

TIKAL

CLASSIC



These rules explain how to play the Classic version of Tikal using the components of Tikal Legend, allowing you to rediscover the feel of the original game, but in its anniversary edition.

Tikal is by far one of the most important and best known Mayan sites. It lies deep in the thick jungle of present-day northern Guatemala, in the heart of Central America. The Maya civilization occupied this place from 600 BCE to 900 CE, but we still know very little about the 1500-year history of this people. At present, only a small part of the site has been excavated by archaeologists. Several major expeditions have been mounted to explore Tikal, which have brought temples overgrown with vegetation and treasures buried for over 1000 years to the light of day. The numerous discoveries and the importance of this site led to Tikal National Park being designated a UNESCO World Heritage Site in 1979.



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GOAL OF THE GAME

Today, it is up to you to revive the grandeur of the Maya civilization, leading new archeological excavations to a still-unexplored portion of the vast site of Tikal. Each player will direct an expedition tasked with exploring the jungle to discover new temples and gradually clear away the dense vegetation covering them, as well as finding and unearthing collections of fabulous treasure. Four times during the game, each player will score prestige points based on the treasures they've recovered and the temples they control by having a majority of explorers at each discovered location. At the end of the game, the player who has scored the most prestige points will be declared the winner.

Note:

The term "Expedition Member" refers to a Leader or an Explorer. In addition, the following acronyms will be used:

- **EM** for Expedition Member • **AP** for Action Point • **PP** for Prestige Point

COMMON COMPONENTS



1 double-sided Site board ( for the Legend side
 for the Classic side)

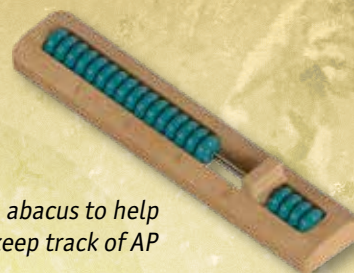


24 Treasure tokens (with ruins on the back) and 1 storage tray



4 3D Volcanoes

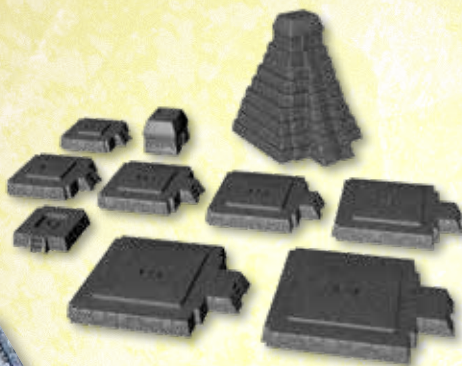
Note: 2 of the 3D Volcanoes aren't used in the Classic version



1 abacus to help keep track of AP

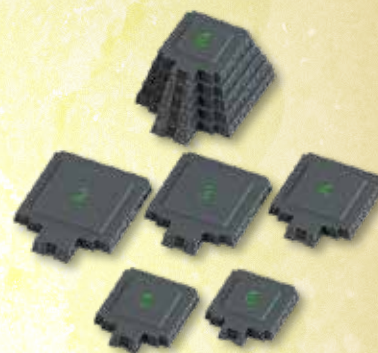


36 hexagonal Terrain tiles with letters A to G on the back



48 Unbuilt Temple floors (no colored number):

- 3 level 2 · 6 level 3
- 9 level 4 · 11 level 5
- 8 level 6 · 5 level 7
- 3 level 8 · 2 level 9
- 1 level 10



37 Pre-Built Temple Floors (with a green number):

- 14 level 2 · 11 level 3
- 7 level 4 · 4 level 5
- 1 level 6

Note: 18 Pre-Built Temple Floors aren't used in the Classic version (4 each of levels 2, 3, 4, and 5; 2 of level 6). It's OK to leave them in the game.

COMPONENTS PER PLAYER (4 COLORS)



1 leader (larger miniature with round base). You can use either model.

18 Explorers of your choice from the 30 (smaller miniatures with square base)



2 Base Camps



2 Prestige markers 0/+100 and +200/+300

Note: You only use 1 Leader, 18 Explorers, and 2 Base Camps in the Classic version. Set the others aside.




1 storage tray




1 player aid

Note: All components not listed above are for the Legend version.

GENERAL SETUP

1 Place the Site board in the middle of the table, Classic side up (with the  symbol in the corner). This is the unexplored jungle of the vast Tikal site, divided into hexagons, and surrounded by a Prestige track. Four hexes of land have already been discovered: the Common Base Camp, which belongs to all players, two with a Temple, and one with just a Clearing.

2 Place the tray of Terrain tiles near the Site board. These tiles should be organized from A to G, and each set of same-lettered tiles must be shuffled.

3 Next, take the Terrain tiles with the  symbol (1 Clearing and 2 Level-1 Temples) and place them on the corresponding spaces of the Site board (the illustration is identical between the Terrain tile and the corresponding space).

The other terrain tiles aren't used in the Classic version.

4 Get out 4 of the 3D Volcanoes, place 3 of them near the Site board, and the final 1 directly on the Site board, on the illustration of a volcano.

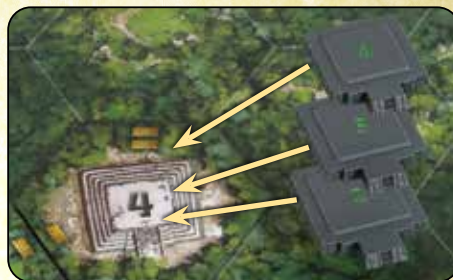
5 Place the tray of 24 Treasure tokens near the Site board. The Treasure tokens must be shuffled and placed face down in the tray. These Treasure tokens comprise 8 sets of 3 tokens from the same collection, and have illustrations of ruins on their backs. The blue-backed Treasure tokens are not used in the Classic version.

6 Place the tray of Unbuilt Temple Floors (uncolored numbers) near the Site board.

7 Place the tray of Pre-Built Temple Floors (green numbers) near the Site board.

How to use the Pre-Built Temple Floors:

Every time you place a Terrain tile with a Temple whose number is greater than 1, place as many Pre-Built Temple Floors as needed to get to the required level.




Example: If you place a Level-4 Temple tile on the Site board, place the Pre-Built Temple Floors numbered 2, 3, and 4 on the Terrain tile.



SETUP PER PLAYER

Each player chooses a color and takes all the components of that color:

8 Take a tray containing the components of your color, and remove 1 Leader, 12 Explorers, the Character sheet, and the Turn Order Statuettes; you won't use these in the Classic version. Keep the tray with its remaining EMs (Expedition Members: 1 Leader and 18 Explorers), the Prestige Markers, and 2 Base Camps nearby.

9 Place a Classic-version AP (Action-Point) player aid (with the symbol ) nearby.

10 Place your Prestige Marker without a number on space 0 of the Prestige Track of the Site board, and keep your other Prestige Marker (+200/+300) nearby.

How to use your Prestige markers:

Each time you get PP, advance your Prestige marker that many spaces on the Prestige track. If your marker goes past 100, flip it to the +100 side. When you go past 200 points, swap your original marker for the +200 one. At 300, flip it to the +300 side. If you manage to pass 400 points, put the +100 and +300 markers together.



4



5



9



GAMEPLAY

The first player is the one who most recently visited a museum; or you can choose randomly. Play proceeds clockwise until the end of the game is triggered. Then there will be a final round, which includes a final scoring (see p. 12, End of Game).

ON YOUR TURN

During your turn, perform the following actions in order:

A First draw a Terrain tile of the first letter in alphabetical order available in the tray (first draw an A; when there are no more As, draw a B, etc.). Place it face up on an available space on the Site board, following the placement rules (see the box below).

RULES FOR PLACING TERRAIN TILES:

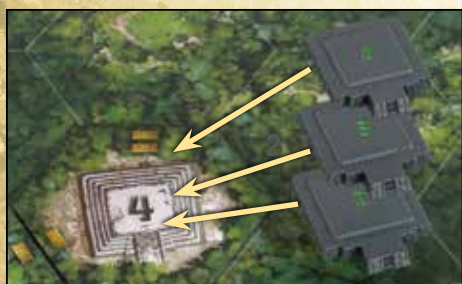
Each Terrain tile has one, two, or three Trail Stones depicted on one or more of its sides. These represent the existence of paths allowing EMs to move from one Terrain tile to another, and the number of Trail Stones indicates the difficulty of progressing along that path.

A new Terrain tile must always be placed adjacent to an existing Terrain tile.

A new Terrain tile must be placed so that the new tile is already accessible by at least one path. So, at least one Trail Stone must connect the newly played tile to an existing tile. The two exceptions are Volcano and Lake tiles, which are never accessible to EMs, even if Trail Stones lead to them from an adjacent tile.

THERE ARE FOUR TYPES OF TERRAIN TILE:

• **Temple:** When you place this type of Terrain tile, immediately place the corresponding Pre-Built Temple Floors to reach the number depicted on the tile. If you have at least 1 EM on a Temple tile, you will be able to work on restoring it by clearing Temple Floors, thus increasing its prestige value.



In this example, 2, 3, and 4.

• **Clearing:** An expedition can eventually set up a Base Camp on a Clearing tile. Your Base Camps are considered to be connected to each other by shortcuts (not depicted on the Terrain tiles), known only to your EMs. They are very useful for moving your EMs between them more quickly (see p. 8, Move an EM from one Base Camp to another).



Important: The Common Base Camp (already depicted on the Site board) belongs to all players.

• **Ruins:** When you place a Ruins tile, immediately stack random Treasure tokens from the Treasure-token tray face down in the middle of it, without looking at them. The number of Treasure tokens you place is equal to the number of gold masks depicted on the tile (2 to 4). If you have at least 1 EM on a Ruins tile, you will be able to work on unearthing these Treasure tokens.



Important: Once there are no Treasure tokens left on a Ruins tile, it becomes a Clearing tile.

• **Volcano:** There is 1 Volcano tile among the B tiles, 1 among the D tiles, and 1 among the F tiles. When you reveal a Volcano tile, each player performs an interim PP scoring.

Before placing the Volcano tile, you have 10 AP to perform actions. Then tally your own PPs. Then, in clockwise order, each other player also gets to spend 10 AP and then tallies their PPs. (So, effectively, each player got a bonus turn and then immediately scored.) Finally, you place the Volcano tile with a 3D Volcano on it, and spend your AP (see B below) as usual. See p. 12, Scoring PPs for more details.

Important: A Volcano tile cannot be adjacent to another Volcano tile if it would make a hex inaccessible to EMs.



Example: The upper Volcano tile cannot be placed here because upper-left space would no longer be accessible.

Note: The backs of some Terrain tiles have a Volcano symbol along with the letter to remind you that one of the tiles of that letter is a Volcano tile.

B After placing your Terrain tile, you have 10 AP to explore Tikal. These AP decrease during your turn, based on the actions you perform; however, all unused AP go to waste. As indicated on your player aid, each action costs some number of AP.

On your turn, you can perform the following actions, each as many times as you want and can, and in any order you like. Some actions have conditions.



To keep track of your AP as you spend them, you can use the abacus. Slide the discs so you have 10 at one end, and place the wedge. Then move 1 disc per AP you spend.

ACTIONS	ACTION COST
Deploy a new EM to a Base Camp	1 AP
Move an EM to an adjacent Terrain tile	1 AP per Trail Stone used
Set up a Base Camp	5 AP
Move an EM from one Base Camp to another	1 AP
Clear a new Temple Floor	2 AP
Place a guardian on a temple	5 AP
Unearth a Treasure token	3 AP
Swap a Treasure token	3 AP

Note: The player aid will remind you of these actions and their costs.

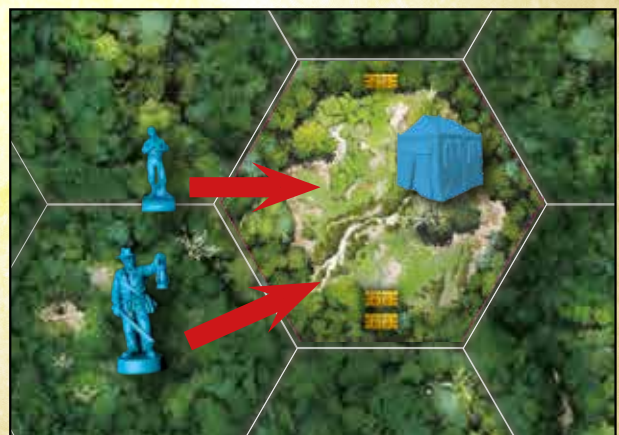
ACTIONS IN DETAIL

• Deploy a new EM to a Base Camp (cost: 1 AP)

You use your EMs to clear Temple Floors, unearth Treasure tokens, set up Base Camps, and take temporary or permanent control of Temples. Deploying an Explorer or Leader to the Site costs 1 AP. Take the EM from your supply and place it at the Common Base Camp or one of your Base Camps (see p. 8 to set up one of your Base Camps). There is no limit to the number of EMs in a Base Camp.



Example 1: Anyone can send a Leader or Explorer to the Common Base Camp.



Example 2: Only Blue can send a Leader or Explorer to this blue Base Camp.

Everyone has the right to use the Common Base Camp; however, a base camp of a specific color (with a tent) can only deploy EMs of that player's color.

- **Move an EM to an adjacent Terrain tile** (cost: 1 AP per Trail Stone used)

Your EMs move by using the Trail Stones on the edges of Terrain tiles, which represent paths of varying difficulty. Each Trail Stone crossed to reach an adjacent tile costs 1 AP. EMs can move to any type of Terrain tile except Volcano and Lake. There must be at least one Trail Stone to cross between tiles. If there are no Trail Stones between the two locations, EMs cannot move directly between them.



Example: Blue wants to move an EM to the Ruins tile. Blue spends 1 AP to move to the clearing (because the EM crossed 1 Trail Stone), then 2 AP to move to the Ruins tile. Alternatively, the EM could have gotten there via the Level-1 Temple north of the Common Base Camp for the same cost (2 AP + 1 AP).

Set up a Base Camp (cost: 5 AP)

Setting up a Base Camp is the best way to get your EMs deeper into the site more quickly. You can only set up a Base Camp on a Clearing tile that doesn't already have another Base Camp. Remember, a Ruins tile without any Treasure tokens left is considered a Clearing! To build a Base Camp, the clearing must contain at least one of your EMs. To perform the action, spend 5 AP and place one of your Base Camps from your supply on the Clearing tile.

Important:

- You cannot set up a Base Camp on a Clearing tile already occupied by another Base Camp.
- You cannot move a Base Camp once it's set up.
- EMs are allowed to move through and stand on a Clearing that has an opponent's Base Camp.



Example: Blue has an EM on a Clearing tile with no Base Camp on it, and decides to spend 5 AP to set up a Base Camp from their supply.

- **Move an EM from one Base Camp to another** (cost: 1 AP)

Your EMs use secret paths known only to them. Moving one of your EMs between the Common Base Camp and one of your Base Camps, or between two of your Base Camps, costs 1 AP.



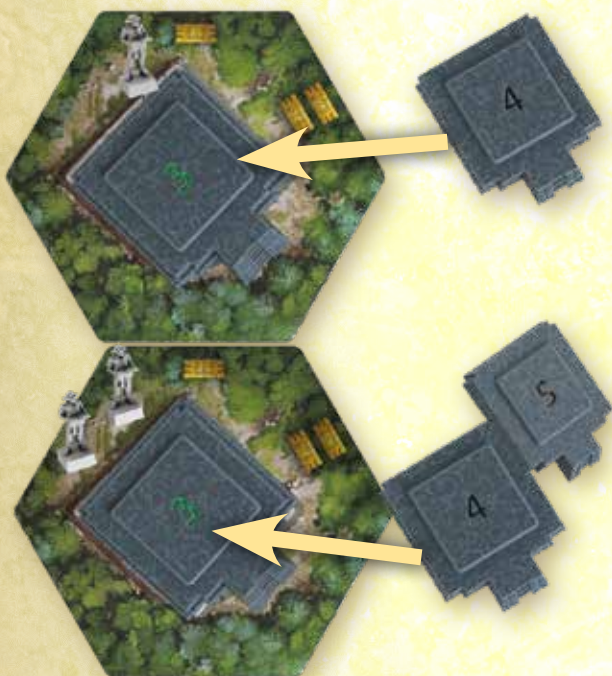
Example: Blue moves their Leader from one of their Base Camps to another for 1 AP.

• **Clear a new Temple Floor**
(cost: 2 AP max 2 per temple)

Discovering temples earns PP for the expedition controlling them during each PP scoring. The initial value of temples on the Site board and on the Terrain tiles ranges from 1 to 6, but you can increase it by uncovering new floors. Thematically, imagine that the EMs clear vegetation or dig to uncover the temple, but mechanically you will be placing new Floors. Clearing a Temple Floor with an EM costs 2 AP. For each temple, you can clear a maximum of 2 Temple Floors per turn. You must have a different EM at the base of the temple for each Temple Floor you clear (thus 2 EMs to clear 2 Temple Floors at the same temple). However, you are allowed to clear multiple temples in the same turn if you have the AP for it.

When you uncover a new Floor, take one of the available Temple Floors from the tray, whose uncolored value is 1 greater than the value of the cleared temple so far, and place it on top. The maximum height of a temple is 10.

Attention: If there are no more Temple Floors of the required value, that temple can be cleared no further.



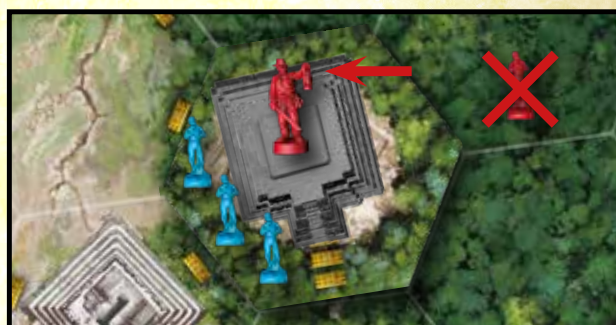
Example: You can add a Temple Floor to a first temple for 2 AP because you have 1 Explorer there, and in the same turn, add 2 Temple Floors to another temple for 4 AP (2 × 2 AP) because you have 2 Explorers at the base of that one. Even if you had a third Explorer there, you couldn't add a third Temple Floor, because you've reached that temple's limit of 2 Floors per turn. You'd need to wait until the next turn... but you could clear yet another temple.

Place a guardian on a temple (cost: 5 AP, max 2)

A guardian is an EM that you have placed atop a temple in order to permanently claim it. Placing a guardian guarantees the temple's PP solely for you for the rest of the game. Spend 5 AP to place one of the EMs from the base of the temple (Leader or Explorer) on top of it. This EM becomes its guardian.

To place a guardian, three conditions must be fulfilled:

- You must not already have two guardians on the Site board.
- You must already be the dominant expedition on the Temple tile; that is to say that you must have strictly more EM value there than the other players. Your Leader counts as 3 if it's there, each Explorer counts as 1.
- You must permanently return all other EMs you have on that Temple tile to the box.



Example: Red wants to claim the temple of height 6. They must have at least 1 EM at the base of the temple, and have more than anyone else there. This is the case, because their Leader and their Explorer have a total value of 4 (3 + 1), and Blue only has 3 with their 3 Explorers.

Red decides to place their Leader as the guardian, permanently placing the Leader atop the temple. Next, Red must discard all of the other red EMs there (in this case, just an Explorer). From now on, no one else can earn PP from this temple; only Red can. However, Red has sacrificed their Leader (and an Explorer) for this advantage.

Important: If a temple has a guardian, no more Temple Floors can be cleared there. Guardian control of a temple is permanent. The guardian EM cannot be moved for the rest of the game.

• **Unearth a Treasure token** (cost: 3 AP, max 2 per Ruins tile)

Discovering treasures for your museum earns you PP during each scoring. This value increases if you have collections of the same type of Treasure token (there are 8 collections of 3 same-type Treasure tokens). To unearth a Treasure token, you must have an EM on a Ruins tile that has a Treasure token on it. Spend 3 AP to take the top Treasure token from the stack and place it face up in front of you. Sort your Treasure tokens by collection, visible to everyone.

You can unearth a maximum of 2 Treasure tokens per turn from the same Ruins tile. You must use a different EM on the tile for each Treasure token you unearth (thus 2 EMs to unearth 2 Treasure tokens from a single Ruins tile). However, you are allowed to unearth Treasure tokens from multiple Ruins tiles if you have enough AP (and EMs).

Important: When a Ruins tile has no more Treasure tokens, it becomes a Clearing tile.



Example: Blue wants to unearth Treasure tokens. They have 3 Explorers on a Ruins tile that has 3 tokens. They spend 3 AP to unearth 1 token, which they place face up in their "museum", then 3 AP to unearth a second one, using a second Explorer.

Although Blue has a third Explorer, they cannot perform this action a third time on the same Ruins tile, because this action is limited to 2 per Ruins tile. On the other hand, they could spend 1 AP to move their Explorer west to the other Ruins tile and unearth a Treasure token there.

• **Swap a Treasure token** (cost: 3 AP)

As mentioned previously, having a collection of treasures of the same type provides more PP than a single copy. Therefore, it is always advantageous to swap a Treasure token with another player.

To swap a Treasure token for another, both parties must have only 1 copy of theirs. You cannot split a collection. As long as you have only one of yours and your opponent has only one of theirs, you can make the swap. They cannot refuse.



Example: Both players have 3 collections of Treasure tokens; in both cases, one collection of 2 tokens and two collections of 1 token each. The active player (at the bottom) decides to expand a collection by spending 3 AP to swap their yellow Treasure token for their opponent's blue Treasure token.

Now, the active player has 2 collections of 2 each, which is worth more PP, while their opponent is still in the same situation as before.



EXAMPLE OF A FIRST ROUND

Philippe (red) starts and draws a Ruins tile with 4 symbols and places it on the board. He places 4 Treasure tokens face down on it.



He uses his 10 AP as follows:

- 1 For 1 AP, he places his Leader on the Common Base Camp.
- 2 Then he moves his Leader to the Ruins tile. Because his Leader crosses two Trail Stones, this costs him 2 AP; he has 7 AP left.
- 3 He decides to unearth 1 Treasure token for 3 AP, takes the topmost Treasure token, and places it face up in front of him. He still has 4 AP.
- 4 Because he has only one EM on the tile, he cannot unearth a second Treasure token, so he decides to place 2 Explorers on the Common Base Camp for 2 AP.
- 5 He has 2 AP left, which he uses to move 1 Explorer to the temple.

He has no more AP; it's the next player's turn

Now Igor (blue) goes. He draws and places a Clearing tile.

- 1 For 2 AP, he places 2 Explorers at the Common Base Camp.
- 2 For 4 AP, he moves these 2 Explorers to the Temple.
- 3 And for 4 AP (2 × 2 AP), he unearths 2 Temple Floors, using both his Explorers.



SCORING PP

Score PP after drawing a Volcano tile. Also perform a final scoring at the end of the game (see End of Game below).

1. Scoring after drawing a Volcano tile:

When you draw 1 of the 3 Volcano tiles (1 among the B tiles, 1 among the D tiles, and 1 among the F tiles), you trigger a round of PP scoring for everyone. Starting with you, everyone takes a scoring turn:

- First, spend 10 AP.
- Then score your PP (see calculation below).

Once everyone has done the above, resume your turn by placing the Volcano tile on the Site board, with a 3D Volcano on it, and then spend your 10 AP as usual.

2. Scoring at the end of the game:

When it is your turn, and you are unable to draw your Terrain tile because they're all in play, everyone takes a final scoring, starting with you:

- First, spend 10 AP.
- Then score your PP (see Calculating PP, right).

Calculating PP (also depicted on the player aid)

• **Temple scoring:** For each Temple tile, if you have more EM value than everyone else, or you have a guardian atop the temple, you score the value depicted on its topmost Temple Floor as PP.

Notes: A Leader counts as 3 and each Explorer counts as 1. Because each player gets to spend 10 AP before calculating their PP, a single temple may "change hands" several times during a single scoring round.

• **Treasure token scoring:** Look at each collection of Treasure tokens you have. If the collection has:

- 1 Treasure token, score 1 PP.
- 2 identical Treasure tokens, score 3 PP.
- 3 identical Treasure tokens, score 6 PP.

Advance your Prestige Marker around the Site board as many spaces as the PP you gained. If you pass 100, flip over or replace your Prestige Marker accordingly (+100, +200, +300).

END OF GAME

The game ends when there are no more Terrain tiles, and the final scoring is complete.

The player with the most PP wins. If there's a tie, the tied player with the highest-value temple guardian wins. If there is still a tie, the tied player with the most Treasure tokens wins. If there is still a tie, the tied players share the victory.

CREDITS

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