Stefan Feld
City Collection
10

Chichén Itzá

A game for 2-4 players aged 14 and up.

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GAME DESCRIPTION

The gods and beasts of legend emerge from forgotten realms to reclaim the mortal world.

Their siege is relentless, their power immense as they conquer all. The inhabitants of Chichén Itzá must abandon the land and retreat into the city. Your task is to defend Chichén Itzá, fight back the beasts, and gain control of the land.

Seek the help of the gods, recruit heroes, and move your warriors to strike at the right moment.

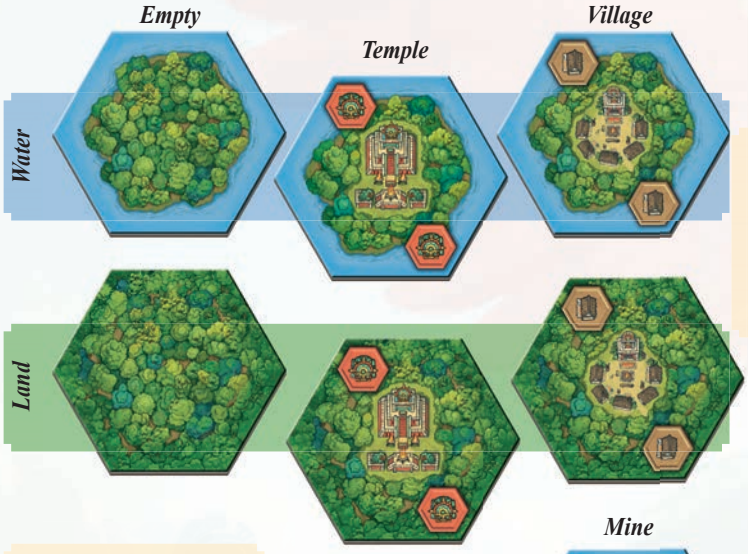
But remember, in the end, only one of you can become the new leader and hero of ***Chichén Itzá***!

GAME COMPONENTS

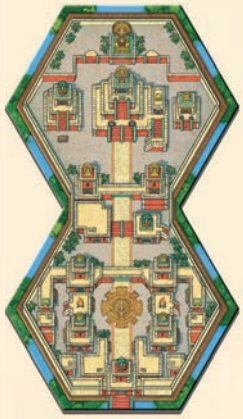
- **12 Ruin Tiles**



- **28 Terrain Tiles**



- **1 Chichén Itzá Tile**



- **1 Dice Tower**
  with Funnel and Tray
  (Assembly before the first game: see p. 19)



- **23 Task Cards**
  7× Sun *7× Sun & Moon* *5× Moon* *4× Moon & Star*



- **1 Action Board**



- **21 Action Tiles**
  Reverse sides with player count indication



- **8 Cost Markers***



- **1 Temple Board + 1 Round Track**
  Round 1-3: Light Phase
  Round 4-6: Dark Phase





- **1 Combat Marker**



- **1 Round Marker**
  with Base



- **32 Magic Cards**



- **80 God Cards**
  20x each of Gold, Green, Blue, and Red



- **24 Hero Cards** - *8x per hero type*



- **70 Coins**

40× 1 *14× 3* *16× 5*



- **20 Gems**

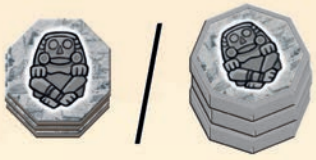
4x each of Yellow, Green, White, Red, Blue



- **20 Luck Tokens***



- **20 Idol Tokens***



Creature Components:

- **7 Creature Boards**



- **7 Creature Cards**



- **6 Heart Tokens***



- **14 Creature Dice**

(7 light, 7 dark)



- **4 Triceratops****



- **8 Snakes****



- **4 Caimans****



- **4 Jaguars****



- **4 Shamans****



- **4 Monkeys****



- **4 Kukulkan****



Creature preparation before the first game: see p. 19!

Player Components in the colors Red, Green, Yellow, Blue

- **4 Combat Gears**

Magic *Ranged Combat* *Melee Combat* *Defense*



- **1 Player Board** *(Preparation before the first game: see p. 19)*



- **1 50/100-Point Token**
- **1 Favor Marker**



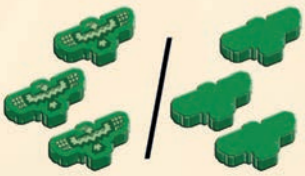
- **3 Heroes***



- **25 Warriors***



- **6 Scouts***



- **4 Action Markers**



- **5 Shields***



- **6 Dice**



- **5 Reserve Strips**



- **2 Diplomacy Markers***

Peace *War*



- **4 Turn Order Markers****



- **1 Rulebook & 1 Addendum**

** In the DELUXE version made of printed wood!*

*** In the DELUXE version made of printed acrylic!*

This chapter shows the components of both the Deluxe Edition and the Classic Special Edition.
Throughout the rest of the rulebook, the illustrations will exclusively use the components from the Classic Special Edition.

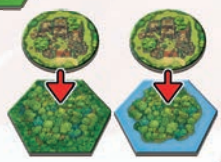
SETUP

Game Board

1 First, place the **Chichén Itzá tile** on the table. Then take all **terrain tiles** intended for your player count (see reverse side) and shuffle them face down. Now, lay out 8 terrain tiles face up around Chichén Itzá. Afterwards, you can place the remaining tiles as you wish, such that each tile is always adjacent to at least two other tiles, thus freely designing your game board.



2 Shuffle the **ruin tiles** face down. Place one such ruin face down on each "empty" terrain tile (one that shows neither a camp, village, temple, nor mine).



3 On each of the 5 mines, place 1 matching **gem** for each player.

4 Take 4 of the **snakes** and, without looking at their strength (number under the base), place one on each of the 4 terrain tiles that are adjacent to the 4 "corners" of Chichén Itzá.

5 Place the remaining **creatures** on the rest of the terrain tiles: Take all **7 creature cards**, shuffle them and then reveal a creature card for each unoccupied terrain tile and place a creature of the shown type on the game board without looking at the creature's strength. When the creature card deck is depleted, shuffle it again and continue as described above until all terrain tiles are occupied by exactly one creature.
Note: In a four-player game, for each creature card drawn, you place 2 corresponding creatures on 2 unoccupied terrain tiles.

6 Assemble the **dice tower** and place it next to the game board. The dice tower helps to keep the dice from rolling all over the game board.

7 You will not need any leftover terrain tiles, ruins, gems, and creatures in this game. Return them to the box.



Temple Board



Temple Board

8 Place the **temple board** next to the game board and place the **round track** at the top of the temple board. Place the **round marker** on space 1 of the round track. Place the **combat marker** on the top space of the combat track.

9 Sort the **task cards** by their reverse sides and shuffle them separately. Draw 1 task from each stack and place it face up on the corresponding space on the temple board. You will not need the remaining tasks in this game. Return them to the box.

10 Sort the **god cards** by their reverse sides and shuffle them separately. Form 4 face-down god card stacks and place them on the 4 spaces at the bottom of the temple board. Then, reveal 1 card from each stack and place it below the respective stack.

Round Track



Combat Track *Favor Track*

11 Sort the **hero cards** by their reverse sides and shuffle them separately. Place the respective stack face up on the corresponding hero space on the temple board.

12 Shuffle the **magic cards** and place them in a face-down stack on the temple board.

13 Shuffle the **creature cards** and place 6 of them as a face-down stack next to the temple board. You do not need the remaining card; return it to the box without looking at it.

14 Sort the **coins** by their value and place them as a supply next to the temple board, along with the **luck tokens** and **idol tokens**.



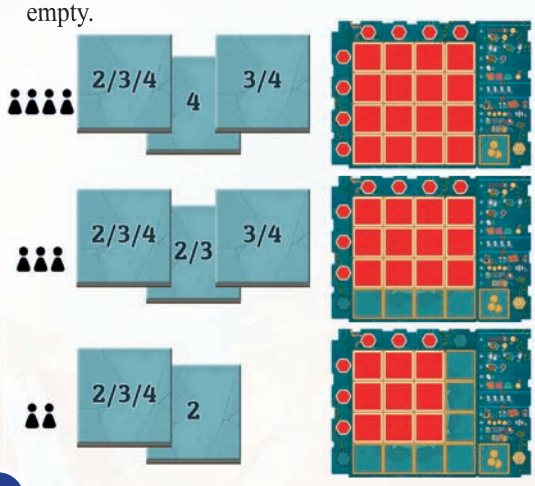
Creatures

15 Place the **creature boards** next to the game board and place the corresponding **creature dice** next to them. Place the **6 heart tokens** next to them.

Action Board

16 Place the **action board** next to the game board, within easy reach of all players.

17 Take all the **action tiles** intended for your player count (see reverse side) and shuffle them face down. Then, place one tile after another in a random order face up onto the spaces of the action board.
♟♟♟♟: Occupy all spaces.
♟♟♟: Leave the bottom row empty.
♟♟: Leave the bottom row and the right column empty.



Action Board
(Reverse side: Point Track)

18 Depending on the player count, shuffle the **cost markers**:
♟♟♟♟: Shuffle all markers.
♟♟♟: Remove one marker with the number 3.
♟♟: Remove one marker with the number 3 and one with the number 6.

19 Now place **1 cost marker** face up on the spaces in front of each row and above each column that is occupied by action tiles.
You will not need the remaining action tiles and cost markers in this game.
Return them to the box.

Player Components

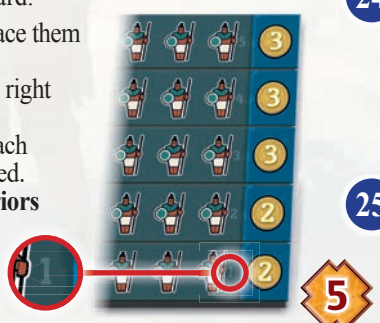
20 Each player chooses a color and places the corresponding **player board** in front of them.

21 Each of you take a set of **combat gears** and place them, with level 1 (small number inside the gear) facing down, in the matching slots on your player board.

22 Take your **5 reserve strips** and place them to the right of your player board, sorted by the small numbers on the right side: 1 at the bottom, 5 at the top.
Now place 5 of your warriors on each reserve strip until all spaces are filled.
From the bottom strip, take **3 warriors** and place them in Chichén Itzá.

Level 1





23 In your color, take **3 heroes**, **4 action markers**, **6 dice**, **6 scouts**, **5 shields**, and **1 favor marker**. Place the heroes, action markers, scouts, and shields on your board. Place the dice next to the board. Additionally, take **2 diplomacy markers** each and place them with the peace side up on your board.

24 Shuffle the **turn order markers** and distribute them randomly among yourselves. Then stack your favor markers on the lowest space of the favor track on the temple board: The player with the number 1 places their marker first and receives 1 coin. The player with the number 2 stacks their marker on top and receives 2 coins. The players with 3 and 4 proceed in the same manner in this order and receive 3 and 4 coins respectively.

25 Finally, you each receive **1 luck token** and draw **2 magic cards** from the deck. Place them next to your player board.

GAMEPLAY

Chichén Itzá is played over **6 rounds.** Each **round** is divided into **3 phases**:

■ **I) Supply Phase:** Here you receive coins, send warriors to Chichén Itzá, possibly get idol tokens, strengthen your defense, and must pay the upkeep for your heroes.

■ **II) Action Phase:** According to the turn order markers, you take turns performing 1 action each. This is done for **4 turns each**, until you have all placed your 4 action markers.

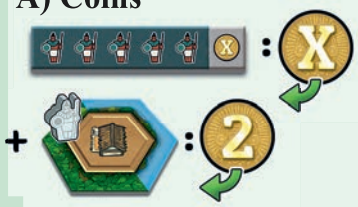
■ **III) End of the Round Phase:** In this phase, Chichén Itzá is attacked, you determine the turn order, can fulfill task cards, and make preparations for the next round.

After **6 rounds**, the game ends and the **final scoring** follows, where you receive points for various criteria (overview on the back of the rulebook). Whoever has the most points now has won.

■ I) Supply Phase

Based on the list on the right side of the action board, you receive income in the following order:

A) Coins

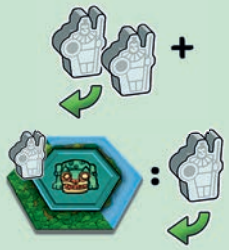


You add up the **coins** depicted on your own **reserve strips** and receive the total amount in coins from the supply.
Whoever controls one or more **terrain tiles** with a **village** receives **2 additional coins** for each of these tiles.



Example: Frank receives a total of 11 coins (9 from reserve strips and 2 for a village).

B) Warriors



You each move **2 warriors** from your reserve strips **to Chichén Itzá,** regardless of how many of your own warriors are already there. You take the warriors from the reserve strips from the **bottom** up. If a reserve strip is empty, flip it to the other side (point side). You then take the next warriors from the strip above it.
Whoever controls one or more **terrain tiles** with a **camp** places **1 additional warrior in Chichén Itzá** for each of these tiles.



Example: Frank controls a camp and is therefore allowed to place 3 warriors in Chichén Itzá. In doing so, he empties the middle reserve strip and flips it to its point side.

C) Idols



Whoever controls one or more **terrain tiles** with a **temple** receives **1 idol token** for each of these tiles.

You may exchange idol tokens **at any time** during the game to receive one of the following bonuses:

2 coins *or* **1 luck token** *or* **1 magic card from the stack**

Or: You can spend 1 idol token in combat to use it as **1 active shield** to prevent 1 damage. You may use multiple idols in the same combat.



Example:
Ani controls two temples. She receives 2 idol tokens from the supply.

D) Reinforce Defense



Replenish your **active shields**: The current **defense value** (the large, downward-facing number) on your defense gear indicates how many active shields you can have. To do this, place as many shields from your supply next to the gear until the total number matches the defense value.

You use **active shields** in combat to **prevent damage**. You may **not** use shields from your **supply** (the space on the right side of your player board) to prevent damage!

!! Important: You may **never** have more active shields than your current defense value indicates!

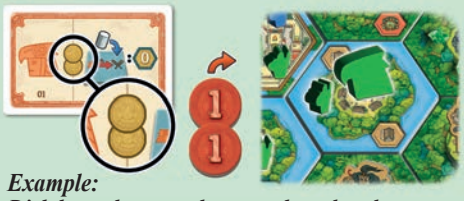


Example:
Frank's current defense value is 2. He still has one unused shield from the previous round. He therefore receives 1 shield from his supply, so he once again has two active shields.

E) Hero Upkeep



For each of your own **heroes** you have deployed on the game board, you must now pay **upkeep**. The **hero card** indicates the number of coins you must pay as upkeep for the hero to remain on the game board for another round. Anyone who cannot or does not want to pay returns the hero to their own player board and places the hero card back under the appropriate stack.



Example:
Dirk has a hero on the game board and must pay 2 coins according to the hero card, to keep the hero on the board.

God Cards

Last but not least, there are god cards that also generate income for you in the form of coins, warriors, or other bonuses. You use these effects at the **end of the supply phase**, unless the card simply enhances one of the steps A)–E).

Cards with effects in the supply phase are marked with the following **symbol**:





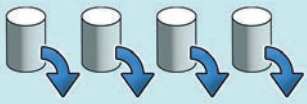




Example:
Due to a god card, Dirk receives 1 coin during the supply phase for each water terrain tile he controls.
He does not receive a coin for Chichén Itzá.

II) Action Phase

F) Performing Actions



In the order of the **turn order markers**, you take turns performing **1 action**. This continues for **4 turns**, until you have used all 4 of your own action markers and performed 4 actions.

Choose an **action** and place one of your **action markers** on the corresponding **action tile** (hereafter referred to as action) on the action board. You may choose any action except one on which you have already placed one of your own action markers. Action markers of other players may already be placed on that action. Afterwards, you must **pay the cost** for the action. The following rules apply:

- Each action is associated with **2 cost markers**, namely 1 cost marker in the **row** and 1 in the **column** where the action is located. The cost markers show the number of coins to be paid for the action.
- If there is **no other action marker** on the action tile yet, you pay coins equal to the value of the **cheaper cost marker.**
- If there is already at least 1 **other action marker** on this action, you pay coins equal to the value of the **more expensive cost marker**.
- If **both cost markers show the same cost**, you pay coins for the action equal to the value of one of the two cost markers.
- If you do **not** have **enough coins** to pay for an action, you must **choose a different action**.

Once you have paid for the action, you **perform the action**.

You do **not** have to **pay** anything for the "**Coins**" action, which is located at the bottom right of the action board.
Anyone can place **any number of action markers** here.



!/ Attention: Some action tiles show two different actions, separated by a horizontal line. Here you may choose one of the two actions but **never perform both**. Furthermore, you are **not** allowed to place another of your own action markers here.



Example:
Frank places his action marker on the "God Card" action. The cost markers show a price of 7 (row) and 1 (column). Since his marker is the first on this action, he pays the lower price of 1.

Example:
Lilli (yellow) must pay the higher price of 3 for the "Scout" action, as there are already two other action markers on it.



Example:
Frank (blue) chooses the free "Coins" action to receive 3 coins.

The Actions in Detail:

Combat Gears

When performing a combat gear action, you increase one of your four combat values: **Turn** the **combat gear** corresponding to the chosen action **1 level counterclockwise** (the level is indicated by a small number inside the gear).
If the gear is already at level 6, you can no longer choose this action.



Defense

You increase your defense in combat and receive active shields, which you can discard during combat to prevent damage.

After you have turned the gear up by 1 level, take **1 shield** from your supply and place it as an active shield next to your defense gear.



Example:
Frank turns his defense gear from level 3 to 4, increasing his defense value from 2 to 3. He receives 1 shield from his supply.



Melee Combat

You improve your melee combat ability and increase the chance of hitting in the melee combat phases.

If the gear is at **level 2 or 4** after turning, you receive **2 luck tokens** from the supply.



Example:
Ani turns her melee combat gear from level 1 to 2. She receives 2 luck tokens from the supply.



Ranged Combat

You improve your ranged combat ability and the movement range of your units.

The number on the left of the **foot symbol** indicates your **movement range**. The number below it indicates the **number of your ranged combat attacks**.

Note: If the combat gear is at the lowest level (movement range 1; ranged combat value 0), you have not yet learned ranged combat and cannot gain an advantage from a scout.



Example:
Dirk turns his ranged combat gear from level 2 to 3. His ranged combat value thereby increases to 2, and his movement range to 3.



Magic

You improve your magic ability and increase the number of magic cards you can use in the magic phase.

Important: After you have turned the gear by 1 level, take **1 magic card** from the face-down stack. Keep your magic cards hidden.



Example:
Lilli turns her magic gear from level 1 to 2. She receives 1 magic card.



God Card

The god cards give you unique abilities, additional sources of income, and points at the end of the game.

You may take **1 of the face-up god cards**.
Taking a face-down card is **not** allowed with this action.

You place the god card face up next to your own player board. The ability of the god card is effective immediately. For the rest of the game, you can freely choose to use the ability or not as they are never mandatory. The individual abilities are explained in more detail in the addendum. Do **not** refill the now empty space in the display of god cards yet!

Example:
Dirk chose the "God Card" action and now has a choice of the 4 cards face up below the temple board. He chooses the golden card and places it next to his player board.





Magic Cards

You get new magic cards that you can use in combat to create fire and stone magic.

Draw **3 magic cards** from the face-down stack. Keep these hidden from the others.
The other players may ask at any time how many magic cards a player has.
Each card shows either fire or stone magic, which you can use in the magic phase of combat.

Example:
Frank chose the "Magic Cards" action and draws 3 cards from the magic card stack.



Scout

Sending out a scout helps you to get information about a creature's strength, to explore ruins, and to receive additional dice in combat.

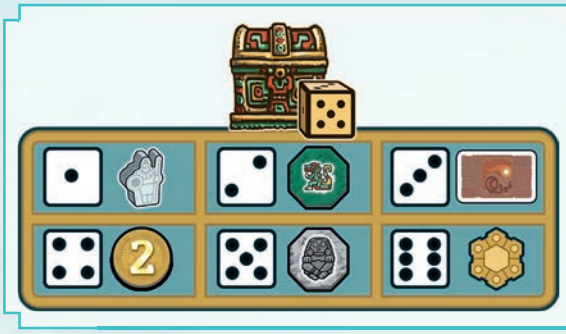
You take **1 scout from your board** and place it on **any terrain tile** that you do not have a scout on yet. It does not matter if a creature, your own or foreign units, or other scouts are on this terrain tile.

Afterwards, you may perform the following actions (if applicable):

- You may look at the **creature's strength** (number under the base).
- You may look at the **points** and the **bonus of the ruin**.
- You find a **treasure**. To do this, roll one of your dice once and receive a bonus according to the table below based on the result:



Example:
Lilli chose the "Scout" action and places a scout from her supply onto the game board. She secretly looks at the creature's strength and the ruin tile. Then she rolls for the treasure: ⚂! She receives an idol token.



Finding a Treasure:

- ⚀ 1 warrior from the reserve strip to Chichén Itzá
- ⚁ 1 luck token
- ⚂ 1 magic card from the stack
- ⚃ 2 coins
- ⚄ 1 idol token
- ⚅ Turn any combat gear up by 1 level

Additionally, in a **combat on a terrain tile with your own scout**, you get **1 additional die** in the **ranged and melee combat phases**.
You may look at creatures and ruin tiles on terrain tiles where you have scouts **at any time** during the game.
You **can't gain control** over a terrain tile with **just a scout alone**. You need at least 1 unit on that tile.



Declaration of War

While you can attack creatures on terrain tiles at any time, you must first declare war to be able to attack other players.

You **flip both your diplomacy markers to the war side** and can now also attack warriors and heroes of other players on terrain tiles.

Before each attack, you must then flip one of your diplomacy markers back to the peace side.



Example:
Ani chose the "Diplomacy" action and flips both her diplomacy markers to the war side.



Gain Favor

Moving up on the favor track grants a luck token and allows you to take your turn earlier in the turn order of subsequent rounds.

You move your **favor marker 1 space up** on the favor track. If there are already markers of other players on the space, place your marker on top.

Additionally, you receive **1 luck token**.



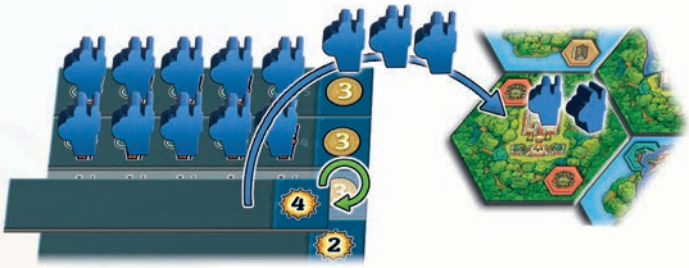
Example:
Dirk chose the "Gain Favor" action. He moves his favor marker one space up. Lilli's marker is already on this space - Dirk places his marker on top of it. He receives 1 luck token.



Reinforcement

With a larger number of warriors, creatures can be defeated more easily and positions held better. But be careful, the more warriors on the game board, the less income. However, you also receive more points at the end of the game.

You may deploy up to **3 warriors** from your reserve strips onto the game board. You can always deploy warriors in **Chichén Itzá,** as there is no unit limit there. You can also add them to your own warriors/heroes **on terrain tiles you control**, as long as you do not exceed the **limit of 5 units** (warriors and heroes) per terrain tile. You may deploy all warriors to the same tile, or to different tiles.



Example:
Frank chose the "Reinforcement" action. He places 3 warriors from the lowest reserve strip that still has warriors on it onto a terrain tile he controls. Since he completely empties the reserve strip in the process, he flips it to its point side.



Regroup

With the help of the regroup action, you can redistribute your units on the game board to reinforce important positions or prepare for an attack. Along the way, you find a treasure.

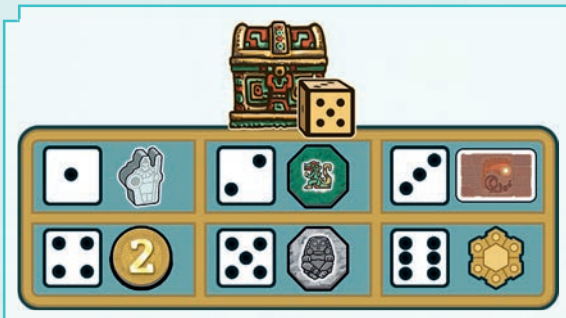
You may take **any number of your units** (warriors and heroes) from Chichén Itzá and from controlled terrain tiles and redeploy them in Chichén Itzá and on other terrain tiles you control, as long as you do not exceed the limit of 5 units per terrain tile. There is no unit limit in Chichén Itzá.

It is allowed to **abandon** a terrain tile by removing all units from it. By doing so, you lose control of the terrain tile.

You also find a **treasure.** For this, you roll one of your dice once and receive the following bonus depending on the result:



Example:
Ani chose the "Regroup" action. She moves 4 units (1 hero and 3 warriors) to the land camp she controls (orange arrows). She cannot move more units to this tile, as that would exceed the maximum limit of 5 units per tile. She also moves 1 warrior to the water camp she controls (yellow arrow).
Then she finds a treasure: For the ⚄ she rolled, she gains 2 coins.



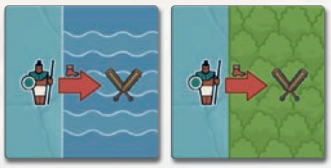
Finding a Treasure:

- ⚀ 1 warrior from the reserve strip to Chichén Itzá
- ⚁ 1 luck token
- ⚂ 1 magic card from the stack
- ⚃ 2 coins
- ⚄ 1 idol token
- ⚅ Turn any combat gear up by 1 level

Movement and Combat

You move your units from terrain tile to terrain tile to attack creatures or players after the movement, to discover ruins, and/or to capture buildings.

Movement: Land and Water Movement



You choose **up to 5 units** (warriors and heroes) from any **1 terrain tile or Chichén Itzá** and may move them to another terrain tile.

The following rules apply to movement:



Example:
Ani chose the "Land Movement" action. She moves all units (1 hero and 4 warriors) from the land camp she controls to the land temple at the bottom left. Now, combat against Frank (blue) ensues!

Movement Rules:

1) The movement **starts** with your own units from **Chichén Itzá** or from **any terrain tile you control**.

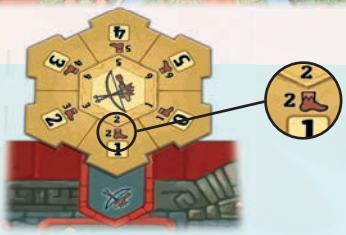


Example:
Ani chooses the highlighted terrain tile as the starting point for her movement.

2) You may choose units **up to your unit limit of 5** on the selected terrain tile/Chichén Itzá for the movement.

She decides to move all 5 units.

3) Your **movement range** depends on the number on the left of the **foot symbol** on your ranged combat gear. Each **terrain tile** (including Chichén Itzá) that you enter counts as **1 step**.



Ani's current movement range is 2: She may move the chosen units up to 2 tiles away.

4) Whether you perform a **land movement** or a **water movement** depends on your first step:

- If you move your units **onto a land terrain tile with the first step**, you must perform a **land movement**.
- If you move your units **onto a water terrain tile with the first step**, you must perform a **water movement**.

All subsequent steps must then be **over the same type of terrain** (water/land) that your first step took you to.

The **type of terrain on the starting tile is not relevant** for the movement.





Example:
The yellow arrow shows a land movement of 3 steps.



Example:
The pink arrow shows a water movement of 2 steps.

5) **Chichén Itzá** counts as **both land and water terrain** and can be entered with both types of movement. From Chichén Itzá, you may enter any of the 8 adjacent terrain tiles.

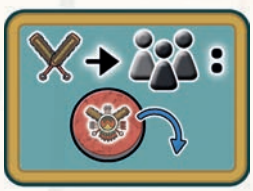
6) You may **pass through** terrain tiles occupied by **creatures, your own, or foreign units**.

7) You take **all chosen units** with you for the entire movement. You may not leave them behind along the way, nor may you pick up any units during the movement, even if you pass through terrain tiles with your own units. At the end of the movement, you place all chosen units on the selected terrain tile.

Example:
Dirk performs a land movement of 4 steps. He can move the 4 chosen units across terrain tiles containing creatures and enemy units without initiating combat. He can also move across tiles with his own units; however, he is not allowed to leave any units there, nor can he pick up additional units. The 4 chosen units fight the Caiman on the destination tile.



8) If a **creature or foreign units** are on the destination tile, **combat** occurs.



- **You can always attack creatures.**
- **Other players,** however, can **only be attacked** if you **flip one of your diplomacy markers** from the war to the peace side. If, as the attacker, you have no diplomacy marker on the war side, you cannot end your movement on a terrain tile with foreign units.



Example:
Ani wants to fight Frank on the destination tile! To do this, she must flip a diplomacy marker showing "War".

The rules for combat against other players follow on pages 12–14.
The specifics of combat against creatures will follow on pages 14–15.

Combat Against Other Players:

A combat proceeds in several phases. There are **up to 5 phases** in which players can inflict damage on the opposing units.



The Combat Phases

There are 5 phases which you handle in the following order:

a) **Magic Combat**
b) **Ranged Combat**
c) **1st Melee Combat**
d) **2nd Melee Combat**
e) **3rd Melee Combat**

The **combat marker** always indicates the current phase and is moved down accordingly at the beginning of each new phase.



Example:
Ani moves with 5 units onto the land temple controlled by Frank. To do this, she must flip a diplomacy marker to "War". Then the combat begins. You can find further explanations for the following combat sequence in the sections and examples on p. 13!

In each phase, the **attacker rolls first** and decides whether to use luck tokens (see p.15) or god abilities (see Addendum).

After that, the **defender rolls** and does the same. Only then is the damage from both sides applied simultaneously to the respective opposing units.

For **each point of damage** a player inflicts, the **other player loses either 1 unit or 1 active shield**. **First**, all active shields are used to prevent damage, **then** damage is applied to the units. If there are **heroes** among your units, they only take damage after you have no more warriors on the terrain tile.

Place **defeated warriors** back on your **reserve strips**. If all spaces on a strip are full, flip the next strip from top to bottom (from the point side to the income side) and place the warrior(s) on it.

If a **hero** is **defeated**, place it back on your **player board** and return the corresponding hero card to the bottom of the appropriate stack on the temple board.

If at the **end of a combat phase** there are **still units from both players** on the terrain tile, the combat proceeds to the **next phase**;
otherwise, the combat is over.

Important: No one can voluntarily **end the combat early** and **retreat**!



MAGIC COMBAT:
Ani chooses stone magic, plays 2 cards, rolls 2 dice, and hits once. Afterwards, Frank uses fire magic, plays 1 card, and hits - which allows him to roll again, but he does not hit on the second attempt.

DAMAGE: Both players lose 1 active shield each.



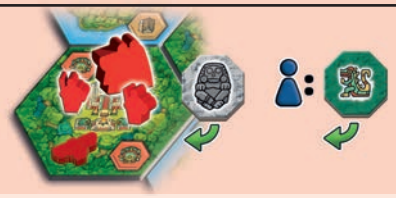
RANGED COMBAT:
Ani rolls 2 dice and deals 1 damage. Afterwards, Frank rolls 3 dice and misses at first. He spends 1 luck token to re-roll: 1 hit!

DAMAGE: Frank loses his last active shield; Ani loses 1 warrior.



MELEE COMBAT PHASE 1:
Ani rolls 5 dice (4 remaining units + 1 scout) - 3 hits!
Afterwards, Frank rolls 2 dice - 1 hit!

DAMAGE: Frank loses both units; Ani loses 1 unit.



Since Frank now has no units left on the contested tile, the combat ends. Frank receives 1 luck token; Ani receives 1 idol token as a bonus for bringing the temple under her control.



a) Magic Combat

Here, players use their magic cards to cast stone or fire magic.

The type and number of magic cards a player can use can be seen on the magic gear. Depending on the level, you can use a different number of stone or fire magic cards.



Example:
Ani's magic gear is at level 2 - she can use up to two stone magic cards or 1 fire magic card in the magic combat phase. She decides on stone magic and reveals two stone magic cards.

Important: Only stone magic **or** fire magic can be cast, **never both.**

Note: At **level 6** of the magic gear, you will find the notation "**?/?**". Here, after choosing the type of magic, you may play **any number of magic cards** of the matching type.



You decide which **type of magic cards** and how many (up to the maximum specified by the magic gear) you want to use.
Then you roll **1 die for each magic card**:

Stone Magic:

If the die shows ⚀, ⚁, ⚂, or ⚃, you inflict **1 damage**.

Fire Magic:

If the die shows ⚀, ⚁, or ⚂, you inflict **1 damage**.
Only after a hit, you may roll the die exactly one more time.

If the die again shows a ⚀, ⚁, or ⚂, you inflict another **1 damage**. However, the die is not rolled again.



Example:
Ani rolls 2 dice for 2 stone magic cards: a ⚂ and a ⚃!
The ⚂ is a hit, the ⚃ causes no damage.

Important: When using **fire magic**, you may **only** spend **1 luck token** to re-roll all dice **after the first roll**.

Only now do you place the cards on the discard pile.

b) Ranged Combat

Here you use your ranged combat attacks to inflict damage. The number of ranged combat attacks you have is indicated on the ranged combat gear. The higher the level, the more ranged combat attacks you have.

You roll **as many dice** as you have **ranged combat attacks**:
For each die that shows a ⚀, or ⚁, you inflict **1 damage**.

Note: The number of ranged combat attacks is independent of how many units you have on the terrain tile.

Your **own scout** on the contested terrain tile allows you to roll **1 additional die**. **Exception:** If you have 0 ranged combat attacks (level 1), you do not participate in ranged combat.



Example:
At level 2, Ani has 1 ranged combat attack available. Since one of her scouts is on the contested terrain tile, she may roll a total of two dice: a ⚁ and a ⚅!
The ⚁ hits, the ⚅ does not: She inflicts 1 damage.

c) - e) Melee Combat

You resolve the 3 melee combat phases one after another.

The **number of your own units** (warriors and heroes) on the terrain tile determines the **number of dice you may roll**: For each of your own units, you roll 1 die. Your **own scout** on the contested terrain tile allows you to roll **1 additional die**, provided you have at least 1 unit left on the contested tile.

The **die result required to inflict 1 damage** is shown on the **melee combat gear:** The indicated value is the **maximum** your die can show for a hit; The higher the level, the higher the probability of inflicting 1 damage.

If you lose units in a melee combat phase, the number of dice you may roll in the next melee combat phase changes.



Example:
At level 5, the melee combat gear shows the value ⚃. This means that any die roll of ⚀, ⚁, or ⚂ causes 1 damage. Because of the scout on the contested terrain tile, Ani may roll a total of 5 dice. With them, she scores 3 hits.

Combat Outcomes:

There are 4 possibilities:

- ***The defender has defeated all of the attacker's units.***
  The defender retains control of the terrain tile. The attacker receives 1 luck token from the supply.
- ***After the 5 phases, there are still units from both the attacker and the defender on the terrain tile.***
  The defender retains control of the terrain tile, and the attacker returns their remaining units to the tile from which they started their movement.
- ***In one phase, all units from both the attacker and the defender are defeated.***
  In this case, no one gains control, as no units remain on the terrain tile. Both receive 1 luck token each from the supply.

- ***The attacker has defeated all of the defender's units and takes control of the terrain tile.***
  The defender receives 1 luck token. The attacker takes control of the contested terrain tile and immediately receives the following bonus, depending on the tile type:



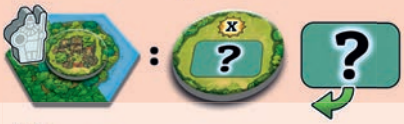
➔ **Village:** Receive **2 coins.**



➔ **Camp:** Deploy **1 warrior** from your **reserve strips** to Chichén Itzá**.**



➔ **Temple:** Receive 1 **idol token.**



➔ **Ruin:** Reveal the **ruin tile**, if not already done, and **receive the bonus** from the ruin tile (but not the points!).



➔ **Mine:** Receive **1 gem** from the mine tile, if you do not have one of that color yet (you can only receive each color once per game!).
Place the gem on the **matching color spot of the star** on your player board.
From the second gem you place there, you will receive the **bonuses** shown on the connecting lines between the corresponding gems. Each new gem activates **all bonuses from connecting lines to all previously placed gems**:





Example: After conquering a mine, Dirk places the yellow gem. He receives 3 bonuses: a green and a golden god card, as well as 3 units.

Combat Against Creatures:

When fighting a creature, first determine its **strength** by reading the number on the underside of its base. Then, place **a number of heart tokens** next to the creature **corresponding to its strength**. To defeat the creature, you must inflict as much damage in the 5 combat phases as the creature has heart tokens. For **each point of damage**, you **remove 1 heart token**.

Creatures **do not fight in all phases**. The phases in which individual creatures fight are indicated at the top of the creature boards. Next to the phase, the **symbol** that must be rolled in that phase for the creature to **score a hit and inflict 1 damage** is also shown. If the creature rolls a hit symbol from another phase during this phase, it does **not** count as a hit! Additionally, some creatures have a **special ability** that must be considered in combat. The creatures are explained in detail in the addendum.

Each creature has **2 dice**; the **light die** is used in **rounds 1–3**, and the **dark die** is used in **rounds 4–6**. In each phase the creature fights, **only the die appropriate for the round** is rolled **once**.

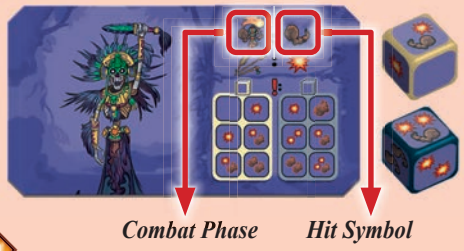
The die for the creature is always rolled by the person sitting to the right of the attacker, **after** the attacking player has rolled. Here too, the **damage** is applied **simultaneously** at the end of each combat phase.



Example: Ani is fighting Kukulkan. According to the sticker on the underside of its base, the creature has a strength of 4. Accordingly, 4 heart tokens are laid out.



Kukulkan fights in the ranged combat and all melee combat phases. Each rolled fire symbol causes 1 damage and triggers a special ability.



Example: The Shaman fights in the magic and all melee combat phases. In the magic phase, each stone symbol causes 1 damage; in melee combat, each hit symbol does. The other symbol respectively causes no damage!

Combat against creatures has the **same 5 phases** as combat against other players. There is also no change in how you **determine the damage** you inflict on the creature.
If the creature inflicts damage on you, you must first discard your active shields before you lose units.

Important: You cannot **end combat** against creatures prematurely **to retreat**!





Example:
Ani rolls 2 dice for 2 stone magic cards: a ⚀ and a ⚄! The ⚀ is a hit; the ⚄ deals no damage. She returns 1 heart token to the supply.

Combat Outcomes

There are 5 possibilities:

: 0 : 2+

- ***The attacking player has lost all units; the creature still has at least 2 heart tokens.***
  The creature wins, is set up again, and fights with full strength in the next combat (Tip: Keep this strength in mind!). The attacker receives 1 luck token from the supply.

: 1+ : 2+

- ***The player still has at least 1 unit; the creature still has at least 2 heart tokens.***
  The creature is set up again and fights with full strength in the next combat.
  The player returns their remaining units to the terrain tile from which they started their movement.
  The player receives 1 luck token from the supply.

: 0 : 0

- ***The player has no units left; the creature has no heart tokens left.***
  The player receives the creature figure, which they place next to their player board.
  However, they do not take control of the terrain tile and receive no bonus.

: 1+ : 1

- ***The player still has at least 1 unit; the creature has exactly 1 heart token.***
  The creature flees and is returned to the box.
  The player takes control of the terrain tile and may receive a bonus (see p.14).

: 1+ : 0

- ***The player still has at least 1 unit; the creature has no heart tokens left.***
  The creature is defeated, is placed next to the player's own player board, and the player takes control of the terrain tile and may receive a bonus (see p.14).

Using Luck Tokens in Combat

All participating players may **discard exactly 1 or exactly 2 luck tokens once per combat phase** for the following effects:

1 Luck Token:

The player decides **immediately after their roll** whether they want to **repeat the entire roll**: They must re-roll **all** dice (including all hits!). The new roll counts.
In the case of the attacker, this happens before they know what the defender/creature will roll. (However, the damage from the rolls of both opponents is still applied simultaneously at the end of the combat phase.)

2 Luck Tokens:

The player decides **immediately after their roll** whether they want to **score 1 additional hit** (before they know the roll result of the opponent or the creature!).

Note: It is not possible in the same phase to both re-roll and score an additional hit, even if you have enough luck tokens for it.

Important: Players who roll for creatures may **not** use luck tokens.



Example:
Dirk hits in melee combat with a roll of ⚂ or less. Initially, he scores 1 hit. He decides to spend 1 luck token to re-roll the dice. He must also re-roll the die that was a hit. He is lucky: on the second attempt, he scores 2 hits.

Alternatively, after the original die roll, he could have spent 2 luck tokens to automatically score 1 additional hit.

However, he may NOT DO BOTH in the same combat phase!

Recruit/Move Hero



Heroes have powerful abilities and can move across land and water terrain tiles in the same turn along with warriors. However, they must be paid for at the beginning of a round.

You must decide whether you want to recruit a new hero for the action or perform a movement and combat with one of your existing heroes.



Recruit Hero:

You choose one of the **hero figures from your player board** and place it either in **Chichén Itzá** or **with your own units on a terrain tile** you control. A hero counts as 1 unit. You may only ever place 5 units on a terrain tile.

Then, take the corresponding hero ability (**top hero card from the stack**) from the temple board and place it next to your player board.

The hero ability is effective immediately. The **hero abilities** are explained in the addendum and only **apply to the hero, and units moving with that specific hero**. You can only recruit a hero that is still on your player board, not one that is already on the game board.

Multiple heroes can be placed on the same terrain tiles (and may also move together as one group.)

Move Hero:

You choose one of your **heroes on the game board** and perform a "Movement and Combat" action with this hero and up to 4 other units on the same terrain tile.
As a special feature, the units can **move** freely **across land and water terrain tiles**.



Example (top):
Dirk has chosen the "Recruit Hero" action and places one of his remaining hero figures on the water camp he controls. He takes the matching hero card from the temple board.

Example (left):
In a later round, Dirk performs the "Move Hero" action and moves the hero and 3 of the 4 warriors from the same space 2 steps across a land mine onto the water ruin. There, a battle ensues against the Caiman.

Coins



Here you receive **3 coins.**
The "Coins" action is always **free** and can be used **multiple times** by the same player in a round.



Example:
Frank chooses the free "Coins" action to receive 3 coins.

When all players have performed their 4 actions each, this phase ends. The ■ **III) End of the Round Phase** follows.

■ III) End of the Round Phase



G) Advancing the round marker and fulfilling tasks

Advance the **round marker 1 space**.



If the round marker moves over one of the **4 task symbols** (also after round 6), all players check if they meet the condition of the corresponding **task card**.

If you meet the condition, you place one of your **warriors** from the reserve or from the game board onto the corresponding task card to indicate that you have fulfilled it.
Task cards can only be fulfilled at their respective time, **never later**.



Example:
At the end of round 2, Frank, Lilli, and Ani each have both diplomacy markers with the war side up on their player board: They may each place a warrior on the task card. At the end of the game, they each receive 3 points for fulfilling this task.

Creatures Get Stronger

If the round marker moves from the light to the dark side at the **end of round 3**, all **creatures will use the dark die in combat** from now on.

If this is the end of the **6th round,** only "**I) Attack on Chichén Itzá and Determining Turn Order**" follows (skip "**H) Cost Adjustment**" and "**J) Exchanging God Cards**") - determining the turn order could be a tie-breaker at the end of the game.
Then the **final scoring** follows (see p.18).

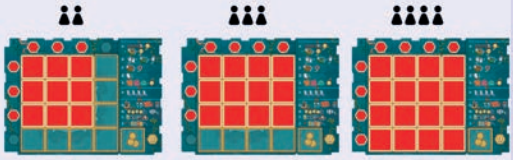


As soon as the round marker crosses this line, the dark dice are used.

H) Cost Adjustment

H: 

You take all **cost markers**, **shuffle** them, and randomly **distribute** them to the columns and rows needed for your player count.



Additionally, you take your **action markers back to your player board**.

I) Attack on Chichén Itzá and Determining Turn Order

Attack on Chichén Itzá

I: 

Now, an **attack on Chichén Itzá** occurs. Whoever is **last or at the bottom of the favor track** must fight against the attacking creature.



Example:
Ani's (red) and Frank's (blue) favor markers are on the bottom space of the favor track. Since Frank's marker is below Ani's marker, he must defend Chichén Itzá against the attack.

To determine **which creature** attacks, the **top creature card** is revealed. It shows the creature type (however, no creature figure is placed for this). If you are in **round 1/2**, the creature has a **strength of 2** and uses the **light die**; if you are in **round 3/4/5/6**, the creature has a **strength of 4** and uses the **dark die.**

Combat with the creature ensues. The combat is carried out in the usual manner.

The player fighting against the creature does this with their units located in Chichén Itzá. If they have more than 5 units in Chichén Itzá, they may still only **fight with a maximum of 5 units**. If one or more of these 5 units should be removed by damage during combat, any other units that might also be present there are still not allowed to step in to take their place!





Example:
At the end of round 2, Frank is last on the favor track and must defend Chichén Itzá, which is being attacked by a Triceratops. Since the round marker has not yet crossed the border between light and dark, the creature attacks with the light die and at level 2 - 2 heart tokens are laid out.
Even though he has 6 warriors in Chichén Itzá, he may only use 5 of them in the combat. Even if one of them were to be removed during the fight, the additional warrior is not allowed to "step in"!

There are 3 possible combat outcomes here:

- ***They player has no units in Chichén Itzá to begin with:***
  They automatically lose the combat, take the creature card and place it face down next to their player board (-3 points at the final scoring).
- ***The creature still has at least 1 heart token.***

  : 1+
  The player could not fend off the attack.
  They take the creature card and place it face down next to their player board (-3 points at the final scoring).
  The player receives 1 luck token from the supply.
- ***The creature has no heart tokens left.***

  : 0
  The player successfully defended Chichén Itzá (even if they no longer have any units there themselves).
  They take the creature card and place it face up in their area. If players are currently in round 1 or 2, they place the card with the 2-point half facing up from their perspective (the creature in the card is upside down); in subsequent rounds, with the 4-point half facing up.
  They will receive the corresponding points during the final scoring.



Example:
The turn order markers are redistributed according to the position of the favor markers on the favor track.



Determining Turn Order

You redistribute the **turn order markers**: The player who is **highest on the favor track** receives the **marker with the 1**. The player in second place takes the marker with the number 2, and so on. If there are multiple favor markers on the same space, the order is "from top to bottom".

J) Exchanging God Cards

J: 

You **remove all face-up god cards** from the game and **reveal 1 new god card from each stack**.

FINAL SCORING



In the final scoring, you award points for all players. For this, flip the action board to its back side and track the points on the score track with the favor markers.
If you circle the score track once with your favor marker during scoring, take the 50/100-point token in your color and place it with the 50 side up next to your player board. After another lap, flip it to the 100 side.



Terrain Tiles

Each terrain tile under your control earns you **2 points**.

Example:
Ani controls 5 terrain tiles.
She earns 10 points.





Reserve Strips

Each of your **reserve strips** that is on its **point side** earns you the **depicted points**.



Example:
Frank earns 6 points for his reserve strips.



Idols

Each **idol token** in your possession earns you **1 point**.



Example:
Dirk earns 3 points for his 3 idols.



Creature Cards

The **orientation and face-up side** of your **creature cards** determines how many points you score: The **front side** earns you either **4 points** (upright orientation) or **2 points** (upside down); If the **reverse side** is face-up, you **lose 3 points**.



Example:
Lilli has 2 creature cards. The first one earns her 4 points, the second one makes her lose 3 points.

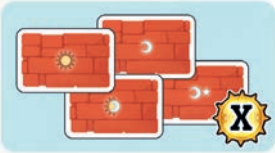


God Cards

For each **blue god card** you possess, you receive points depending on the card. The cards are explained in the addendum.



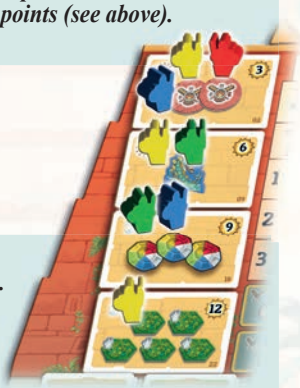
Example:
Ani earns 2 points for each camp she controls. She earns 4 points (see above).



Task Cards

Each **task card** on which one of your warriors is located earns you the **depicted points**.

Example:
Ani (red): 3 points.
Frank (blue): 12 points.
Dirk (green): 15 points.
Lilli (yellow): 21 points.





Gems

For your collected **gems**, you receive the following points:

Number of gems	*0*	*1*	*2*	*3*	*4*	*5*
Points	*0*	*1*	*4*	*9*	*16*	*25*

Example: Dirk earns 16 points for his 4 gems.





Ruin Tiles

Each **ruin tile** on a terrain tile under your control earns you the **points depicted** on the ruin tile.



Example:
Lilli earns 19 points for her ruin tiles.



Creatures

Each **creature** you defeated earns you points according to its **strength.**



Example: Ani earns 22 points in total for the creatures she defeated.



Heroes

Each of your own **heroes** still on the game board earns you **3 points**.



Example:
Dirk earns 6 points for the two heroes he still has on the game board.

Whoever now has the most points is the winner of ***Chichén Itzá!***

In case of a tie, the person among those tied with the lowest number on their turn order marker wins.

ASSEMBLY INSTRUCTIONS



Funnel, Tray, and Tower

Before the first game, assemble the funnel, tower, and tray according to the adjacent illustrations.

They do not need to be disassembled between games but can be stored assembled in the box.

Player Boards

After carefully punching out the player boards from the punch-boards, apply the double-sided adhesive dots to the spots marked in red in the illustration.

Then, fold the board together like a book and press both halves firmly together once.





Creature Figures

Carefully assemble the creatures and their bases before the first game. Then, stick the stickers with the creatures' strength under the color-matching figures.

OVERVIEWS

Coins:
Gain 3 coins. No costs.
Can be used multiple times per round.

Defense:
Turn defense gear up 1 level.
Take 1 shield from the supply.

Melee Combat:
Turn melee combat gear up 1 level. (Receive luck tokens, if applicable).

Ranged Combat:
Turn ranged combat gear up 1 level.

Magic:
Turn magic gear up 1 level.
Draw 1 magic card.

God Card:
Take 1 of the 4 face-up god cards. Do NOT refill the display!

Magic Cards:
Draw 3 magic cards.

Scout:
Place scout on any terrain tile. Look at creature strength, if applicable. Look at ruin tile, if applicable. Roll die to find a treasure.

Declaration of War:
Flip both diplomacy markers to war.

Action Overview:

Gain Favor:
Move up 1 level on the favor track.
Receive 1 luck token.

Reinforcement:
Deploy 3 warriors in Chichén Itzá or on a terrain tile under your own control.

Regroup:
Move any number of units between Chichén Itzá and terrain tiles under your own control.
Roll die to find a treasure.

Land Movement:
Move max. 5 units from any starting tile up to your movement range only across land terrain tiles. If applicable, combat against a creature or another player (diplomacy marker with "war" required!).

Water Movement:
Move max. 5 units from any starting tile up to your movement range only across water terrain tiles.
If applicable, combat against a creature or another player (diplomacy marker with "war" required!).

Recruit Hero:
Take a hero card from the temple board and deploy the corresponding hero in Chichén Itzá or on a terrain tile under your own control.

Move Hero:
Move a hero + max. 4 units from the same terrain tile up to your movement range across any terrain tiles.
If applicable, combat against a creature or another player (diplomacy marker with "war" required!).

Chichén Itzá:

- Counts as both a land and water terrain tile.
- Counts as 1 tile.
- No unit limit of 5.
- Is never controlled by a player.

Unit limit:

- Max. 5 units (heroes + warriors) per terrain tile.

Bonuses for taking control of terrain tiles:



Final Scoring Overview:



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Est. 1989 QUEEN GAMES

Chichén Itzá

Addendum

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TASK CARDS

The task cards each represent a condition that you must meet by the end of a specific round in order to receive points for the task at the end of the game. If you have fulfilled a task at the correct time, you place 1 warrior from your reserve or the game board onto the corresponding task card.

Depending on the symbol on the task card, you must fulfill it at the following time:

 Sun: End of the 2nd round

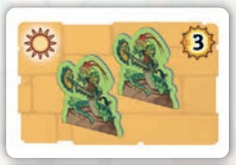
 Sun + Moon: End of the 4th round

 Moon: End of the 5th round

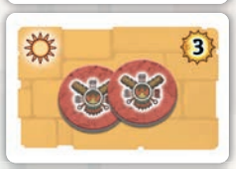
 Moon + Star: End of the 6th round

The conditions of the task cards are explained below:





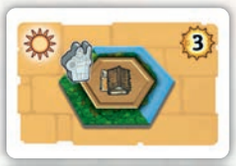
01: 2 Snakes defeated.*



02: Both diplomacy tokens are turned to war.



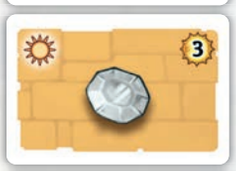
03: A terrain tile with a camp under your own control.



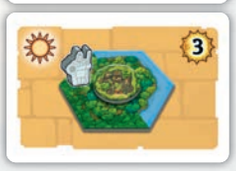
04: A terrain tile with a village under your own control.



05: A terrain tile with a temple under your own control.



06: Possess the white gem.

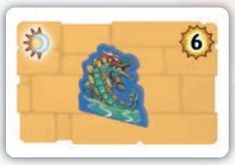


07: A terrain tile with a ruin under your own control.





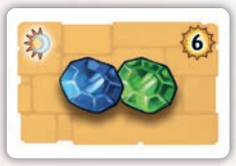
08: Three terrain tiles with ruins under your own control.



09: 1 Caiman defeated.*



10: Possess the red and yellow gem.



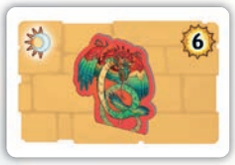
11: Possess the blue and green gem.



12: Four scouts deployed on terrain tiles.



13: Possess any four god cards.

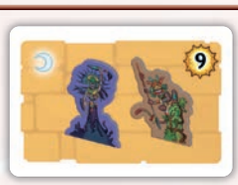


14: 1 Kukulkan defeated.*

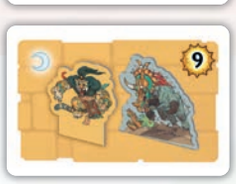




15: 1 Combat gear upgraded to level 6.



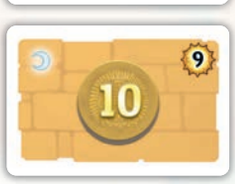
16: 1 Shaman and 1 Monkey defeated.*



17: 1 Jaguar and 1 Triceratops defeated.*



18: Possess any three gems.



19: Possess coins with a total value of 10.





20: Two terrain tiles with a camp under your own control.



21: Two terrain tiles with a village under your own control.



22: Five land terrain tiles under your own control.



23: Five water terrain tiles under your own control.

** Note: Only creature figures count towards the task, not creature cards.*

GOD CARDS

God cards give you various advantages, from increasing your income to perks, combat abilities and opportunities to earn points at the end of the game. It is important to note that they are valid for the rest of the game once you receive the card. However, you can decide each time whether you want to use the advantage or not. Cards can take effect during a specific phase (indicated by the Roman numeral in the upper left corner of the advantage), during a specific action, or when a condition is met.

The **gold** cards increase your income and provide perks for actions. The **green** cards provide a variety of bonuses. The **red** cards improve your combat abilities. The **blue** cards set conditions that, earn you extra points at the end of the game.

Income:





03: You do not have to pay upkeep for your heroes during the supply phase.



01: During the supply phase, you receive 1 coin for each water terrain tile you control.



02: During the supply phase, you receive 1 coin for each terrain tile with a ruin you control.



04: During the supply phase, you receive 1 coin for each gem you possess.



05: The regroup action costs you a maximum of 1 coin.



06: The declaration of war action costs you a maximum of 1 coin.



07: The scout action costs you a maximum of 1 coin.



08: The reinforcement action costs you a maximum of 2 coins.



09: The magic cards action costs you a maximum of 2 coins.



10: The god card action costs you a maximum of 2 coins.



11: The water movement action costs you a maximum of 2 coins.



12: The shields action costs you a maximum of 2 coins.



13: The land movement action costs you a maximum of 2 coins.



14: The favor action costs you a maximum of 2 coins.



15: The ranged combat action costs you a maximum of 2 coins.



16: The melee combat action costs you a maximum of 2 coins.



17: If you choose an action that already has at least 1 action marker on it, the action costs you 1 coin less.



18: Whenever you defeat a creature, you receive 2 coins.



19: Whenever a player attacks you, you get 2 coins from them. If the player does not have 2 coins, they cannot attack.



20: If a player places their action marker on an action where your action marker is already located, you receive 1 coin from that player. If the player has no coin, they cannot choose that action.

Exception: For the coins action, the player does not have to give a coin.

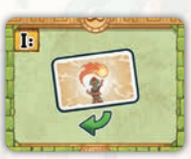
Perks:



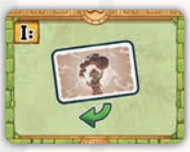
21: You may place up to 6 units on a single terrain tile.



22: You receive double the bonus when you trade in an Idol:
4 coins / 2 magic cards / 2 luck tokens / 2 one-time shields.



23: During the supply phase, you receive 1 fire magic card. Search for it in the magic card deck and then shuffle the deck.



24: During the supply phase, you receive 1 stone magic card. Search for it in the magic card deck and then shuffle the deck.



25: During the supply phase, place 1 additional warrior from your reserve on each terrain tile under your control that contains exactly 1 warrior. A scout may also be on the tile, but not a hero.



26: Place 1 warrior from your reserve on each terrain tile with a camp under your control. If this exceeds the unit limit of 5, place the warrior in Chichén Itzá instead.



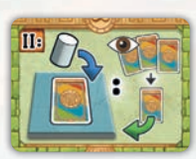
27: During the supply phase, for each village and camp under your control, you may choose to either receive 2 coins from the supply or deploy 1 warrior from your reserve.



28: During the supply phase, you may perform a regroup action. However, you do not find a treasure.



29: When you perform the coins action, you additionally receive 2 warriors from your reserve, which you place in Chichén Itzá.



30: When you perform the god card action, you may draw 3 cards from a god card deck and choose either one of the drawn cards or the card from the display. Place the remaining drawn cards face down at the bottom of the corresponding deck.



31: When you perform the reinforcement action, you receive 2 additional warriors from the reserve.



32: When you perform the scout action, you may increase the result of the die roll for the treasure by 1.



33: When you perform the scout action, you find 1 additional treasure. Roll for this treasure separately.



34: When you perform the declaration of war action, all other players must turn 1 diplomacy token from war to peace. If a person only has tokens on peace, they do not turn a token.



35: Once per round, you may place your action marker on an action where you have already placed an action marker.



36: For the rest of the game, you also control terrain tiles if only your scout is on the tile.



37: Whenever you bring a terrain tile with a ruin under your control, you receive 1 warrior from the reserve. Place the warrior in Chichén Itzá.



38: For the rest of the game, you may use the land movement action as a water movement action and vice versa.

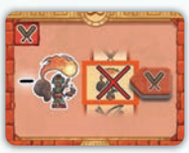


39: If a person attacks you, they must turn 2 diplomacy tokens from the war side to the peace side.



40: In combat against other players, they roll 1 fewer die in all melee combat phases.

Fight:



41: In any combat involving you, you decide whether there are magic phases or not.



42: In any combat involving you, you decide whether there is a ranged combat phase or not.



43: In any combat involving you, you decide if there are 1 or 2 magic phases.



44: In any combat involving you, you decide if there is a 3rd melee combat phase or not.



45: In any combat involving you, you decide if there is a 4th melee combat phase or not.



46: In any combat involving you, you decide if there are 1 or 2 ranged combat phases.



47: In the ranged combat phase, you may re-roll 1 of your missed rolls.



48: In the 1st melee combat phase, you may re-roll any number of your missed rolls once.



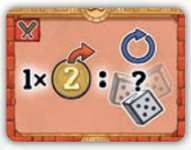
49: In combat against players, they must add +1 to their die results in the magic phase. Thus, they hit less often.



50: In combat against players, they may not use shields to negate damage.



51: In combat against creatures, you may have the creature die re-rolled once per combat phase.



52: Once in each combat, you may spend 2 coins in any combat phase to re-roll any number of your missed rolls.



53: In combat, you may use stone magic as fire magic and vice versa.



54: In the ranged combat phase, you hit on a die result of 1, 2, and 3.



55: If you hit in the ranged combat phase with a 1 or 2, you may re-roll that die once, and you score an additional hit if the result is again a 1 or 2.



56: In combat, your stone magic hits on a die result of 1, 2, 3, 4, and 5.



57: In combat, your fire magic hits on a die result of 1, 2, 3, and 4.



58: In the melee combat phases, two 6s count as 1 hit.



59: When you perform the water movement action, you may pick up warriors from terrain tiles you move through, as long as you do not exceed the unit limit of 5.



60: When you perform the land movement action, you may pick up warriors from terrain tiles you move through, as long as you do not exceed the unit limit of 5.

Victory Points:



61: You receive 2 points for each water terrain tile under your control.



62: You receive 2 points for each land terrain tile under your control.



63: You receive 2 points for each terrain tile under your control that is on the edge of the game board.



64: You receive 3 points for each terrain tile with a temple under your control.



65: You receive 2 points for each terrain tile with a camp under your control.



66: You receive 2 points for each terrain tile with a village under your control.



67: You receive 2 points for each terrain tile with a mine under your control.



68: You receive 2 points for each scout you have deployed on a terrain tile.



69: You receive the points for your highest-scoring ruin again.



70: You receive 2 points for each god card you possess. This card counts as well.



71: You receive 1 point for each Idol you possess.



72: You receive 1 point for each step you have advanced on the favor track.



73: You receive points equal to your ranged combat gear level x2.



74: You receive points equal to your defense gear level x2.



75: You receive points equal to your magic gear level x2.



76: You receive points equal to your melee combat gear level x2.



77: Receive 8 points if you have upgraded each of the 4 combat gears to at least level 3.



78: You receive 1 point for each creature you defeated.



79: You receive the points for the creature with the highest strength defeated by you again.



80: You receive 2 points for each different type of creature you have defeated.

HEROES



01: If you choose the „move hero“ action and perform a movement with this hero, the action costs you NO coins.



02: If you choose the „water movement“ action and perform the movement with this hero, you may jump to any water terrain tile, ignoring your movement range.



03: If you choose the „land movement“ action and perform the movement with this hero, you may jump to any land terrain tile, ignoring your movement range.



04: When you fight with this hero, you get 1 coin from the supply for every warrior you have to return to your reserve during the fight.



05: If you attack with this hero, you place your defeated warriors back on their starting tile instead of into your reserve.



06: If you win a combat against a person with this hero, you advance your favor token 1 space further up the favor track.



07: If you win a combat with this hero, you may place him on any other terrain tile under your control, as long as you do not exceed the unit limit of 5.



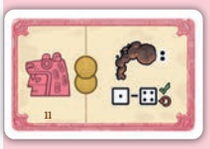
08: In a combat with this hero against a creature, you ignore the creature‘s special ability. However, the creature still deals normal damage.



09: In a combat with this hero against a creature, you may spend one or more idols in each combat phase. For each idol, the creature loses 1 heart token.



10: In combat with this hero, you hit in the ranged combat phase on a die roll of 1, 2, and 6.



11: In combat with this hero, after a successful hit with stone magic, you may re-roll the die once to potentially score another hit.



12: In combat with this hero, you may use active shields as luck tokens and vice versa.



13: In combat with this hero, you may roll 1 additional die in each melee combat phase.



14: In combat with this hero, creatures have 1 fewer heart token. However, they always have at least 1 heart token.



15: In combat with this hero, creatures roll exclusively with the light die, even in rounds 4, 5, and 6.



16: In combat with this hero, you can spend 1 active shield in each combat phase to negate all hits against you for that phase.



17: In combat with this hero, only you have a 3rd melee combat phase. The creature or other person may not roll dice in the 3rd melee combat phase.



18: If you defeat a creature with this hero, you receive coins equal to the creature‘s strength.



19: If you take control of any terrain tile with this hero, you find a treasure.



20: If you attack a person with this hero, you do not have to turn a diplomacy token from war to peace.



21: When fighting with this hero, you may move your own warriors from any terrain tile to the hero‘s tile before the combat begins (observe the unit limit of 5).



22: If you take control of a ruin with this hero, you receive the ruin bonus twice.



23: If you take control of a mine with this hero and receive a gem, you may double 1 bonus.



24: When fighting with this hero, you may re-roll all rolled 6s once in each combat phase.

CREATURES

Creatures usually only attack in specific combat phases. The top right of the creature board marks the phases in which the creature attacks. Right next to the respective phase is the symbol the die must show for the creature to land a hit. If a symbol is rolled that counts as a hit in a different combat phase, it does not count as a hit in the current combat phase. Most creatures also have a special ability that they use in combat.





Snake

Only attacks in the melee combat phases.

Special ability: If the die shows the , you must return 1 coin to the supply. If you do not have a coin, nothing happens



Monkey

Attacks in the ranged and melee combat phases.

Special ability: None



Jaguar

Only attacks in the melee combat phases.

Special ability: In combat against the Jaguar, there are no magic or ranged combat phases.



Triceratops

Only attacks in the melee combat phases.

Special ability: For each that is rolled, the creature negates 1 damage you have dealt to it this combat phase.



Caiman

Only attacks in the melee combat phases.

Special ability: None



Shaman

Only attacks in the melee combat phases.

Special ability: None.



Kukulkan

Attacks in the ranged and melee combat phases.

Special ability: If Kukulkan hits with the , roll again until no more are rolled. Each is 1 hit.

RUINS



01: Receive 1 idol token from the supply.



02: Receive 1 luck token from the supply.



03: Receive 1 warrior from your reserve and place it in Chichén Itzá.



04: Upgrade 1 combat gear by 1 tier.



05: Choose 1 of the available hero cards from the display and place your corresponding hero into Chichén Itzá.



06: Draw 1 magic card from the deck.



07: Receive 2 coins from the supply and draw 1 magic card from the deck.



08: Receive 2 coins from the supply.

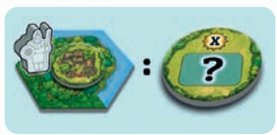


09: Receive 1 luck token from the supply and 1 warrior from your reserve, place the warrior into Chichén Itzá.

OVERVIEW

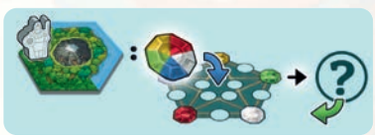
Bonuses when taking terrain tiles:











Final scoring overview:

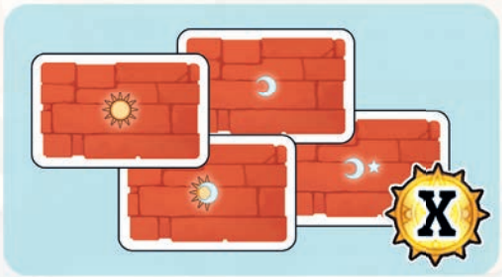




















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