

TIKAL

LEGEND




14+

30-45 min
per player

1-4

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. Archaeologists speak of raids, repeated droughts due to intensive deforestation, and even diseases caused by mercury from rain run-off from structures. This is still the subject of many studies. At present, only part of the site has been uncovered by archaeologists. But with the use of new technologies, such as lidar laser imaging, new structures such as dwellings, palaces, and water retention basins are being discovered. To date, 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 many 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

As the owner of a local museum in Guatemala, you'll be sending a team of archaeologists to the site of Tikal to discover the temples and treasures it contains. Each expedition must be meticulously prepared. You'll have to make your way through the jungle, set up camps, optimize your team's movements, make the best use of your skills... and, above all, keep an eye on your competitors, also in charge of museums and teams of their own.

Your goal will be to make your museum famous by showing the whole world the fruits of your research, and to display the treasures you discovered and proudly share the origins of your civilization: the Maya! Get ready for adventure!

NOTE:

The term "Expedition Member" refers to a Leader or an Explorer.
The term "Jungle" refers to any hex on the gameboard not recovered by a tile.



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)



2 Round Management boards for setting up the elements for each round.



74 Action cards



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



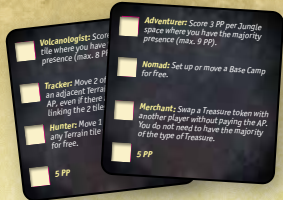
16 Treasure tokens
(8 sets of 2 identical Treasure
tokens with blue ruins
on the back)



2 Trail Stone tokens
(+2 replacement tokens)



1 abacus to help keep track of AP



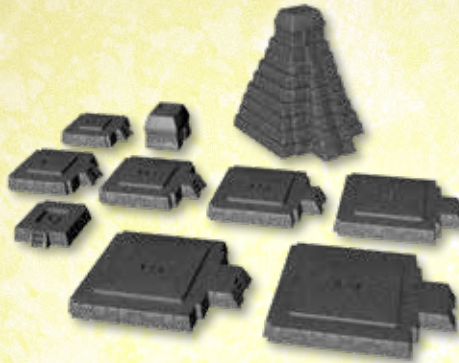
8 Character Power tiles



24 AP tokens (with values from 6 to 13) and 1 bag



53 hexagonal Terrain tiles (Ruins, Lakes, Volcanoes, Clearings, and Temples), 36 tiles with A to G on the back, 11 tiles marked with a hand symbol on the back, and 6 tiles marked with a triangle symbol 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



55 Pre-Built Temple Floors (with a green number):
18 Level 2 · 15 Level 3
11 Level 4 · 8 Level 5
3 Level 6

1 Round Counter marker



COMPONENTS PER PLAYER (4 COLORS)



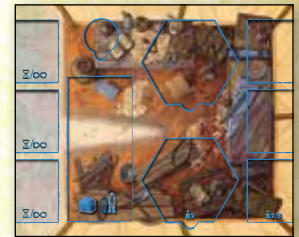
2 Leaders (larger miniatures with round base)



30 Explorers (smaller miniatures with square base)



2 Base Camps



1 Campsite board for programming a round



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



1 storage tray



1 Museum Director
1 Power cube



2 Turn Order Statuettes (1 light, 1 dark)





1 Double-sided Player Aid



There are 2 Action Card Glossaries to share

SETUP GENERAL

1 Place the Site board in the middle of the table, Legend 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. Around the Site board, you'll find dotted hexes for placing Terrain Tiles you get from Action Card effects (with a  symbol on the front - see Action Card Glossary).

2 Place the 2 Round Management boards next to the Site board, as shown.

3 Place the Round Counter marker on space 1 of the Round Management board.

4 Prepare Action cards. In a 2-player game, return all cards with '3+' in the lower-right corner to the box; they won't be needed. In a 3-4 player game all cards will be used. Shuffle the Action cards and place the deck face down on its space of the Round Management board with card spaces. Draw 10 cards and place them face up on the spaces of the Round Management board.


5 Place the bag of AP tokens near the other Round Management board. If you are playing a 2-player game, return 12 random tokens from the bag to the box without looking at them; they won't be used in this game. For a 3-4 player game, use all tokens. Place as many AP tokens as there are players face up on their designated spaces, as indicated.




8 9

Refer to page 19 of this booklet to see where to place the starting Terrain tiles.

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

Terrain tiles with the  symbol will be placed on the dotted-line hexes around the edge of the Site board through Action card actions. You don't need to shuffle these.

7 Draw 4 Terrain tiles from the 'A' stack and place them face up on their spaces of the Round Management board.

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



9 Place the F and G Terrain tiles on their spaces of the Site board, making sure that the image on the tile is lined up properly with the image on the board.

Note: This configuration corresponds to the classic Chichen Itza scenario. Other scenario setups and rules can be found on page 19.

10 Place the 11 Terrain tiles with the  symbol (5 Lakes, 2 Volcanoes, and 4 Temples) on their corresponding space of the Round Management board with the card spaces. Place the 2 Trail Stone tokens on the corresponding space next to the tiles.

11 Place two 3D Volcanoes on the Site board on the Terrain tiles with Volcano illustrations, and place 4 more on their spaces on the Round Management board.

12 Place the tray with 24 Treasure tokens (green backs) near the Site board. The tokens must be shuffled and placed face down in the tray. Draw 4 random tokens and place 2 face down on each of the Ruins tiles on the board with the card spaces.

13 Place the 16 remaining Treasure tokens (blue backs) in face-up pairs of matching types on the 8 corresponding spaces of the Round Management board with the card spaces.

14 Place the tray with Unbuilt Temple Floors (uncolored numbers) near the Site board.

15 Place the tray with the Pre-Built Temple Floors (colored numbers) it 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.

You may also place Pre-Built Temple Floors right away on the Level-3 and Level-4 Temple spaces of the Site board.



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.


16 Place the abacus within reach of all players.




SETUP PER PLAYER

Each player chooses a color and takes the components of that color.

17 Each player gets **2 Turn Order Statuettes** and **2 Prestige Markers** in their color. Select a first player using the method of your choice. The first player places their lighter Turn Order Statuette on space 1 of the Round Management board without card spaces, and their darker Statuette in the circle after space 4.

Finally, they place their Prestige Marker  on space 1 of the Prestige Track around the Site board, and keep their other Prestige Marker **(+200/+300)** close by.

Then, in clockwise order, the other players do the same thing. The second player places their lighter Statuette on space 2, their darker Statuette in the circle, and their Prestige Marker  on space 2 of the Prestige Track, and so on.



18 Place your **Campsite board** in front of you.

19 Place your **Museum Director tile** in front of you, either side up; there's no difference in gameplay.

20 **Randomly select a Power tile** and place it in the space in your Museum Director tile. Place your Power cube in the Power tile's 5 PP space.




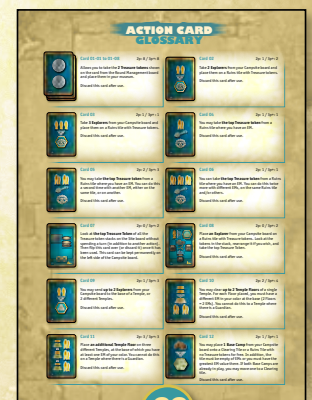
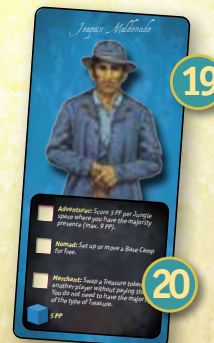
How to use your Prestige markers:

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



21 Take your tray of EMs, open it and leave 12 Explorers and 1 Leader inside. These are not yet available, this is your **Unavailable Supply**. Place the tray near your Campsite board. Place the rest of your EMs along with 2 Base Camps in their space on the Campsite board as depicted. This is your **Available Supply**.

22 Place a **Tikal Legend Player Aid** with the  icon and an **Action Card Glossary** nearby (there are two to share).



22

GAMEPLAY

The game takes place over 6 rounds.

Each round is divided into 3 phases:

• ROUND MANAGEMENT

During this phase, players take turns claiming things to use in the next phase. They can choose a Terrain tile, determine their place in the turn order, take Action Cards, and so on.

• ACTION

During this phase, players will perform actions using the items they acquired during the preceding phase, or from permanent effects, such as moving EMs, clearing Temples, or placing Terrain tiles. This phase is sometimes interrupted by an In-Game Scoring Phase if a Volcano tile is placed.

• UPKEEP

During this phase, the new turn order is determined, items are prepared for the next round, and so on. If it is the final round, you will skip this phase and go to Final Scoring.

Important! Turn order is determined by the Turn Order Statuettes on the Round Management board. Even if you start out playing in clockwise order, this will probably no longer be the case as the game goes on.



ON YOUR TURN, YOU MAY:

◆ **Take the Turn Order Statuette** of your color from the circle on the Round Management board and place it (lying down) on any empty space in the upper-right corner of the board. This will determine its position in the turn order for the next round.



Example: White takes their Turn Order Statuette from the circle and places it on space 1. They will be the first player in the next round.

◆ **Take an AP token** and place it face-up on the corresponding space on your Campsite board. You can only take one token per round. This will give you that many AP in the next phase.



Example: Blue takes an AP token with a value of 10 from the Round Management board and places it on their Campsite. They will have 10 AP, plus any bonuses, in the next phase.

◆ **Take a Terrain Tile** from the Round Management board and place it on the corresponding space on your Campsite. In a 2-player game, each player must take 2 Terrain tiles. In a 4-player game, each player takes only 1. In a 3-player game, one player will have 2, and the others will have only 1.

Note: Even if you are supposed have several tiles, you only take one at a time and not necessarily on consecutive turns. In a 3-player game, some players might need to pass their last turn.

GAME PHASES

ROUND MANAGEMENT

In turn order (according to the Turn Order Statuettes), players take items one at a time from the Round Management board and place them on their Campsite board. Once all players have filled their Campsite boards, play moves on to the next phase.



Example: Blue takes a Temple tile and places it on their Campsite board. They will have to place it on the Site board in the next phase. Because there are 4 players, no Terrain tiles will be placed in the bottom space of anyone's Campsite board.

◆ **Take an Action Card** and place it in one of the empty spaces **on the right side** of your Campsite board. In a 2- or 3-player game, this action must be performed 3 times per player (not necessarily in succession); in a 4-player game, 2 times per player.

Note: At the end of this phase in a 4-player game, 2 Action cards will remain on the Round Management board; 1 in a 3-player game; 4 in a 2-player game.



Example: Blue already took an Action card in a previous turn and placed it on their Campsite board. On this turn they take a second card and place it below the first.

Because this is a 4-player game they won't be taking a third card.

Players continue to take one item at a time until they have all filled their Campsite boards. Once this is the case, this phase ends and the Action phase begins.

At the end of the Round Management phase, each player should have the following:

2-player game: On the Round Management board, 1 Turn Order Statuette lying down; on their Campsite board, 1 AP token, 2 Terrain tiles, and 3 Action cards.

3-player game: On the Round Management board, 1 Turn Order Statuette lying down; on their Campsite board, 1 AP token, 1 Terrain tile (one player will have 2), and 3 Action cards.

4-player game: On the Round Management board, 1 Turn Order Statuette lying down; on their Campsite board, 1 AP token, 1 Terrain tile, and 2 Action cards.

ACTION PHASE

Still in turn order, according to the standing Turn Order Statuettes, players will perform the actions available on their Campsite board. They can add their Terrain tile(s), use their Action cards, activate an AP token to move their EMs, unearth treasures, discover temples... This phase ends when all players have performed all their actions and have passed.

Once all players have passed, continue to the Upkeep phase unless it's the last round, in which case proceed to the final scoring.

ANATOMY OF AN ACTION CARD



Card's effects

This card can be used once per round if you preserve it. Flip it face down after use.

Remove this card in a 2-player game.

Card's Glossary reference number

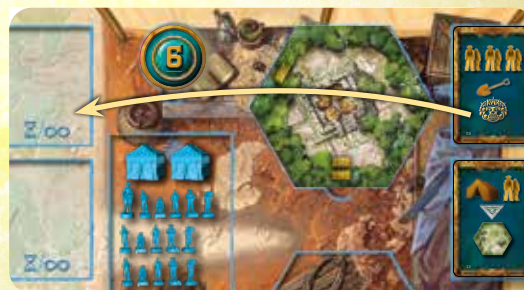
On your turn you may perform one of the following Actions:

- Preserve an Action card.
- Play a normal Action card and discard it.
- Activate your AP token.
- Play a Terrain tile.

You can also use one of your Museum Director's powers for free (once per game).


◆ PRESERVE AN ACTION CARD

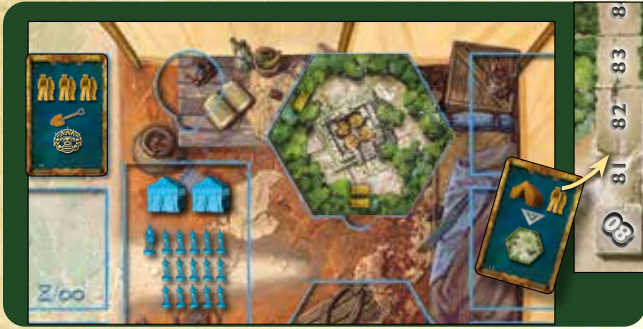
Move an Action card from the right side of your Campsite board, where you'll lose it at the end of the round, to the left side of your Campsite board, where you can keep it for a future round. If there are no spaces available on the left, you may first discard one of those Action cards, even a permanent ∞ one; place it on the discard pile. Preserving an Action card frees up a space on the right for another. Preserving a normal Action card lets you keep it for a future round (but you can still use it this round, and you will still discard it when you use it). Preserving a permanent ∞ Action card lets you use it every round (see p. 10, USE A PERMANENT ACTION CARD)!



Example: This player wants to use their Action card that allows them to unearth 3 Treasure tokens, but this card requires EMs to be on Ruins tiles. Because there are no EMs currently in that position, they decide to preserve this Action card to use in a future round, so they perform the action to move it to the left of their Campsite board.

◆ PLAY A NORMAL ACTION CARD AND DISCARD IT


Apply the effects of the card, then put it on the discard pile. Normal Action cards do not have an  symbol. You can use them whether they are on the left or right side of your Campsite board. Normal Action card effects may include adding Terrain tiles, taking Treasure tokens, moving, and so on. To see the effects of all Action cards, see the Glossary at the back of this booklet (p. 22).




Example: This player decides to play the Action card that lets them place a Base Camp and an EM on a Clearing tile. After their action, they discard the card.

Note: The player could have played the card on the left side of their board instead of this one.

◆ USE A PERMANENT ACTION CARD (DURING ANOTHER ACTION)

Apply the effects of the card, then flip it face down to indicate that you've used it this round. Permanent Action cards have an  symbol. You can use them whether they are on the left or right side of your Campsite board. Permanent Action card effects add a bonus to another action (for example, adding bonus AP to your AP token), or allow you to do something during an action. To see the effects of all Action cards, see the Glossary at the back of this booklet (p. 22). You will flip preserved permanent Action cards face up during the Upkeep phase at the end of the round.




Permanent Action Card Example ()

Once per round, this card grants you an additional 2 AP when you use your AP token. Flip it face down when you use it. If you do not preserve the card, it will get discarded at the end of the round, and you will never get to use it again!

NOTE: It is possible to use this card's effect from either side of your Campsite board. Simply flip it over after use. However, to keep the card, you must preserve the card, moving it to the left side of your Campsite board (see PRESERVE AN ACTION CARD). Once you use it, it will remain face down for the rest of the round. It is also possible to discard it to make room for other Action cards.

◆ USING YOUR AP TOKEN

Spend the AP indicated on your AP token to perform any combination of the actions depicted in the table below, each as many times as you want and can, and in any order you like. If you have a permanent Action card  that boosts your AP, remember that you may flip it face down now to add those AP to your total!

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

ACTIONS	Action cost
Deploy a new EM to a Base Camp	1 AP
Move an EM to an adjacent Terrain tile or Jungle	1 AP per Trail Stone used
Set up a Base Camp	5 AP
Move an EM from one Base Camp to another	1 AP
Place a Trail Stone token	3 AP
Add 1 new Explorer to your Available Supply	2 AP
Add 1 new Leader to your Available Supply	5 AP
Clear a new Temple Floor	2 AP
Place a guardian on a temple	5 AP
Unearth a Treasure token	3 AP
Swap 1 or 2 Treasure tokens	3 AP

NOTE: The Player Aid will remind you of these actions and their cost.



Example: This player's AP token grants them 10 AP. If they flip their permanent Action card face down, they would have a total of 11.

AP 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 **Available Supply** and place it at the Common Base Camp or one of your Base Camps (see right to set up one of your Base Camps). There is no limit to the number of EMs in a 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.



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.

• MOVE AN EM TO AN ADJACENT TERRAIN TILE OR JUNGLE (cost: 1 AP per Trail Stone crossed)

Your EMs move by using the Trail Stones on the edges of the Terrain tiles, which represent paths of varying difficulty. Each Trail Stone crossed to reach an adjacent location costs 1 AP. EMs can move to any type of Terrain Tile, including a Lake or Volcano.

It's also possible to move to an adjacent Jungle space (any hexagon without a tile, even the ones on the border). However, there must be at least one Trail Stone to cross between these spaces. EMs cannot move directly to an adjacent tile/space if there are no Trail Stones between them.



Example: This player wants to move one of their EMs to the Jungle on the right. They spend 2 AP to get to the temple (because 2 Trail Stones have to be crossed), then 2 AP to get to the Clearing, and finally 1 AP to get to the Jungle (a location with no tile, but accessible because a Trail Stone is present).

• 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 either a Clearing tile that doesn't already have another Base Camp, or a Ruins tile without any Treasure tokens left, as long as no one has more EM value there than you (thus, if 0 EMs whatsoever are there, or you have the most EM value there, you can set up a Base Camp; Leaders count as 3).

To perform the action, spend 5 AP and place one of your Base Camps from your supply on the Clearing tile.



Example: Blue decides to spend 5 AP to set up a Base Camp from their Available Supply on this Clearing tile.

IMPORTANT:

- The Clearing doesn't need to contain an EM to set up a Base Camp.
- If there are EMs there, you must have the most EM value.
- You cannot set up a Base Camp on a Clearing tile occupied by another Base Camp.
- Once a Base Camp has been set up, it cannot be moved by this type of action. Only an Action Card can move it.
- Opposing EMs can pass through or stay on a Clearing tile with your Base Camp on it.

• **MOVE AN EM FROM ONE BASE CAMP TO ANOTHER**
(cost: 1 AP)

Your EMs can use secret trails known only to them. Moving one of your EMs between the common Base Camp and one of your 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.

• **PLACE A TRAIL STONE TOKEN** (cost: 3 AP)

Take a Trail Stone token from the Round Management board and place it on the edge of a Terrain tile of any type (Temple, Ruins, Clearing, Lake, or Volcano) or on the edge of a Jungle (hex without a tile). You can place it to create a new path between two Terrain tiles, or add it to a path that already contains Trail Stones in order to increase the AP cost to use it. If there are no more Trail Stone tokens in the supply, you can move one that has already been placed on the Site board.



Example: Red wants to send their EM toward the 4-Floor Temple, but there's no way to get there. Using the 'Place 1 Trail Stone Token' action, they pay 3 AP, take a Trail Stone token and place it on the edge of the Clearing tile. Now they can move their EM for 1 AP.

NOTE: With this action, you might cut off access to a tile or space, if that Trail Stone token was the only way to move to it. EMs can find themselves stuck, and will have to re-install a Trail Stone token to be able to leave.

• **ADD 1 NEW EXPLORER TO YOUR AVAILABLE SUPPLY** (cost: 2 AP)

Take an Explorer from your **Unavailable Supply** (if there are any remaining) and add it to the **Available Supply** on your Campsite board.



Example: This player would like to add an Explorer to their Available Supply. They spend 2 AP to move one from their Unavailable Supply to their Available Supply. This Explorer is now deployable to the Site board.

• **ADD 1 NEW LEADER TO YOUR AVAILABLE SUPPLY**
(cost: 5 AP)

Take a Leader from your **Unavailable Supply** and add it to your **Available Supply** on your Campsite board.

• **CLEAR A NEW TEMPLE FLOOR**
(cost: 2AP, 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.

IMPORTANT! If there are no more Temple Floors available in the value required, you cannot clear that Temple. Strategically, you should always keep an eye on which Temple Floors are still available.



Example: You can add a Temple Floor to a Temple for 2 AP because you have 1 Explorer, 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 you wouldn't be able to place a third Temple Floor because you have 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 may be cleared. 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 Ruin 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 1 OR 2 TREASURE TOKENS** (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.

You can trade 1 or 2 tokens with your opponent. In exchange you must give them the same number of tokens in return, which do not have to be in sets that they have. Your opponent cannot refuse a trade if the conditions are met. Each transaction costs 3 AP.

To swap Treasure tokens, you must have at least the same number of Treasure tokens as your opponent in the set that you will be giving [some of] to your opponent.

END OF YOUR AP ACTIONS

Once you have used as many of your AP as you wish, discard your AP token. All remaining AP go to waste.

Example:



Red has 2 lions and 2 chiefs.

Blue has 2 lions, 2 chiefs, 1 totem, and 1 carafe. **Blue** wants to increase their lion collection.

Blue could spend 3 AP to swap their totem for **Red's** lion, and stop there, hoping to swap for **Red's** last lion later.

OR

Blue could spend 3 AP to swap 1 chief and 1 carafe for 2 lions.

OR

Blue could spend 3 AP to swap 2 chiefs for 2 lions.

In this situation, **Blue** cannot swap their chief for **Red's** lion, because **Blue** has fewer chiefs (1) than **Red** (3); however, **Blue** could swap the carafe, or totem for the lion, because **Red** has none of those.

◆ PLAYING A TERRAIN TILE

Take a Terrain tile from your Campsite board and place it on a Jungle space (without a tile); it doesn't need to be adjacent to another tile. If EMs are present, you may place the tile only if you have more value in EMs there than anyone else (reminder: a Leader counts as 3).

Important! You are forbidden from placing a Terrain tile on a hex with a dotted outline. These hexes are for Terrain tiles that are placed through the use of Action cards (see the Glossary at the end of the rulebook, p. 22). You can rotate the tile in any direction you like, even if there are no paths leading to it.

IMPORTANT:

- If you place a Terrain tile on a Jungle space that contains EMs and/or Trail Stones, place them on the Terrain tile once it is in place.



Example: Blue wants to place their Terrain tile on the Site board. Some spaces are already occupied. Around the edge of the board are the hexes with dotted borders (red crosses); these are off limits for this type of action. The hexes with a green checkmark are all valid spaces. Blue then chooses how they'd like to orient their tile.

There are 5 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 (in this example, 2, 3, and 4).

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.



- **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. 12, 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, and 1 among the D 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 turn order, each player (except you) 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. 16, Interim Scoring Phase for more details.

Example: In a 4-player game (player order 1, 2, 3, 4), player 2 places a Volcano tile. They spend 10 AP, and then do their Scoring Phase. Next will be player 1 (10 AP + Scoring Phase), then player 3 (player 2 having already done their turn), and then player 4. Because player 2 placed the Volcano tile, play moves on to player 3.

NOTE: When you place this type of Terrain tile, immediately place the corresponding Pre-Built Temple Floors to reach the number depicted on the tile (in this example, 2, 3, and 4). 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.

IMPORTANT: The Volcano tile placed by an Action card does **not** trigger an Interim Scoring Phase (see Glossary at the end of the booklet).

- **Lake:** Lakes will be placed using Action cards (see p. 23).

INTERIM SCORING PHASE

Calculating PP during an Interim Scoring Phase (also depicted on the Player Aid)



• TEMPLES:

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.



• TALLEST TEMPLES:



For each Temple that is 7 or higher, if you have more EM value than everyone else, or you have a guardian atop the temple, you score the bonus PP depicted in the table below.



Topmost floor value	7	8	9	10
Bonus PP	5	6	8	10

• VOLCANOES:



For each Volcano tile, if you have more EM value than everyone else, you score 10 PP. score 10 PP.



• JUNGLES AND CLEARINGS:



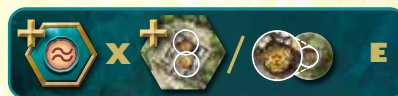
Count the temples where you have a guardian or more EM value than anyone else; that is the first number. Count the "featureless" hexes — Jungles (hexes without Terrain tiles) and Clearing tiles (including Ruins tiles with no more treasures) — where you have more EM value than anyone else; that is the second number.

Multiply the two numbers and gain that many PP.

IMPORTANT: A Terrain tile with a Base Camp is not considered "featureless"; don't count it.



• LAKES:



Count the Lake tiles where you have more EM value than anyone else; that is the first number. Count the gold masks visible on Ruins tiles where you have more EM value than anyone else; that is the second number.

Multiply the two numbers and gain that many PP.

Notes: If a Ruins tile has Treasure tokens on it, only 1 gold mask is visible on that tile.



IMPORTANT: Ruins tiles with Base Camps don't count (cover the gold masks with the Base Camp as a reminder).

• TREASURE TOKEN CALCULATION:

Score the following PP according to the number of Treasure tokens you have in **each** set:



- 1 Treasure token - Score 1 PP,
- 2 Treasure tokens of the same set - Score 3 PP,
- 3 Treasure tokens of the same set - Score 6 PP,
- 4 Treasure tokens of the same set - Score 10 PP,
- 5 Treasure tokens of the same set - Score 15 PP.

Notes:

- A Leader (round base) counts as 3, and an Explorer (square base) as 1 when calculating EM value on a tile.
- Because players get 10 AP before scoring, Temples may "change hands" multiple times and be scored by multiple players.
- There can be up to 5 Treasure tokens in a set, because 2 tokens may be gained from Action cards.

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).



EXAMPLE OF AN INTERIM SCORING PHASE

Temple Scoring:

Blue has the greatest EM value / guardians on 3 Temples with floor values of 9+7+6, for a total of 22 PP

Red has the greatest EM value / guardians on 4 Temples with floor values of 7+7+6+3, for a total of 23 PP

Highest Temple Scoring:

Blue has 13 PP (Temples with 9 and 7 Floors)

Red has 10 PP (Temples with 7 and 7 Floors)

Volcano Scoring:

Blue has the greatest EM value on 1 Volcano = 10 PP

Red has the greatest EM value on 2 Volcanoes = 20 PP

Jungle and Clearing Scoring:

Blue has the greatest EM value on 1 Jungle, 3 empty Ruins tiles, and 3 Temples = $4 \times 3 = 12$ PP

Red has the greatest EM value on 2 Jungles, 2 empty Ruins tiles, and 4 Temples = $4 \times 4 = 16$ PP

Calculation for Lakes:

Blue doesn't have the greatest EM value on any Lake and can see 9 Gold Masks where they have the greatest EM value on the Ruins tiles = $(0 \times 9) = 0$ PP

Red has the greatest EM value on 2 Lakes and can see 3 Gold Masks where they have the greatest EM value on the Ruins tiles = $2 \times 3 = 6$ PP

Treasure token Scoring:

Blue has 1 single Treasure token, 1 pair of Treasure tokens, 1 trio of Treasure tokens = $1+3+6 = 10$ PP

Red has 1 single Treasure token and 1 pair of Treasure tokens = $1+3 = 4$ PP

Blue has a total of 67 PP and **Red** has a total of 79 PP

IMPORTANT: For the sake of comparison in the example, we calculated the PP for Blue and Red at the same time. However, these scorings do not take place simultaneously. When a volcano appears, each player has 10 AP before scoring; therefore, if Red is second, they would have been able to use 10 AP after Blue's scoring.

• **USE YOUR MUSEUM DIRECTOR (FREE ACTION, ONCE PER GAME)**

Once per game, on your turn, you can use one of the Museum Director's three Powers. Move its cube from the 5 PP space onto the space of the power you are using. If you don't use the Museum Director's power during the game, you will receive 5 PP at the end of the game.



END OF ACTION PHASE

If you have chosen your Turn Order Statuette, placed your Terrain tile(s), used your AP token, and played (or preserved) your Action cards, you have finished your Actions for this round. You must place your standing Turn Order Statuette in the circle to show that you have Passed.

IMPORTANT: You must use all the items on your Campsite board, except for your preserved Action cards on the left side of your board, before Passing.

Once all players have passed, the Upkeep phase follows, unless it is the final round. If it is the final round, go directly to Final Scoring.



Example:

Blue placed their Terrain tiles, played or preserved the Action cards that were on the right side of their Campsite board. They spent their Action Point token on actions, and discarded the token.

Because they'd like to use their Action card on the left side of their Campsite board in a future round, they have to pass.

They place their upright Turn Order Statuette in the circle to show that their turn is over.



UPKEEP PHASE

Do the following in order:

- 1. Advance** the Round Marker. If it is the final round, go straight to Final Scoring.
- 2. Check** that all the Turn Order Statuettes have been placed in the circle on the Round Management board. **Their shade (light or dark) must be different from the shade of the space where the Round Marker is.**
- 3. Move** the lying-down Turn Order Statuettes from their spaces on the right, and place them upright, in the same order, onto the spaces on the left. **The shade of these pieces (light or dark) should be the same shade as the space where the Round marker is. This allows you to easily verify that your Turn Order Statuette is the correct one for the current round.**
- 4. Discard** all Action cards from the right side of your Campsite board.
- 5. Flip** your preserved Permanent Action cards (left side of your Campsite board) face up. They are now ready for use in the next round.
- 6. Leave** all remaining cards on the Round Management board and draw Action cards from the deck to fill all empty spaces until there are 10 face-up cards on the board.
- 7. Place** as many face-up AP tokens as there are players on the Round Management board.
- 8. Place** 4 new Terrain tiles face up on the Round Management board. Take the Terrain tiles in alphabetical order (starting with the Tiles marked 'A' on the back, then 'B', and so on through 'E').

A new round begins, using the new turn order.

FINAL SCORING

When all players have passed in the final round, each player, in the order of the Turn Order Statues **lying down**, must spend up to 10 AP performing actions and score their PP, just like in Interim Scoring. If you haven't used your Museum Director, score an additional 5 PP.

The player with the most PP on the Scoring Track has managed their team with the greatest skill. They win the game and, as a result, their museum will have the most visitors! In the case of a tie, players share the victory; you'll just have to play again if you want to see who is truly the best!

SCENARIOS

The placement of the Terrain Tiles influences the course of the game. Here we offer you some scenarios to vary the game. Choose one and set everything up during step 9 of Setup (see p. 5).



SCENARIO: CHICHEN ITZA

Place the Setup Terrain tiles, along with Tiles F and G, as shown. Chichen Itza serves as the standard scenario described in Setup on pages 4–5 of this rulebook. We recommend playing this scenario for your first few games.



SCENARIO: UXMAL

Place the Setup Terrain tiles, along with Tiles F and G, as shown. Uxmal (pronounced “Oosh-mal”) is a major Maya city of exceptional quality that has stood the test of time. Located in Mexico, it appears to have been one of the most important agricultural centers of its era and is notable for its impressive architectural heritage.



SCENARIO: PALENQUE

Place the Setup Terrain tiles, along with Tiles F and G, as shown. Palenque was discovered later than Tikal. Today, it is a smaller site, and it is believed that only about 10% has been uncovered. It is rich in architecture and sculptures, and fed by natural water sources. This scenario allows you to continue exploring this remarkable city.



SCENARIO: CALAKMUL

Place the Setup Terrain tiles, along with Tiles F and G, as shown. Calakmul was likely one of the largest cities of the Maya civilization. With a population of over 50,000, it exerted significant influence over a radius of more than 150 km around it. Calakmul was a major rival of Tikal, and several conflicts took place between the two cities as they vied for dominance. Ultimately, Tikal gained the upper hand. This scenario represents the discovery of Calakmul.



SCENARIO: EL MIRADOR

Place the Setup Terrain tiles, along with Tiles F and G, and add Tile E from the Terrain tile tray as shown. El Mirador is a massive site in Guatemala, spreading over a vast area. It is also one of the most challenging sites to explore. Situated on top of a hill, it offered a clear view of the surrounding region. The site was used to harvest chicle, the ancestor of chewing gum, which served as an appetite suppressant, quenched thirst, freshened breath, and was even used to help prevent cavities! This scenario represents a large site that is difficult to explore at the start.

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Tikal LEGEND is a game published by Super Meeple. 193 rue du Fg Saint Denis 75010 Paris
Made in China by Whatz Games.

ACKNOWLEDGEMENTS:

Thanks to everyone who contributed to the development of Tikal Legend, and in particular La Boîte de Jeu team: Nadège Tisserand, Ludivine Viaene, Martin Vidberg, Tom Escoffier, Isabelle Lasalle, Laurent Guillaumont, Nicolas Jeudy of Dark Fantasy Studio, Ze Incredibles, Man vs Meeple, The Brothers Murph, Benjamin Törck (Brettspielblog), The Crowdfunding Agency, Before You Play, Rahdo, and Analisis Paralisis.



ACTION CARD GLOSSARY



Card 01-01 to 01-08

2p: 8 / 3p+: 8

Allows you to take the **2 Treasure tokens** shown on the card from the Round Management board and place them in your museum.

Discard this card after use.



Card 02

2p: 1 / 3p+: 2

Take **2 Explorers** from your Campsite board and place them on a Ruins tile with Treasure tokens.

Discard this card after use.



Card 03

2p: 1 / 3p+: 1

Take **3 Explorers** from your Campsite board and place them on a Ruins tile with Treasure tokens.

Discard this card after use.



Card 04

2p: 1 / 3p+: 1

You may take the **top Treasure token** from a Ruins tile where you have an EM.

Discard this card after use.



Card 05

2p: 2 / 3p+: 3

You may take the **top Treasure token** from a Ruins tile where you have an EM. You can do this a second time with another EM, either on the same tile, or on another.

Discard this card after use.



Card 06

2p: 1 / 3p+: 1

You can take the **top Treasure token** from a Ruins tile where you have an EM. You can do this twice more with different EMs, on the same Ruins tile and/or others.

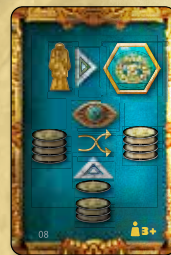
Discard this card after use.



Card 07

2p: 0 / 3p+: 2

Look at the **top Treasure Token** of all the Treasure token stacks on the Site board without spending a turn (in addition to another action). Then flip this card over (or discard it) once it has been used. This card can be kept permanently on the left side of the Campsite board.



Card 08

2p: 0 / 3p+: 2

Place an **Explorer** from your Campsite board on a Ruins tile with Treasure tokens. Look at the tokens in the stack, rearrange it if you wish, and take the top Treasure Token.

Discard this card after use.



Card 09

2p: 1 / 3p+: 3

You may send **up to 2 Explorers** from your Campsite board to the base of a Temple, or 2 different Temples.

Discard this card after use.



Card 10

2p: 2 / 3p+: 4

You may clear **up to 2 Temple Floors** of a single Temple. For each Floor placed, you must have a different EM in your color at the base (2 Floors = 2 EMs). You cannot do this to a Temple where there is a Guardian.

Discard this card after use.



Card 11

2p: 3 / 3p+: 3

Place an **additional Temple Floor** on three different Temples, at the base of which you have at least one EM of your color. You cannot do this on a Temple where there is a Guardian.

Discard this card after use.



Card 12

2p: 1 / 3p+: 1

You may place **1 Base Camp** from your Campsite board onto a Clearing Tile or a Ruins Tile with no Treasure tokens for free. In addition, the tile must be empty of EMs or you must have the greatest EM value there. If both Base Camps are already in play, you may move one to a Clearing tile.

Discard this card after use.



Card 13

2p: 2 / 3p+: 3

You may place **1 Base Camp** and **1 EM** from your Campsite board on a Clearing tile or a Ruins tile with no Treasure tokens **for free**. In addition, the tile must be empty of EMs or you must have the greatest EM value there. If both Base Camps are already in play, you may move one to a Clearing tile.

Discard this card after use.



Card 14

2p: 2 / 3p+: 4

You may place **1 Base Camp** and **2 EMs** from your Campsite board on a Clearing Tile or a Ruins tile with no Treasure tokens **for free**. In addition, the tile must be empty of EMs or you must have the greatest EM value there. If both Base Camps are already in play, you may move one to a Clearing tile.

Discard this card after use.



Card 15

2p: 2 / 3p+: 3

Take up to **4 new Explorers** (not Leaders) from your Unavailable Supply and place them on your Campsite board. They are now available to explore the site.

Discard this card after use.



Card 16

2p: 2 / 3p+: 3

Take a **Leader and/or 1 Explorer** from your Unavailable Supply and place them on your Campsite board. They are now available to explore the site.

Discard this card after use.



Card 17

2p: 2 / 3p+: 4

Move **one or more of your EMs** to another Terrain tile or to a Jungle. This must be done from a single starting location to a single destination for all EMs being moved.

Discard this card after use.



Card 18

2p: 2 / 3p+: 4

You may make up to **5 AP-worth of moves** with your EMs (between hexes or to move from one Base Camp to another).

Discard this card after use.



Card 19

2p: 2 / 3p+: 4

You may place **1 Trail Stone token** on the edge of any Terrain tile or Jungle space. This can grant access to a previously inaccessible hex, or make an existing path more difficult. If both tokens have been used, move one that was already placed. In this way, a path can disappear.

Discard this card after use.



Card 20

2p: 1 / 3p+: 3

This card gives you **1 extra AP** when you use your AP token. Then flip this card over (or discard it) once it has been used. This card can be preserved permanently on the left side of your Campsite board.



Card 21

2p: 2 / 3p+: 4

This card gives you **2 extra AP** when you use your AP token. Then flip this card over (or discard it) once it has been used. This card can be preserved permanently on the left side of your Campsite board.



Card 22

2p: 4 / 3p+: 4

Take the Temple tile from the tiles with the symbol on the back, which matches the illustration on the card (its value and the Trail Stones). Place this tile on any Jungle space outlined by a dotted line (around the edge of the board). The placed tile must be accessible. Discard this card after use.



Card 23

2p: 5 / 3p+: 5

Take the Lake tile from the tiles with the symbol on the back. Place this tile on any Jungle space outlined by a dotted line (around the edge of the board). The placed tile must be accessible. Discard this card after use.



Card 24

2p: 2 / 3p+: 2

Take the Volcano tile from the tiles with the symbol on the back. Place this tile on any Jungle space outlined by a dotted line (around the edge of the board). **Important!** This tile **does not** trigger an Interim Scoring Phase. The placed tile must be accessible. Discard this card after use.

SUMMARY OF THE GAME

The game is played over 6 rounds.

Phases of a Round:

ROUND MANAGEMENT PHASE

Each player, in turn order, takes an element until everyone has filled their Campsite board. (1 AP Token, 1 Turn Order Statuette, **2p**: 2 Terrain tiles and 3 Action cards, **3p**: 1 or 2 Terrain tiles and 3 Action cards, **4p**: 1 Terrain tile and 2 Action cards)

ACTION PHASE

In turn order, each player plays one item from their board or moves an Action card to the left to preserve it.

PLACING A TERRAIN TILE:

- If it is a Ruins tile: Place Treasure tokens.
- If it is a Temple tile: Place the pre-built Temple Floors.
- If it is a Volcano tile: Perform an Interim Scoring Phase (see page 16), then place a 3D Volcano.

IMPORTANT: You are forbidden from placing a Terrain Tile from your Campsite board onto a dotted location.

PLAYING AN ACTION CARD: (See Glossary).

Permanent cards do not cost an action (bonus); flip it face down if used.

USING YOUR AP TOKEN:

Add any bonuses from permanent Action cards; flip them over. You can perform the actions in the table below in any order and multiple times (respecting the rules):

PRESERVING AN ACTION CARD:

Move it to the left side of your Campsite board.

- You can also use a power of your Museum Director by placing your cube on the option (only once per game). This does not count as an action.
- At the end of your turn, place your Turn Order Statuette in the circle of the Round Management Board.

UPKEEP PHASE

- Advance the Round Marker or proceed to the Final Scoring if the last round has just ended (see Final Scoring below).
- Move the Turn Order Statuettes from the right to the spots on the left of the Round Management Board, keeping the same order.
- Flip your preserved permanent Action cards (left side of your Campsite board) face up.
- Add face-up Action cards so the display has 10 again.
- Set up new AP tokens, face up, as many as there are players.
- Set up 4 new Terrain tiles, face up.

FINAL SCORING

In the order of the Turn Order Statuettes on the right side of the Round Management Board, each player takes a final turn with 10 AP (without Action card bonuses) and performs a final scoring as indicated on page 16.

ACTION		REMARKS
Deploy a new EM to a Base Camp	1 AP	To the Common Base Camp or your Base Camps
Move an EM to an adjacent Terrain tile or Jungle	1 AP	If a path is available; 1 AP per Trail Stone crossed
Set up a Base Camp	5 AP	On a Clearing or a Ruins tile without Treasure tokens
Move an EM from one Base Camp to another	1 AP	Between your Base Camps, or yours and the Common Base Camp
Place a Trail Stone token	3 AP	From the Round Management board if possible; otherwise, move one
Add 1 new Explorer to your Available Supply	2 AP	Place on your Campsite board
Add 1 new Leader to your Available Supply	5 AP	Place on your Campsite board
Clear a new Temple Floor	2 AP	Max 2 Floors per Temple; must have an EM present for each Floor
Place a Guardian on a Temple	5 AP	Max 2 per game; must have most EM value; permanently discard other EMs
Unearth a Treasure token	3 AP	Max 2 per Ruins tile ; must have an EM for each Treasure token
Swap 1 or 2 Treasure tokens	3 AP	Must have more or equal of type you give