

TIKAL

L E G E N D



SOLO MODES



TIKAL

C L A S S I C



J. ALBERTSON, A. SARANAC,
J. AVERY, AND D. TURCZI



YVAN VILLENEUVE,
PAUL MAFAYON



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SOLO MODE

The year is 1979, and your team from all over the country has gone to Tikal for the largest archaeological project ever undertaken on the site! But another team of enthusiastic, well-trained locals, made up of Maya knowledge keepers and elders, is already waiting. This team is led by Mr. Mutul, a Guide who knows the site inside out. A friendly rivalry develops between the groups as the plans are being drawn up, despite the fact that the teams ultimately share the same goal: to recover treasures, uncover temples, and expose the history of the Maya people. You may have training in the latest tools and technologies, but Mr. Mutul's group is made up of locals driven by the love of their culture and history, and a deep knowledge of ancient trails. Who will be more successful, your team or Mutul's?

Note:

Before reading the single-player rules, you'll need to familiarize yourself with the multiplayer rules described in the Tikal Legend booklet. We even recommend that you play or simulate a multiplayer game before tackling the game on your own, to fully grasp the mechanisms and differences between the two modes.

COMPONENTS



16 Solo cards (4 each of M, A, B, and C)



1 Guide miniature: Mutul



1 Solo Glossary

GAMEPLAY

A game against Mutul lasts 6 rounds. A round always consists of the following phases:

- A Round Management phase.
- An Action phase.
- An Upkeep phase.

Mutul starts every round. This means that Turn Order Statuettes are not used in the usual way. They are only there to remind you that Mutul starts.

On his turn, Mutul plays one or more Solo cards. These cards are divided into several sections:

- Lower-right corner: Solo card type and number (you always play with M and one other letter).
- The top section indicates which items to take during the Round Management phase.
- The middle section is used for the Action phase, to play components and perform Actions.
- The area on the right contains a Compass for choosing directions and locations, and for breaking ties for tile placement, Explorer movement, and Actions.
- The bottom section shows what Mutul does when he uses his AP token. He places Explorers and performs an Action. Do not resolve this section on the current card: Draw 2 more cards and apply this section on each of those cards.

Full details of Solo Cards are given below.

ROUND MANAGEMENT PHASE

As in the multiplayer game, each player in turn order takes one of the items from the Round Management board and places it on their Campsite board. Once everyone has taken the necessary items, move on to the next phase.

Before beginning this phase, collect and shuffle the Solo cards chosen during Setup. Place them face down nearby. Because Mutul always starts, turn the first card face up and resolve the section with the hand icon to take an item and place it on his Campsite board, then discard the Solo card face up. When this is done, it's your turn to choose an item, following the rules of the multiplayer game. Turn over the next card, Mutul takes the next item, and so on until both players have taken all the items for that round, i.e. one AP token, 3 Action cards, and 2 Terrain tiles each.

The section with the hand icon determines the priority to be applied to Mutul's choices. Read from left to right and apply just one option. First and foremost, it's important to understand a few basic concepts:

The section is always made up of 3 parts with a background that shifts from light to dark. The leftmost part (light background) should be performed first. If this doesn't give Mutul access to an item, move on to the middle part (medium background), and again, if an item still can't be taken, on to the rightmost part (dark background). In all cases, Mutul must take an item if his Campsite board has not been filled. The three sections offer the option of taking an AP token, a Terrain tile, or an Action card, with varying priority. If Mutul can't do anything, it's because he has filled his Campsite board. In this case, Mutul must already have 1 AP token, 2 Terrain tiles, and 3 Action cards on the right. Mutul never uses the Action card slots on the left: He never preserves cards.

For the Round Management phase.

For the Action phase.

Action phase section, divided into 3 parts. The lightest indicates the highest priority, the darkest is the lowest priority. Each part instructs Mutul to either play an Action card, place a Terrain tile, or perform Actions (AP token). When he plays an AP token, use the bottom section, but from 2 newly-drawn cards.

This part shows what to do when Mutul plays an Action card.

Round Management section, divided into 3 parts. The lightest indicates the highest priority, the darkest is the lowest priority. Each part instructs Mutul to take either an AP token, a Terrain tile, or an Action card and discard another one.

The compass is used to break ties in placing Mutul's components (or placing a Terrain tile). Its needle shows a direction and the arrow indicates which way to scan for valid options from there.

Deck letter and card number.

This part is triggered by a previous Solo card that requires Mutul to use an AP token. You must draw 2 cards and Mutul performs this section on each of them.



Example 1: Mutul must take a Terrain tile (light background). If he can't, because he already has 2, he takes an Action card (medium background). If he can do neither, he takes an AP token (dark background).



Example 2: Mutul must take an AP token. If he can't, because he already has one, he takes a Terrain tile. If he can do neither, he takes an Action card.

Generally speaking, the choice will depend on the space available on Mutul's Campsite board. So if Mutul has already taken his AP token, he can't make that choice, and the same goes for Terrain tiles if he's already taken 2, and for Action cards if he already has 3.

Notice that the parts with Terrain tiles or Action cards have an arrow indicating the direction in which you should read the Round Management board (green ► or red ◀). These show the direction in which to take a Terrain tile or an Action card on the Round Management board.

When a number is indicated on a Terrain tile icon, count in the direction of the arrow (green or red) and take the n th item (n is indicated by the number), without counting empty spaces.

Important: If there are fewer items than the number indicated, take the furthest (last) one.



Examples showing the board with the Terrain tiles and the board with the Action cards.

With the green arrow, go in reading order: Start with the top left space, and finish on the bottom right. Do the opposite with the red arrow.



Mutul takes the first Temple tile, because that's the highest priority.



If there are no Temple tiles, Mutul takes the third tile, skipping the empty space.



Here, Mutul takes the last tile, even though 3 is showing, because there are fewer Terrain tiles than the indicated number.



If Mutul's Campsite board already had 2 Terrain tiles, he must move on to the next section to take a different item. Mutul doesn't need a third Terrain tile.

Parts indicating priority might have the '>' symbol. This order must be respected.



Example: Mutul looks in the green arrow's direction for a Temple tile and takes the first one he finds; if there aren't any, he takes the third tile.

SELECTION CHOICES

1 TERRAIN TILE CHOICE:

Depending on the symbol in the Round Management section:



Mutul takes the first Temple tile on the Round Management board, looking in the direction of the arrow (red or green).



Mutul takes the first Ruins tile on the Round Management board, looking in the direction of the arrow (red or green).



Mutul takes the first Volcano tile on the Round Management board, looking in the direction of the arrow (red or green).



Mutul takes the Terrain tile in the indicated position looking in the direction of the arrow (red or green) on the Round Management board, without counting empty spaces. In this case, it would be the second tile, or the last one if fewer remain.

2 ACTION CARD CHOICE:

Depending on the Solo card symbols in the Round Management section, Mutul will take an Action card of an indicated type or position. The types of Action cards are listed below. For the most part, the first column of the glossary (see p. 13) shows the type of card (shown below) and the second column shows the associated Action cards.



Mutul takes the first '2 Unique Treasures' Action card on the Round Management board, looking in the direction of the arrow (green or red).



Mutul takes the first Unearth Treasure Action card on the Round Management board, looking in the direction of the arrow (green or red).



Mutul takes the first Build Temple Floors Action card on the Round Management board, looking in the direction of the arrow (green or red).



Mutul takes the first Ancient Trail Action card on the Round Management board, looking in the direction of the arrow (green or red).



Mutul takes the first Place a Temple Tile on the Periphery Action card on the Round Management board, looking in the direction of the arrow (green or red).



Mutul takes the first Place a Lake Tile on the Periphery Action card on the Round Management board, looking in the direction of the arrow (green or red).



Mutul takes the first Place a Volcano Tile on the Periphery Action card on the Round Management board, looking in the direction of the arrow (green or red).



Mutul takes the Action card in the position indicated on the Round Management board, starting from the arrow (green or red), without counting empty spaces. In this case, it would be the 6th card, or the last one if fewer remain.

Note: The glossary tells you which Action cards are eligible Action cards according to the symbol in the section (Draft Symbol column). Place the tiles and cards from top to bottom on Mutul's board when he takes them.



Important: This symbol must always be performed when Mutul takes an Action card. You must discard an Action card from the Round Management board. It will be the one in the indicated position on the Round Management board, looking in the direction of the arrow (red or green) and without counting empty spaces. In this case, it would be the 10th card—or the last one if fewer than 10 remain. Keep this card to the side; it will be replaced in the following round.



Example: Looking in the direction of the green arrow, Mutul must take the first Action card with 2 unique Treasure tokens. Because there aren't any, he must take the first Action card that allows him to Unearth Treasures (2nd priority). This time, there is one in the bottom row. He takes it and adds it to his Campsite board. He ignores the rest of the priority list (Lake tile, and 4th Action card). Then, because he has taken an Action card, he must discard the 10th, but if there are fewer, he discards the last one.

3 AP TOKEN CHOICE



For this item, even if the token is present, Mutul will not necessarily take it unless it is advantageous to do so.

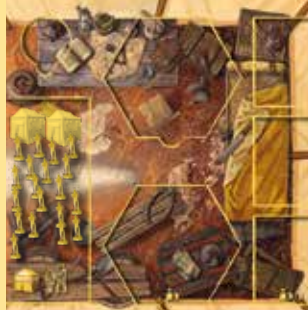
Follow this rule:

If there are 2 AP tokens on the Round Management board

and there is a difference of at least 2 AP between the respective values, Mutul takes the higher of the two to add to his Campsite board. If there is a difference of fewer than 2 AP, or if there is only one AP token remaining, Mutul doesn't take an AP token, unless that is the last thing he needs to fill his Campsite board. In any case, Mutul always takes the higher AP token if he takes one.



Example 1: Mutul has to take an AP token, because there are two on the Round Management board, and none on his Campsite board. The difference between the tokens is 3 AP, so Mutul takes the 12 AP token and places it on his Campsite board.



Example 2: Mutul has to take an AP token, because there are two on the Round Management board, and none on his Campsite board. However, because the difference between the tokens is 1 AP, Mutul passes on this option and looks for the next item in the section (in this case, a Ruins tile).



Example 3: Mutul has to take an AP token, because there is only one remaining on the Round Management board, and there are none on his Campsite board. Mutul passes on this option, however, because there will be time to take it later, and he looks for the next item in the section (in this case, a Ruins tile).



Example 4: Mutul has to take an AP token because there are 2 on the Round Management board and none on his Campsite board. There is only a difference of 1 between the AP tokens, so Mutul takes the 7 AP token, because he has already taken all his Action cards and Terrain tiles.

This phase ends for Mutul when he has filled his Campsite board with 1 AP token, 2 Terrain tiles, and 3 Action cards on the right. He then must pass and let you finish the Round Management phase before moving on to the next phase.



ACTION PHASE

Before going into the details of this phase, we'll explain a few useful general principles that apply to a wide range of actions.

THE COMPASS

The compass on the right side of the Solo card is used to break ties in the choice of an action, location, or destination if you have several options for choosing a Temple or several locations for placing a Terrain tile, for example.

Think of **the Guide miniature (Mutul himself) as the center of the compass**, and the orientation of the needle as the first direction to choose when presented with a multiple choice. The arrow around the compass indicates whether to scan clockwise or counterclockwise. If 2 or more options are in the same direction, the location closest to the Guide should be taken, including the Guide's own location if this is one of the possible choices.



Example: According to his card, Mutul should add 2 Floors to a Temple. We'll see later in these rules that he'll choose the highest Temples. He can choose between 3 Level-4 Temples (2 southeast and 1 north). The Compass needle on the map points south. He starts looking in this direction first, then he follows the compass arrow turning counterclockwise. Next, he sees the 2 Level-4 Temples to the southeast. He chooses the nearest (green checkmark).

Note: We'll see that he must move an Explorer from the Common Base Camp toward this Temple in order to build the 2 Floors.

EXPLORER MOVEMENT

Mutul will have to place or move Explorers. It's important to understand how Mutul chooses the one location from which he will move Explorers (**SOURCE selection rules**) and toward which location he will move them (**DESTINATION selection rules**). Follow the selection instructions below.

SOURCE Selection Rules:

This is the priority sequence for choosing the available Explorers to move:

1. Those in the Common Base Camp.
2. Those at the base of a Temple with a Guardian.
3. Those on a tile where Mutul has at least 2 greater EM value than you (Reminder: 1 Explorer = 1, a Leader = 3). Start with the Terrain tile with the lowest value. The order of values is (see table on next page):

TYPE OF TERRAIN TILE	Value
Level-1 Temple	1
Level-2 Temple or Ruins tiles with Treasure tokens (from + to -)	2
Level-3 Temple	3
Level-4 Temple > Ruins tiles without Treasure tokens, showing 2 Masks	4
Level-5 Temple	5
Level-6 Temple > Ruins tiles without Treasure tokens, showing 3 Masks	6
Level-7 Temple	7
Level-8 Temple > Ruins tiles without Treasure tokens, showing 4 Masks	8
Level-9 Temple	9
Level-10 Temple > Volcano tiles > Lake tiles	10

- Finally, those where you have lesser EM value than he does.

In the case where it's not possible to have an Explorer available for Mutul to fulfill the above priorities, he can't choose those options. He can only take what is available. Be careful, though! If he can't do the Action at all (for example, no available Explorers), use the Blocked Action rule (see p. 11).



Example: Mutul (yellow) wants to move an Explorer. Look to see if there is one on the Common Base Camp (there isn't). Look to see if there is one at the base of a Temple with a Guardian (there isn't). Look to see if there is one at the base of a Level-1 Temple where Mutul has a 2-point advantage. There are 2 Temples that satisfy this condition (green checkmarks). Use the Compass to break the tie. The needle points north, and the arrow tells Mutul to scan in a counterclockwise direction. So, Mutul will move his Explorer from the tile indicated by the green arrow. The Explorers on the Level-4 Temple to the north are not available because they don't have a difference of 2 between them. Even if there were, Mutul would still ignore the Level-4 Temple in favor of the Level-1 Temple, which has a lower value.

DESTINATION Selection Rules:

Mutul's Explorer destinations are generally indicated either by an Action card (see Playing an Action Card, p. 12), or by movement generated by using an AP token (see Playing an AP Token, p. 18).

Mutul is an expert at finding Ancient Trails. It's easy for him to find the best paths for his Explorers to use. When they want to move, they don't spend AP, but they must use Trail Stones and/or move from one Camp to another to get to their destination.

Most of the time, Action cards will indicate the type of destination. For example, if Mutul must Unearth Treasure tokens, only Ruins tiles will be targeted; if he has to add Temple floors, he will only target Temple tiles. He might not even need to move Explorers if he already has them available in the right spaces to perform the Action.

However, 4 Action cards do not have precise destinations. In this case, you must follow the priority as indicated on the Solo card, in the section that follows the 4 Action cards. If it's another Action card, you should consult the glossary.



Example: If Mutul has to use one of the 4 Action cards shown, he moves his Explorers toward a specific type of Terrain tile (preferring Volcano, then Temple, then Ruins, then Lake). Otherwise, if Mutul takes another type of card, refer to the glossary.

• **The Terrain type symbols are as follows:**



Mutul moves toward a Temple tile according to the priority sequence.



Mutul moves toward a Ruins tile according to the priority sequence.

Important: If he must Unearth Treasure tokens, Mutul first chooses the tile that has the fewest Treasure tokens (break ties with the Compass). Mutul does not care about your Explorers already present, since opponents' EMs don't prevent you from unearthing.



Mutul moves toward a Lake tile according to the priority sequence.



Mutul moves toward a Volcano tile according to the priority sequence.

Once the Terrain tile type has been determined, Mutul breaks ties first according to tile control priorities, then by the highest value shown in the table below if there are multiple options, and finally using the Compass if necessary.

Mutul will primarily target Terrain tiles of the chosen type that are empty; if tied, tiles with you on them. Next, he will target tiles where you have 1 more EM value, then 2, and so on, until Mutul has 1 more than you.

If there are still Explorers left to place (because he can neither place them on an empty tile nor regain control of a tile), he then strengthens his own control, starting with tiles where he has 1 EM value more, then 2, and so on—unless the card allows him to change the Terrain tile type (see the example at the top, where he takes Volcano tiles first, then once he has the advantage, moves to Temples, then Ruins, and finally Lakes).

• **Value Table:**

TYPE OF TERRAIN TILE	Value
Level-10 Temple > Volcano tile / Lake tile	10
Level-9 Temple	9
Level-8 Temple or Ruins tiles without Treasure tokens, showing 4 Masks	8
Level-7 Temple	7
Level-6 Temple or Ruins tiles without Treasure tokens, showing 3 Masks	6
Level-5 Temple	5
Level-4 Temple or Ruins tiles without Treasure tokens, showing 2 Masks	4
Level-3 Temple	3
Level-2 Temple or Ruins tiles with Treasure tokens, prioritizing those with the fewest tokens, ignoring your Explorers	2
Level-1 Temple	1

Example 1: Mutul must move an Explorer toward a Temple. He favors a Level-1 Temple tile that has 1 of his Explorers and 1 of yours, because you are tied there. His second choice was a Level-7 Temple where only you have 2 Explorers.

Example 2: Mutul must move an Explorer toward a Ruins tile. There are 3 options, with 1, 1, and 3 Treasure tokens respectively. He still has the choice between 2, so he uses the Compass to break the tie.

Example 3: Mutul must move toward Temple tiles. He has already placed EMs on empty Temples and on those where he was tied. He still has 2 EMs to place. You have 1 EM at the base of a Level-3 Temple and 3 other EMs at the base of a Level-8 Temple. Mutul places his 2 remaining EMs at the base of the Level-3 Temple, because this is where the control gap is smallest and he can regain control.

- If Mutul must deploy an Explorer from his Campsite board and he doesn't have any more, he gains 1 PP per missing Explorer instead.



Example: Mutul hasn't managed to perform an Action. He looks at the previously discarded card and deploys 2 Explorers from his supply to the Common Base Camp. He only has 1, however, so he places that one and gains 1 PP.

- An 'Island' is one or more Terrain tiles that is not connected to the Common Base Camp, even through other tiles.

OTHER RULES

- Mutul doesn't have any Leaders on his team. He only moves Explorers.
- Discard Solo cards face up.
- **Blocked Action Rule:** Any time that Mutul's Action is completely blocked, he deploys, from his Campsite board to the Common Base Camp, as many Explorers as are shown on the **previous** Solo card that was discarded. In the rare case in which there are no cards in the discard pile, use the number of Explorers on the current card.

Important: An action that was partially performed is not considered Blocked. However, certain actions give another compensation if they are only partially performed. These are indicated in the Glossary (see p. 13). You will never gain both the partial bonus **and** the Blocked bonus.

Example: Mutul must Unearth 2 Treasure tokens but there are no accessible Ruins tiles. He is Blocked. However, if he had managed to Unearth 1 Treasure token instead of 2, this is not considered being Blocked, but a partial Action (he would get to place an Explorer, as explained in the glossary).



Example: The tiles outlined in yellow are Islands. There are 3 Islands here.

- The deck of Solo cards is reshuffled at the start of every phase (not every turn). However, if you run out of Solo cards during the phase and Mutul needs to draw, simply shuffle the discards and make a new deck.

ACTION PHASE DETAILS



Now that we've explained how to use the Compass and the Explorer Movement rules (SOURCE and DESTINATION), let's have a look at the Actions that Mutul can perform.

Campsite board, and on the priority indicated on the central Solo card section with the ⚙️ symbol.

Before starting this phase, take the Solo cards chosen during Setup and shuffle them. Place these cards nearby, face down. Because Mutul always starts, flip the first card face up and resolve the ⚙️ section to play an item from his Campsite board. Perform your action with the usual rules. Flip and perform the next card for Mutul, and so on until both players pass. Mutul passes after he has played his AP token, placed his 2 Terrain tiles, and used his 3 Action cards.



Example: On his turn, Mutul must first play an Action card. If he doesn't have any more Action cards on his Campsite board, he must place a Terrain tile instead. If he's already placed his 2 Terrain tiles, he plays his AP token. If he can't play anything at all, it's because he's performed all his Actions, and he must pass.

On each of his turns, Mutul has 3 options:

- Play his AP token 
- Play an Action card  or 
- Place a Terrain tile  or 

His choice will depend on the items remaining on his

1 - PLAY AN ACTION CARD

When Mutul plays an Action card, there are 2 symbols:



Top down: Mutul plays the Action card from the topmost position on his Campsite board.



Bottom up: Mutul plays the Action card from the lowest position on his Campsite board.



All the Action cards are described in columns 2 and 3 in the Glossary. These descriptions only apply to Mutul. You use them as described in the multiplayer Glossary. Some Action cards, although different, have the same effect for Mutul. In addition, as we've seen in the Destination rules, 4 Action cards use a specific Terrain tile priority sequence for identifying where to place Explorers. These are indicated on the Solo card.

Example: Mutul must play his topmost Action card. The top one has already been played, so he takes the next highest one (indicated by the red arrow).

When playing the Action card, refer to this Glossary:

SOLO ACTION CARD GLOSSARY

CARD TYPE	RELEVANT ACTION CARDS	Description of the Action Card
		<p>Mutul takes the 2 Treasure tokens indicated on the card from the Round Management board. Place them in Mutul's museum (in front of him). Discard the card.</p>
		<p>Mutul takes 2 Treasure tokens from Ruins tiles. He always starts with the Ruins tiles with the fewest Treasure tokens. He moves available Explorers there as necessary (see Source Selection Rules / Destination Selection Rules). He must have 1 Explorer per Unearthed Treasure token (usual rules). Use the Compass if there are ties between options. Discard this card.</p> <p>If this Action is not completely performed (if he only took 1 Treasure token), deploy 1 Explorer from Mutul's Supply to the Common Base Camp.</p>
		<p>Mutul adds 2 Temple Floors to one Temple tile. He starts by choosing the highest Temple where he has more EM value than you. He moves available Explorers there as necessary (see Source Selection / Destination Selection Rules). He must have 1 Explorer per Temple Floor added (usual rules). Use the Compass if there are ties between options. Discard this card.</p> <p>Important: If Mutul has more EM value than you on a Temple tile that cannot take another Temple Floor (such as a Level-10 Temple, or a Level-9 Temple that cannot take a second Floor after the 10th was placed), he places an Explorer atop the Temple as Guardian and discards his other EMs there (instead of placing a Floor). Like you, Mutul is limited to 2 Guardians per game.</p> <p>If this Action was not completely performed (for example, if he can only place 1 Floor), deploy 1 Explorer from Mutul's Supply to the Common Base Camp.</p>
 <p data-bbox="114 1782 272 1917">Action card taken by number that is not one of the above</p>		<p>If there is a Clearing tile without a Base Camp (or, if none, a Ruins tile without Treasure tokens) located on an Island, deploy a Base Camp from Mutul's Supply to this tile and move the Guide directly to this tile. If this is not the case, or if the island already has a Base Camp, deploy 2 Explorers to the Common Base Camp. Use the Compass to break ties. Discard this card.</p>

		<p>Ancient Trail Action:</p> <p>If possible, take up to 4 Explorers from the Site board (see Source Selection Rules) and place them on Terrain tiles to gain control (see Destination Selection Rules). This time, use the bottom section of the Solo card to know the priority sequence, as well as the Compass for breaking ties. Place the Explorers one at a time, and once Mutul has control of a Terrain tile, he targets the next Terrain tile (always according to the priority sequence). Discard this card.</p> <p>Important: If Mutul has fewer than 4 Explorers to perform this Action, or if you cannot place all 4 Explorers (not enough Destination tiles), put remaining Explorers on the Common Base Camp, and add an Explorer from Mutul's supply to it, as well.</p> <p>Note: The bottom section is a reminder of the Action cards that are linked to a Movement priority sequence.</p>
		<p>Take the Temple tile with the  symbol on the back that matches the card's illustration from the Round Management board. Make sure the Temple is of value 5 or 6. Place this tile on a Jungle space with a dotted yellow outline, as close as possible to the Guide (see Adding a Terrain Tile, p. 17). The tile must be accessible. Move an available Explorer toward this tile if possible (see Source Selection Rules). Discard this card.</p>
		<p>Take the Lake tile with the  symbol on the back that matches the card's illustration from the Round Management board. Place this tile on a Jungle space with a dotted yellow outline, as close as possible to the Guide (see Adding a Terrain Tile, p. 17). The tile must be accessible. Move an available Explorer toward this tile if possible (see Source Selection Rules). Discard this card.</p>
		<p>Take the Volcano tile with the  symbol on the back from the Round Management board. Place this tile on a Jungle space with a dotted yellow outline, as close as possible to the Guide (see Adding a Terrain Tile, p. 17). The tile must be accessible. Move an available Explorer toward this tile if possible (see Source Selection Rules). Discard this card.</p> <p>Important! This Volcano tile does not trigger an Interim Scoring phase.</p>

Note: Don't forget the Blocked Action rule if Mutul can't perform the action at all. A partial success doesn't count as being Blocked.

Here are a few examples:



Example 1: Mutul plays a Solo card. This section (1) tells him to play an Action card as the top priority. His Action card (2) tells him to Unearth 2 Treasure tokens from Ruins tiles, starting with the ones with the fewest Treasure tokens.

There are 2 tiles with a single Treasure token — (3) and (5). The one in the middle has 2 Treasure tokens, so it is lower priority. Mutul uses the Compass to break the tie between (3) and (5). This one points southeast from the Guide, so we start with tile (3). However, an Explorer is required to Unearth a Treasure token. Mutul sends one from the Common Base Camp (see Source Selection Rules). Once it is there, he can take the token from (3). Because he needs a second Treasure token, and this tile is now empty, he goes to tile (5). There is already an Explorer there this time, so he can simply take the second Treasure token.



Example 2: Mutul has to play an Action card (1), according to the priority sequence. The Action card allows him to Unearth 2 Treasure tokens (2).

However, there are no Treasure tokens present (or accessible by Trail Stones).

He can't perform the Action: He's Blocked!

He applies the Blocked Action rule that allows him to deploy as many Explorers as indicated on the top card of the discard pile to the Common Base Camp (3).

Mutul takes 3 Explorers from his Campsite board and adds them to the Common Base Camp.



Example 3: Mutul has already played his Terrain tiles and his AP token, so he still needs to play an Action card (1). His Ancient Trail Action card (2) is one that requires Mutul to gain control following the priority sequence depicted on the card as follows:



Mutul must source 4 Explorers. He uses the Source Selection rules and takes 3 Explorers from the Common Base Camp and a 4th from the Level-1 Temple at the bottom of the board (3) because he has at least 2 more EM value there than you.

The first destination priority is a Ruins tile, but there are none.

The second priority is the Lake tiles, so Mutul places an Explorer on (4), then seeks a new destination, because that has already given him control of the only Lake.

The next priority is Temple tiles.

The Level-4 Temple at the bottom (5) and the Level-1 Temple at the top (6) get priority because they have no EMs. The Level-4 Temple wins out because it has a higher value, followed by the Level-1 Temple. Mutul will then target the Level-4 Temple at the top (7) to try to gain control there.

Important: When Mutul plays an Action card, discard it from the game.

2 – ADDING A TERRAIN TILE

There are 2 symbols used when Mutul plays a Terrain Tile. They are:



Top down: Mutul plays the topmost Terrain tile from his Campsite board.



Bottom up: Mutul plays the bottommost Terrain tile from his Campsite board.

Mutul will play the Terrain tile on a Jungle space as close to the Guide as possible (not on a space with a yellow dotted outline; those are reserved for Terrain tiles acquired through Action cards). If there are multiple options available, use the Compass to determine which Jungle space to use. For orienting the tile, always place the side with the most Trail

Stones toward the Guide (only take into account tiles adjacent to the one you've placed, no need to retrace your steps all the way to the Guide). If there are multiple choices for the orientation, you can choose the one you prefer.

- If it is a Ruins tile, set up the Treasure tokens.
- If it is a Temple tile, set up the Pre-Built Temple Floors.
- If it is a Clearing tile, **deploy an Explorer from Mutul's Campsite board to the Common Base Camp.**
- If it is a Volcano tile, set up a 3D Volcano and do an Interim Scoring Phase (see p. 20).

Then move the Guide onto the Terrain tile you just placed.



***Example:** Mutul adds a Clearing tile. We're looking at Jungle spaces closest to the Guide. Other than the Common Base Camp, Lakes, and Jungles with yellow dotted outlines, all other spaces are eligible (within 2 spaces of the Guide).*



However, the Compass on the card indicates northeast, so Mutul chooses the space with a green checkmark.



Mutul places the Clearing so that the side with the most Trail Stones faces the Guide. Because there are several options, you choose the one you want. Then the Guide moves onto the tile, and because it's a Clearing tile, Mutul deploys an Explorer to the Common Base Camp.

3 – PLAYING THE AP TOKEN

Mutul can only play one AP token per round. The value on that token doesn't matter because Mutul doesn't use AP to perform his Actions or Movements. He discards it and draws 2 more Solo cards. For each Solo card revealed in this way, discard the previous one face up and do the Action on the new card. The icon associated with this Action reminds you that you must draw Solo cards.



When you have drawn a new Solo card, read the action depicted in the bottom section of the new Solo card. You'll find the AP token symbol at the beginning of the line.



The Actions associated with the AP token are similar to the ones on certain Action cards.

To begin an Action, Mutul will deploy 2 or 3 new Explorers to the Common Base Camp. Remember: For each Explorer he can't deploy because he has no more on his Campsite board, he gets 1 PP.

Important: If you need to use the Compass, use the one that was just revealed.



Example: On his turn, Mutul draws a Solo card; his top priority is to play his AP token (1), so he discards both his AP token and his current card, and draws a new card.



He then performs the AP token action at the bottom of that new card (2). In this example, he deploys 3 Explorers to the Common Base Camp and takes Treasure tokens.



He then discards that card and draws a second Solo card (3). He starts by deploying 2 Explorers to the Common Base Camp, then does an Ancient Trail action. He uses the section above to show him the priority sequence for moving his Explorers. He then discards that card and he has finished his AP token action.



Example: The Solo card indicates that Mutul must place 2 Explorers. He deploys 2 from his Supply to the Common Base Camp.

Then, after adding the Explorers, an icon depicts the action to perform. To make it easier to understand, we used icons similar to the ones on the Action cards, but they aren't the same actions: Each icon has a specific meaning.

There are 5:



For this Action, Mutul adds 2 Temple Floors to a single Temple tile. He starts by choosing the highest Temple where he has more EM value than you. He moves available Explorers there as needed (see Source/Destination Selection rules for Temple tiles).

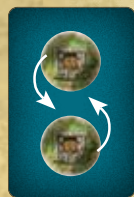
One Explorer is required per Temple Floor added (usual rules). Use the Compass on the new card if options are tied.

This action is identical to this Action card:



Mutul takes 2 Treasure tokens from Ruins tiles. He always starts with the Ruins tiles with the fewest Treasure tokens. He moves available Explorers there as needed (see Source/Destination Selection Rules for Ruins tiles). One Explorer is required per Treasure token Unearthed (normal rules).

Use the Compass if options are tied. This action is identical to this Action card:



Mutul swaps one of his Treasure tokens for one of yours. Mutul has a preference for the Treasure tokens he already has the most of. In the case of a tie, you choose. Mutul gives you a Treasure token that you don't have, trying to keep his own sets intact. If the swap isn't possible, Mutul performs the above action instead (take 2 Treasure tokens from Ruins tiles).

This action is identical to this Action card:



Ancient Trail: Mutul takes up to 4 Explorers from the Site board (see Source Selection Rules). He deploys them on Terrain tiles to gain control (see Destination Selection Rules). This time, use the section associated with this action to determine the priority sequence:



Example: Try to control Ruins tiles, then Lake tiles, then Temple tiles, and finally Volcano tiles.

Use the Compass to break ties. Place the Explorers one at a time; once Mutul has more EM value than you on a Terrain tile, continue with the next Terrain tile of the same type until he has more EM value than you on all of them, then change the type of tile according to the priority sequence. If fewer than 4 Explorers are placed (because of a lack of Destination tiles), place the remaining Explorers at the Common Base Camp and deploy 1 Explorer from Mutul's supply to that Camp. This action is identical to this Action card:



Important: If the action of a Solo card cannot be performed, it means it has been Blocked, and the Blocked Action rule comes into play: Place as many Explorers on the Common Base Camp as indicated on the top card of the discard pile.

After having resolved the first Solo card, draw a second one, and perform Mutul's action on that one.

INTERIM SCORING

When a Volcano tile is placed, the turn is interrupted to perform an Interim Scoring phase, starting with the player who placed the Volcano tile. For you, do the procedure as you would in a multiplayer game; that is to say, use 10 AP then score your points according to the multiplayer rules. For Mutul, he doesn't do the same scoring, but instead does the following actions:



Mutul starts by performing an Ancient Trail action to gain control where he can (see previous page). He uses the section with the priority sequence for Movement from the top card of the discard pile. Note: In the rare case that Mutul cannot perform this Action at all, he uses the Blocked Action rule.

If Mutul still has at least one Base Camp on his Campsite board, and a Clearing tile (or Ruins tile with no Treasure tokens, but he prefers a true Clearing tile) is available on an Island with none of his Base Camps, he places the Base Camp on that Clearing and moves the Guide directly there.

Very Important! Mutul does not score any PP during an Interim Scoring phase.

UPKEEP PHASE

Perform the following steps in order:

1. Advance the Round Marker. If it is the final round, go straight to the Final Scoring phase (on this page).
2. Do not change the order of the Turn Order Statuettes. Mutul always begins the round.
3. Flip your Permanent Action cards (on the left side of your Campsite board) face up. They are now available again for the upcoming round.
4. Leave all the unused Action cards on the Round Management board, and refill the board to 10 cards, going from the green to the red arrow. Start by shuffling the Action cards discarded by Mutul during the Round Management phase, and place them on the board again. Then fill in the empty spaces with cards taken from the draw pile. Place all the new Action cards going from the green to the red arrow.
5. Place 2 new AP tokens face up on the Round Management board.
6. Place 4 new Terrain tiles face up on the Round Management board. Take the Terrain tiles in alphabetical order (start with Terrain tiles with an 'A' on their back, followed by 'B', and so on through 'E'). Place them going from the green to the red arrow.

A new round begins!

FINAL SCORING PHASE

When both players have finished the Action phase of the 6th round, you spend 10 AP to perform actions, and then immediately score your PP (as though a Volcano tile had been placed). If you haven't used your Museum Director's power, earn 5 PP.

Mutul plays second on this final turn. He performs the same steps as for an Interim Scoring phase (an Ancient Trail action), but this time he scores his PP like you, and adds them to his 175 starting PP (plus any he gained during the game from missing Explorers).

The player with the most PP on the score track was better able to manage their team. They win the game, and their museum will have the biggest crowds!

In the case of a tie, the players share the victory and plan another game.

VARYING DIFFICULTY

You can make Mutul less powerful, or even increase the challenge!

To Lower the Difficulty:

- Mutul doesn't do an Ancient Trail action during Final Scoring.
- Still too tough? You can also remove the the Ancient Trail action during Interim scoring.

To Increase the Difficulty:

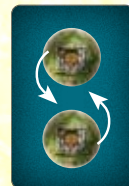
Use one or more of the following options to increase Mutul's difficulty level to suit your taste:

- Each time Mutul does Ancient Trail (whether by Solo card or Action card), Mutul uses more than 4 Explorers.

NUMBER OF EXPLORERS USED	Level
5 Explorers	Difficult
6 Explorers	Very Difficult
7 Explorers	Legendary
8 Explorers	Are you sure?



- Use two Solo card decks (A, B, or C) instead of only one when adding to the M deck. In addition, Mutul resolves 3 Solo cards instead of 2 when he plays his AP token.



- Mutul also performs a Treasure Swap action in every Scoring phase (or Unearth 2 Treasure Tokens if he can't).

- During each scoring, Mutul adds 1 Temple Floor to the highest Temple. If he has an advantage of 2 over you at the base of this Temple, he places a Guardian on it (max 2 per game). He discards the rest of his Explorers at the base of the Temple from the game. Use the Compass if there is more than one option.

TIKAL

C L A S S I C



SOLO MODE

The year is 1979, and your team from the national university has gone to Tikal for the largest archaeological project ever undertaken on the site! But another team of enthusiastic, well-trained locals, made up of Maya knowledge keepers and elders, is already waiting. This team is led by Mr. Mutul, a Guide who knows the site inside out. A friendly rivalry develops between the groups as the plans are being drawn up, despite the fact that the teams ultimately share the same goal: to recover treasures, uncover temples, and expose the history of the Maya people. You may have training in the latest tools and technologies, but Mr. Mutul's group is made up of locals driven by the love of their culture and history, and a deep knowledge of ancient trails. Who will be more successful, your team or Mutul's?

Note: Before reading the single-player rules, you'll need to familiarize yourself with the multiplayer rules described in the Tikal Classic booklet. We even recommend that you play or simulate a multiplayer game before tackling the game on your own, to fully grasp the mechanisms and differences between the two modes.

COMPONENTS



12 Solo cards



1 Guide miniature: Mutul

SETUP

Perform Setup for a 2-player game, with the following differences:

- 1 Choose 2 colors for Mutul to play, but only use one Leader (of the color of your choice out of the 2) and no Base Camps. In all, Mutul should have 1 Leader and 36 Explorers (18 × 2 different colors). For all purposes, treat the 2 colors as if they were actually the same color.
- 2 Place the Guide miniature on the Clearing adjacent to the Common Base Camp.
- 3 Shuffle the Solo cards and place them near you, face down.
- 4 Mutul starts with 175 PP; place his Score Marker on the 75 space, with its +100 side showing. Place your Score Marker on the 0 space with the other side up.



GAMEPLAY

Mutul always plays first. He starts the game and then you each take turns until the end of the game is triggered. A final turn will take place with a Final Scoring phase (see Final Scoring, p. 24).

ANATOMY OF A SOLO CARD

LIST OF ACTIONS



- Add Temple Floors
- Unearth Treasures
- Place a tile/
Position Compass
- Add one or more EMs
- Move EMs
- Place Guardians (optional)



Before starting the descriptions of Mutul's Actions, let's look at the anatomy of the Solo cards.

On his turn, Mutul reveals a card and follows the instructions from the top to the bottom. There will be up to 6 possible actions described there. The Compass is used to break ties (between tile placement or movement options). If this happens, consider the Guide as the center of the Compass. The direction indicated by the white needle gives the starting space, and the arrow indicates the direction to scan in (clockwise or counterclockwise). Scan in expanding rings around the Guide (starting with the spaces closest to the Guide and moving outward) until an eligible space is found.

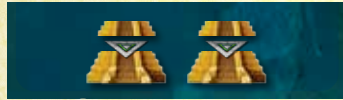
Example: Mutul must place a Ruins tile. The Solo card's Compass points northwest. Because that space closest to the Guide is already occupied by a Level-1 Temple, scan counterclockwise direction around the Guide until you find a space close by (green checkmark).

MUTUL'S TURN

On his turn, draw a Solo card and place it face up. If the deck is empty, reshuffle the discarded Solo cards to make a new deck. Unlike you, Mutul doesn't have finite AP to be counted.

Mutul performs the following Actions in the following order and as thoroughly as possible:

1 Mutul places a Temple Floor on 2 different Temples. He chooses the highest Temples where he has more EM value than you (reminder: 1 Leader = 3, 1 Explorer = 1). If there are ties in choosing a Temple, use the Compass of the card. If he does not have greater EM value than you, he places nothing.



2 Mutul unearths 1 Treasure Token per EM of his color located on a Ruins tile. Mutul cannot, however, Unearth more than 2 Treasure tokens per Ruins tile.



3 Mutul draws a Terrain tile (as in multiplayer, he starts with A, then B, etc.) and places it closest to him. Use the Compass. Rotate the Terrain tile so the toughest Trail is turned toward the Guide (the most Trail Stones between the 2 Terrain tiles). Then, move the Guide onto the new Terrain tile.



If it is a Volcano tile, see Interim Scoring, p. 24.

4 Mutul places the indicated number of EMs (Leader and/or Explorers) on the Terrain tile he just placed (where the Guide is). If he is to place a Leader he doesn't have in his Supply, replace it with an Explorer. If a Volcano or Clearing tile, Mutul instead places his EMs at the base of the highest Temples where he does not have more EM value than you. He continues to place EMs there until he has more EM value than you or runs out of EMs. If he already has control of all Temple tiles, he places the remaining EMs on Ruins tiles containing Treasure tokens, starting with those with the fewest.



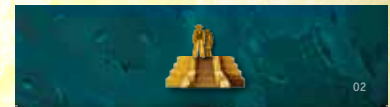
5 Mutul moves EMs from Ruins tiles that have been emptied of their Treasure tokens. They move according to the same rules and priority sequence as explained above (placing new EMs).



Example: Mutul must place 3 EMs this turn, and because he placed a Clearing tile, he must place them following this priority sequence:

- 1** He places a Leader on the highest Temple, then stops because he now has more EM value than you. If this were not the case, he would have put more, maybe even all of them, there.
- 2** He moves on to the next Temple; one EM is enough to give him control there.
- 3** Because there are no more Temples to take, he places the last EM on the Ruins tile with the fewest Treasure tokens.

6 Mutul will place Guardians on Temples, as long as the following conditions are met:



- Mutul doesn't already have 2 Guardians on the board.
- Mutul has more EM value there than you.
- The Temple can't gain any more Floors (supply lacks the next floor).
- The Temple is at least Level 8.

Place one of his EMs on this Temple. His EMs at the base of the Temple are **not** discarded from the game, but go into Mutul's supply.

Note: If Mutul has the choice between a Leader and an Explorer to be Guardian, choose an Explorer.

Important: All actions that cannot be performed are abandoned.

When Mutul has performed all the Actions on his Solo card that he can, it's your turn.

YOUR TURN

Play as you usually would, according to the rules for the multiplayer game. That is, draw a Terrain tile, place it (see Volcano tiles for exceptions, next page) and spend your 10 AP.

INTERIM SCORING

If a Volcano tile was drawn, follow these steps:

- Do nothing for Mutul, he does not score PP.
- Spend 10 AP and do your Interim Scoring phase as described in the multiplayer rules.
- Place the Volcano tile (use the rules for Mutul or for you, depending on who drew the tile).
- Perform your 10 AP if you were the one who drew and placed the Volcano tile, otherwise draw a Solo card for Mutul and do his actions if he was the one who drew the Volcano tile.

FINAL SCORING

A Final Scoring phase takes place after the last player has played their turn (the one who played the last tile). Always do your Final Scoring first. Spend your 10 AP and score your PP as described in the multiplayer rules.

Then, Mutul draws a final Solo card and performs the possible actions. Because he cannot place any Terrain tiles, he places and moves his EMs according to the priority sequence rules (highest Temples, Ruins tiles with the fewest treasures).

This time, he does his PP scoring, using the same rules as you (Temple and Treasure scoring).

If you get more PP than Mutul, you've won! In the case of a tie, Mutul wins.

DIFFICULTY

Adjustments to reduce the game's difficulty:

- At each card reveal, place one fewer EM when Mutul is placing his EMs (Action 4), but without going lower than 1 EM.
- Mutul has fewer PP at Setup:

175 initial PP	Standard
150 initial PP	Easy
125 initial PP	Very Easy

Note: You can combine these options or use them individually.

Adjustments to increase the game's difficulty:

- Place one more EM when Mutul is placing his EMs (Action 4), but without going over a maximum of 3 EMs.
- Mutul has more PP at Setup:

175 initial PP	Standard
190 initial PP	Hard
225 initial PP	Very Hard

Note: You can combine these options or use them individually.