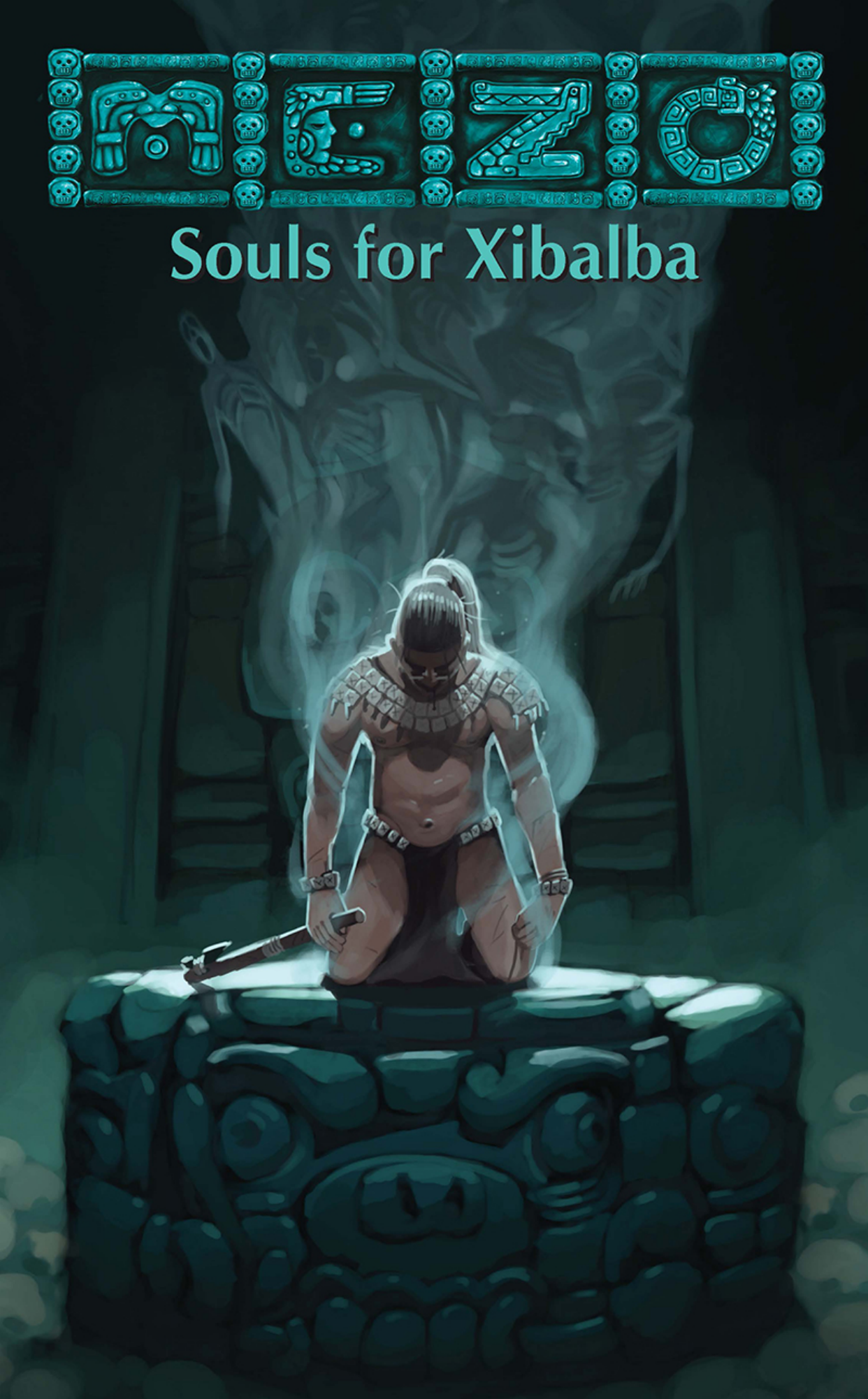
MEZO

Souls for Xibalba



Mezo: Souls for Xibalba contains all of the stretch goal content unlocked during the initial Mezo funding campaign. It is a collection of new gods, new altars and Wrathful god tiles, gameplay modules, and a Solo gameplay mode. Components are included for 5 players, however, to fully utilize all of the supplied components the player pieces from the 5-Player Expansion are required.

Kolossal Games would like to thank every backer who helped to make this expansion possible.

NEW CONTENT

- 3 god miniatures
- 3 god refernce cards
- 15 god action cards

- 2 god ability reminder tokens
- 8 altar tokens
- 6 Wrathful god tiles

TRIBE POWERS MODULE pg.12

- 5 tribe power tokens

SACRED CENOTE MODULE pg.12

- 1 sacred cenote token

PROPHECY MODULE pg.11

- 12 prophecy cards
- 1 monument card
- 5 prophecy tokens

RITUALS MODULE pg.12

- 12 ritual cards

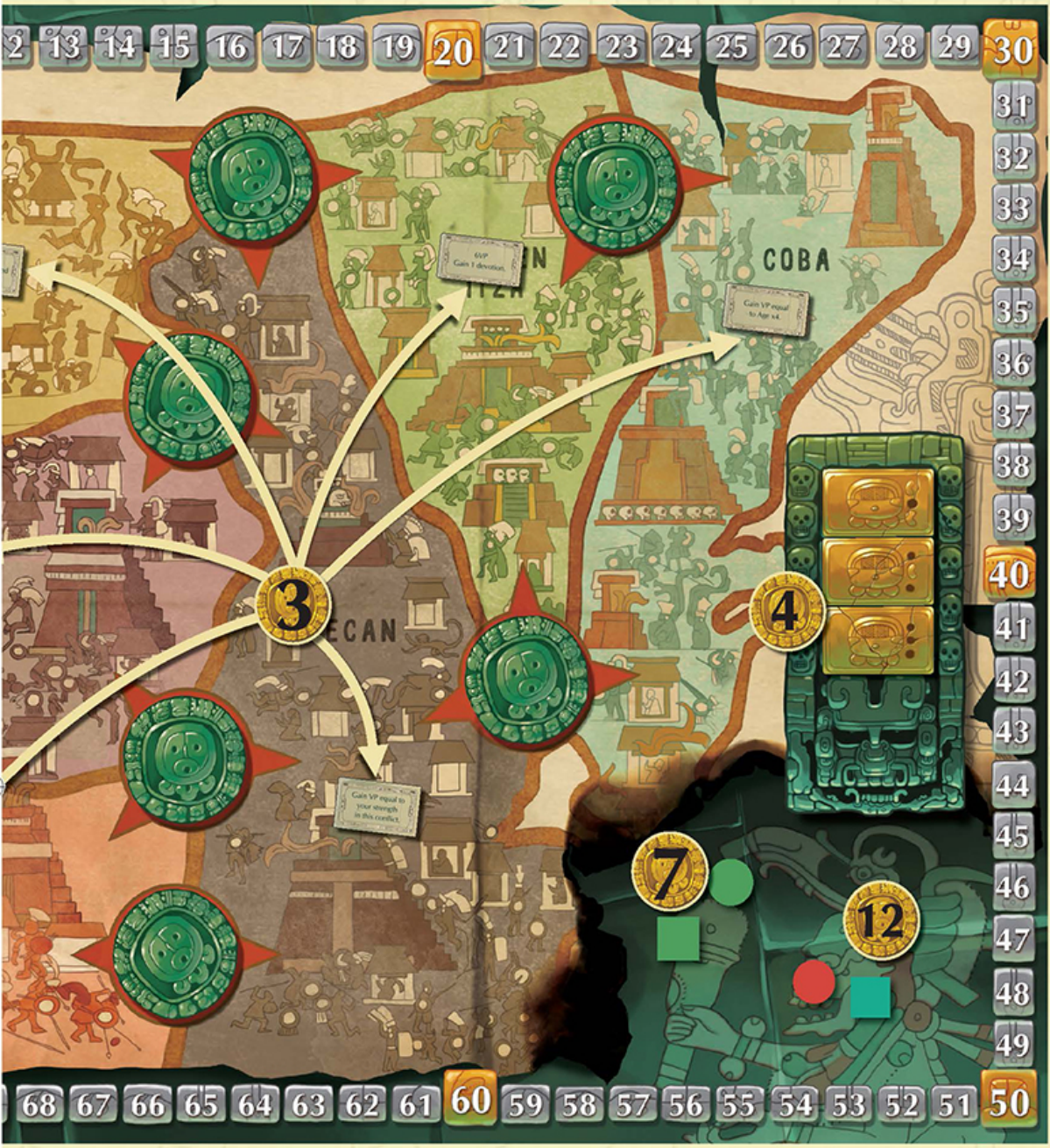
CITIES MODULE pg.11

- 5 city tokens

SOLO GAME pg.4-10

- 12 Vengeful god reference cards
- 6 Vengeful god action cards
- 1 Vengeful Calendar card
- 1 Vengeful Codex card
- 3 Vengeful god action markers
- 2 double-sided trial cards
- 6 trial tokens

MEZO SOLO GAME SETUP


2 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49
68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50
COBA
3
4
7
12

LEGACY
CALL.
BUILD in this conflict.
AWAKEN 1 unit
to this conflict.
Gain 1 devotion.
RECOVER 1 Warrior.
You may APPEASE.

10
Chaac
The Rushing Water

MEZO SOLO GAME

You take on the role of a lesser deity and its people struggling to gain acceptance as one of the great gods in the Mesoamerican Pantheon. Vengeful gods and their worshippers resent the rise of an upstart god challenging their power and oppose the player at every turn! Do you have what it takes to overcome the Vengeful gods and take your place in the heavens?

GAME SETUP

1. Place the Age dial so the arrow points to Age 1 on the corresponding space of the board.

2. Shuffle the 6 conflict tiles and place them facedown on their corresponding space on the game board.

3. Add a random altar token to every region on the game board.

4. Take 1 random Wrathful god tile for each Age (noted by the number of circles on each tile back) and place them facedown on their corresponding spaces on the game board.

PLAYER SETUP

5. Choose a color to play, taking its tribe board and all components corresponding to the chosen tribe.

6. Select a god to play and take its god action cards and figure.

7. Place 1 Shaman and 1 Warrior into Xibalba. Place your devotion marker on the 0 space of the devotion track. Place you VP marker on the 5 space of the VP track.

8. Shuffle the Trial cards, randomly select one and place it faceup beside the board, returning the rest to the box. Place the trial tokens near the trial card.

VENGEFUL GOD SETUP

9. Place the Vengeful Calendar and Vengeful Codex near the board so that they are adjacent to the Immortal Calendar and Heroic Codex that are printed on the board.

10. Place the Vengeful gods action deck and the Vengeful gods reference deck next to the board.

11. Select two colors to represent the forces of the Vengeful gods and place all Shamans and Warriors of those colors near the board.

12. Place 1 Shaman and 1 Warrior from the Vengeful god's forces in Xibalba (the color of the units doesn't matter as long as they are of the colors selected during step 11).

13. Place a VP marker from one of the colors representing the Vengeful gods on the 4 space of the VP track.

A full setup example can be found on page 4.

SPECIAL RULES

Devotion: Your devotion is handled in exactly same way as in a standard game of Mezo. The Vengeful gods never gain or lose devotion, instead they gain or lose VP equal to the amount of devotion that would have been gained or lost.

Trials: One trial card is used for each play of the solo game. Each trial card has a progress condition for the player and a progress condition for the Vengeful gods. When you meet your progress condition, add a trial token to the leftmost open space on the top half of the trial card. When the Vengeful gods meet the condition shown on the lower portion of the Trial card, add a trial token to the leftmost open space on the bottom half of the trial card. During the End of Game, you gain VP equal to the amount shown on the rightmost covered space on the top half of the trial card and the Vengeful gods gain VP equal to the rightmost covered space on the bottom half of the trial card.

START OF THE AGE

Shuffle the Vengeful god reference deck and randomly select one card, placing it faceup next to the board. Reveal the top conflict tile and place the god figure that corresponds to the revealed Vengeful god reference card on any vertice that grants presence in the region corresponding to the revealed Conflict tile. Shuffle the revealed Conflict tile back into the pile.

Reveal the Wrathful God tile associated with the current Age and place it faceup on the appropriate space on the board.

Select one of the three abilities on your tribe board for the current Age. The selected ability provides a powerful ability during this Age and all remaining Ages.

DEPLOY STEP

1. Resolve any tribe abilities that must be performed at the start of your Deploy Step.
2. Deploy your Champion to any region without a Desolate region marker.
3. Deploy up to 3 units, in any combination, to each region that does not contain your Champion.
4. Select a region without your Champion to be the Blessed region, overlaying the altar token in that region with the Blessed region token.
5. Place 1 Shaman and 1 Warrior from the Reserve of the Vengeful god into each region.

CALL STEP

During Age 1, add your god to an empty vertice on the board and resolve the Call ability on the god's reference card. After this initial placement in Age 1, CALL requires you to move and use the Call ability of your god, however, these actions may be resolved in any order.

CONFLICT STEP

The solo game introduces VENGEFUL as a new keyword to describe the abilities of the Vengeful gods. Always resolve VENGEFUL abilities at the start of the current conflict, including the conflict in the Blessed region. VENGEFUL abilities are only resolved if that god has presence in the current conflict.

Reveal the top Conflict tile to determine which region is the conflict region. If any of the Vengeful gods have presence in the conflict region, resolve their VENGEFUL abilities as directed on their Vengeful god reference cards.

Conflicts in the solo game are handled in a very similar manner to those in a standard game of Mezo. Except for the Blessed region, all conflicts in the solo game are handled in the following manner:

Look at the top three cards of your god action card deck, choose one and return the others to the top of the deck. Place the chosen card faceup in front of you and choose one of the three options to resolve.

Once you have resolved your first choice, draw the top card of the Vengeful gods action deck and perform the option on the card in the same position as the one you chose for yourself.

After resolving the first Vengeful god action, choose a second action on your card, fully aware that the Vengeful gods will resolve their next action in the same space on their Vengeful god action card. Should you choose to take a third action by demolishing one of your glyphs, the Vengeful gods will resolve a third action on their Vengeful god action card in the same position as well.

When resolving actions for the Vengeful gods, always resolve the text to the greatest extent possible. If any part of the action cannot be resolved, simply resolve the parts that are possible.

After resolving the first Vengeful god action, choose a second action on your card, fully aware that the Vengeful gods will resolve their next action in the same space on their Vengeful god action card. Should you choose to take a third action by demolishing one of your glyphs, the Vengeful gods will resolve a third action on their Vengeful god action card in the same position as well.

Just as in a standard game of Mezo, you can choose to take a pass action rather than one of the available options on your god action card. When you take a pass action choose to either RECOVER 1 unit or gain 1 devotion. When taking a pass action you must still cover one ability on your god action card with an action selection marker. The Vengeful gods then perform the ability in the same position as the one you chose despite having taken a pass action instead.

Once you and the Vengeful god have finished taking actions it is time to resolve the conflict. The altar bonus is awarded to whoever has the most strength in the conflict, be it the player or the Vengeful gods. Next, Immortal Calendar and Heroic Codex majorities are determined as in a standard game. However, if the Vengeful gods have the most Shamans, one is added to the Vengeful Calendar and the Vengeful Calendar ability is resolved. If the Vengeful gods have the most Warriors, one is added to the Vengeful Codex and the Vengeful Codex ability is resolved. The Vengeful gods will always fill their Calendar and Codex from left to right filling the first available space.

When comparing strength and Immortal Calendar and Heroic Codex majorities in conflicts, the Vengeful gods win all ties except in the region where your Champion is present.

To finish resolving the conflict return all units and your Champion (if present) in the region to their appropriate Reserves, then move all units on the Wrathful god to Xibalba.

The conflict is now complete. Draw the next Conflict tile and begin the next conflict. If no Conflict tiles remain, proceed to the End of Age Step.

BLESSED REGION

When resolving a conflict in the Blessed region follow these steps:

1. Resolve the VENGEFUL ability of any Vengeful gods that have presence in the region.
2. You may sacrifice any number of units in your Reserves to gain 1 devotion and 1 strength in this conflict for each unit sacrificed in this way. Place the sacrificed units on your god reference card as a reminder of how many units were sacrificed.
3. Reveal the top Vengeful gods action card and sacrifice a number of units from the Vengeful god's reserve equal to the number shown at the top of the card. Always sacrifice 1 Shaman followed by 1 Warrior until the required number is met. If the Vengeful gods ever lack sufficient units of one type to follow this pattern, fulfill the sacrifice with units of the other type. Each unit sacrificed adds 1 strength to the Vengeful gods' total in the Blessed region. Since the Vengeful gods do not gain devotion they additionally gain 1 VP for each unit sacrificed in the Blessed region.

4. Compare total strength in the Blessed region and award 8VP to side with the most strength. In the event of a tie, as in all conflicts where the player's Champion is not present, the Vengeful gods win the conflict in the Blessed region. All units in the region are returned to their respective Reserves and all sacrificed units placed in Xibalba.

END OF AGE STEP

After all conflicts have been resolved, conclude each Age by resolving the following steps:

1. Gain 2VP for each unit you have on the Immortal Calendar and Heroic Codex. Return units on the Immortal Calendar and Heroic Codex to your Reserves. The Vengeful gods gain 2VP for each unit they have on the Vengeful Calendar and Vengeful Codex. Return units on the Vengeful Calendar and Vengeful Codex to the Vengeful gods' Reserves.
2. You and the Vengeful gods each gain VP equal to the current Age for every region where you have at least 1 pyramid.
3. Shuffle your god action card deck and place it facedown beside your god reference card. Shuffle the Vengeful gods' action deck and place it facedown beside the board.
4. Rotate the Age dial to the next Age.
5. Shuffle the conflict tiles facedown and place them on their corresponding space on the board.

If this is the end of Age 3, proceed to the End of Game and final scoring, otherwise begin the next Age with the Start of Age Step.

END OF GAME

Gain VP equal to the value of the space your devotion marker occupies on your devotion track as well as VP granted by any unscored Age 3 tribe ability.

Gain VP equal to the rightmost covered space on the top half of the trial card. The Vengeful gods gain VP equal the amount shown on the rightmost covered space on the bottom half of the Trial card.

You are victorious if you have more VP than the Vengeful gods and ascend to your rightful place as the most powerful and revered god in all of Mesoamerica! You are defeated if you have fewer VP than the Vengeful gods and are cast into the darkest pit of Xibalba along with all of your followers for all time!

Should you find that you require a greater challenge, simply increase the starting score of the Vengeful gods by 10 additional VP at the start of the next game. Continue increasing the starting VP of the Vengeful gods until you find a level of difficulty that equals the challenge you would like to face!

MODULES

The following section covers all of the different module options that you can introduce into your game of Mezo. These are designed to expand upon on to the standard game and do not effect the core rules. You can add as few or as many as you prefer. Modules are not intended for the Solo game mode.

CITIES

After setup, starting with the player with the highest VP, players can place their city tile in any region that does not already contain a city tile.

During the Start of Age Step, each player may DEPLOY 1 unit to the region containing their City at the same time as they select their tribe board ability. This unit does not count against the "up to 3 units" limit during the DEPLOY step. In addition, a player may choose to DEPLOY their champion to the region where they added the unit for their City.

When a player wins a conflict in a region and there is a City belonging to another player in that region, the City is destroyed. The Victorious player removes the City token from the board and immediately gains 1VP.

Any player whose City has been destroyed no longer gains the ability to DEPLOY an additional unit to that region. Any player whose city is on the board at the end of the game gains 3 VP.

RITUALS

During setup, draw 3 ritual cards at random and set them beside the board near the wrathful god tiles in a facedown pile, and return the unused ritual card to the box.

During the Start of Age Step after revealing the Wrathful god tile reveal the top ritual card and place it faceup on top of the pile. Rituals only affect the current Age during the Step shown on the card.

During the End of Age Step, immediately after players score for their Pyramids, return the faceup ritual card to the box. If the Ritual has an End of Age Step effect, resolve it at this time and is then returned to the box.

Some Rituals have a one time effect, such as forcing each player to move 1 Warrior from their Reserves to Xibalba. These effects are resolved beginning with player with the most VP and continuing in descending order until all players have resolved the effect of the Ritual.

RITUALS

After all players have chosen their gods during step 7 of Setup, shuffle the prophecy cards and deal 3 of the cards faceup in a vertical column next to the board. Place the monument card at the top of the column, above the third card.

Prophecy cards represent a divine prophecy in which all of the tribes believe. Each card represents a step towards completing the prophecy and the player's tribe being immortalized with a monument to their eternal glory.

Prophecy cards must be completed in order, starting with the card at the bottom and working toward the card at the top. When a player meets the condition indicated on the Prophecy card on which they are working they place their Tribe markers on it and immediately gain 3VP. The first player to complete the third prophecy card takes the monument and immediately gains 6VP. Once any player gains the monument card the prophecy has been fulfilled, no further prophecy cards can be completed by any other players. Return all prophecy cards to the box.

SACRED CENOTE

At the start of each Age, the player with the most VP places the sacred cenote in any region under the altar in the region. Any player winning a conflict in a region with the sacred cenote gains 3 devotion in addition to the reward on the Altar.

TRIBE POWERS

Each tribe possesses a one use power that can be used during any conflict where either their god has presence or their Champion is present. The opportunity for a player to activate their tribe power is in turn order after each player has taken or passed the opportunity to resolve glyph actions. A player may use their tribe power if the player's god has presence in the region or their Champion is present where the conflict is taking place. The player may flip their Tribe marker and resolve one of the two available options.