10+

60–90 min

2–4

TIKAL

A GAME OF EXPLORATION, EXCAVATION AND AREA CONTROL

HISTORY

Tikal is located in the midst of an impenetrable jungle in northern Guatemala and is by far the most important and largest of all the Mayan sites. The Mayans lived in Tikal from 600BC to 900AD, but little is known of the civilization that thrived there for 1500 years. At present, only a small fraction of the site has been excavated and investigated by archaeologists. Several expeditions plan to explore the site further in an attempt to uncover its temples, and recover its priceless treasures which have been buried for over 1000 years. The importance of the site has made Tikal National Park a UNESCO World Heritage site since 1979.

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36 hexagonal Terrain tiles 2
24 Treasure tokens 3
48 Resin temple pieces 4
4 Player aids
1 Rulebook

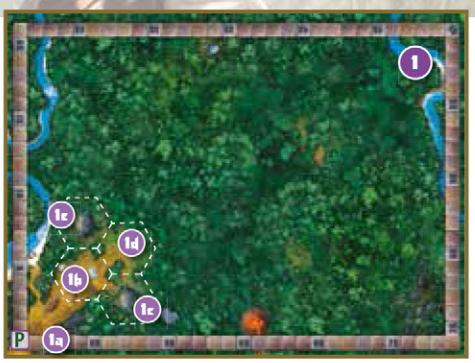
For each player color: 5
1 Expedition Leader
18 Explorers
2 Forward camps
1 Scoring marker
1 Totem token (Adv. rules)

GOALS

Each player is the director of an expedition intent on uncovering the lost Mayan temples of Tikal, which have remained hidden under a dense layer of jungle for the past 1000 years. As you explore the area, you will also discover ancient Ruins containing the priceless artifacts left by the Maya. A player receives points for each treasure in their possession, and for each temple under their control across four scoring rounds. Be wary however, as both temples and treasures can change hands during the course of your exploration. The expedition that earns the most prestige exploring Tikal wins the game!

PREPARATION

Place the game board 1 on the table within easy reach of the players. The game board represents the unexplored jungle. As you explore with your expedition, you will place the hexagonal pieces on the board revealing temples and treasure locations. Scoring is kept by using the scoring track 1a which circles the board. At the start of the game, four areas have already been uncovered: Base Camp 1b, two temples 1c, and a clearing 1d.



Sort the hexagonal Terrain tiles 2 by the letters shown on their backs. With the letters facing up, shuffle each lettered set, and then stack them so that the A set is on top, and the others follow in alphabetical order, B through G. Place this stack next to the game board.



Shuffle the round Treasure tokens 3 and place them face down, in 2 separate stacks, next to the game board.



Sort out the resin temple pieces 4 by their numbers, and stack them next to the game board. The resin pieces consist of 3x tier 2, 6x tier 3, 9x tier 4, 11x tier 5, 8x tier 6, 5x tier 7, 3x tier 8, 2x tier 9, and 1x tier 10.



Each player receives a player aid which provides a summary of the actions a player can perform each turn, and how many Action Points (AP) each action costs. The violet side is used for the basic game, while the yellow side is used for the auction variant (see Advanced Rules).



Each player also receives the following, in their choice of color: 5

1 Expedition Leader



18 Explorers



2 Forward Camps



1 Scoring marker



1 Totem token (used only when playing with Advanced rules).





Game Overview and Player Movement

Turns take place in clockwise order. The oldest player goes first.

During their turn, each player performs the following actions:

1. The player draws a Terrain tile from the top stack, and places the tile face up on the board, ensuring the placement follows the rules outlined in the Terrain Rules section (right).
2. The player uses up to **10 Action Points (AP)** to explore the areas of Tikal that have yet been discovered. Action Points allow players to move, uncover Temples, build Forward Camps for faster travel, and recover the ancient Treasures of Tikal.

Placing a Terrain Tile

Each Terrain tile has 1, 2, or 3 stone markers a, representing how difficult the path is when crossing into a new area. The more stone markers, the more Action Points are required to cross into the next area. When placing Terrain tiles, be sure that the following occurs:

- Any new Terrain tiles must be placed adjacent to existing Terrain tiles, or adjacent to the Base Camp.
- Each Terrain tile placed must create at least one path to at least one adjacent tile. b

Paths may consist of anywhere between 1 and 6 stone markers (ex. 3 stone markers on each tile).

Exception: As Volcanos are impassable, they can be placed next to any Terrain tile, regardless of the location of stone markers on an adjacent tile.

Terrain Rules



Each Terrain tile is placed on the board so that expeditions may reach it.



In this example, the Temple 4 tile is played. It creates a path to Temple 3, but not to the Clearing.



Here, Temple 3 creates a path to the Clearing, but not to Temple 4.



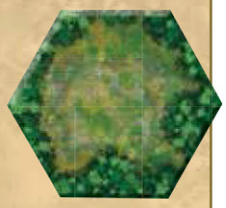
In this last example, Temple 4 cannot be played, as it does not create a path to Temple 5, or the Ruins.

Terrain Types

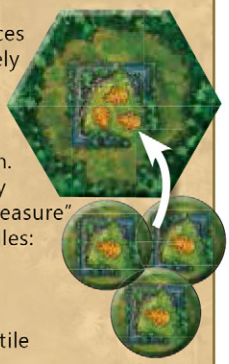
There are four terrain types:



Temples : Temple tiles have an initial value when placed. Additional levels of the temple may be added by moving an explorer to the temple, and choosing the "Uncover a temple level" action. This increases the value of the temple.



Clearings : Clearings are ideal locations for Forward Camps. A Forward Camp allows for immediate travel between Base Camp and any other Forward camps of the same color. They are created by choosing the "Establish a Forward Camp" action, and is usable only by the player who placed it.



Ruins : When a player places a Ruins tile, they immediately place a number of Treasure tokens face-down on the Ruin equal to the number of masks shown on the Ruin. Treasures can be claimed by choosing the "Excavate a Treasure" action with the following rules:
- only 2 Treasures can be recovered per turn
- the player must have one expedition member on the tile per treasure recovered.

Ruins become Clearings when all Treasures are recovered, allowing for camp placement.



Volcanos : When a Volcano tile is drawn, the tile is set aside temporarily and play immediately enters a scoring round. Scoring rounds follow these rules:
- going clockwise, each player uses 10 Action Points as in a normal turn, then scores the temples they own, the treasures they own, and moves their score marker accordingly. Once all players score, play resumes normally, with the player placing the Volcano tile, then using their 10 Action Points to explore Tikal.

There are three Volcano tiles in located in B, D, and F tilesets.

Using Action Points

After placing a Terrain tile, a player receives **10 Action Points (AP)** which they may use to explore Tikal. These points are used to perform specific actions, and any unused points at the end of the turn are lost.

Actions can be performed multiple times, up to 10 AP, and in any order the player wishes.

Refer to the player aid, or the chart to the right, for Action Point cost.

ACTION		COST OF ACTION
▪ Bring a new Explorer into play	=1AP	1 AP
▪ Move from one Camp to another	=1AP	1 AP
▪ Move to an adjacent Terrain tile	=1AP/	1-6 AP
▪ Uncover a Temple level	=2AP	2 AP
▪ Excavate a Treasure	=3AP	3 AP
▪ Exchange a Treasure	=3AP	3 AP
▪ Establish a Forward Camp	=5AP	5 AP
▪ Place a Temple Guard	=5AP	5 AP

=1AP
BRING A NEW EXPLORER INTO PLAY

Explorers are used to discover new Terrain tiles, to uncover Temple pieces, and to excavate buried treasure from Ruin tiles.

Placing an explorer or your Expedition Leader costs 1 AP. Take the Explorer from your supply and place it on the Base Camp or any of your Forward Camps.



You may place as many Explorers as you want per turn. You are only limited by your Action Points and your available supply.

Your Expedition Leader is also an Explorer. Whenever the rules refer to an Explorer, include Explorers and/or the Expedition Leader.

Stone markers are used to indicate trails, and also how difficult the trail is. The number of stone markers represent how many Action Points (AP) are needed to move between two Terrain tiles.

If there are no stone markers where two Terrain tiles meet, then no trail exists and you cannot move to the adjacent tile.

Volcanos are dangerous areas of the jungle. You may not move on to, or through, a Volcano tile.



In the above example, the Explorer may move to the adjacent Temple for 3 AP, since there are 3 stone markers making up the trail.
The Explorer would benefit from taking the alternate route, as it would only cost 2 AP, since each trail is made up of one stone marker each.
The Explorer is unable to move to two of the adjacent tiles, since one is a Volcano, and the other shows no stone markers.

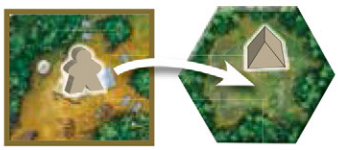
Rival camps and Explorers do not block your movement.

When placing an Explorer, make sure that all information on a Terrain tile remains visible. Do not place Explorers over stone markers, Temple pieces, or Ruins.

As players uncover Temples, they build them upwards, and increase their point value.

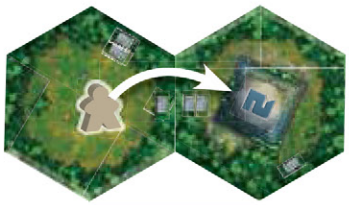
=1AP
MOVE FROM ONE CAMP TO ANOTHER

Your Explorers use secret trails known only to members for your expedition.
Moving one of your Explorers from Base Camp to a Forward Camp, or from one Forward Camp to another, costs 1 AP.



=1AP/
MOVE TO AN ADJACENT TERRAIN TILE

Your Explorers move using stone markers, which represent trails of varying difficulty.
Moving an Explorer to a new Terrain tile costs 1AP per stone marker connecting the two tiles. Any movement between two Terrain tiles must be completed in a single turn.



=3AP

You may not move onto, or through, a Volcano tile.



=2AP
UNCOVERING TEMPLES

Expeditions score points for the temples they control during each scoring round. Temples can be uncovered during gameplay to increase their point value.
Uncovering a Temple costs 2 AP per level.
You may uncover up to 2 levels per turn on the same Temple, but you must use two Explorers to do so, with each Explorer spending 2 AP to uncover. (4 AP total)

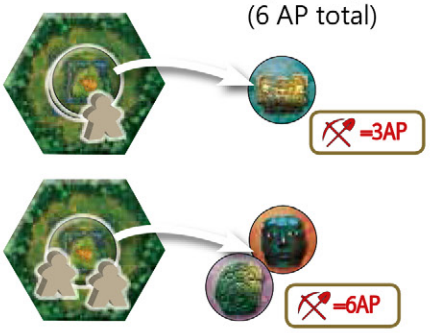


When a player excavates a new level of a Temple, take one of the available floors from the supply whose value is one higher than shown on the Temple.
If two levels of the same Temple are uncovered, then the player takes the next two higher value tiles and adds them to the Temple.
You may not uncover more than two levels of a single Temple during your turn, but you may excavate multiple Temples in the same turn.

If the next Temple floor is not available in the supply, then the Temple can no longer be uncovered further, and its point value does not increase.

=3AP
EXCAVATING FOR TREASURE

Treasures score points in each scoring round.
Excavating a treasure with an Explorer costs 3 AP.
The player takes the top most Treasure token from the stack and places it face-up in front of them. You can excavate up to two Treasures per turn, but must use two Explorers to do so, with each spending 3AP. (6 AP total)



You may not excavate more than two treasures from a single Ruin during your turn, but you may excavate multiple Ruins in the same turn.

When there are no more treasure tokens on a Ruin, it becomes a Clearing.



EXCHANGE A TREASURE

You may exchange a Treasure with another player for 3 AP.

The Treasure must not be part of a set. If any player has two or more Treasures of the same type, they cannot be exchanged.

The other players may not refuse the exchange.

Treasures collected by players are placed in front of them, visible to all other players.

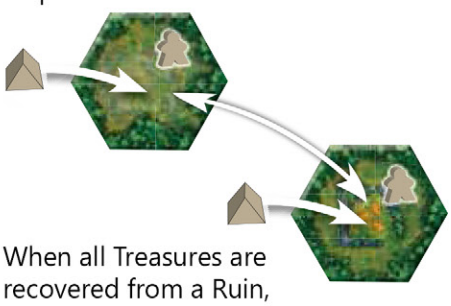


ESTABLISH A FORWARD CAMP

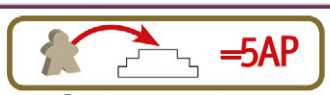
Establishing a Forward camp helps you explore Tikal faster.

Establishing a Forward Camp with an Explorer costs 5 AP.

An Explorer must be on the Terrain tile where the Forward Camp will be placed. Only one Forward Camp may be placed on a Terrain tile.



When all Treasures are recovered from a Ruin, it becomes a Clearing, on which Forward Camps can be placed. Once placed, you may travel between any camp of the same color, or the Base Camp for 1 AP per Explorer. All Explorers may enter, cross, or remain on tiles that contain another player's camp.



PLACING A TEMPLE GUARD

By placing a Temple Guard, you are guaranteed to score that Temple during subsequent scoring rounds.

Placing a Temple Guard costs 5 AP.

To place a Guard:

- you must have more Explorers on the Temple tile than any other player.
- you must not already have two Temple Guards in play.

When determining who controls the Temple, you may use your Expedition Leader to count as three (3) normal Explorers, but ***only*** when determining the control of a Temple.

If you win control of the Temple, take one Explorer from the tile and place it on the Temple as the Guard. This is a permanent action; the Guard can no longer be used as an Explorer. Remove all of your other Explorers from the tile, and return them to the box; they are removed from play. Explorers belonging to other players are not removed from the tile and are still in play.
When a Temple is guarded, it can no longer be uncovered for more points, and its Guard cannot be moved.

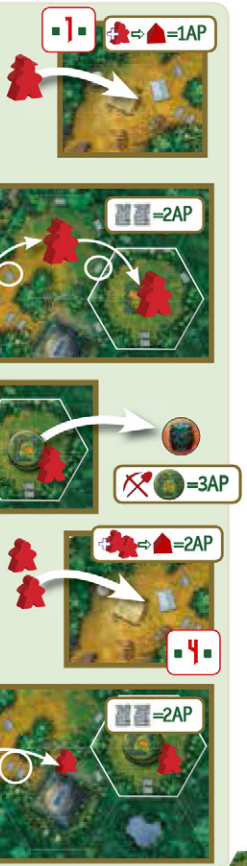




Example of first round of play. Henry (red player) draws a Ruins tile. He places the tile, then draws and places 4 Treasure tokens on top. He then uses his 10 AP as follows:

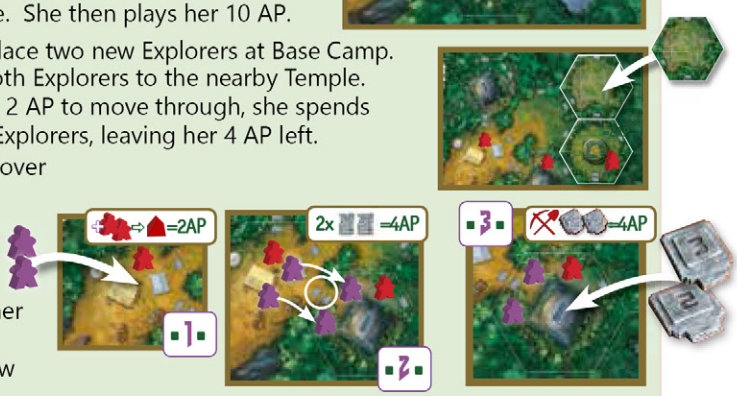


1 For 1 AP, Henry places his Expedition Leader at Base Camp.
2 He then moves to the Ruin tile. This costs him 2 AP to navigate the trail, which consists of 2 stone markers total. He has 7 AP left.
3 He uses 3 AP to pick up one Treasure token. This leaves him with 4 AP left to spend.
4 Since Henry cannot excavate any more treasure, he spends 2 AP and places two new Explorers at the Base Camp.
5 He then moves one of the new Explorers to the nearest Temple, which costs him 2 AP, since there are two stone markers designating the trail.



Marion (purple player) is next, and she draws and places a Clearing tile. She then plays her 10 AP.

1 Marion uses 2 AP to place two new Explorers at Base Camp.
2 Marion then moves both Explorers to the nearby Temple. Since the trail requires 2 AP to move through, she spends 4 AP moving the two Explorers, leaving her 4 AP left.
3 Marion decides to uncover one of the Temples. Because she has two Explorers on the tile, she can uncover two levels. This costs her 4 AP in total (2 x 2AP), and she places two new levels on the Temple.





SCORING PRESTIGE POINTS

Scoring rounds trigger when a player draws a Volcano, and also at the very end of the game.

WHEN A VOLCANO TILE IS DRAWN

When a player draws a Volcano tile, normal play stops, and the Volcano is set aside temporarily.
Starting with the player who drew the Volcano, the players will each in turn:

- Use up to 10 Action Points (AP)
- Score their Prestige points on the scoring track.

Once all players finish, the player who drew the Volcano places it, then continues his original turn by using 10 AP.

SCORING AT THE END OF THE GAME

When the last Terrain tile is played, the end of game scoring begins. Each of the players (starting with the player to the left of the person who played the last tile) will do the following:

- Use up to 10 Action Points (AP)
- Score their Prestige points on the scoring track.

The winner is the player who has accumulated the most Prestige points overall in the game.
In case of a tie, the player who has a guard on the highest value Temple wins.
If still a tie, the player with the most treasure chips wins.
If still tied after that, both tied players share victory.

CALCULATING PRESTIGE POINTS

After using their 10 AP, each player calculates their points:
For Temples: If a player has a Guard, or a majority of Explorers on a Temple tile (remember, the Expedition Leader is worth 3 Explorers when determining control), they score the value of the Temple.



As each player has 10 AP to use before scoring, it is possible for the majority to change on a Temple, and for that Temple to be scored on multiple people during that scoring round.

For Treasures:

1 treasure token scores 1 Prestige point.

2 identical treasure tokens scores 3 Prestige points.

3 identical treasure tokens scores 6 Prestige points.



QUICK RULES

The oldest player begins:

- Draws one Terrain tile and plays it.
- Uses up to 10 AP to play specific actions in any order

Any unused Action Points at the end of the round are lost. Players are not obliged to use Action Points; they may choose not to use them.

The chart below summarizes each action you can take, and the cost in AP to play that action.

ACTIONS	Cost of Action
Bring a new Explorer into play	1 AP
Move from one Camp to another	1 AP
Move to an adjacent Terrain tile	1-6 AP
Uncover a Temple level	2 AP
Excavate a Treasure	3 AP
Exchange a Treasure	3 AP
Establish a Forward Camp.	5 AP
Place a Temple Guard.	5 AP

After the player's turn is finished, play moves clockwise. Each time a player draws a Volcano, begin a scoring round. When no more Terrain tiles can be drawn, gameplay ends, and one final scoring round is done before congratulating the most prestigious archaeologist at Tikal!







CREDITS

Auteurs : Wolfgang Kramer et Michael Kiesling
Team Super Meeple : Sébastien de Poortere, Charles Amir Perret, Bernard Philippon, Alexandre Pierru et Arnaud Pierru
Illustration de couverture : Paul Mafayon
Illustration de plateau et jeton : Christophe Swal
Rédaction et révision des règles : Guillaume Gille-Naves et Bernard Philippon
Direction Artistique : Igor Polouchine
Développement et maquette : ORIGAMES
English rules translation: BGG/Scottishzombie, BGG/Norse_code

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Advanced Rules

If you want to play a more tactical version of the game, which leaves less room for chance, you may wish to use the following Auction variant, where the starting Terrain tiles are bid on by players, and then placed out on the board. Except when noted below, the basic rules remain the same.

Setting up the Auction Variant

Each player starts with 20 Prestige points, and places their scoring marker at 20 on the scoring track.
Each player also recieves the Totem token of their color, and places it face-up in front of them.

Auction Variant Overview

1. Draw Terrain tiles equal to the number of players. Place them face up in front of all players to see.
2. All players bid Prestige points to win the bid. The player who wins takes their turn as Player 1, and no longer bids this turn.
3. The auction to determine Player 2 starts. The remaining players bid Prestige points to win the bid as Player 2. The winner takes their turn.
4. The auction to determine Player 3 starts. The remaining two players bid Prestige points to win the bid. The player who wins takes their turn.
5. The final player takes their turn, without spending any Prestige points. The next bidding round begins.

1. Drawing Terrain Tiles



Draw Terrain tiles equal to the number of players, and place face up.

2. 1st Auction



During this phase, players bid their Prestige points to be the first player in turn order.
The oldest player makes the initial offer. Proceeding clockwise, each player places a higher bid, or chooses to pass. Once a player passes, they can no longer make an offer during this bidding phase. Bidding then passes back to the first player, until all but one player passes.
The player who wins the auction moves their scoring marker back the number of points they bid, then chooses the Terrain tile of their choice, and places it on the board. After the tile is placed, they then complete their turn by spending their 10 AP performing various actions.

Finally, the player turns over their Totem token to indicate that they cannot participate in any future auctions during this round.



3-4. 2nd and 3rd Auctions

The player sitting to the left of the winner of the previous auction places their bid. Only players who have not turned over their Totem tokens are allowed to bid. Players bid until all but one player passes.

The player who wins the auction then moves their scoring marker, places their tile, and proceeds to play their 10 AP. Once finished, they turn over their Totem. Then the next auction is started.

If no player chooses to bid, the player who passed first chooses a tile and completes their turn. Proceeding clockwise, other players choose a tile and complete their turn.

5. Final Player

The final player may place the last Terrain tile free of charge, since they did not win any bids. They then play their 10 AP.

After the last player completes their turn, all players turn their Totem token face-up and a new round of bidding begins.

New Turn

Draw a new set of tiles equal to the number of players.

The person to the left of the player who started the last auction will open the bidding this round. Continue through the steps of each auction, until the final player completes their turn.

Auctions and Volcanos

While playing with the Auction variant, a Volcano tile may be available to play. As in the normal rules, the scoring round begins as soon as a Volcano is drawn by a player.

The player sets aside the Volcano tile, then uses 10 AP to position his Explorers on the board. The player then scores Prestige points based off the Temples they control, and any treasures in their possession.

The player to the left then uses 10 AP, and scores their turn. This continues until all players have scored.

Finally, the first player who drew the Volcano places it, then plays their 10 AP, completing their turn.

End of Game and Final Scoring

When the last Terrain tile has been placed, and the player has completed their turn, a final scoring round starts.

Unlike the normal rules, the final scoring order is determined by ascending order of Prestige points. The player with the least Prestige points takes their turn, followed by the next highest, and so on.

In case of players who are tied, the player who is sitting closest to the player who drew the last tile, clockwise, will play first.

Each player plays a final 10 AP, then scores their Prestige points.

After all player complete their turn, the game ends.

The winner is the player with the most Prestige points.
If tied, the player with a Guard on a Temple with the highest point value wins.
If tied again, the player with the most Treasure tokens wins.
In the event that players are still tied, there are multiple winners.

Example of Auction variant with 4 players:
Henry -> Marion -> Marcus -> Sallah

At the beginning of the game, four Terrain tiles are turned over. Marcus, being the oldest, starts the auction:
Marcus bids 1, Sallah bids 2, Henry passes (and therefore no longer bids), and Marion bids 3. Marcus then bids 4, Sallah bids 5, Marion passes. Marcus then passes. Sallah wins.

Sallah reduces his Prestige points by 5 (to 15). He then chooses a tile, places it, uses his 10 AP, then flips over his Totem token to indicate he will not be bidding in the next round.

Since Henry sits to Sallah's left, Henry begins the new bidding phase. Henry bids 1, Marion bids 3, Marcus passes, then Henry passes. Marion wins. She reduces her Prestige points by 3 (to 17), plays the tile of her choice, plays her 10 AP, then flips over her Totem.

Since Marion won the last bid, Marcus starts the next auction. Marcus bids 2, Henry bids 4, Marcus passes. Henry wins. Henry reduces his Prestige points to by 4 (to 16). He chooses a tile to play, uses his 10 AP and turns over his Totem token.

Finally, Marcus, having never won an auction, takes the remaining tile and places it for free. He does not reduce his Prestige points. Marcus then plays his 10 AP. After Marcus completes his turn, a new auction round starts.

All players turn their Totems face-up, four new Terrain tiles are displayed, and the next round of bidding begins, with Sallah starting the bidding, since he sits to the left of Marcus, who started the last auction.