

TIKAL

LEGEND



Tikal is by far one of the most important and best-known Mayan sites. It currently lies deep in the thick jungle of northern Guatemala, in the heart of Central America. The Maya civilization occupied this place from 600 B.C. to 900 A.D., 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, a special laser, 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 1,000 years to the light of day. The many discoveries and the importance of this site have led to Tikal National Park being listed as a UNESCO World Heritage Site in 1979.



14+



30-45 min
per player



1-4



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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, that of the Mayans! 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:

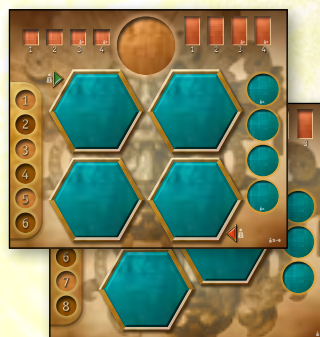
• **EM** for Expedition Member • **AP** for Action Point • **PP** for Prestige Point

COMMON COMPONENTS



1 Double-sided Site board

( for the Legend side and  for the Classic side.)



2 Round Management boards for setting up the elements for each round. One board is double-sided (1,2,4 players and 3 players, indicated in bottom right)



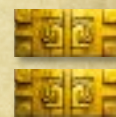
60 Action cards



24 Treasure tokens
(with ruins on the back)



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

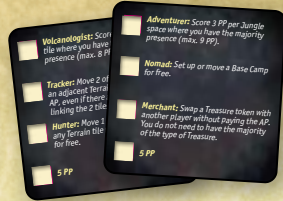


2 Trail Stone tokens
(+2 replacement tokens)





6 3D Volcanoes



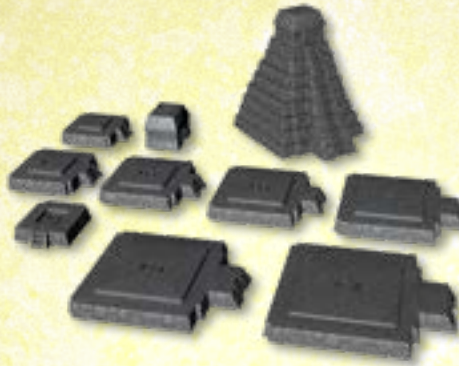
4 Character Power tiles



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



52 Hexes 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



48 Unbuilt Temple Floors (no coloured 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



Deluxe version only : 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 COLOURS)



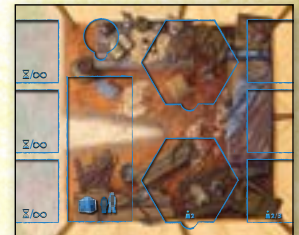
2 Leaders (larger miniatures with round base)



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 Museum Director
1 Power cube

IMPORTANT: The miniatures are wooden meeples in the Standard version. The Turn Order Statuettes are punchboards in the Standard version and standees in the Deluxe version. To simplify, we have based the rest of the rules on the Deluxe version.



2 Turn Order Statuettes
(1 light, 1 dark)



1 Double-sided Player Aid



1 Action Card Glossary

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, showing the side with the correct number of players for your game (1, 2, 4, or 3).

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

4 Prepare Action cards. In a 2-player game, remove the 25 cards with '3+' on the bottom right, and place them in 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 on the Round Management board. Draw 10 cards and place them face up on the spaces on that Round Management board.

5 Place the bag of AP tokens near the Round Management board. If you are playing a 2-player game, remove 12 tokens from the bag without looking at them and discard them into the box; they won't be used in this game. Place as many AP tokens as there are players face up onto their designated spaces, as indicated.



6 Place the box 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.

Note: 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' pile in a game with 2 or 4 players, and only **3 tiles** in a 3-player game. Place these tiles face up on their spaces on the Round Management board.

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

Note: You will find the detailed setup at page 19.

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

10 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.

11 Place the 24 Treasure tokens (green backs) near the Site board. The tokens must be shuffled and placed face down in the box. Draw 4 random tokens and place 2 face down on each of the Ruin Tiles on the Site board.

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

13 Place Unbuilt Temple Floors (non-coloured numbers) near the Site board.

14 Only if you have the Deluxe version: Place the Pre-Built Temple Floors (coloured numbers) near the Site board and place the appropriate Pre-Built Temple Floors on the game 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 onto the Terrain tile.

SETUP PER PLAYER

Each player chooses a colour and takes the components.

15 Place 1 Leader, 18 Explorers and 2 Base Camps in their space on the Campsite board as shown. This is your **Available Supply**. Select a **First Player** using the method of your choice. If it is you, place your lighter Turn Order Statuette on space 1, at the left of the Round Management board, and your darker Statuette in the circle at the top center of the board. Finally, place your Prestige marker (0 side visible) on space 1 on the Prestige Track on the Site board, and keep your other Prestige marker 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 on the Prestige Track, and so on.



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, simply flip it to its +100 side. When you go past 200 points, swap your original marker for the +200 one. If you manage to pass 400 points, put the +100 and +300 markers together.

16 Place your Campsite board in front of you.

17 Place your Museum Director in front of you, on the side of your choice; there's no difference for the gameplay.

18 Randomly select a Power Tile and place it in the space in your Museum Director tile, and place the Power cube in the 5 PP space.

19 The 12 remaining explorers and the remaining Leader are left in the box; this is your **Unavailable Supply**.



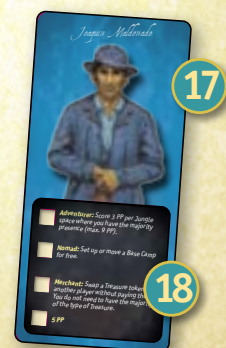
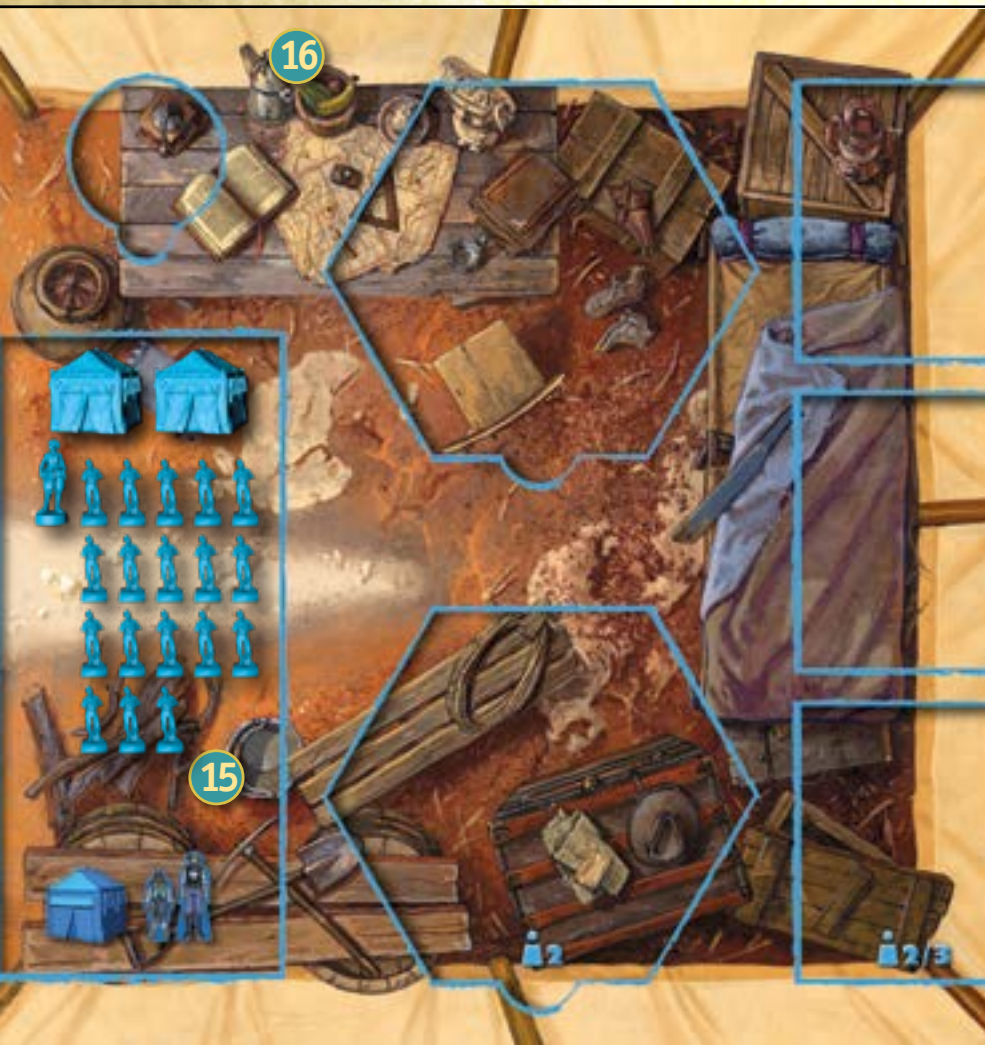
16



19



20 Place a **Tikal Legend Player Aid** (with the icon ) and an **Action card Glossary** nearby.



GAMEPLAY

The game takes place over 6 rounds for a 2- or 4-player game, and 8 rounds in a 3-player game.

Each round is divided into 3 phases:

• ROUND MANAGEMENT

During this phase, players take it in turns to take items for 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 EM, clearing Temples, 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 last round this phase is skipped and players move directly to Final Scoring.

Important! Turn order is determined by the Turn Order Statuettes on the Round Management board. If in the beginning you play in clockwise order, this will probably no longer be the case as the game goes on.



GAME PHASES

ROUND MANAGEMENT

In turn order (referring 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 taken their items, play moves on to the next phase.

ON YOUR TURN, YOU MAY:

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



Example: The white player 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: The blue player 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 3- or 4-player game, this action can only be performed once per player. In a 2-player game, each player must perform this action twice (not necessarily consecutively).



Example: The blue player takes a Temple tile and places it on their Campsite. They must 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 the Campsite board.

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

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



Example: The blue player 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 to the right of their Campsite board.

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

The players continue taking an item on their turn until their Campsite board has the following.

Notes:

At 2 players, each player should have 1 Turn Order Statuette lying down, 1 AP token, 2 Terrain Tiles and 3 Action Cards at the right of the Campsite board.

At 3 players, each player should have 1 Turn Order Statuette lying down, 1 AP token, 1 Terrain Tile and 3 Action Cards at the right of the Campsite board.

At 4 players, each player should have 1 Turn Order Statuette lying down, 1 AP token, 1 Terrain Tile and 2 Action Cards at the right of the Campsite board.

ACTION PHASE

Still in turn order, players will perform the actions available on their Campsite board. They can add Terrain Tiles, use their Action cards, activate an AP token to move their EM, dig treasures, discover temples... This phase ends when all players have performed all their actions and have passed.

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

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

- Move an Action card to delay it or keep an Action card with a permanent effect,
- Play a non-permanent Action card and put it in the discard pile,
- Activate your AP Token,
- Play a Terrain tile.

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

♦ MOVE AN ACTION CARD TO DELAY IT OR KEEP A PERMANENT ACTION CARD (with a ∞ symbol)

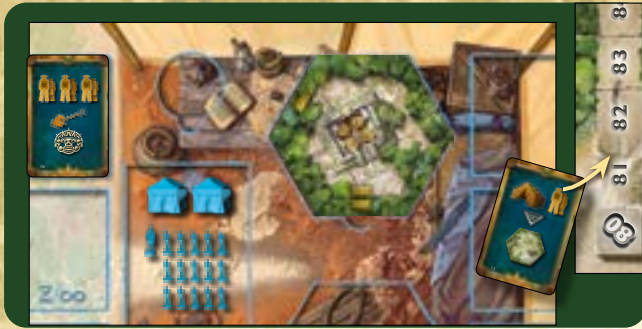
You may keep the Action Card located on the right-hand side of your Campsite board for later use instead of using it right away. To do this, move it to a free space on the left-hand side of your Campsite board. If there is no free space on the left, you can discard one of those Action Cards (even a permanent one) to make room. The discarded Action Card is placed in the discard pile. An Action Card placed on the left in this way can be kept there for as long as it remains unplayed. It can also be played in the same round if you want.



Example: The player likes their card that allows them to unearth 3 Treasure tokens, but this card requires EMs to be on Ruin Tiles. Because there are no EMs currently in that position, they decide to delay this Action card and use it in a later round, so they perform the action to move it to the left of their Camp board.

♦ PLAY A NON-PERMANENT ACTION CARD AND DISCARD IT FROM THE GAME

A non-permanent Action card does not have the ∞ symbol and can be located on the right or left of the Campsite board. When you perform this action, apply the effects of the card, which vary depending on the Action card. Actions may include adding Terrain tiles, taking Treasure tokens, moving, and so on. Once you have used a non-permanent Action card, put it in the discard pile. For the effects of all Action cards, please refer to the glossary at the back of the booklet (p. 20).



Example: The 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 also have played the card on the left of their board instead of this one.

Permanent Action Cards (with the ∞ symbol)

A permanent Action card can be kept and used once per round for as long as it remains on the Campsite board. To keep a permanent Action card from one round to the next, it must be moved to the left of the Campsite board. Moving a card this way counts as a turn action, as described above. Once placed on the left, permanent Action cards have a passive effect and do not consume a game "turn" to be used.

Their effect adds a bonus to another action (for example, adding bonus AP to your AP token) or allows you to do something during an action. For more details, see the glossary. When you apply the effect of the permanent Action card, turn it face-down to indicate that you've used it this round. At the end of the round, turn it face-up again, remembering to place it on the left in order to keep it.

NOTE:

- It is possible to use this card's effect if it is on the right of your Campsite board. Simply flip it over after use. However, to keep the card, it must be moved to the left of the board on a later turn in this round (it will remain face down for the rest of the round).

Permanent Action Card Example (∞)



This card gives 2 AP or additional 2 AP when you use your AP token.

You will place it on the right when you add it to your Campsite board, but you can move it to the left to keep it for future use if you wish.

When you use APs, turn this card face down to show that it has been used this round. If

you would like to keep it for the following round(s), use an action later this turn to move it to the left.

If this card is already on the left, you may choose to discard it (before or after use) to make room for other Action cards.

◆ ACTIVATING AN AP TOKEN

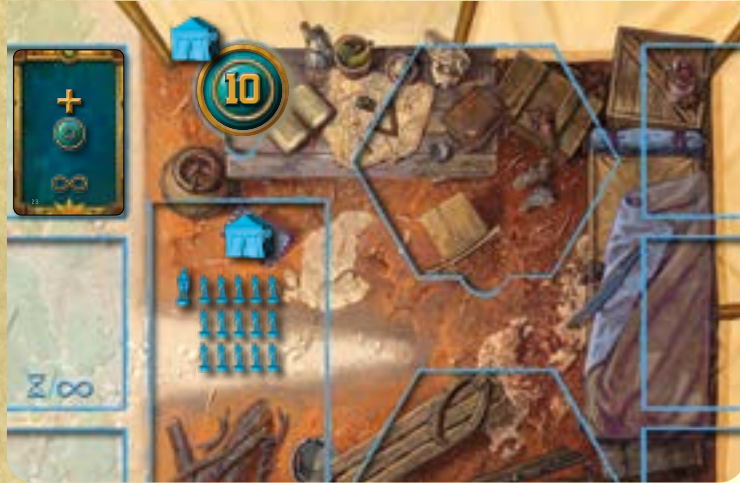
When you use an AP Token, you have as many AP as indicated on the token, plus any bonus AP from Permanent Action cards (don't forget to turn them over after using them). During this action, you will spend all your AP to perform the actions shown in the table below. You can perform each of these actions as many times as you like (or as many as you can!), and in any order you like. Any unspent AP are lost.

ANATOMY OF AN ACTION CARD



ACTIONS	Action cost
Deploy a new EM on the Site board	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 one or more Treasure Tokens	3 AP

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



Example: This player's token gives them 10 AP. Their Action card even gives them an extra one, for 11 in total.

ACTIONS IN DETAIL

• DEPLOY A NEW EM ON THE SITE BOARD (cost 1 AP)

Your EMs are used to clear Temple Floors, unearth Treasure tokens, set up Base Camps and take temporary or permanent control of Temples.

Take the EM from your **Available Supply** and place it on the common Base Camp or on one of your Base Camps. There is no limit to the number of EMs in a Base Camp.

All players can use the common Base Camp, but a coloured Base Camp can only deploy EMs of that player's colour.



Example 1: The player can put a Leader or Explorer on the common Base Camp.



Example 2: The blue player can send a Leader or Explorer to the blue Base Camp (and only they can do that).

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

Your EMs move using the Trail Stones on the edges of the Terrain Tiles, which represent paths of varying degrees of difficulty. Each Trail Stone crossed to reach an adjacent location costs 1 AP. You 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. You may not move to another adjacent area if there is no Trail Stone.

NOTE: Opposing EMs can pass through or stay on a Clearing where your Camp is located.



Example: The 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 one last AP to get to the Jungle (a location with no tile, but accessible because a Trail Stone allowing passage is present).

• SETTING UP A BASE CAMP (cost 5 AP)

Setting up a Base Camp is the best way to shorten EM's arrival routes. A Base Camp can only be set up on a Clearing tile that is not already occupied by another Camp.

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



Example: The player has an EM on a Clearing tile. They decide to spend 5 AP to set up a Base Camp there from their Available Supply.

IMPORTANT:

- The Clearing doesn't need to contain an EM for setting up a Base Camp.
- 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 can still be moved by performing this action or through an Action card.
- 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: The blue player moves their Leader from one of their Base Camps to another for 1 AP.

• PLACE 1 TRAIL STONE TOKEN (cost 3 AP)

Take a Trail Stone token from the Round Management board and place it on 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: The red player wants to send their EM toward the 4-Level Temple, but there's no way to get there. They use their 'Place 1 Trail Stone Token' action, 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, 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 THE AVAILABLE SUPPLY (cost 2 AP)

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



Example: The 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 may now be deployed onto the Site board.

• ADD 1 NEW LEADER TO THE 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/temple, 1 EM / floor)

Discovering Temples will generate PP for the expedition that controls them during Scoring Phases. The initial value of Temples on the Site board and on the Terrain tiles goes from 1 to 6, but it's possible to increase that by clearing new Temple Floors. Thematically we can imagine the EMs clearing undergrowth or digging to discover the Temple, but mechanically, you will be placing new Floors on the Temple. Clearing a Temple Floor costs 2 AP. You can clear a maximum of 2 Temple Floors per Temple per turn. You must have as many EMs at the base of the Temple as Floors you would like to clear (2 EM to clear 2 Temple Floors, for instance). You are, however, allowed to clear many Temples as long as you have enough AP.

When a player clears a new Temple Floor, they take one of the Temple Floors from the box whose value (uncoloured) is one higher than the one present on the Site board, and place it on top of the latter. The value of 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 what 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 x 2 AP) because you have 2 Explorers at the base of that one. Even if you had a 3rd Explorer you wouldn't be able to place a 3rd Temple Floor because you have reached the limit of 2 Floors for that Temple for this turn. You would have to wait for a future turn, but you could also clear another Temple.

• PLACING A GUARDIAN ON A TEMPLE (cost 5 AP)

A Guardian is an EM that you will sacrifice to place on a Temple to own it for good. Placing a Guardian guarantees the Temple's PP for you alone, for the rest of the game. Spend 5 AP to place one of the EMs at the base of the Temple (Leader or Explorer) on top of it. They become its Guardian.

To place a Guardian, three conditions must be met:

- You can't already have two Guardians placed on the Site board
- You must be the majority expedition on the Temple tile - that is, more EMs than the other players; if your Leader is there, they count for 3, and each Explorer counts as 1.
- You must remove all other EMs present on the Temple tile from the game and replace them in the box.



Example: The red player would like to claim the 6-Level Temple. They must have at least one EM at the base of the Temple and be the majority presence. They are, because their Leader and their Explorer make a total of 4 (3+1) and the blue player only has 3 with their Explorers.



The red player decides to put their Leader as Guardian, and places them on top of the Temple. Then they have to discard all their other EMs (one Explorer in this case) from the

game. Now nobody but the red player can get PP for this Temple. The red player paid heavily for this, however, by sacrificing their Leader, who must remain there for the remainder of the game.

IMPORTANT! If a Temple has a Guardian, no more Temple Floors may be cleared. The Guardian has taken control of this Temple and cannot be moved for the rest of the game.

• UNEARTHING A TREASURE TOKEN (cost 3AP, max 2/Ruin tile)

Discovering Treasures for your museum will gain you PP at every Scoring Phase. Their value will increase if you possess sets of the same type of Treasure token (there are 8 sets of 5 Treasure tokens of the same type in the game). To Unearth a Treasure token, you must have an EM on a Ruin tile that contains Treasure tokens. Spend 3 AP to take the top Treasure token from the pile and add it, face up, to your museum. The Treasure tokens in your museum are organized by set and must be visible to all.

You can Unearth a maximum of 2 Treasure tokens per turn on the same Ruin tile. You must have as many EMs on the tile as Treasures you'd like to unearth. (so, 2 EMs to unearth 2 Treasure tokens on the same Ruin tile). You may, however, unearth Treasure tokens on many different Ruin tiles if you have the AP to do so.

IMPORTANT! When a Ruin tile no longer has any Treasure tokens on it, this tile does not become a Clearing tile.





Example: The blue player wants to Unearth Treasure tokens. They have 3 Explorers on a Ruin tile that has 4 tokens. They spend 3 AP to Unearth 1 token that they place face up in front of them, and a 2nd Explorer allows them to pay 3 AP more for a second token.

Even though they have a 3rd Explorer, they can't do this action on this Ruin tile because of the limit of 2 per tile. On the other hand, they can spend 1 AP to move their Explorer to the Ruin tile to the West in order to unearth one more Treasure token.

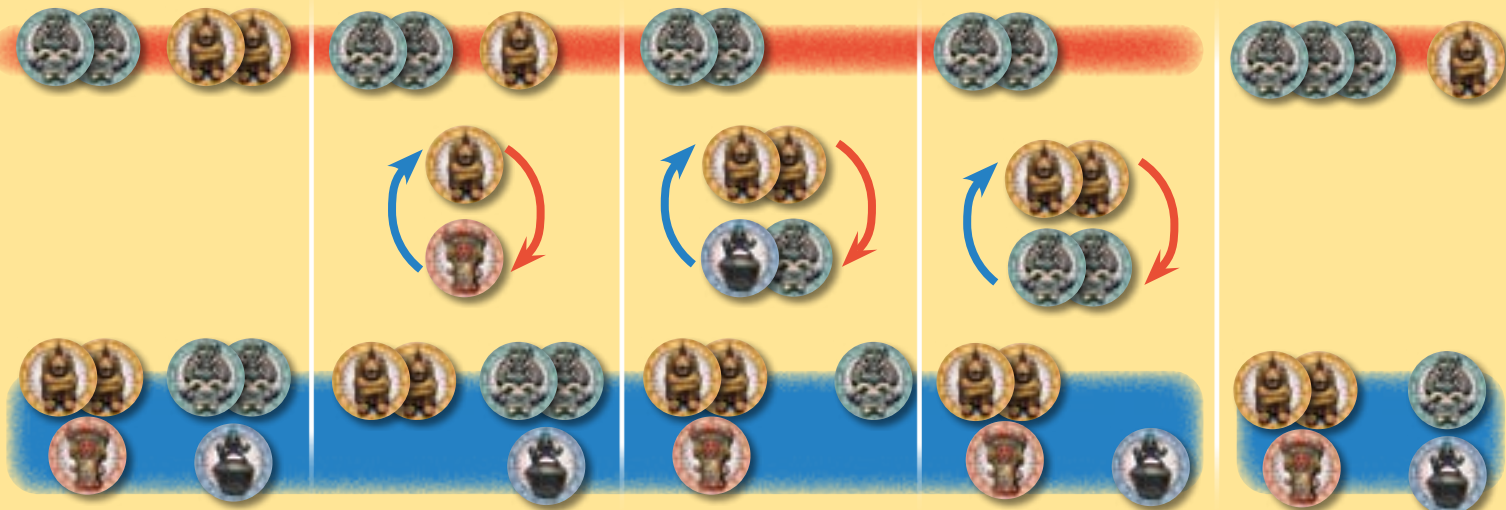
• TRADING ONE OR MORE TREASURE TOKENS (cost 3 AP)

As mentioned above, having a set of the same type of treasures gives you more PP than just one. This means that it's always a good idea to trade one or more Treasure tokens with other players, if you can.

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 trade Treasure tokens, you must have at least the same number of Treasure tokens as your opponent in the set that you will be trading in.

Example:



The red player has 2 [lions] and 2 [statuettes].

The blue player has 2 [lions], 2 [statuettes], 1 [totem], and 1 [carafe]. The blue player wants to increase their [lion] set.

The blue player can, if they want, only spend 3 AP to trade their [totem] for the **red** [lion]. They can stop there and wait for another transaction to get the last **red** [lion].

OR

They can spend 3 AP to trade 1 [statuette] and 1 [carafe] for 2 [lions].

OR

They can trade their 2 [statuettes] for the 2 [lions].

In this situation, **the blue player** cannot trade 1 [statuette] for the **red** [lion] because they have fewer tokens than **the blue player** in this set. On the other hand, they can trade 1 [carafe] or 1 [totem] for the [lion].

END OF ACTIONS AVAILABLE THROUGH YOUR AP TOKEN

Once all the AP on the token have been spent, discard it from the game.

◆ PLAYING A TERRAIN TILE

Take a Terrain tile from your Campsite board and place it on a Jungle space (without a tile) that does not have a dotted outline. These spaces are for Terrain tiles that are placed through the use of Action cards (see the Glossary at the end of the rulebook, p. 20). You can turn the tile in any direction you like, even if there is no road leading to it.

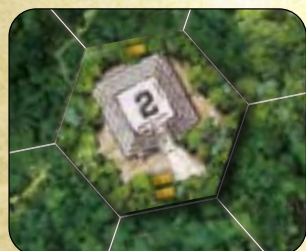
IMPORTANT:

- If a Terrain tile is placed on a Jungle space that contains EM and/or Trail Stones, they are put onto the Terrain tile once it is placed.
- Unlike Tikal Classic rules: A Terrain Tile doesn't need to be placed near an existing Terrain Tile. A Terrain Tile doesn't need to be placed so it has to be accessible.



Example: The blue player wants to place their Terrain tile onto 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 zones with the green tick are all valid spaces. The player then chooses how they'd like to orient their tile.

There are 4 types of Terrain tile:



- **Temple:** The player who has at least one EM on a Temple tile can work to restore it by clearing Temple Floors and thus increase its Prestige value.



- **Clearing:** An expedition can set up a Base Camp on a Clearing tile. Base Camps belonging to the same player are considered to be connected by shortcuts (not represented on the Terrain tiles), known only by them, and which

are very useful for moving quickly between them (see Move an EM from one Base Camp to Another, p. 12).

IMPORTANT: The common Base Camp (on the Site board) belongs to all players.

- **Ruins:** The player who places a Ruin tile on the board immediately places as many Treasure tokens - drawn randomly from the storage box - as there are golden masks on the Ruin tile (from 2 to 4). These Treasure tokens are placed in the centre, face down, unseen. One or more EMs on this tile can unearth these Treasure tokens on their turn.



IMPORTANT: When a Ruin tile no longer has tokens on it, it does NOT become a Clearing tile.



- **Volcano:** There is 1 Volcano tile in the 'B' tiles and 1 in the 'D' tiles. Placing a Volcano tile triggers a PP Scoring Phase for all players. The player who placed the tile receives 10 AP to spend immediately (they do not use their AP token or AP given by Permanent Action cards).

Once the 10 AP are spent, they do a Scoring Phase for their own PP. Then in Turn Order (from left to right according to the Statuettes) each player gets 10 AP worth of Actions, and then does a Scoring Phase (skipping the player who placed the Volcano in turn order as he already played right after placing the Volcano) until all players have done this. Play then passes to the next player in turn order. Don't forget to place a 3D Volcano on the tile! See In-Game Scoring Phase below 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: On the back of the Terrain tiles, there is sometimes a Volcano symbol after the letter. This is to remind you that there is a Volcano tile amongst the tiles of that letter.

IMPORTANT: The Volcano tile placed with an Action card does NOT trigger an In-Game Scoring Phase (see Glossary at the end of the booklet).

IN-GAME SCORING PHASE

Calculating PP during an In-Game Scoring Phase (these calculations are also on the Player Aid)

• TEMPLES:



Score the PP shown on the topmost Floor for every Temple where you have a majority presence or a Guardian.



A	B
7	5
8	6
9	8
10	10

• TALLEST TEMPLES:

If you have a majority presence or a Guardian at a Temple of Level 7 and higher, score PP according to this table:

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



• VOLCANO:



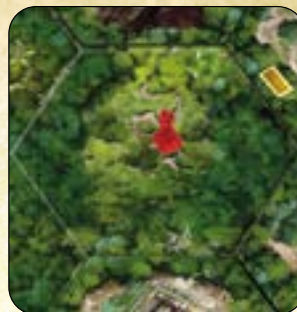
If you have a majority presence on a Volcano tile, score 10 PP.



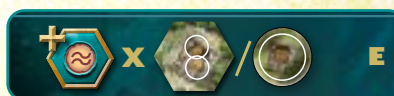
• JUNGLES (hexes without tiles):



Count the Jungle tiles where you have a majority presence, and multiply that number by the number of Temples where you have a majority presence or a Guardian. Gain that many PP.



• LAKES AND RUINS:



Count the number of Gold Masks on Ruin tiles where you have a majority presence, and multiply that number by the number of Lake tiles where you have a majority presence. Gain that many PP.

Note: on Ruin Tiles with Treasure Tokens, there's only one Gold Mask visible, on Ruin Tiles without any Treasure Tokens, count the number of Gold Masks visible on the tile.



• TREASURE TOKEN CALCULATION:

N	F
1	1
2	3
3	6
4	10

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 as 1 when calculating majority presence 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 the number of PP you gained during Scoring. If you go past 100, make sure to use the correct Prestige Marker (+100, +200, +300).



EXAMPLE OF AN IN-GAME SCORING PHASE

Temple Scoring:

Blue has a majority presence on 3 Temples with floor values of 9+7+6, for a total of 22 PP

Red has a majority presence 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 at 9/7)

Red has 10 PP (7/7)

Volcano Scoring:

Blue has a majority presence on 1 Volcano = 10 PP

Red has a majority presence on 2 Volcanoes = 20 PP

Jungle Scoring (hex without Terrain Tile):

Blue has a majority presence on 1 Jungle and 3 Temples = $1 \times 3 = 3$ PP

Red has a majority presence on 2 Jungles and 4 Temples = $2 \times 4 = 8$ PP

Calculation for Lakes and Ruins:

Blue doesn't have a majority on any Lake and can see 9 Gold Masks where they have a majority presence = $(0 \times 9) = 0$ PP

Red has a majority presence on 2 Lakes and can see 3 Gold Masks where they have a majority presence = $2 \times 3 = 6$ PP

Treasure token Scoring:

Blue has 1 single Treasure token, 1 pair of Treasure tokens, 1 group of 3 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 58 PP and **Red** has a total of 71 PP

• 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 will use. If you don't use the Museum Director's power during the game, you will receive 5 PP at the end of the game.

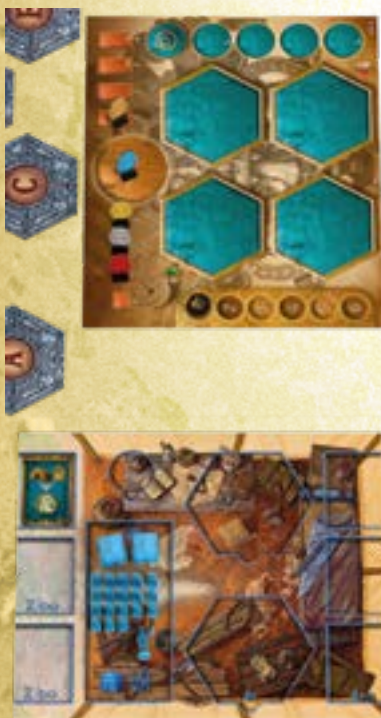


END OF ACTION PHASE

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

IMPORTANT: You must use all the items on your Campsite board, except for your Action cards on the left of your board (which are either Permanent, or have been Delayed), before Passing.

Once all players have passed, the Upkeep phase follows, unless it is the final round (the 6th in a 2- or 4-player game, the 8th in a 3-player game). If it is the final round, go directly to Final Scoring.



Example:

The blue player placed their Terrain tiles, played or delayed the Action cards that were to the right of their Campsite board. They did their Action Point token Actions, and discarded it.

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

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

UPKEEP PHASE

Do the following in order:

• **Advance** the Round Counter. If it is the final round, go straight to Final Scoring.

Reminder: There are 6 rounds in a 2- or 4-player game and 8 rounds in a 3-player game.

• **Check** that all the Turn Order Statuettes have been laid down 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.**

• **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.**

• **Flip** your Permanent Action cards (on the left of your Campsite board) face up. They are now ready for use in the next round.

• **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 cards on the board. If there are not enough cards, use the cards from the discard pile shuffled (remove first the cards that place a Lake tile, Volcano tile, Temple tile, and the 2-Treasures tile).

• **Place** as many AP tokens as there are players onto the Round Management board.

• **Place** as many Terrain tiles as there are players, face up onto 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 until 'E').

A new round begins, according to 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 In-Game Scoring. If a player hasn't used their Museum Director, they score an additional 5 PP.

The player with the most PP on the Scoring Track has managed their team with great skill. They win the game and, as a result, their museum will have the most visitors! In the case of a draw, players share the victory, and plan to play again to break the tie.

TERRAIN TILES SETUP



ACTION CARD GLOSSARY



2p: 8 / 3p+: 8

Allows you to take the **2 Treasure tokens** shown on the card from the Round Management board.

Discard this card after use.



2p: 1 / 3p+: 2

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

Discard this card after use.



2p: 1 / 3p+: 1

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

Discard this card after use.



2p: 1 / 3p+: 2

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

Discard this card after use.



2p: 2 / 3p+: 3

You may take **the top Treasure token** on a Ruin 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.



2p: 1 / 3p+: 1

You can take **the top Treasure token** on a Ruin tile where you have an EM. You can do this twice more with different EMs, either on the same Ruin tile, or on another.

Discard this card after use.



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.



2p: 2 / 3p+: 4

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

Discard this card after use.



2p: 1 / 3p+: 1

You may place **1 Base Camp** on a Clearing tile **for free**, even if you do not have an EM on that tile. If both of your Base Camps are already on the Site board, you can move one of them to a Clearing tile.

Discard this card after use.



2p: 2 / 3p+: 3

You may place **1 Base Camp** and **1 EM** from your Campsite board onto a Clearing tile **for free**. If the 2 Base Camps are already in play, you may move one onto a Clearing tile. The Clearing tile does not have to have an EM on it.

Discard this card after use.



2p: 2 / 3p+: 3

Take up to **4 new Explorers** (not Leaders) from your Unavailable Supply and place them onto your Campsite board.

Discard this card after use.



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.



2p: 2 / 3p+: 4

You may make up to **5 moves** with your EMs (between hexes or to move from one Base Camp to another). Each Trail Stone passed or each Base Camp travelled to counts as 1 movement.

Discard this card after use.



2p: 2 / 3p+: 4

You may place **1 Trail Stone token** on the edge of any Terrain tile or Jungle space. This can give access to a previously inaccessible tile, 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.



2p: 1 / 3p+: 3

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



2p: 2 / 3p+: 4

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



2p: 4 / 3p+: 4

Take the Temple tile from the tiles with the symbol on the back and which corresponds to 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) and not necessarily accessible. Discard this card after use.



2p: 5 / 3p+: 5

Take the Lake tile from the tiles with the symbol on the back, and which corresponds to the illustration on the card. Place this tile on any Jungle space outlined by a dotted line (around the edge of the board) and not necessarily accessible.

Discard this card after use.



2p: 2 / 3p+: 2

Take the Volcano tile from the tiles with the symbol on the back, and which corresponds to the illustration on the card. Place this tile on any Jungle space outlined by a dotted line (around the edge of the board) and not necessarily accessible. **Important!** This tile DOES NOT trigger an In-Game Scoring Phase. Discard this card after use.

SUMMARY OF THE GAME

The game is played over 6 or 8 rounds, depending on the number of players (6 rounds for 2 or 4 players, 8 rounds for 3 players).

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 Token, 2 Terrain Tiles for 2 players and 1 for 3 or 4 players, 3 Action Cards for 2 or 3 players, 2 Action Cards for 4 players).

ACTION PHASE

Each player, in turn and in order of play, plays one element from their board or moves an Action Card to the left.

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 In-Game Scoring Phase (see page 16), then place a 3D Volcano.

IMPORTANT: It is forbidden to place 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 and flip them over.

DELAYING AN ACTION CARD:

Place it to the left of your Campsite board.

You can perform the actions in the table below in any order and multiple times (under conditions):

- 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 actions, place your Turn Order Statuette in the circle of the Round Management Board.

UPKEEP PHASE

- Move the Round Counter forward OR proceed to the Final Scoring if the last round has just ended (see below "Final Scoring").
- Place the Turn Order Statuettes on the right onto the spots on the left of the Round Management Board, keeping the same order.
- Flip your permanent Action Cards face up, which are on the left of your Campsite board.
- Add Action Cards to have 10 again.
- Set up new AP Tokens, face up, as many as there are players.
- Set up Terrain Tiles according to the number of players (4 for 2 or 4 players, 3 for 3 players).

FINAL SCORING

In the order of the Turn Order Statuettes on the right 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 on the Site board	1 AP	On the Common Base Camp or the player's Base Camps
Move an EM to an adjacent Terrain or Jungle tile	1 AP	If a path is available. 1 AP per Trail Stone crossed
Set up a Base Camp	5 AP	On a Clearing
Move an EM from one Base Camp to another	1 AP	
Place a Trail Stone token	3 AP	From the Round Management board , otherwise move an already placed token
Add 1 new Explorer to the available supply	2 AP	Place on your Campsite board
Add 1 new Leader to the 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 majority and permanently discard other EMs
Unearth a Treasure token	3 AP	Max 2 per Ruins tile , must have an EM for each Treasure token
Trade one or more Treasure tokens	3 AP	Must have equal or more, max 2 tokens per collection . 3 AP per trade



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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.



