

DANIELE TASCINI SIMONE LUCIANI

# TZOLK'IN

## THE MAYAN CALENDAR

The game board features a Mayan calendar represented by a 26-tooth Tzolk'in gear connected to 5 smaller gears representing 5 locations where Mayan civilization develops (Palenque, Uxmal, Tikal, Yaxchilan, and Chichen Itza). Players take the roles of Mayan tribes.

The board depicts various actions that can benefit your tribe. On your turn, you will either place workers on the gears or pick up workers placed on a previous turn. The workers perform the actions when you pick them up.

After everyone has had a turn, the Tzolk'in gear advances one day, causing all workers on all gears to move one position ahead, which changes the actions they can perform.

Corn is the basic commodity, serving as food for your population and as currency. Actions allow you to produce food, extract resources, construct buildings, and develop technologies. Some actions please the gods, others displease them. You track your standing with the gods (Quetzalcoatl, Kukulcan, and Chaac) on the three temples on the board. The most devout tribes receive the best rewards.

The gods award victory points twice during the game. You can also earn victory points by constructing certain buildings or carrying crystal skulls to Chichen Itza. The game ends after one revolution of the Tzolk'in gear. Your remaining resources are converted to victory points, and you also get points from certain monuments. Whoever has the most points at the end of the game wins.



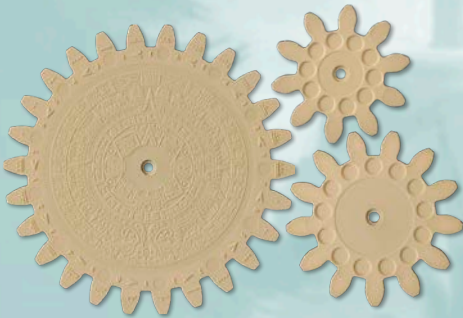
# COMPONENTS

## GAME BOARD

comprised of 6 interlocking pieces



## 6 GEARS OF VARIOUS SIZES



## 1 SHEET WITH STICKERS



## 6 PLASTIC FASTENERS



## 24 WORKERS IN 4 COLORS

(6 workers per player)



## 28 MARKERS IN 4 COLORS

(7 markers per player)



## 4 SCORING COUNTERS IN 4 COLORS

(1 for each player)

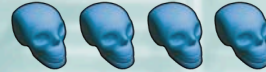


## 65 WOODEN BLOCKS

representing resources (wood, stone, and gold)



## 13 CRYSTAL SKULLS



## 65 CORN TOKENS OF VALUES 1 OR 5



## 28 HARVEST TILES

(16 Corn Harvest Tiles and 12 Wood Harvest Tiles)



## 21 STARTING WEALTH TILES



## 13 MONUMENTS



## 32 BUILDINGS DIVIDED INTO 2 AGES



## 4 TWO-SIDED PLAYER BOARDS IN 4 COLORS

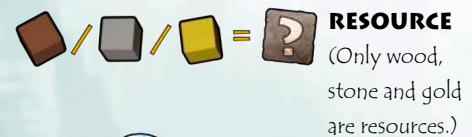


## 1 STARTING PLAYER MARKER



## MATERIALS

Some components representing certain materials are depicted by icons:



There are exactly 13 crystal skulls in the game and no more. When the 13th crystal skull is taken from the bank, no one can gain any more skulls.

In rare cases you could run out of other pieces. If that happens, use some suitable substitute.

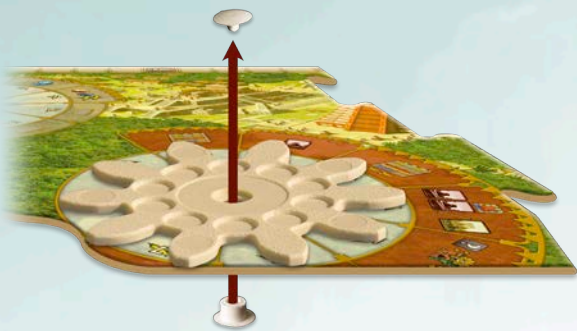
# BEFORE THE FIRST GAME

## CARDBOARD PIECES

Carefully punch the cardboard pieces out of the punch-boards.

## GAME BOARD

Attach all the gears to the game board using the plastic fasteners. Make sure you attach the gears to the correct positions as shown in the setup picture. There are 3 different sizes of gears.



## STICKERS

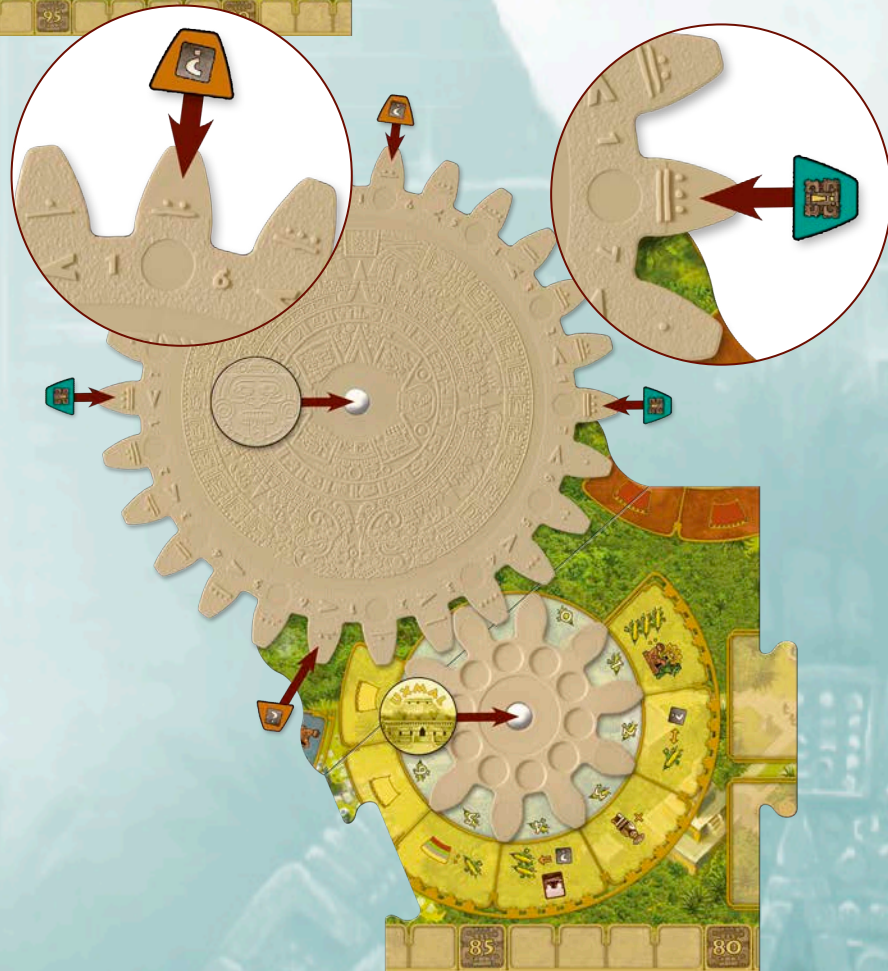
After you attach the gears, put the appropriate stickers on them.

Put 4 stickers representing Food Days on the corresponding teeth of the Tzolk'in gear as shown.

Note: The game board is designed so that you don't have to remove the gears after playing. The puzzle pieces will still fit into the box and the game board can be assembled with the gears still attached. The stickers and fasteners are intended to remain in place.

## ASSEMBLING THE GAME BOARD

Once you attach the gears and put the stickers on them, ASSEMBLE THE GAME BOARD IN THIS ORDER TO AVOID DAMAGING IT.



# SETTING UP THE GAME

Place the assembled game board in the middle of the table. Lay the rest of the components on or around it as depicted. The illustration shows the setup for a 4-player game. For the differences in 2- and 3-player games, consult the column on the next page.



## BANK

Put all the wood, stone, gold, crystal skulls, and unused workers in a bank where everyone can reach them easily. The corn bank is placed in the middle of the Tzolk'in gear.

## JUNGLE

Associated with the Palenque gear are groups of four spaces representing fields in the jungle that can be cleared and farmed. Place one Corn Harvest Tile on each field. The group of fields corresponding to Palenque action 2 (the action next to the number 2 written over the corn symbol) can only produce corn, but the other three groups can also produce wood. Put one Wood Harvest Tile on top of each Corn Harvest Tile in the groups corresponding to actions 3, 4, and 5.

## CALENDAR

Rotate the Tzolk'in gear until the arrow-head points at one of the two teeth representing an end-of-age Food Day (the teeth marked by the blue-green stickers).

## STARTING PLAYER

Give the Starting Player Marker to the player who most recently sacrificed something. In case of a tie, give the Starting Player Marker to the player who volunteers for the next sacrifice.

The Starting Player Marker does not rotate. You can take it by placing a worker on the Starting Player Space, as explained later.



## SCORING COUNTER

Each player puts his or her scoring counter on space 0 of the scoring track.



## PLAYER SETUP

Each player chooses a color and takes in that color:

### 1 PLAYER BOARD

Each player begins the game with his or her player board flipped lighter side up.

### 3 WORKERS

### STARTING WEALTH TILES

After setting up the game (including revealing buildings and monuments) mix up the Starting Wealth Tiles and deal 4 secretly to each player. Each player chooses 2 to keep and discards the other 2. When everyone has chosen 2 to keep, reveal the players' choices and give them the items depicted on the tiles. (See page 16 for a detailed overview of their effects.) Players keep their Starting Wealth Tiles in front of them; some have an effect that can be used during play.

### PLAYER MARKERS

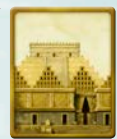
Each player places 7 markers in his or her color:

- 1 on the white step of each of the 3 temples,
- 1 on the leftmost space of each of the 4 technology tracks.

## BUILDINGS & MONUMENTS

Separate buildings and monuments into 3 face-down stacks according to their backs – Age 1 buildings, Age 2 buildings, and monuments. Shuffle each stack separately.

### MONUMENT SPACES



Deal 6 monuments face up into the monument spaces on the game board.

Put the rest of the monuments in the box. You won't need them anymore.



### BUILDING SPACES

Deal six Age 1 buildings face up into the building spaces. Place the Age 1 and Age 2 building stacks face down near the game board.

## 2- OR 3- PLAYER GAME



The setup is different if you have fewer than 4 players. These symbols on the game board remind you of these rules.

### MONUMENTS

Fewer players means fewer Monuments:

- ◊ Deal 5 for a three-player game;
- ◊ Deal 4 for a two-player game.

### JUNGLE

Fewer players means each group of fields has fewer Harvest Tiles. Instead of using all 4 fields in each group, use only:

- ◊ 3 in a three-player game;
- ◊ 2 in a two-player game.

### DUMMY WORKERS

After dealing the Starting Wealth Tiles to each player, but before they choose 2 of them to keep, use the workers in the non-player colors to block action spaces on the gears according to the following rules:

1. Mix up the remaining Starting Wealth Tiles, and draw them at random, one at a time.
2. Each Starting Wealth Tile depicts a specific action space on one of the 5 gears. Place a non-player worker on that action space.
3. If this is the first worker placed on that gear, also place a second non-player worker on the opposite action space of the same gear (even if it has no number). Exception: This rule does not apply on the Chichen Itza gear.
4. Continue drawing Starting Wealth Tiles until you have placed all the non-player workers: 6 in a three-player game or 12 in a two-player game.

The dummy workers stay on the gears until the end of the game. Alternatively you may use the player markers instead of workers to easily distinguish the player pieces from the dummy ones.

Example:



*This tile indicates that you should place a dummy worker on Palenque action space 5. If this is the first dummy worker placed on the Palenque gear, you would also place a dummy worker on Palenque action space 0 (assuming, of course, that you have a dummy worker left to place).*

# COURSE OF THE GAME

Each round of play has 2 or 3 phases:

1. **PLAYERS TAKE THEIR TURNS.** Beginning with the starting player and proceeding clockwise, each player takes his or her turn.
2. **ON A FOOD DAY, FEED THE WORKERS AND TAKE REWARDS.** There are only 4 Food Days per game. Most of the time, you will skip this phase.
3. **ADVANCE THE CALENDAR.** Advance the central Tzolk'in gear – usually only one day. If a worker is on the Starting Player Space, the Starting Player Marker changes hands at this time.

All of these are explained in more detail below.

The game ends after the second age, which corresponds to one revolution of the central Tzolk'in gear. Whoever scores the most victory points is the winner.

## PLAYER TURNS

Begin with the starting player and proceed clockwise. On your turn you must do one of the following:

- ◊ Place any number of workers and pay some amount of corn for that,
- ◊ or: Pick up any number of workers from the gears and perform actions.

You must either place workers or pick some up. You cannot skip your turn. You cannot place some workers and pick up others.

Note: Your first turn of the game will always be a placement turn because you have no workers on the gears to pick up.

## BEGGING FOR CORN

At the start of your turn, if you have 2 or fewer corn, you may beg for corn. To beg for corn, discard all your corn and take 3 from the bank (i.e., take corn from the bank until you have exactly 3). Your foolishness angers the gods and you must step down on one of the three temples. See the section on Temples (page 10) for details.

If you do not have enough corn to place a worker and you have no workers on the gears, then you must beg for corn.

## PLACING WORKERS

You begin the game with three workers and you may acquire more during the course of play. You must have at least one available worker (not on a gear and not still in the bank) to place workers.

If you choose to place (instead of pick up) you must put one or more of your available workers onto the gears. You can place multiple workers on your turn, and you may even place all of them.

To place a worker, choose a gear and put one of your

available workers on the lowest-numbered unoccupied action space. (The lowest action space is 0.)

Example:



Red placed a worker on the Palenque gear the previous turn and it is now on action space 1. Now Green wants to place workers on the Palenque gear. The first must go on action space 0 because it is the lowest-numbered unoccupied action space. The second must go on action space 2 because action space 1 is occupied. She wants to place her third worker on Yaxchilan. It must go on action space 0.

Placing workers costs corn:

- ◊ You pay an amount of corn equal to the number of the action space.



- ◊ You also pay for the number of workers placed, at the rate depicted on your player board. Note: The boldfaced number is the total cost. The number in parentheses is the cost of adding that particular worker.

0	(+0)
1	(+1)
3	(+2)
6	(+3)
10	(+4)
15	(+5)

Example:

In the example above, Green must pay 5 corn:

- ◊ 2 corn for placing her workers on action spaces 0, 0, and 2.
- ◊ 3 corn for placing 3 workers.

3	(+2)
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Green has a fourth available worker, but she cannot place it. Placing a fourth worker would cost at least 3 more corn, and Green cannot afford it.

Example 2:



When Red places two workers on the Palenque gear, she will have to take action spaces 3 and 4. The first worker costs 3 corn (3 + (+0)) and the second costs 5 corn (4 + (+1)), for

a total of 8. Red could afford to place a third worker, but she has no available workers left.

You cannot place more workers than you can afford. You cannot choose to place zero workers.

If you must place workers (because you have none on the gears already) and you cannot afford to do so, you must first beg for corn, as described above.

Note: There's also one action space between the Palenque and Chichen Itza gears – the Starting Player Space. You may place a worker there if it is unoccupied, just as though you were placing a worker on an action space 0. See the Starting Player Space section for details (page 10).

## PICKING UP WORKERS

If you have at least one worker on one of the gears, you may pick up workers instead of placing them. When picking up workers, you remove one or more of your workers from the gears. You may pick up one, some, or all of your placed workers.

For each worker you pick up, do one of the following:

- ◊ Use the action where your worker was standing.
- ◊ Use a lower-numbered action on the same gear by paying 1 corn for each step back. (You may do this regardless of whether another worker is occupying that lower-numbered action space.)
- ◊ Do nothing (except pick up the worker).

You perform your chosen actions sequentially. You get to decide the order.

Example:

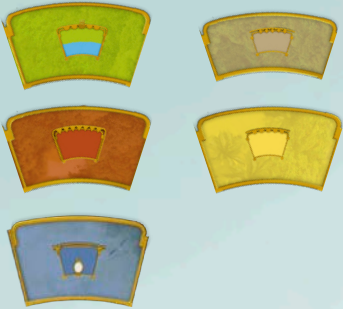


Red has no available workers so she must pick some up. She decides to pick up the worker on action space 2, for which she receives 1 stone and 1 corn. Red would like another stone, and now she has a way to get one. She removes her worker from action space 3 and pays 1 corn to use action 2, getting 1 stone and 1 corn again. She doesn't want wood, so she leaves her third worker on the gear (so that it can advance at the end of the round). She ends up with 2 stone and 1 corn. (She received 2 corn, but she spent the first one.)

Note that order is important. If Red had no corn when she picked up her worker on action space 3, she would be unable to pay the cost of using that worker to perform action 2. She would be forced to use action 3 (or no action).

## FREE CHOICE ACTION

The highest numbered action spaces are free choice actions. These are actions 6 and 7 on most gears and action 10 on Chichen Itza. When you pick up a worker from a free choice action space, you may perform any one of the actions on that gear without any extra payment.



Each gear represents a different location where Mayan civilization develops. The gears offer certain actions, and each action has a number.

When you pick up a worker from a gear, you may perform the action indicated by the action space where your worker was standing. Alternatively, you may perform a lower-numbered action by paying 1 corn for each step back. You can also choose to perform no action.

In general, higher-numbered actions are more valuable and your workers advance to more favorable positions with each tick of the Tzolk'in gear.

## MATERIALS

When performing actions players may gain or lose some materials. When you gain a material, take the indicated piece from the bank and place it in front of you. Some actions have costs. When you pay a cost, return the indicated pieces to the bank. If you don't pay the cost, you cannot perform the action.

Wood, stone, and gold are called "resources". They are represented by wooden blocks.

### LIST OF MATERIALS:

-  indicates a corn.
-  indicates a wood.
-  indicates a stone.
-  indicates a gold.
-  indicates a resource block. Only wood, stone and gold are resources. Corn and crystal skulls are not.
-  indicates a crystal skull.

## ADVANCING THE CALENDAR

After all players are done with their turns, the Tzolk'in calendar gear is rotated 1 day counter-clockwise. This advances all placed workers 1 action space.

A worker that is on the highest numbered action space (7 on most gears, 10 on Chichen Itza) will be pushed off the gear. Return such workers to their owners. Players get no action from workers returned to them this way.

Note: You should use your worker before it is pushed off the gear.

Note: Dummy workers are not pushed off. They stay on the gears for the whole game. This means that sometimes they will be "blocking" an action space with no number.

If no worker was placed on the Starting Player Space this turn, take 1 corn from the bank and put it on the current tooth of the Tzolk'in gear. On the other hand, if there is a worker on the Starting Player Space, the rules for advancing the calendar are different. See the section on the Starting Player Space (page 10) for details.



## ACTIONS

### TECHNOLOGIES

Technologies give benefits that apply every time you perform a certain action. These benefits are described in detail in the section on Technologies (page 12).

The technology table on the game board has 4 different technology tracks, each with five spaces. When you advance in technology, you choose one of these tracks to advance on.



To advance from the starting space to level 1, you must pay 1 block (of wood, stone, or gold).



To advance from level 1 to level 2, you must pay 2 blocks (which can be the same type of resource or 2 different types).



To advance from level 2 to level 3, you must pay 3 blocks. Level 3 is as high as you can go, but you can still use a technology advancement action to gain a one-time bonus:



When you "advance" from level 3, you must pay 1 block. You immediately receive the indicated bonus. Your marker remains on the level 3 space, and this option remains open to you every time you use a technology advancement action.

### BUILDINGS & MONUMENTS

Some actions allow you to construct buildings and monuments. Each building or monument has a cost depicted in the upper left corner. If you want to construct that building or monument, you must pay the exact cost depicted. If you don't have the right resources, you cannot construct it.

When you construct a building or a monument, pay the cost, take the tile from the game board, and put it in front of you.

*Example:*



*To construct this building, a player must perform a construction action and pay 1 block of stone and 1 block of gold.*

All available monuments are visible from the beginning of the game. When a player takes a monument, it is not replaced.

Buildings, however, are replenished between players' turns. At the end of your turn, if you constructed any buildings, you should add new buildings to the spaces you emptied.

In the first half of the game, only Age 1 buildings will be available. At the midpoint of the game, all Age 1 buildings remaining on the game board are discarded and Age 2 buildings are dealt to the building row. In the second half of the game, only Age 2 buildings will be available.

See the section on Buildings & Monuments (page 11) for more details.



## PALENQUE

Palenque allows you to harvest food or wood from the jungle. Actions 2, 3, 4, and 5 correspond to the Harvest Tiles you put on the board during setup. Action space 2 has only Corn Harvest Tiles, while actions 3, 4, and 5 start with Wood Harvest Tiles on top of Corn Harvest Tiles.

When you use one of these harvest actions, choose one of the four spaces in that group and remove the top Harvest Tile from it. If you removed a Wood Tile, take the amount of wood depicted on the action. If you removed a Corn Tile, take the depicted amount of corn. If all Harvest Tiles in that group have already been taken, then you cannot use the action (unless you have the level 2 agricultural technology that allows you to harvest corn when no Corn Harvest Tile is available).

On actions 3, 4, and 5, you have to go through the wood to get to the corn. The first player to use the action will see only Wood Tiles available. When one player takes a Wood Tile, the Corn Tile is made available to the next player who chooses that action.

You can also get to the corn by burning the forest: Discard the Wood Harvest Tile on top. (Return it to the box.) Take the Corn Harvest Tile you uncovered and gain the indicated amount of corn. Now move down one step on one of the temples because you have angered the gods. (See page 11 for details.)

If the action has both Wood and Corn Tiles available, you may choose between them.

Note: Certain monuments may give you points for your Harvest Tiles, so keep them in front of you until the end of the game. (And remember, when you burn a forest, you discard the Wood Tile and keep the Corn Tile.)



Fishing. Get 3 corn. (The game has no fish tokens, so you use corn to represent the food you earned from fishing.) This action has no tiles, so it cannot be depleted.



Take one Corn Harvest Tile to get 4 corn.



Take one Corn Harvest Tile to get 5 corn, or take one Wood Harvest Tile to get 2 wood.



Take one Corn Harvest Tile to get 7 corn, or take one Wood Harvest Tile to get 3 wood.



Take one Corn Harvest Tile to get 9 corn, or take one Wood Harvest Tile to get 4 wood.



Perform any one action on the Palenque gear. (You do not have to pay extra to use a lower-numbered action.)

Example:



*Red has decided to pick up her workers. She leaves the worker on action space 1 because she wants it to advance to a more valuable action. She picks up the worker on action space 3 to take a Wood Harvest Tile and gain 2 wood. Red wants corn, so she uses the worker on action space 4 to burn the forest and harvest 7 corn. She moves her marker down one step on one of the temples.*

*Suppose Red wanted to use these same two workers to gain corn without angering the gods. Once the worker on action space 3 has taken the Wood Harvest Tile, a Corn Harvest Tile becomes available. Red can pay 1 corn to enable the worker on action space 4 to perform action 3 and harvest 5 corn without angering the gods. Because Red pays 1 and gains 5, she ends up with 4 more than she had before. Note, however, that she must pay before she harvests, so she cannot do this unless she already has at least 1 corn.*



## YAXCHILAN

The mountains of Yaxchilan offer a variety of valuable items: wood from the forest, stone from the quarry, gold from the mine, and crystal skulls hidden below the falls. These items are taken from the bank when you perform the action.



Get 1 wood.



Get 1 stone and 1 corn.



Get 1 gold and 2 corn.



Get 1 crystal skull.



Get 1 gold, 1 stone, and 2 corn.



Perform any one action on the Yaxchilan gear. (You do not have to pay extra to use a lower-numbered action.)

As mentioned in the section on Components, there are only 13 crystal skulls in the game. After the 13th skull has been taken, action 4 no longer has any effect. However, wood, stone, gold, and corn are unlimited. If you run out of pieces of a certain type, find a suitable substitute to represent that commodity.



## TIKAL

Tikal is the center of architectural and technological development. These actions allow you to construct buildings or advance on a technology track. Developments come at a cost that must be paid for in wood, stone, or gold.



Advance one level in one technology and pay the appropriate number of blocks. (See page 7.)



Construct one building and pay the appropriate cost.



Advance 1 or 2 technology levels. (The 2 may be either once on two tracks or twice on one track.) Pay the appropriate amount for each advancement.





Construct one or two buildings or one monument and pay the appropriate cost. If you construct two buildings, you can apply your architecture technologies to either the first or the second, but one of them must be built without architecture technologies. (Architecture technologies never apply to monuments. See page 12.)

If the first building gives you a new architecture technology, you may apply that effect (and any others) to the second building, as long as you applied no architecture effects to the first one. If the first building gives you a resource, you may use that resource in constructing the second building. If the first building gives you an action, perform that action before constructing the second building.



Climb up 1 step on two different temples. This costs 1 block. See the section on Temples for more details.



Perform any one action on the Tikal gear. (You do not have to pay extra to use a lower-numbered action.)

Example:



Yellow has some wood to spend, so he decides to pick up both of his workers on the Tikal gear. He uses action 3 to advance 2 technologies to the first level, paying 1 wood for each. Then he uses action 4 to construct the two buildings he can afford. Once he is done with his turn, he draws two buildings from the Age 1 stack to replace the two that he took.

Note: Yellow could have advanced 2 levels in one technology, but then he would not have had enough wood left to construct both buildings.



## UXMAL

Uxmal is the commercial center. Here a player can make offerings to the gods and engage in various commercial enterprises in the market.

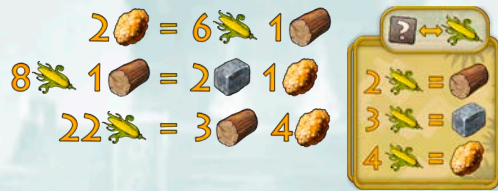


Climb up 1 step on one temple. This costs 3 corn. See the section on Temples (page 10) for more details.



Exchange corn and resources as many times as you want. The exchange rate is given by the resource exchange table (beside the bottom technology track).

Some examples of possible exchanges:



Take one worker of your color from the bank and put it in front of you. This action has no effect once you have all 6 workers in play.



Construct a building and pay for it with corn. This works almost like construction on the Tikal gear, except that instead of paying with resource blocks, you

pay 2 corn per resource required. You must pay entirely in corn. You cannot pay any portion of the cost with resources.

You cannot use this action to construct a monument.

Example:



To construct either one of these buildings, pay 4 corn.



Perform one action on either the Palenque, Yaxchilan, Tikal or Uxmal gear. This costs 1 corn (in addition to any costs of the chosen action). Note that actions on the Chichen Itza gear are not available here.



Perform any one action on the Uxmal gear. (You do not have to pay extra to use a lower-numbered action. However, if you choose action 5, you still have to pay the 1 corn specified by that action.)



## CHICHEN ITZA

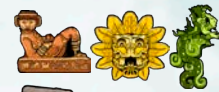
Chichen Itza is a sacred place. Here you may leave your crystal skulls and earn the favor of the gods. Each

action has a place for a crystal skull. When you perform an action on this gear, you must place a crystal skull inside the oval corresponding to that action. You cannot perform the action if someone else has placed a skull there already. In other words, each action can only be used once per game.

When you perform the action, place the skull and receive immediate rewards:



a specific number of victory points,



a step up on a specific temple,



and sometimes a resource block of your choice (wood, stone, or gold).

Each action pleases a specific god:



Chaac has the brown temple on the left.



Quetzalcoatl has the yellow temple in the middle.



Kukulcan has the green temple on the right.

Example:



Red wants to place a crystal skull in Chichen Itza. She picks up her worker from action space 7. She needs a gold for her other plans, so she pays 1 corn to use action 6. She puts a crystal skull in the oval and receives 8 victory points. She moves her green temple marker up one step and takes 1 resource block of her choice – a gold.

Like the other gears, Chichen Itza has an action space (10) that allows you to perform any action on the gear without paying extra corn.

## STARTING PLAYER SPACE



The Starting Player Space is between Palenque and Chichen Itza. If it is unoccupied, it is one of the action spaces you may choose when placing your workers. As usual, you pay for the number of workers placed and you pay the cost of each action space chosen. The Starting Player Space has a cost of 0.

When you play here you get several benefits. Three of these benefits come during the Advance the Calendar phase, but the first benefit comes as soon as you finish your turn:

### TAKE ACCUMULATED CORN

In any round in which no one chooses this action, 1 corn is placed on a tooth of the Tzolk'in gear. If you play here, you get all the corn that has accumulated on the teeth. Take the corn as soon as your turn is done. (This means that you cannot use this corn to pay for placing workers this round, but you can use it to feed workers if this round is a Food Day.)

The following things happen at the end of the round, during the Advance the Calendar phase:

### TAKE BACK YOUR WORKER

You do not wait for a pick up turn to get this worker back. Your worker returns to you automatically at the end of the round.

Note: This is similar to the return of a worker when it is pushed off a gear. These are the only two ways to get a worker back without picking it up.

## MOVE THE STARTING PLAYER MARKER

The Starting Player Marker always changes hands if you choose this action. If you already have the Starting Player Marker, you pass it to the player on your left (which means that you will be the last player until someone chooses this action again). Otherwise, you take the Starting Player Marker and become the starting player until someone chooses this action again. This is the only way the Starting Player Marker can change hands.

### ADVANCE THE CALENDAR

Normally the calendar advances 1 day, but you may choose to advance it 2 days instead. This privilege is subject to limitations:

- ♦ You cannot use this privilege if your board is darker side up. When you use this privilege, you must flip your board over to the darker side to show that you have used it. (If you reach the top step of a temple, you can flip it back, as explained in the next section, under "Temples".)
- ♦ You may not use this privilege to push off a worker that would not normally be pushed off a gear. In other words, you may not use this privilege if there is a worker on action space 6 of one of the four small-est gears or action space 9 of the Chichen Itza gear.

Even if you cannot use the time-speeding privilege, you still get all the other benefits of choosing the Starting Player Space.

It is not possible to use this privilege to avoid Food Days. If the next day on the Tzolk'in gear is a Food Day, you may still advance 2 days, but the new round will be the Food Day that was skipped over.

Example:



Green has placed a worker on the Starting Player Space and now it is Red's turn. Red decides to pick up workers. If she picks up the worker on action space 6, Green will be able to advance the calendar 2 days. (The worker on action space 7 cannot prevent this because it will be pushed off regardless.) Red chooses to leave the worker on action space 6 to prevent Green from speeding up the calendar. She picks up her worker on action space 7 because she does not want it to be pushed off.

Note: If this is the final round of the game, then speeding up the Tzolk'in gear and moving the Starting Player Marker will not give you any advantages. But you can still use the Starting Player Space to collect the accumulated corn, which you can use to feed your workers. Any leftover corn will give you points in the final scoring.

## TEMPLES

start the game.

You can climb one step on a temple by:

- ♦ Choosing a starting tile that gives you this bonus at the beginning of the game.
- ♦ Leaving a crystal skull in Chichen Itza.
- ♦ Paying 3 corn on Uxmal action space 1.
- ♦ Paying 1 resource block on Tikal action space 5.
- ♦ Constructing a building that gives you this privilege.
- ♦ Applying a technology that gives you this privilege.

If you receive the privilege of climbing one step on a temple on which you can go no higher, that privilege is wasted.

Note: Uxmal action 1 allows you to move up one step on one temple. Tikal action 5 allows you to move up

one step on two different temples. In either case, you can use the action only if you pay the cost (3 corn in Uxmal or 1 block in Tikal). Neither action gives you the option of paying extra to move up extra spaces.

On each temple, the top step can only be occupied by one player. Once a player has reached the top step, no one else can get there (unless that player angers the gods and steps down). All other steps on the temple can be shared.

When you reach the top step of a temple, you immediately place your board lighter-side-up. This can allow you to use the ability to speed up the Tzolk'in gear more than once per game. (If your board is currently lighter-side-up, this benefit is wasted.)



The three gods each have a temple on the game board. Each temple has a different height.

The top step of each temple is in the shape of the god. The god's symbol marks the white step on which players

## ANGERING THE GODS

Certain actions anger the gods, but sometimes you do them anyway because you need the corn. When you anger the gods, you choose one temple and move down 1 step. You cannot choose a temple where your marker is already on the lowest step.

### BURN THE FOREST

On Palenque action spaces 3, 4, and 5, you can burn the forest by discarding a Wood Harvest Tile and taking the Corn Harvest Tile underneath it. This angers the

gods and you must move down 1 step in one temple. If you are already at the bottom step of every temple, you cannot burn the forest.

### BEG FOR CORN

If you have 2 or fewer corn at the beginning of your turn, you may beg for corn by discarding all your corn and taking 3 from the bank. This angers the gods and you must move down 1 step in one temple. If you are already at the bottom step of every temple, you cannot beg for corn.

Rare Special Case: At the beginning of your turn, if you have no workers on the gears, then you must place

workers. And if you do not have enough corn to place a worker, then you must beg for corn. But if you are already at the bottom step of every temple, then you cannot beg for corn. Do not worry. In this situation, the gods will take pity on you and allow you to place exactly 1 worker. You place the worker on an action space with the lowest possible cost and give all your corn to the bank.

# BUILDINGS AND MONUMENTS

When you construct a building or a monument, you place it on the table in front of you.

## BUILDINGS

When you construct a building, you must deal a new building to replace it at the end of your turn. The new building is from the current age. If all current-age buildings have already been dealt, then the space is left blank.

At the end of Age 1 (halfway through the game) after all players have dealt with feeding workers, remove all Age 1 buildings remaining in the building row and deal out 6 new buildings from the Age 2 stack. That stack will be used for the second half of the game.

Some buildings provide an immediate, one-time bonus. Others, called farms, provide a benefit every time you feed your workers.

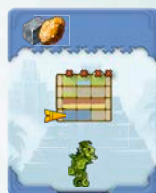
### SINGLE-USE BUILDINGS



**CIVIC BUILDINGS**



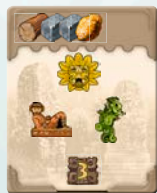
**TOMBS**



**SHRINES**

When you construct one of these buildings, you immediately gain all the bonuses depicted. The Appendix explains what the symbols mean.

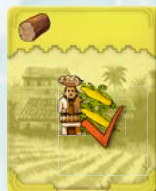
Example:



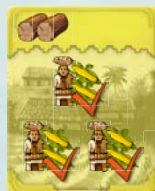
When you construct this building, you immediately move up 1 step on each temple and score 3 victory points.

### FARMS

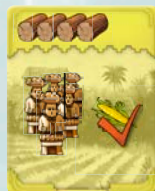
A farm provides a benefit you can use when it is time to feed your workers.



One of your workers requires no corn.



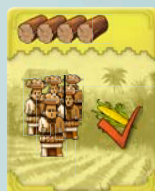
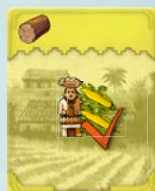
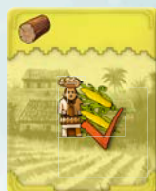
Three of your workers require no corn.



Each of your workers requires 1 less corn. If you have two of these buildings, then feeding all your workers costs no corn.

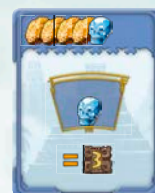
It is not possible for any worker to require less than 0 corn.

Example:



When feeding workers, this player pays 3 corn. Two of her workers require 0 corn, and the others require only 1 corn each.

### MONUMENTS



Monuments are dealt only at the beginning of the game. If you construct one, you do not deal out a new monument to replace it.

Monuments have effects that apply only at the end of the game. These effects are depicted on the tile. The Appendix explains what the symbols mean.

You may construct more than one monument.

Note that you can construct a monument only with Tikal action 4 and the architecture bonus doesn't apply to it.

# TECHNOLOGIES

Technologies make certain actions more valuable for the rest of the game.

There are four technology tracks. Each track has a starting space, three levels of technology, and a bonus space. If you have reached the third level in a given technology, you cannot advance any more. When-

ever you take an action that would advance you on that track, you gain a bonus instead. You can gain this bonus multiple times. If an action allows you to advance twice, you can gain the bonus twice. See also "Technologies" on page 7 and "Tikal" on pages 8 and 9.

A technology affects certain actions. The background color of the technology level corresponds to the color of the actions affected. If your marker is on a higher level technology, you also have the benefits of all the lower level technologies on that track.

## AGRICULTURE

Take 1 more corn any time you harvest corn from the jungle (Palenque action 2, 3, 4, or 5; but not action 1).

Take 2 more corn any time you harvest corn from the jungle (Palenque action 2, 3, 4, or 5).



If you cannot see any Corn Harvest Tiles on the Palenque action space you're using (i.e. they are hidden under Wood Harvest Tiles or there are no more left), you can still use that action space to get corn (but you do not get a Corn Harvest Tile).

Immediately move up 1 step on the temple of your choice.

Take 1 more corn every time you fish (Palenque action 1).

Note: Because bonuses are cumulative, a player with the 3rd level of agricultural technology will get 3 extra corn when harvesting corn from the jungle. He or she can harvest corn even if no Corn Harvest Tile is available on that action. And he or she takes 1 more corn when fishing.

## RESOURCE EXTRACTION

Take 1 more wood any time you get wood from Yaxchilan (action 1) or Palenque (action 3, 4, or 5).

Take 1 more gold any time you get gold from Yaxchilan (action 3 or 5).



Take 1 more stone any time you get stone from Yaxchilan (action 2 or 5).

Immediately take two resource blocks of your choice.

Note: You get the extra resource only when you acquire a resource of that same type. You can't get a free wood when you harvest corn at Palenque or when you use Yaxchilan action 2.

Note: These technologies only apply to Yaxchilan and Palenque. They do not give you extra resources when you acquire resources in other ways (e.g., from buildings, from the gods, from the Chichen Itza actions, or from the market).

## ARCHITECTURE

Take 1 corn any time you construct a building (Tikal action 2 or 4, Uxmal action 4).

When constructing a building at Tikal (action 2 or 4), you may pay for it as though 1 of the resource blocks in its cost was not required. (You choose which block.)

When constructing a building at Uxmal (action 4) you may pay 2 fewer corn.



Score 2 victory points any time you construct a building (Tikal action 2 or 4, Uxmal action 4).

Immediately score 3 victory points.

Note: When performing Tikal action 4, these technology levels apply to only one of the buildings constructed. The other building (if you choose to build it) costs full price and does not give you any corn or victory points. These technologies do not apply to monument construction.

## THEOLOGY

On the Chichen Itza gear, when you pick up your worker, you may choose to perform the action that is 1 space ahead. You do not pay extra corn to choose this action. This action is instead of any other action the worker could perform.

Take 1 more crystal skull any time you get a crystal skull from Yaxchilan (action 4). (Note that this does not apply to crystal skulls you get elsewhere by other means.)



After performing an action on the Chichen Itza gear, you may immediately spend 1 resource block to move up 1 step on the temple of your choice. (If you gained a resource block from your Chichen Itza action, it is available for you to spend in this way.)

Immediately take 1 crystal skull from the bank.

# FOOD DAYS



A Food Day is a round in which you must feed your workers. There are 4 Food Days per game.

Four teeth on the Tzolk'in gear are marked as Food Days. When the gear turns so that the arrowhead points to a Food Day (or when a player uses the privilege of the Starting Player Space to skip over a Food Day) the new round is a Food Day. The numbers on the Tzolk'in gear tell you how many days you have until the next Food Day.

Note: The first round of the game is not a Food Day, even though the game starts with the arrowhead pointing to a Food Day. That tooth represents the final Food Day, which happens when the Tzolk'in gear has made one complete revolution.

A Food Day is played like a normal round, except that after everyone has had a turn (and before advancing the Tzolk'in gear) the players must do the following (see the Player board for reference):

## FEED THE WORKERS



To feed your workers, you must pay 2 corn for each worker you have in play. A worker is in play if it is in front of you or on one of the gears. The only workers not in play are the ones still in the bank.

You must feed as many of your workers as you can. If you fail to feed them all, you lose 3 victory points for each worker that you could not feed.

It is not possible to half-feed a worker. For example, if you have three workers and 5 corn, then you must spend 4 corn to feed two of your workers. You cannot feed the third worker, so you keep 1 corn and lose 3 victory points. Victory points can go negative.

Certain buildings called "farms" allow you to pay less corn to feed your workers. See page 11 for details.

## CHANGE THE BUILDINGS OFFERED



Buildings change from Age 1 to Age 2 at the midpoint of the game.

On the second Food Day, after feeding workers, remove all Age 1 buildings remaining on the game board and deal out six Age 2 buildings to the building row. Monuments are not affected. Buildings that have already been constructed are not affected.

## TAKE REWARDS



After everyone has dealt with feeding workers, the temple gods give out rewards

to the pious. Rewards take the form of either commodities or victory points, depending on whether the Food Day is at the middle or the end of an age.

## MIDDLE-OF-AGE REWARDS



Brown-orange Food Days occur at the middle of an age. These happen at the one-quarter and three-quarter marks of the game.

Players are rewarded with resources and crystal skulls.

The items you receive depend on your position on the temples. For each temple, you get the resource or crystal skull depicted on your current step, as well as all resources and crystal skulls depicted on lower steps of that same temple.

Note: If the bank does not have enough crystal skulls to reward all the players who should get one, then no one gets a crystal skull.

Example:



Red receives 1 stone, 2 wood, and 1 crystal skull. Blue receives 2 stone and 2 wood. Yellow receives 2 stone.

## END-OF-AGE REWARDS



Blue-green Food Days occur at the end of an age. This happens at the midpoint and end of the game. Players are rewarded with victory points.

- On each temple, you score the number of victory points indicated by your current step only. Note that if you are on the bottom step, you will lose victory points. Victory points can go negative.
- The highest player on each temple receives bonus victory points. The numbers above each temple indicate the amount of the bonus. The lower left number is the bonus at the end of the first age. The upper right number is the bonus at the end of the game. If multiple players are tied as highest on a temple, all tied players receive half the bonus.

Example: If the situation in the previous example were the end of Age 1, players would receive the following:

Red: 16 victory points (2+0+9 for temple steps, 4 for being highest on the green temple, and 1 for being tied on the yellow temple).

Blue: 15 victory points (6+0+5 for temple steps, 3 for being tied on the brown temple, and 1 for being tied on the yellow temple).

Yellow: 7 victory points (6+0-3 for temple steps, 3 for being tied on the brown temple, and 1 for being tied on the yellow temple).

If it were the end of Age 2, players would receive the following instead:

Red: 18 victory points (2+0+9 for temple steps, 4 for being highest on the green temple, and 3 for being tied on the yellow temple).

Blue: 15 victory points (6+0+5 for temple steps, 1 for being tied on the brown temple, and 3 for being tied on the yellow temple).

Yellow: 7 victory points (6+0-3 for temple steps, 1 for being tied on the brown temple, and 3 for being tied on the yellow temple).

# END OF THE GAME

The game ends after the fourth Food Day. The Tzolk'in gear will have made one complete revolution. Players convert all of their commodities to victory points and score their monuments. Then the player with the most points wins.

In case of a tie, whoever has the most workers left on the gears wins. If it is still a tie, then all tied players win.

Esoteric Note: Technically, the Tzolk'in gear advances one more day after the end-of-Age-2 scoring and before the final scoring. This might push workers off the gears, which could affect the tiebreaker.

## FINAL SCORING

To score your final victory points, do the following:

1. Convert all resources to corn using the exchange rate for the market.
2. Score 1/4 victory point for each corn.
3. Score 3 victory points for each crystal skull you still have.
4. Score your victory points from your monuments.



# DETAILED ROUND OVERVIEW

1. **PLAYER TURNS.** Begin with the starting player and proceed clockwise. Your turn proceeds in the following order:
  - a. Beg for corn: If you have 2 or fewer corn, you may replenish to 3. This angers the gods.
  - b. You must choose one of these two options:
    - i. Place any number of workers. A worker is always placed on the lowest-numbered unoccupied action space on the gear. The amount paid for worker placement depends on:
      1. the number of workers placed, according to the table on the player boards;
      2. the action spaces where the workers are placed.
    - ii. or Pick up any number of workers, one by one. For each worker picked up, do one of the following:
      1. Perform the action depicted at the worker's action space.
      2. Or perform a lower-numbered action on the same gear, paying 1 corn for each step back.
      3. Or perform no action.
  - c. If you constructed any buildings, deal out new buildings from the current age into the emptied spaces.
  - d. If you placed a worker on the Starting Player Space, take all the corn that has accumulated on the teeth of the Tzolk'in gear.
2. **FEED WORKERS AND GET REWARDS.** This phase of the round only occurs on Food Days.
  - a. You must pay 2 corn for each worker you have in play. You lose 3 victory points for each worker you cannot feed.
  - b. If the Food Day is the end of Age 1, all buildings are discarded from the game board and Age 2 buildings are dealt.
  - c. At each temple, players get rewards from the temple's god. Each temple is resolved separately.
    - i. In the middle of an age (brown-orange Food Days) players get the resources or crystal skulls depicted on the left side of the steps. You get the reward for your current step and all steps below.
    - ii. At the end of an age (blue-green Food Days) players get victory points.
      1. You score the victory points depicted on the right side of your current step (but not the steps below).
      2. The highest-ranked player gets a bonus, as indicated above the temple. The lower left number is awarded at the end of Age 1. The upper right number is awarded at the end of Age 2. If players are tied for highest, all tied players get half the bonus.
3. **ADVANCE THE TZOLK'IN CALENDAR:**
  - a. If no worker is on the Starting Player Space, do the following:
    - i. Put 1 corn on the current tooth of the Tzolk'in gear.
    - ii. Advance the Tzolk'in gear 1 day. Any workers pushed off the gears return to their players.
  - b. If your worker is on the Starting Player Space, do the following:
    - i. Take back your worker from the Tzolk'in gear.
    - ii. Either take the Starting Player Marker from another player; or, if you already have the Starting Player Marker, pass it to the left.
    - iii. Advance the calendar 1 day. If your player board is lighter-side-up, you may advance the calendar 2 days instead, as long as the extra day does not push any worker off the gears. Flip your player board to the darker side if you use this privilege. Any workers pushed off the gears return to their players.

# EXAMPLE: THE FIRST TWO ROUNDS

It is the first round of the game, and Green is the starting player. She is planning to place one worker on Tikal action space 0 and one on Yaxchilan action space 0 this turn and pick both of them up next turn. She sees that placing her third worker on Palenque action space 0 costs only 2 more corn. She could pick it up next turn and gain 3 corn. So she places three workers, all on action spaces 0 of different gears, paying 3 corn.

Then it is Blue's turn. He places two workers on Palenque action spaces 1 and 2, which costs him 4 corn. He would like to place his third worker on Palenque also, but he does not have enough corn, so he places just two. On Red's turn, she places two workers on Yaxchilan action spaces 1 and 2 and the third one on Tikal action space 1. It costs her 7 corn. Lastly, Yellow places one worker on Tikal action space 2 and another on the Starting Player Space. It costs him 3 corn.

At the end of the first round, Yellow receives the Starting Player token and can choose to advance the gears by one or two days. He has only 1 worker on the gears so he decides to only advance by one day.

Yellow is the new starting player. He places his two workers on Palenque action spaces 0 and 4, paying 5 corn. Green has all her workers on the gears, so she has to pick some up. She decides to pick up just two of them. First, the one from Yaxchilan action space 1 which gives 1 wood, then the worker from Tikal action space 1 to advance in agriculture technology. If she were to pick up the worker from Palenque now, she would receive 3 corn, but since she has just advanced in agriculture technology, she decides to take advantage of it, leaving the worker there until a later turn.

Instead of picking up some workers, Blue decides to place his last worker on the Tikal action space 0 for free. Red has to pick up some of her workers. She decides to pick up just the one that gives her 1 gold and 2 corn.

At the end of this round, one corn will be added to the Tzolkin tooth as no player was on the Starting Player space.



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**CGE**  
Czech Games Edition

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# STARTING WEALTH TILES AND BUILDING EFFECTS

6 Gain 6 corn.

2 Gain 2 wood.

Gain 1 stone.

Gain 1 gold.

Gain 1 crystal skull.

Score 2 victory points.

Take one of your workers from the bank and put it in front of you.

Advance 1 level in agriculture technology without paying any resources.

Advance 1 level in resource extraction technology without paying any resources.

Advance 1 level in architecture technology without paying any resources.

Advance 1 level in theology technology without paying any resources.

Advance 1 level in the technology of your choice without paying any resources.

Advance 2 levels in any one technology or 1 level in any two technologies without paying any resources.

Climb up 1 step on the brown temple.

Climb up 1 step on the yellow temple.

Climb up 1 step on the green temple.

Climb up 1 step on the temple of your choice.

You may construct a building (as though you were performing Tikal action 2).

You may exchange at the market (as though you were performing Uxmal action 2).

Pay 1 corn and immediately perform any action on the Palenque, Yaxchilan, Tikal, or Uxmal gear.



One of your workers requires no corn.



All your workers require 1 less corn. If you have two of these effects, then feeding all your workers costs no corn.

# MONUMENT EFFECTS



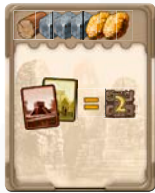
Score 4 victory points for each tomb (gray-bordered) building or monument you constructed. (This monument counts, too.)



Score 4 victory points for each civic (green-bordered) building or monument you constructed. (This monument counts, too.)



Score 4 victory points for each shrine (blue-bordered) building or monument you constructed. (This monument counts, too.)



Score 2 victory points for each building you constructed and score 2 victory points for each monument you constructed.



Score victory points based on the number of workers you have in play: 0 for three, 6 for four, 12 for five, or 18 for all six. ("In play" means "not in the bank".)



Choose one temple. Count the number of steps your marker is above the starting space. Score 3 victory points for each step. (The example shown on the monument scores 12 points.)



Score victory points for each monument constructed during the game, regardless of who constructed it. (This monument counts, too.) The rate is 6 points per monument in a two-player game, 5 points in a three-player game, and 4 points in a four-player game.



Score 3 victory points for each level of technology you have. (A marker still on the starting space counts as 0 levels in that technology.)



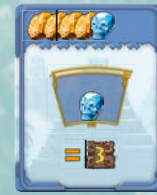
In each temple, score the victory points indicated by your current step. (I.e., you get to score your end-of-age points again, but not the bonus points for being highest.)



Score 4 victory points for each Corn Harvest Tile you harvested.



Score victory points for technologies in which you reached the third level: 9 for one, 20 for two, 33 for three or all four.



Score 3 victory points for each skull placed in Chichen Itza. It doesn't matter who placed it.