



Rulebook

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- Step 5: Change rule to include '*Inti dial set to 0*'.

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- Steps 14 and 15: Change rule to include '*Shuffle each power set of Textiles before stacking*' and '*Shuffle all Pots before stacking*'.

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- Pottery: Diagram should show a multiplayer board.

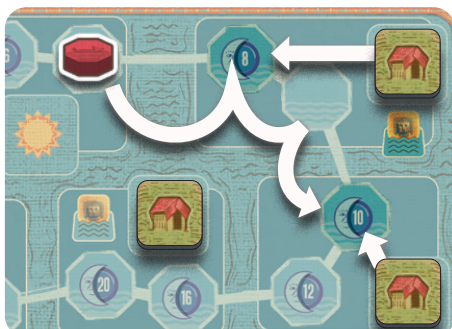
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- Step 8: Change rule to include '*Set up the Main board, **Lake board**, supplies...*'.

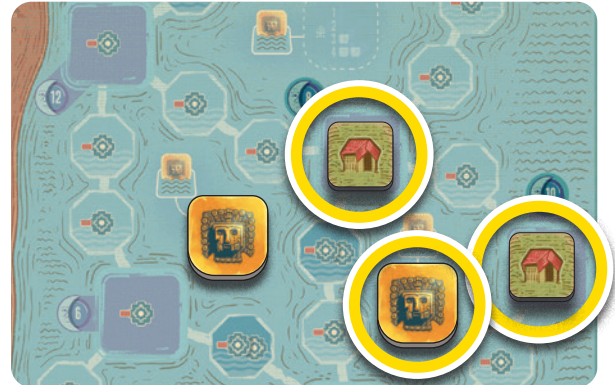
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- Reed bundling: Change phrasing in last paragraph to the following (changes in bold):
*If the island placed **is from a box on the Solo board with a Viracocha icon**, take a Viracocha from an adjacent lake area as usual. When choosing between two or more lake areas, the Ayllu picks the area with the lowest number on **the highest-valued adjacent Island slot**.*
- Play Example: Change example to the following:

The Ayllu has already placed their first Island on the Lake board slot worth 4 Moon points. They now do a reed bundling activity with a power of 3, moving their Boat 3 spaces along its track.



As they pass through their second track section, they place the Island there on the slot with 8 Moon points. They also place their third Island on the 10 Moon slot because their Boat lands there.



Placing the Island from the second slot requires the Ayllu to take a Viracocha from an adjacent lake area. They have a choice of two, and pick the circled one, as the highest value of the Island slots adjacent to this area (10) is lower than the highest adjacent to the left-hand area (12). As per the solo rules, the Ayllu discards that Viracocha and takes a Llama from the supply instead.

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- Fourth Viracocha bonus: Change rule to include '*Gain this bonus Sun even if you would normally score 0 Inti devotion.*'

Lake Board

- Viracocha slots next to gold Island slots should have the  icon.