



A strategy game for 2-4 players Age 8+
 Playing Time: 15 – 30 minutes
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24 Key Cards
 20 Double-sided Spirit Cards
 16 Symbol tiles

INTRODUCTION

Deep within the rain forests of the Yucatan, rival teams of treasure hunters have discovered the lost city of Codinca. In the centre of the once great citadel stands a stone temple. Local legends tell of great treasures that lie beneath the temple but, despite weeks of searching no doorway has been found.

On the top of the temple stands a square stone altar, on it a pattern of 16 carved tiles. Examining them closely you discover an intricate series of mechanisms which allow the tiles to switch places and be turned over revealing a stone side and a gold side to each. Carvings on each side of the pillar indicate that a sequence of 4 Key Patterns must be made with the tiles to open the temple. **Can you be the first to unlock the secrets of Codinca?**

GAME OBJECTIVES

Each player controls one set of 4 matching Symbol Tiles; representing either Earth, Air, Fire or Water.



To win players move their tiles into a series of specific Key Patterns to match selected Key Cards.

SET UP

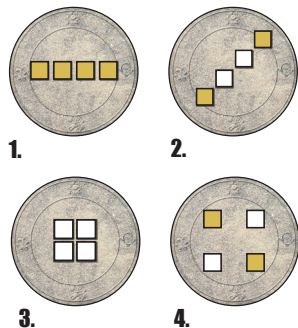
- Set out the sixteen tiles on a table to match the pattern shown on the inside of the box. Each player selects which set they will control.
- Separate the 24 Key Cards into their four pattern groups: Line of four, Block of four, Four corners & Diagonal four.
- Shuffle each group and deal each player one card from each group 'face-down'. Set remaining Key Cards aside. Players may look at their own Key Cards to see what they must achieve to win the game.
- Shuffle the Spirit Cards and deal each player three cards with the 'Trap side' facing downwards.



KEY CARDS

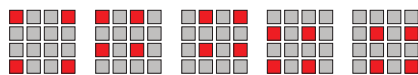
Each Key Card carries one of the four 'Key Patterns' needed to unlock the temple. Players must move their allotted Symbol Tiles to match the four patterns shown on their Key Cards.

The tiles must match the pattern and the colours displayed on the Key Card. (ie with the correct gold or stone coloured symbol showing).



THE 4 BASIC KEY PATTERNS ARE:

- Line of four** - can be formed vertically or horizontally,
- Diagonal four** - can be either diagonal line of 4 tiles,
- Block of four** - can be any block of 4 adjacent tiles,
- Four corners** - Four Corners can be formed with the 4 corners of the grid or with 4 corners of any 3x3 block of 9 tiles (*see below*).



Key Patterns may be rotated to achieve a match.

BEGINNING THE GAME

The player wearing the most gold begins the game. Play then passes to the player on the left.

A PLAYER'S TURN

There are two basic actions a player may take on their turn.

A SWITCH

A player can swap the position of any one of their own four Symbol Tiles with any adjacent tile (including diagonally). A Switch must always include at least one of the switching player's own Symbol Tiles.

A FLIP

A Flip is simply turning over any one tile from gold to stone or visa versa.

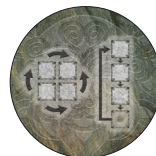
On each basic turn a player may take any two of those actions, choosing to do one of the following combinations as their turn:

- SWITCH** a Tile, then **FLIP** any Tile,
- SWITCH** a Tile, then **SWITCH** another Tile, or
- FLIP** a Tile, then **FLIP** another tile (At least one of which **MUST** be one of their own Symbol Tiles.)

MATCHING KEY PATTERNS

When a player's tiles are in the correct position to match the pattern shown on one of their Key Cards, they must show the card briefly to the other player/s for verification, then place it face down in front of them. If a player does not match one of their Key Patterns on their turn, play then moves to the next player to their left.

A player's turn ends if they match one of their required Key Patterns.



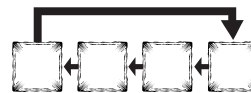
SPIRIT CARDS

In addition to their two basic actions a player can also decide to spend one or more of their Spirit Cards on their turn.

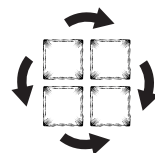
Spending a Spirit CARD allows a player to take an extra action in addition to their normal turn.

The additional action can either be:

LINE PUSH, - Lift the end tile of any vertical or horizontal line and move it to the opposite end of the same line. Then move the tiles in that line by one space until all tiles fall within the grid again.

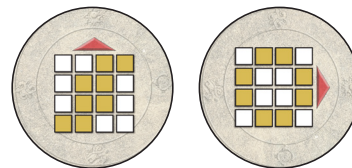


BLOCK ROTATE - Rotate any block of four adjacent tiles clockwise or anticlockwise by 90° or 180°.



TRAP: - To play a Trap place the Spirit Card on any side of the grid with Trap pattern showing and the red arrow pointing towards the tiles. Then turn over the required tiles to match the pattern shown.

Traps make tiles flip from Stone to Gold or vice versa; but do not switch the positions of any tiles.



Examples of Trap patterns

NOTE: Spirit Cards can be critical to winning, particularly to help achieve the last Key Pattern.

NO REVERSE RULE

A player may not immediately undo the last single action taken by the previous player.

THE WINNER

The winner is the first person to successfully match all four of the Key Patterns shown on their Key Cards. The winner has unlocked the temple of Codinca and the treasures of the ancients are theirs to plunder.



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