central hub of operations. The player board has spaces at the top for each of 4 production buildings that can be built, as well as a special space for your tribal wonder. Next to your tribe's name on the left side of the player board is your tribal blessing, some resources and a special action card that you start the game with.



- Each tribe starts with one resource building already built signified by a colored in space & a red line through the "cost" section. Add this building's piece to your player mat. As you build the others, simply put the other building pieces into the cutout on the player board.
- Building your tribal wonder will give you some special wonder powers that can be used each round to boost your prestige.
- In the lower left corner of your tribal blessing box is a player board number that is balanced over against each tribe's blessing. This number also determines tie-breakers in the market in the event of equal bids. The lower player board number wins the tie.

TRIBE TOKENS

Each tribe consists of 5 tribe members represented by 5 large tokens marked with capital letters to be clearly distinguishable:



Tribe tokens are used in the market, which is why they also are marked with a number (2, 3, 3, 4, or 7). This is the tribe member's influence value, which spends like cash in the market, but cannot take the place of coins when fulfilling action cards. Each tribe's Leader has an influence value of 7, while the other tribe members have varying value unique to each tribe.

Tribe tokens are also played on the board during other phases. In addition to their use in the market, sometimes tribe members are required in the Event Phase as well as during the Action Phase. Often, you will have used all 5 tribe members in a round--success will require every tribe member doing their part.

TRIBE PAWNS

Each tribe has 10 pawns that correspond to their tribe's color. Place 4 of the pawns on the start bar of the prestige scoring tracks (1 per track). Hold onto the others which may be used to claim civilization milestones. You probably won't use them all, but you never know.



- There are also included 4 dummy pawns that are a color not matched to any tribe. These are only used in the 2-player game. In a 2-player game, place 1 of these on each of the prestige tracks at the sixth position up the track. They will be considered a player in end game scoring, which will be discussed later.

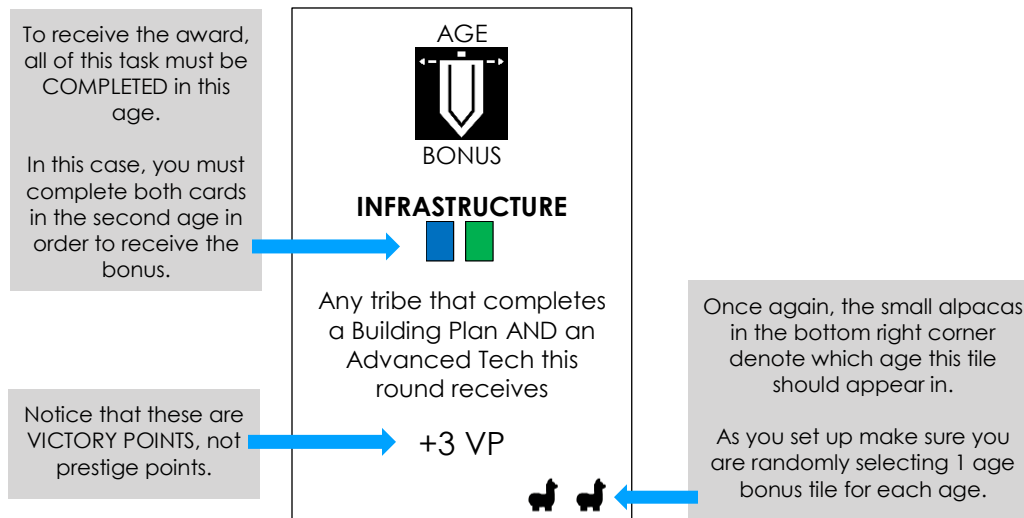
TRIBE CUBES

Each tribe has 3 colored cubes that are used to mark your success on the three age bonus tiles as you complete them. If you have met the requirement of the age bonus tile, simply place a cube onto the tile. The points will be added to your score at the end of the game.



AGE BONUS TILES

There are 12 age bonus tiles included, and each game you will select 3 and place them on the board in their appropriate place. These tiles award strategic play within each age.



- You will notice that in the first and second ages, more than one player can receive the age bonus; however, in the third age only one player will receive the age bonus.
- When you accomplish the task on an age bonus tile, simply place 1 of your tribe cubes onto the tile. The points will be awarded at the end of the game.

Setup

Before we explain the rules of the game, let's get everything set up.

1. Set up the Game Board and Cards

- Place the Game Board on the table within easy reach of every player.
- Randomly select an Age Bonus Tile for each age and place those in their spaces.
- Shuffle each deck of cards placing it on its designated space on the game board:

New Day Cards

Military Deployment Cards

Production Contract Cards

Building Plan Cards

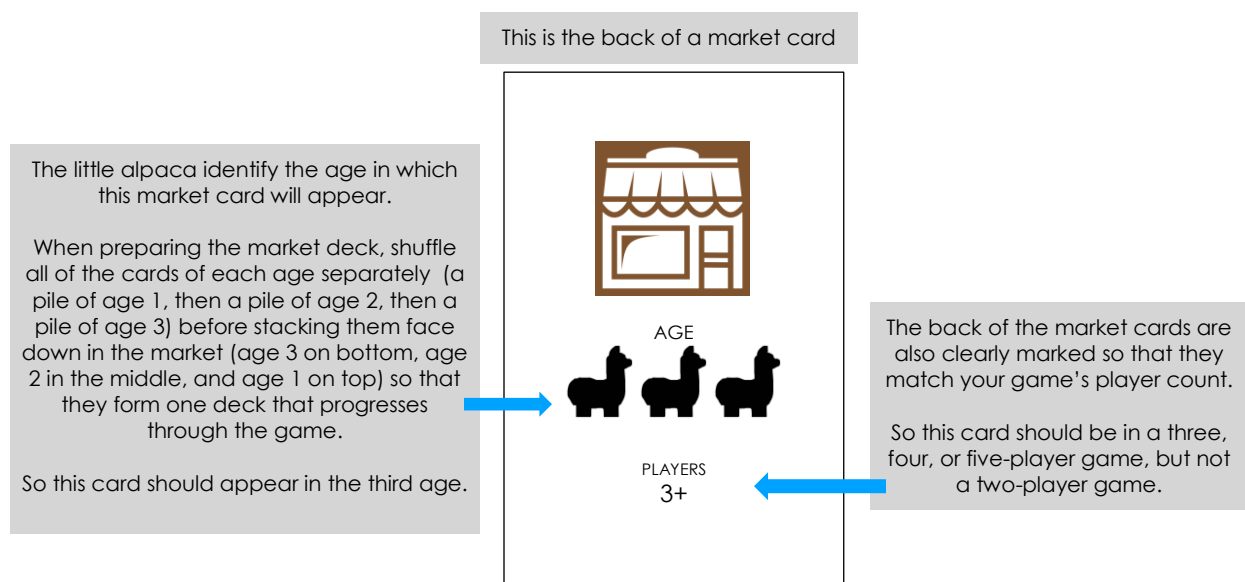
Advanced Tech Cards

- Prepare the Market Deck.

The Market Deck needs to be constructed precisely in order for the game to play correctly.

Pay attention to both player count and age as you prepare this deck.

- Make sure you only include cards for the correct *number of players*.
 - On the back of each market card, towards the bottom, there is a player count identifier for each card.
- Make sure you assemble the deck in three parts to align with the ages.
 - The little alpacas on the back of each market card identify the age in which this market card will appear.
 - When preparing the market deck, shuffle all of the cards of each age separately (a pile of age 1, then a pile of age 2, then a pile of age 3) before stacking them face down in the market (age 3 on bottom, age 2 in the middle, and age 1 on top) so that they form one deck that progresses through the game.



2. Organize Resources

- Separate the Soldiers, Workers, Materials, Coins, and Diplomacy cubes into different piles. Make each pile readily available to all players when possible.

3. Pick Your Tribes and Set Up Player Boards

- Choose any one tribe from the available options and place your player board directly in front of you.
 - Get the matching Tribe Tokens, Cubes, and Pawns, as well as your bid bag.
 - Use your player mat to identify your Tribal Blessing and immediately gain those resources before the game begins.
 - Select a random Tribal Blessing Starter Card (purple back)
- Put your production buildings and your wonder near you player board so that you can easily put them in once they are built.
 - Each tribe begins with one production building already built and functional. Your player card identifies this building in color and with a red slash through the cost of the building. Place that building in its cut-out space on the player board now.



- Place one Tribe Pawn on each of the prestige tracks at the start bar.
 - In a 2-player game ONLY, place a dummy pawn on each of the prestige tracks at the sixth position up the track. They will be considered a player in end game scoring, which will be discussed later.

How To Play

The Alpacalypse is a unique worker-placement game played over 10 rounds comprising 3 ages. Each round consists of four phases. These four phases will be explained in detail below, but every round will always play in the following order:

1. Event Phase
2. Market Phase
3. Action Phase
4. Resolution Phase

Here is the most important rule of the game:

Anytime a tribe member is played in any phase, they have been assigned to their task for the entire round and cannot be used again that round.



Now, with that firmly in place, let's talk about how each phase works.

EVENT PHASE

Every round of the Alpacalypse begins with an Event Phase in which players must respond to the needs of a New Day:

1. Flip over a New Day card





Any player reveals the top card of the New Day deck and reads the text aloud. Each New Day card brings a new challenge that tribes should respond to.

In order to successfully "pass" the challenge, each tribe must send the tribe member listed in the "responder" section of the card.

In this case, the Researcher is needed.

Note that some buildings can satisfy the demands of the new day. If a tribe has already built that building when the New Day card is revealed, that tribe does not have to send a responder in order to successfully pass the challenge of the New Day.

In this case, the Giant Laser is needed.

 NEW DAY		
ASTEROIDS		
These things took out the dinosaurs, and now they're back for round 2. Not on our watch, space rocks!		
RESPONDER	FAIL	ALL PASS
 OR 	-2 TECH	gain 

If—and only if—every tribe successfully passes the challenge of the new day, every tribe receives a bonus.

In this case, the bonus is 1 material.

If any tribe chooses not to respond to the challenge of the new day, they must pay the penalty of failure.

In this case, they lose two TECH prestige points.

MARKET PHASE

The Market Phase presents tribes an opportunity to obtain important resources, special abilities, tribal assistants, as well as a few game-changing bonuses, not to mention secure yourself the first-player token heading into the action phase. All of these will help you build your tribal prestige faster.

The Market is a unique auction, so learning to play it wisely will be of utmost importance. Here are the step by step instructions for the Market Phase:

1. Place the First Player Token in the Auction



Yes, you read that correctly. In the Alpacalypse the first player token is actually in the auction every round.

2. Reveal the Market Cards

Any player may flip the correct number of Market Cards into the spaces designated for them.

- The Market should consist of the same number of cards as there are players
 - (e.g. a 2-player game will use 2 cards; a 4-player game will use 4 cards, etc.).
 - Some of the market card spaces on the board may remain unused depending on the number of players in the game.

Once every player has had the opportunity to see the cards at the market, bidding is ready to take place.

Players MAY opt not to participate in the Market Phase this round. There is no penalty for this. Simply do not bid when bidding takes place.



3. The Auction

The auction for the Alpacalypse is unique in that players are not bidding for the items directly, but rather players are bidding for the order in which they will take 1 item from the Market.

Bidding: Players use their bid bags to make their secret bids.

- Each tribe will use tribe member tokens (and possibly coins) to make their bids. Tribe member tokens have an influence value on them, and that value is treated like coins in the market.
 - If you are participating in the Market Phase this round, when you bid you *must send at least ONE tribe member to the market in order to obtain anything from the market.*
 - You may also use coins to raise your bid. No other resources have market value.
- Your bid is a single bid. You CANNOT increase your bid once it has been placed.
- Your bid is always accepted and can never be refunded.

You may send as many tribe members to the market in your bid as you want, but remember that any tribe member sent to the market must stay at the market and cannot do any other actions this round. Be wise.



Winning: The player with the highest bid wins the auction and gets to select any single item in the auction first.

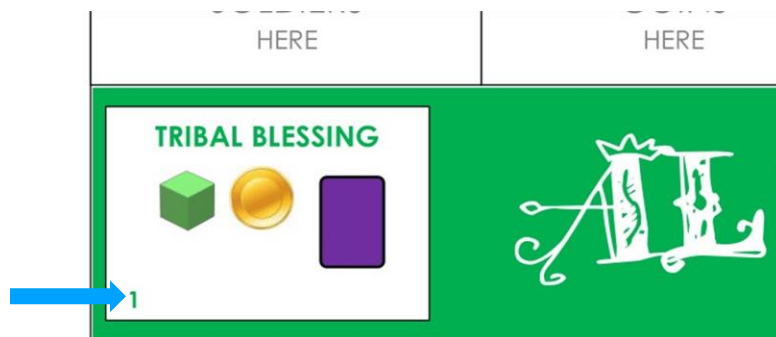
- The second highest bid gets to choose second; the third highest bid gets to choose third, and so on until all participating players receive something.
- The player with the highest bid also receives the remaining item in the market.



Should there be more than one item remaining in the market after all bidding players have selected (because a tribe has chosen not to participate in the Market Phase) the auction winner may choose only ONE of the remaining items to keep. The other is discarded.

If for some reason the first player token is not selected following the auction, play order reverts to that of the previous round.

- In the event of a tie in bids, the player with the *lower* number in the bottom left of the tribal blessing box on their player board wins the tie.



4. Clean up

Players may obtain what they have bought at the market.

- If it is a resource card, immediately gain those resources and place the card into the market card discard pile.
- If you are to receive an action card, prestige points, or a bonus wonder power tile, immediately select them and place your market cards in the market card discard pile.
- If it is a special action or tribal assistant card, simply keep the card and save it for when you want to play it later. Once those cards are played, you can place them to the market card discard pile.
- If it awards you victory points, keep the card until the end of the game.

Remember that tribe members sent to the market stay at the market for the remainder of the round. They CANNOT be used in the action phase.



ACTION PHASE

Having already probably used tribe members in the Event Phase and in the Market Phase if you participated, you are likely down to just a few tribe members remaining. Hopefully they are the ones you need for the Action Phase.

In the Action Phase, each tribe will take 2 actions, but they will take them 1 at a time beginning with the player who received the first player token in the auction, and working clockwise around the table twice. To take an action, players simply play a tribe member token onto an action space on the board, so long as it is still available.

In the Alpacalypse, a worker is not simply a worker; rather, your tribe has specialists. Basically, each tribe member has 2 actions they can choose to take that help gain prestige along the 4 tracks, and these actions are grouped together on the game board and color coded with the prestige tracks. Let's begin by looking at your four specialists, then look at your Leader.

It is important to remember that within your tribe, each tribe member is unique can only do certain things well, and no one—not even our illustrious Leader—can do everything well. Hopefully you thought far enough ahead to have kept the right tribe members for this Action Phase.



WARRIOR: takes **MIGHT** actions



Scavenge

Search any single action discard pile for a card. Keep this card.

Acquire OR Complete a Military Deployment card

- Acquire: Draw 3 MD cards, keep 1, discard the others
- Complete: Pay the costs to complete 1 MD card.
Receive the rewards immediately.

FINANCIER: takes **WEALTH** actions



Resources

Gain 2 resources of any kind. You can mix and match.
(excludes diplomacy cubes)

Acquire OR Complete a Production Contract card

- Acquire: Draw 3 PC cards, keep 1, discard the others
- Complete: Pay the costs to complete 1 PC card.
Receive the rewards immediately.

BUILDER: takes **CULTURE** actions



Production

Pay the costs to build a production building on your player mat. That building will begin producing in the resolution phase of this round.

Acquire OR Complete a Building Plan card

- Acquire: Draw 3 BP cards, keep 1, discard the others
- Complete: Pay the costs to complete 1 BP card or a Production Building. Receive the rewards immediately.

You might notice that the Building Plan deck has fewer cards in it than the others. That is because each tribe also has four production buildings and that they can build.

Production buildings DO NOT count as completed BPs toward the civilization milestone, but the first tribe to complete all four production buildings does claim a civilization milestone for doing so.

Tribal Wonders are located in the Building Plan deck.



RESEARCHER: takes **TECH** actions



Field Test

Draw and keep the top card off of 2 different action decks. These 2 cards CANNOT come from the same action deck.

Acquire OR Complete an Advanced Tech card

- Acquire: Draw 3 AT cards, keep 1, discard the others
- Complete: Pay the costs to complete 1 AT card. Receive the rewards immediately.

Your **LEADER** sees to the concerns of your tribe's global influence, but is also able to help complete every action.



Diplomacy

Your Tribe gains 2 diplomacy cubes and 1 action card of your choice. Every other tribe gains 1 resource of their choice.

Leadership

Complete any action card. Receive the rewards immediately. You MAY NOT acquire cards using this space.

Both Leader action spaces operate with normal capacity restrictions.



PLACEMENT RULES

To take any action, simply place your tribe member token onto the action space if it is available, and then perform whatever action that space provides.



In a 2 or 3-player game, each action space can only hold 1 tribe member token each Action Phase.



When playing a 4-5 player game, each action space can hold 2 tribe member tokens each Action Phase.

Ideally, all of your plans will come to fruition and you will never have been out-maneuvered for an action space. But in the event that you have kept a tribe member who is unable to take either of the spaces available to them, you are not at a total loss... but you will have to take the dreaded Trot of Shame. And you even get a coin for all your troubles.



USING SPECIAL ASSISTANTS

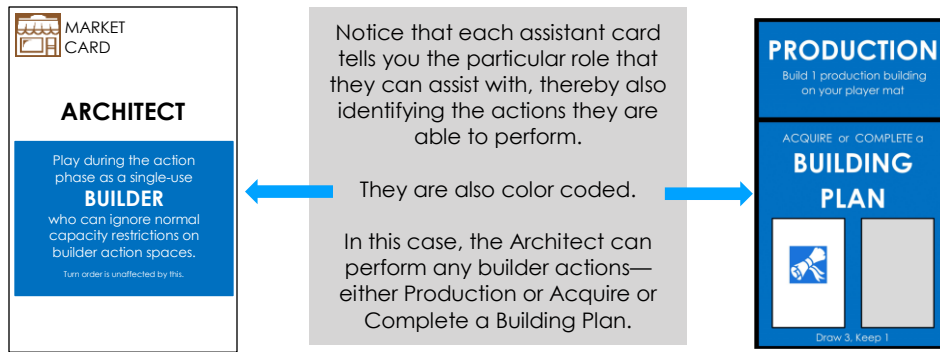
Special assistants are available to all through the market. Once acquired, these assistant cards can be kept until you decide to employ their skills. There are 5 kinds of assistants that correspond to each of your five tribe members and their roles:

 MARKET CARD	 MARKET CARD	 MARKET CARD	 MARKET CARD	 MARKET CARD
MERCENARY	ACCOUNTANT	CHANCELLOR	ARCHITECT	LAB TECH
Play during the action phase as a single-use WARRIOR who can ignore normal capacity restrictions on builder action spaces. <small>Turn order is unaffected by this.</small>	Play during the action phase as a single-use FINANCIER who can ignore normal capacity restrictions on builder action spaces. <small>Turn order is unaffected by this.</small>	Play during the action phase as a single-use LEADER who can ignore normal capacity restrictions on builder action spaces. <small>Turn order is unaffected by this.</small>	Play during the action phase as a single-use BUILDER who can ignore normal capacity restrictions on builder action spaces. <small>Turn order is unaffected by this.</small>	Play during the action phase as a single-use RESEARCHER who can ignore normal capacity restrictions on builder action spaces. <small>Turn order is unaffected by this.</small>

Each assistant can be played 1 time only to perform an action, but by choosing to play an assistant, one does not have to also play a tribe member in order to take an action. Consider them an extra tribe member.

Use your assistants strategically. As you plan your turn, remember that if an assistant is performing an action in the Action Phase, this frees up the tribe member to be used to up your bid in the market.



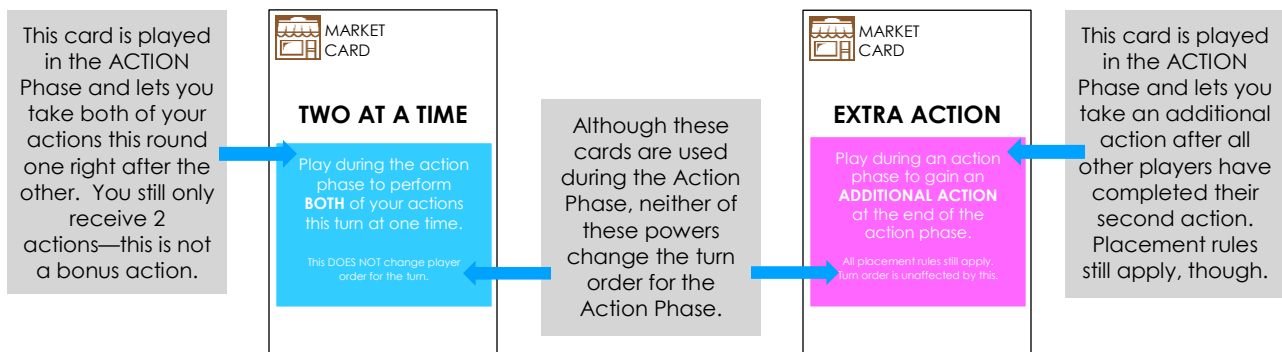


Even more, assistant can ignore the normal placement rules regarding capacity—even if others have taken the action spot, the assistant can still perform the action. Should your assistant head to an action space that is not at capacity, they DO occupy that space and other players treat it as if they were a regular tribe-member token.

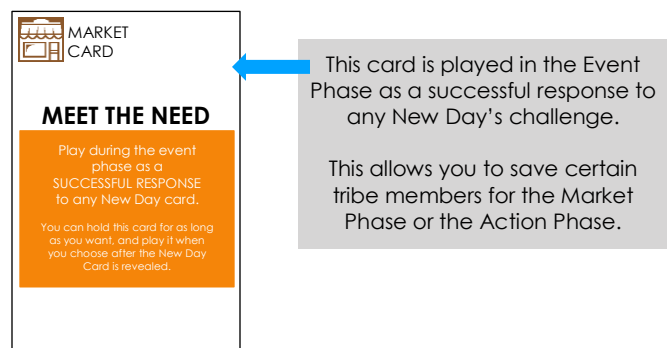
To employ an assistant that you have gained in the market, simply place the card onto the game board as you would a tribe member token when taking your action. After the action is complete, place the assistant card into the market discard pile.

USING SPECIAL ABILITIES

Special ability cards are available to all through the market. These cards allow you the opportunity to perform powerful actions that make a big difference in the game. They can be held until you desire you use them.



Yes, you can use your special ability cards on the same turn, and even together if you choose. But the Two At A Time card will not let you take more than two actions consecutively... it's not THREE At A Time.



COMPLETING ACTION CARDS

Action cards can be held in your hand for as long as you want until you complete them. There is no penalty for action cards in hand that you have not yet completed at the end of the game.

When you are ready to COMPLETE an action card:

- Play the corresponding tribe member on their respective “Acquire or Complete...” space, or play your Leader on the “Leadership” space



Pay the resource costs necessary to complete the card, placing those resources back in their supply piles near the board.

- Receive your rewards
 - Players receive the rewards listed on completed action cards immediately.
 - Adjust your prestige scores by moving your tribe pawn up the prestige tracks affected by the action card (see next page)
 - Gain any resources awarded by the card from the supply.
 - If the card awards you a special ability, you may use it immediately.

ADVANCED TECHNOLOGY

UNSPEAKABLE EXPERIMENT

Have you ever added pineapple to your pizza?

Developmental **COST:**

● ● ● ●

All done? Here's your **UPGRADE:**
+2 TECH

SPECIAL ABILITY:
Gain a **PRODUCTION CONTRACT**.
You may fill it if you can.

- If the completion of this action card results in you being able to claim a civilization milestone, do so immediately by placing a tribal pawn on top of the milestone claimed. (see next page)
- If the completion of this action card results in you being able to claim the Victory Points on an age bonus tile, place one of your tribal cubes onto the age bonus tile. Those points will be counted into your score at the end of the game.



- Place the completed action card face up near your player board.

AGE
BONUS

TECH ECONOMY

Any tribe that completes an Advanced Tech AND a Production Contract this age receives


+3 VP

GAINING GLOBAL INFLUENCE

As your hard work and skillful management pays off, you will find yourself being rewarded more and more.


GAINING PRESTIGE

As you gain prestige, you will move your tribe pawns up the 4 tracks—Might, Wealth, Culture, and Tech. Most of the time, you will gain prestige points as a result of completing action cards.

 BUILDING PLANS

GIANT LASER

COST



Upon completion **RECEIVE:**
+1 CULTURE or TECH

NEW DAY: ASTEROIDS
If built, no need to send responder



EVERY TIME you move into a box with a shield, you gain 1 resource of your choice.

Yes, even if you are moving backwards.


Only one person can ever be on the 12th space on any track. They have mastered that track and cannot be displaced.




However, if they vacate the 12th space for some reason, another player may claim it if able.

12	12	12	12
+1 resource	+1 resource	+1 resource	+1 resource
+1 resource	+1 resource	+1 resource	+1 resource
START	START	START	START
-1 VP	-1 VP	-1 VP	-1 VP
-2 VP	-2 VP	-2 VP	-2 VP
M	W	C	T
MIGHT	WEALTH	CULTURE	TECH

But you can also occasionally acquire prestige points in the market, and as a result of building your tribal wonder.


 MARKET CARD

GAIN 1 PRESTIGE
on any ONE track



MWCT

TRIBAL WONDER



PRESTIGE
+1
CULTURE
per round

WONDER
POWER
TILE

PERU

If the game ends and your pawn is below the start line on any track, you receive a Victory Point penalty.



CIVILIZATION MILESTONES

There are 7 civilization milestones that serve notice to the rest of the world that your tribe's influence is growing. Each milestone is worth 4 Victory Points at the end of the game, and they are claimed immediately by the first tribe to achieve them.

The 7 civilization milestones are:

- Be the first tribe to COMPLETE 3 MDs
- Be the first tribe to COMPLETE 3 PCs
- Be the first tribe to COMPLETE 3 BPs
- Be the first tribe to COMPLETE 3 ATs
- Be the first tribe to COMPLETE 1 of each action card
- Be the first tribe to get to the 12th space on any prestige track
 - Even if you vacate the 12th space later, you still retain the milestone for being the first to tribe to attain it.
- Be the first tribe to build all 4 production buildings.



To claim a civilization milestone, place a tribal pawn onto the milestone you have accomplished. This is not an action—it happens immediately the moment the milestone has been reached. Milestones cannot be taken away from another tribe.

AGE BONUS TILES

In each of the three ages, there is a strategic goal that allows players an opportunity at some bonus points. As you accomplish these goals, place one of your tribal cubes on the age bonus tile. The Victory Points for those accomplishments will be added to your score at the end of the game.

RESOLUTION PHASE

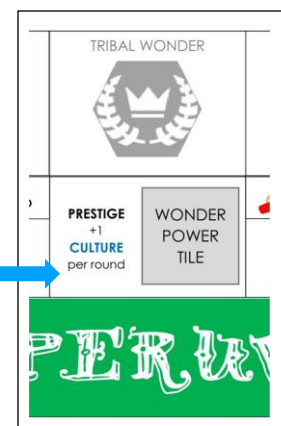
With all of our tribe hard at work meeting the challenges of a New Day, heading to the market, or taking special actions to benefit the tribe, at the end of the round the last thing to do is to resolve all that we can and then come back home to rest. Perform the resolution phase in this order.

WONDER POWERS

If your tribe has built its wonder, the Resolution Phase is the time to utilize your wonder powers, as noted on your player board.

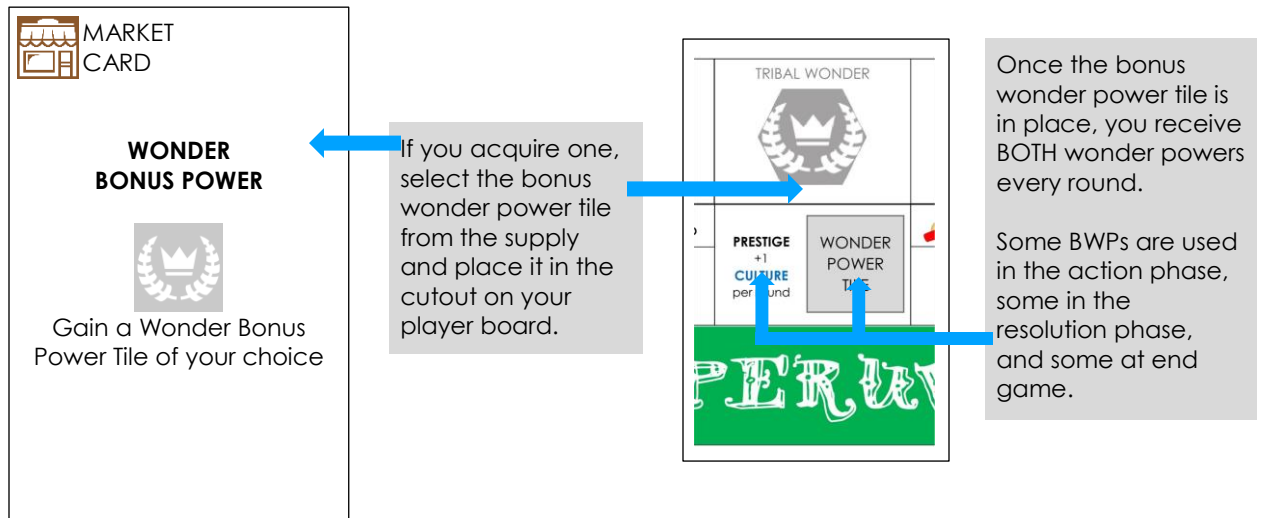


Every tribe's wonder allows them the ability to gain a prestige point every round on a certain track. If you cannot receive the point on the prestige track, gain a resource of your choice instead.



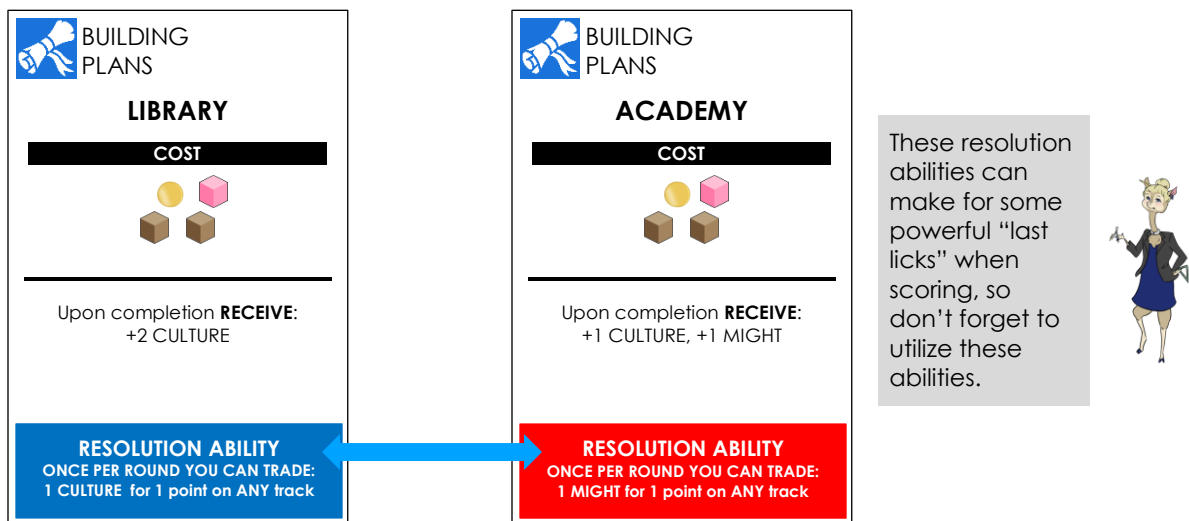
BONUS WONDER POWERS

One of the rarest and most powerful items you can acquire in the market is a bonus wonder power tile. These bonus wonder powers are stupid powerful.



USING BUILDING RESOLUTION ABILITIES

Some buildings offer a resolution ability that can be performed once per round during the resolution phase.



PRODUCTION BUILDINGS PRODUCE RESOURCES

Any production building that you have built—even if it was built this round—yields a resource. Gather those from the supply and store them on your player board.

TRIBE MEMBERS RETURN HOME

Tribe Members return home to rest and get ready for another New Day.

End Of Game

The game ends after 10 rounds—this will take place in the same round in which you reveal the last New Day card and the market runs out of cards, so long as it was constructed appropriately.

SCORING

Alpaca's love salad, so naturally the winner is determined by a nice point salad.

To determine the winner, calculate who has the most Victory Points by adding:

Prestige Tracks – each track scores separately

- 1st place = 8 VP
- 2nd place = 4 VP
- 3rd place = 2 VP


If players are tied on a track, split the points of the positions and round up.

Examples: 2-way tie for 1st = 6 VP each
3-way tie for 2nd = 2 VP each



A player **MUST** be above the start line to be ranked and get VP.
Subtract the VP penalties for each pawn below the start line.



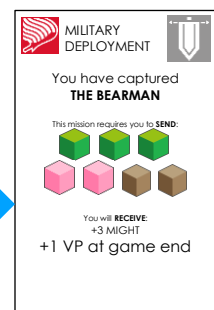
Civilization Milestones = 4 VP each 
Only one player can claim each milestone

Artifacts = 2 VP each

Age Bonus Tiles = 3 VP each

Multiple players may receive the points for the tiles in the 1st and 2nd age, but only one player will claim the 3rd age tile reward. Should there be a tie in the 3rd age, all tied players receive the VP.

Captured Enemy Heroes = 1 VP each
You must have completed the MD card to gain the VP.



Bonus Wonder Power Tile



Some of the BWP's reward you with VP.

Use the scoring tablet to add up everyone's score. After adding that up, the player with the most Victory Points at the end of the game is the winner of the Alpocalypse.

In the event of a tie, the player who completed the most action cards is the winner. If it is still tied, the player with the most total spaces achieved on the

prestige tracks is the winner. If it is still tied—jeez—you folks tie. Way to do something we never came close to encountering in playtesting!

To help you remember everything we just covered, we have included a handy player aid card that has the Round Order on one side and End of Game Scoring summary on the other side.

 <h3 style="text-align: center;">END OF GAME SCORING</h3> <p>PRESTIGE TRACKS</p> <ul style="list-style-type: none"> On each track: <ul style="list-style-type: none"> 1st = 8 VP 2nd = 4VP 3rd = 2 VP Ties split the points of the tied positions and round up <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Ex: 2-way tie for 1st = 6 VP each 3-way tie for 2nd = 2 VP each</p> </div> <ul style="list-style-type: none"> Assess VP penalties for those below the start line on a track. <p>CIVILIZATION MILESTONES 4 VP per milestone Only one player can win a milestone</p> <p>ARTIFACTS 2 VP per artifact</p> <p>AGE BONUS TILES 3 VP per tile All players that complete the ABT get the points</p> <p>CAPTURED ENEMY HEROES 1 VP per hero</p> <p>BONUS WONDER POWER TILE if applicable</p> <hr/> <p>TIE BREAKERS:</p> <ol style="list-style-type: none"> Most completed Action Cards Most total spaces attained on the Prestige Tracks 	 <h3 style="text-align: center;">ROUND ORDER</h3> <ol style="list-style-type: none"> EVENT PHASE Reveal a New Day card and respond Give awards or penalties MARKET PHASE Deal Market Cards; Place 1st Player Token Place Bids Make selections Establish 1st Player ACTION PHASE 1st Action Turn 2nd Action Turn Bonus actions (if necessary) RESOLUTION PHASE Use Wonder Powers/Bonus Wonder Powers Use Building Resolution Abilities Collect resources from production buildings Retrieve Tribe Members <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Some Bonus Wonder Powers may help you take actions. Receive rewards immediately. Mark Age Bonuses as they are achieved.</p> </div>
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Designers: Adam Hill & Clayton Hargrave