

WIP

YUCATAN

COMPONENTS

- 1 Pyramid with Calendar on its top
- 1 round board representing the Yucatan Jungle and its 3 Central Cities
- 40 Corn tokens
- 30 Jade tokens
- 1 First Player token
- 9 Summoning tiles
- 9 Summoning miniatures
- 60 Unit miniatures
- 1 Evolution board
- 24 Special Battle cards

In each of the 4 player colors:

- 1 City board
- 2 Troop Leader figurines
- 1 City Leader figurine
- 3 Building Action tokens
- 3 Leader Action tokens
- 1 Score marker
- 1 Sacrifice marker
- 3 Level markers
- 5 Battle cards
- 2 Timer tokens
- 12 Building tiles
- 6 Ability tiles
- 4 Advisor tokens

GOAL OF THE GAME



Yucatan is a 2-4 players confrontation game played in 4 Rounds depicted on the Calendar. Each player seeks to score the most victory points by sacrificing prisoners and resources during the 4 Sacrifice Phases.

CONCEPTS

Turn order




Each time an effect asks to follow the turn order, proceed as follows : starting with the 1st player then clockwise, each player resolves the effect.

Resources




Corn and Jade are the Resources of the game.  

Evolution

Various elements of *Yucatan* may evolve: Buildings, Abilities, and Summonings.

Each of those elements may be Level 1 (), Level 2 () or Level 3 ().

The cost of each of these elements depends on the Level you want to reach.

Example: This icon () indicates you need to spend 4 Corn per Level to gain this element. E.g if the element you want to gain is Level  2 (), you will have to spend 8 Corn.

SETUP

1. Place the Pyramid, the round board, the common battle cards and the Evolution table board in the center of the play area, as shown below.
2. Create the Supply by placing all the Corn tokens, the Jade tokens and the Units next to the Calendar.
3. Randomly choose the 1st player; they receive the First Player token.
4. Each player chooses a color and receives the following components in this color:

- 1 City board, **A**
- 1 City Leader figurine, **B**
- 2 Troop Leader figurines, **C**
- 1 Timer token, **D**
- 1 set of Building tiles, **E**
- 1 set of Troops Ability tiles, **F**
- 1 set of Counselor tiles, **G**
- 1 set of City Leader tiles, **H**
- 1 set of Sacrifice token, **I**
- 3 Building Action tokens, **J**
- 3 Leader Action tokens, **J**
- 5 Battle cards. **K**



5. Each player receives 2 Jade and 5 Corn.
6. Each player places :
 - 1 Score marker in the "0" space of the Score track,
 - 1 Sacrifice marker in the "0" space of the Score track,
 - 1 Level marker in the "Level 1" space of each column of the Evolution table.
7. Each player secretly places 1 Level 1 Building on their City board.
8. Each player secretly chooses 2 Level 0 Abilities (Counselors) they assign to each of the Troop Leaders on their City board. Put the unchosen ones back in the box.
9. Each player secretly chooses 1 special Ability for their City Leader on their City board. Put the unchosen ones back in the box.
10. Each player takes 1 Unit from the Supply and places it in their Reserve as a Prisoner.
11. Each player places 2 Troops in the Jungle each containing 1 Troop Leader and 3 Units from the Supply.
12. Each player places their City Leader miniature at the foot of the Pyramid.



GAMEPLAY

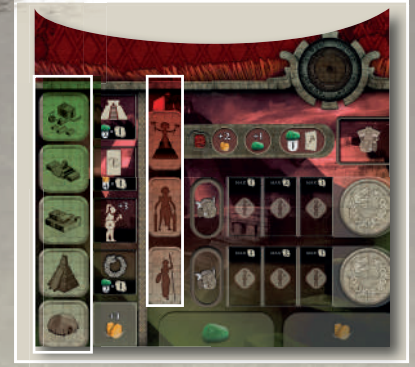
The game is played over 4 Rounds. Each Round is divided in 3 Phases (Action Phase, Sacrifice Phase, Revolution Phase). The Action Phase consists of 3 Turns during which each player plays 2 of their Action tokens: 1 Building Action token and 1 Leader Action token.

The game ends after the 4th Round has been fully resolved. Resolve the End of game to determine the winner.

ROUND STRUCTURE

I) Action Phase:

- Turn 1: in turn order, each player must play both 1 **Building Action** token and 1 **Leader Action** token in any order.
- Turn 2: in turn order, each player must play both 1 **Building Action** token and 1 **Leader Action** token in any order.
- Turn 3: in turn order, each player must play both 1 **Building Action** token and 1 **Leader Action** token in any order.



II) Sacrifice Phase:

Players simultaneously reveal how many Prisoners and Resources they have sacrificed, score their VP and potentially move on the Evolution table or/and climb the Pyramid.

III) Revolution Phase:

Turn the Calendar 1 space clockwise, some Summonings may be removed from the board. The Central Cities evolve. The player with the First Player token gives it to another player of their choice.

I) ACTION PHASE

The 1st player starts as the active player.

1) The active player places 1 of their Building Action tokens in front of 1 of their Buildings OR 1 of their Leader Action tokens on 1 of their Leaders on their City board, then they activate the chosen element.

Then, the active player places 1 of their Building Action tokens in front of 1 of their Buildings (if they first choose to activate a Leader) OR 1 of their Leader Action tokens on 1 of their Leaders on their City board (if they first choose to activate a building), then they activate the chosen element.

They may activate them in any order they like, but they may never activate 2 Buildings or 2 Leaders during the same Turn. It is possible to activate the same Building from Turn to Turn, but each Leader may only be activated only once per Round.

2) The player on the left of the active player becomes the new active player and starts from step 1). If no player has Action tokens left, resolve the Sacrifice Phase.

- ACTIVATE A BUILDING -

The player activates the Building in front of which they have placed their Building Action token. There are 5 types of Buildings: Construction Site, Military School, Barracks, Temple and Granary. Each one has their own abilities.



Construction Site



The Construction Site allows you to build new Buildings in your City.

The cost of the Building depends on its Level and the Level of the potential Building of the same type already on your City board: subtract the Level of the potential Building of the same type already on your City board from the Level of the Building you chose to build, then spend the Resources.

Place the new Building in the dedicated space of your City board.

You may always build a Level 1 Building.

To build a Level 2 Building, you must have already reached Level 2 on the Construction Site column of the Evolution table. To build a Level 3 Building, you must have already reached Level 3 on the Construction Site column of the Evolution table.

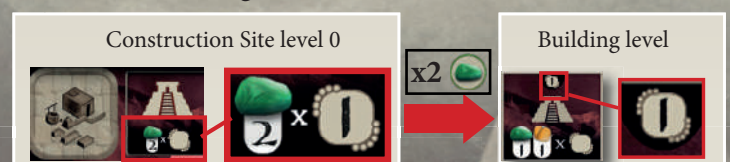


You do not need to have already built the Level 1 Building of a kind to build the Level 2 or Level 3 version.

You do not need to have already built the Level 2 Building of a kind to build the Level 3 version.

Note: A Construction Site may be used to build a Construction Site of a higher Level.

Example : The Construction Site Level 0 may be activated to build another Building by spending 2 Jade per Level of the Building you want to build.



Military school



The Military school allows you to acquire an Ability and add it to 1 of your Troop Leaders. The cost to acquire an Ability depends on its Level.

Place the acquired Ability in the dedicated space in front of 1 of your Troop Leaders of your choice.

You may place a Level 1 Ability in any of the 3 dedicated spaces.
You may place a Level 2 Ability in the 2nd or 3rd dedicated spaces.
You may place a Level 3 Ability in the 3rd dedicated space only.

You may always acquire a Level 1 Ability.

To acquire a Level 2 Ability, you must have already reached Level 2 on the Ability column of the Evolution table.

To acquire a Level 3 Ability, you must have already reached Level 3 on the Ability column of the Evolution table.

You do not need to have already acquired the Level 1 Ability of a kind to acquire the Level 2 or Level 3 version.

Example: The Level 0 Military school allows you to acquire an Ability by spending 4 Corn per Level of the Ability you want to acquire.



Barracks



The Barracks allows you to reinforce 1 of your Troops: add Units to a Troop up to the number shown on the Barracks tile.

When activating this Building, you may place Units in 1 of your Troops up to the number shown on the Barracks tile.

Example: The Level 1 Barracks allow to add Units in 1 of your Troops to make it a 3-Unit Troop (not counting the Troop Leader).

Temple



The Temple allows you to link a Summoning to 1 of your Troops and/or to make a Summoning already linked to a Troop last some more Rounds.

To link a Summoning, resolve the following steps:

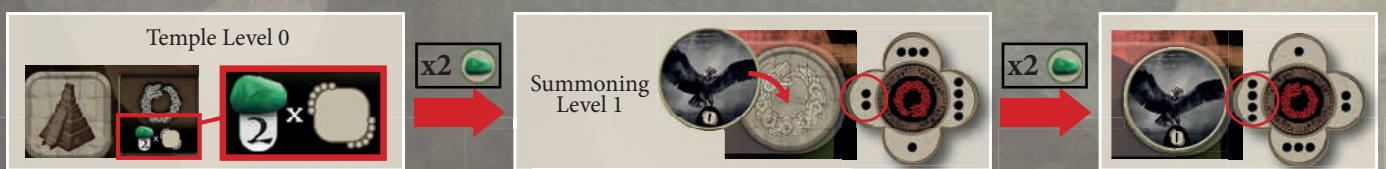
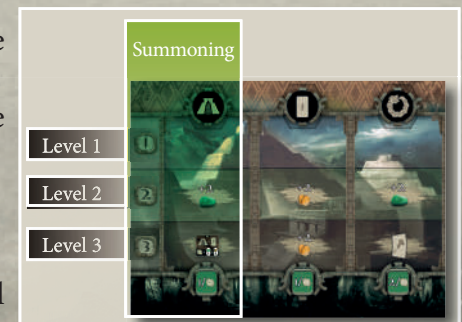
- 1) Take the corresponding Summoning tile and place it on your City board in 1 of your Troops that has not already have a Summoning tile.
- 2) Place the corresponding Summoning figurine in that Troop in play.

You may always link a Level 1 Summoning.

To link a Level 2 Summoning, you must have already reached Level 2 on the Summoning column of the Evolution table.

To link a Level 3 Summoning, you must have already reached Level 3 on the Summoning column of the Evolution table.

The cost to link a Summoning depends on its Level until the end of the current Round. By default, a Summoning will last until the end of the current Round. To make a Summoning last longer, you may spend 1 additional Jade per additional Round you want the Summoning to last. Place the Time token depending on how much Jade you spent in the corresponding space of your City board.



Granary



The Granary allows you to gain 3 Corns

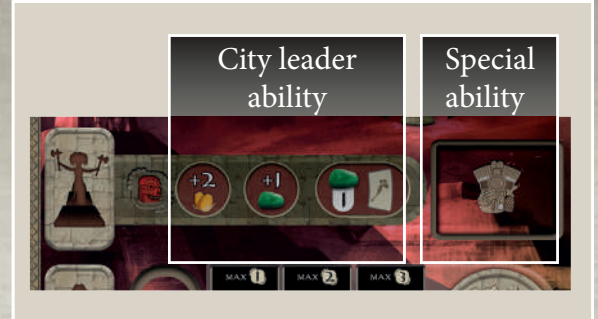
- ACTIVATE A LEADER -

During each Turn, you have to activate your City Leader or 1 of your 2 Troop Leaders.

Activate a City Leader

When you activate your City Leader resolve the following steps:

1. Choose 1 of the following options:
 - gain 2 Corn,
 - gain 1 Jade,
 - spend 1 Jade to gain 1 special Battle card.
2. You may activate the Special Ability of your City Leader.



Activate a Troop Leader

When you activate a Troop leader, you may move its Troop (the leader and all of its units).

Perform one of the following a single time:

- Pay 1 Corn to move the Troop from the Jungle to a Central City or vice-versa
- Pay 2 Corn to move the Troop from a Central City to another Central City

This move immediately ends when the Troop enters a Central City:

- if that City does not contain any opposing Troop, you activate that Central City and gain 1 Jade + all the Jade in that Central City,
- if that City contain an opposing Troop, resolve a Battle between these two Troops.

Precision : Moving is optional. You may choose to leave the Troop where it is, but in that case you will not activate the Central City where your Troop is.

You cannot move a Troop in a City containing your other Troop.

You cannot go back to the place where you came from.



BATTLE

The player whose move triggers the Battle is the Attacker, their opponent is the Defender. Some effects have a cost. When this is the case, the Attacker chooses first if they spend what is asked for the effect. A Battle is divided into 3 Steps:

Step 1: Preparation

The two players secretly choose 1 of their Battle cards and simultaneously reveal them.

Step 2: Confrontation

Each player sums up:


- the Axe value of the Battle card,
- the Axe value of their Troop : each member of their Troop (Leader and Units) give 1 Axe,
- the potential Axe value of that Troop's Abilities,
- the potential Axe value of the Summoning tied to that Troop.

If a player has a greater sum than their opponent, they are the winner of the Battle.


Else, there is a draw.

Step 3: Resolution

* If there is a winner, resolve the following steps:

1. The winner takes 1 Unit in the opposing Troop as a Prisoner.
2. Depending of the winner's side:
 - if they are the Attacker, they place the Defender's Troop into the Jungle, they take their place in the Central City and they activate that Central City,
 - if they are the Defender, they place the Attacker's Troop into the Jungle.
3. Each player applies the potential Prisoner Bonus shown on their Battle card, the Abilities of their Troop, and the Summoning tied to their Troop.
4. Each player removes from play the Battle card they played, unless it shows the icon .

* If there is a draw:

1. The Attacker places the Defender's Troop into the Jungle, they take their place in the Central City and they activate that Central City.
2. Each player applies the potential Prisoner Bonus shown on their Battle card, the Abilities of their Troop, and the Summoning tied to their Troop.
3. Each player removes from play the Battle card they played, unless it shows the icon .

Specific situation:

If the total Prisoner Bonuses of a player allows them to capture all the members of the opposing Troop (all the Units and the Leader), that Troop is wiped out, resolve the following steps:

1. The player who wiped out the opposing Troop gains 1 VP and takes 1 Unit from the Supply as a Prisoner.
2. The Troop Leader miniature is returned to their owner.
3. The player whose Troop has been wiped out places for free in the Jungle 1 new Troop made of that Troop Leader and as many Units as allowed by their Barracks

Note: the fight can be won by a player even if he loses all his units. If he is the Attacker, he also activates the Central City bonus after resolving the battle.

Special action and
Prisoner Bonus

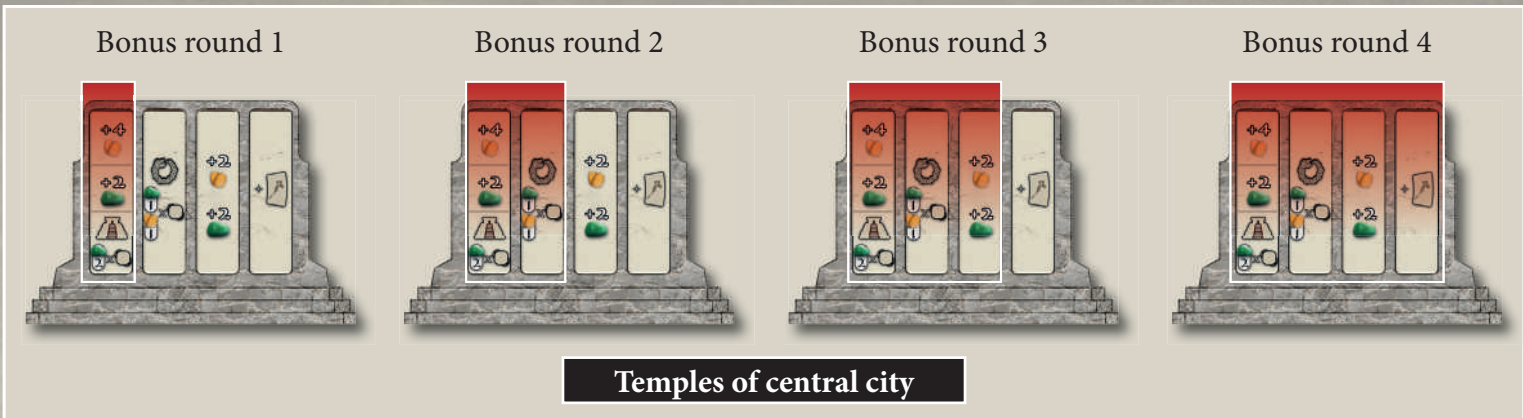


Axe value (Strength)

ACTIVATE A CENTRAL CITY

When you activate a Central City, resolve 1 of the available actions in the Central City.

Example: When activating the following City during the round 2, the player may either build by spending 2 Jade per Level of the target Building, or gain 4 Corn, or 2 Jade, or place a Summoning by spending 1 Corn and 1 Jade per Level of the target Summoning.



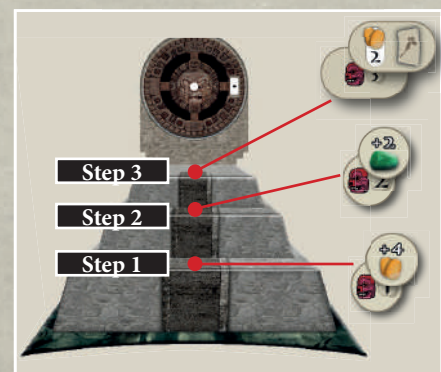
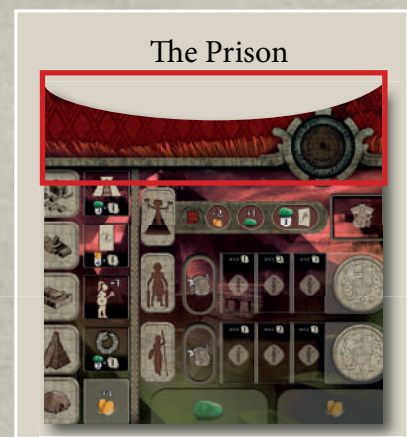
II) SACRIFICE PHASE

Resolve the following steps:

- Each player secretly takes as many Prisoners from their Prison as they wish to sacrifice for that Round and may secretly add Resources if they wish.
- Every player reveals the Prisoners and the Resources they will sacrifice.
- Each player sums up their Sacrifice Points (SP) as explained below and moves their Sacrifice marker accordingly on the Sacrifice track:
 - each sacrificed Prisoner gives 3, 2 or 1 SP, depending on the current Round (3 SP in Round 1, 2 SP in Rounds 2 and 3, and 1 SP in Round 4),
 - each sacrificed set of 2 Jade gives 1 SP,
 - each sacrificed set of 4 Corn gives 1 SP.
- The sacrificed elements are returned to the Supply.
- Each player gains as many VP as their SP for this Round.
- Each player that scored the most SP AND scores a better SP than in their previous turn moves their City Leader figurine 1 step up the Pyramid and gains their next level City Leader Ability:
 - if the City Leader of a player reaches the 1st step of the Pyramid, they gain 1 additional VP and acquire the Level 1 Ability of the City Leader (if they do not already have it) and place it on their City board,
 - if the City Leader of a player reaches the 2nd step of the Pyramid, they gain 2 additional VP and acquire the Level 2 Ability of the City Leader (if they do not already have it) and place it on their City board,
 - if the City Leader of a player reaches the 3rd step of the Pyramid, they gain 3 additional VP and acquire the Level 3 Ability of the City Leader (if they do not already have it) and place it on their City board.
- In turn order, each player whose SP for this Round are higher than their SP from the previous Round choose 1 Evolution they place accordingly on the Evolution table.

2 exceptions :

 - Sacrifice Phase of Round 1 : every player that has at least 1 SP chooses 2 Evolutions, each in a different column of the Evolution table.
 - The last row of the evolution table board can only be reached during the sacrifice phase of Round 4.
- Resolve the Revolution Phase.



III) REVOLUTION PHASE

Resolve the following steps:

1. The Summonings whose Timer token corresponds to the current Round are removed from the player that summoned them: the Summoning tile, the corresponding Battle cards and the corresponding miniature are placed back in the Bank.
2. The 3 Central Cities evolve, giving more available actions for the next Round.
3. Place 1 Jade on every Central City that contains no Troop.
4. If this is the Revolution Phase of Round 4, resolve the End of game. Else, the current 1st player passes the First player token to the player of their choice other than themselves and a new Round starts.

END OF GAME

Each player who has his Evolution marker on the last row of the Evolution table board choose 1 Final Bonus among Summoning Bonus, Ability Bonus, or Building Bonus.

- if they choose the Summoning Bonus: they gain 2 VP per Summoning Level of theirs Summonings still in play (12 VP max), if their Summonings have not been placed back in the Bank at the end of the Round when the Calendar is turned.
- if they choose the Ability Bonus: they gain 1 VP per Ability Level they own (12 VP max).
- if they choose the Building Bonus: 1 VP per Building Level exposed they own (12 VP max).
- 1 VP per set of 2 Jade they own.
- 1 VP per set of 4 Corn they own.

The player with the most VP is the winner. In case of a tie, the tied player ahead on the Pyramid is the winner. If there is still a tie, the tied players share the victory.

