

1-4 7+ 40'

Maztec

That night, the earth shook. The ruins of an unknown civilization appeared but the earth's crust continued to tear apart, causing natural disasters all over the planet. Strange seismic impulses seemed to come from a temple within these unexplored ruins.



Components

4 "Temple" pieces:

- **Front:** each of the 4 pieces is part of the entrance to the temple.

28 "Game turn" Pieces:

- **Front:** 1 or 2 symbols on the temple piece.
- **Back:** numbered from 1 to 28.

38 "Gem" pieces:

There are two different colors of gemstones.
- **Front:** 1 red or 1 green gemstone with 3 or 4 symbols.
- **Back:** 1 grey gem and 2 lines of continuous patterns.

Overview & game objective

Welcome Adventurers!

As an expert archaeologist of ancient civilizations, you have been commissioned by governments around the world to solve the temple enigma of this strange civilization. You then arrive at a temple which undergoes an impressive earthquake.

As you explore, you notice strange symbols. You also discover mysterious green gems and red surrounded by these symbols. These clues allow you to place these gemstones in the right places. It is up to you to replace them as quickly as possible in the temple.

Only the sharpest minds can solve the enigma behind these stones. It is now your turn... But time is running out...

Game Elements

"Temple" pieces: starting point for exploration.

The entrance to the temple is assembled at the beginning of the game. It already reveals two symbols.

"Game Turn" pieces: The 28 "game turn" pieces represent the countdown. Each player draws a "game turn" piece at the beginning of his turn.

Each placed piece gradually reveals the perimeter of the temple.

Important: for 3-player games, turn 28 is not played. This is the end of the game.

"Gem" pieces: you can make combinations by juxtaposing symbols.

The combination is successful only if it is confirmed by the perfect alignment of the patterns on the back of these pieces.

The "gem" pieces also have a small "spiral" symbol in the top left corner of each piece so that you can place them in the right direction.

1. Setting up

First of all, it is necessary to **assemble the entrance to the temple** with the 4 "temple" pieces.

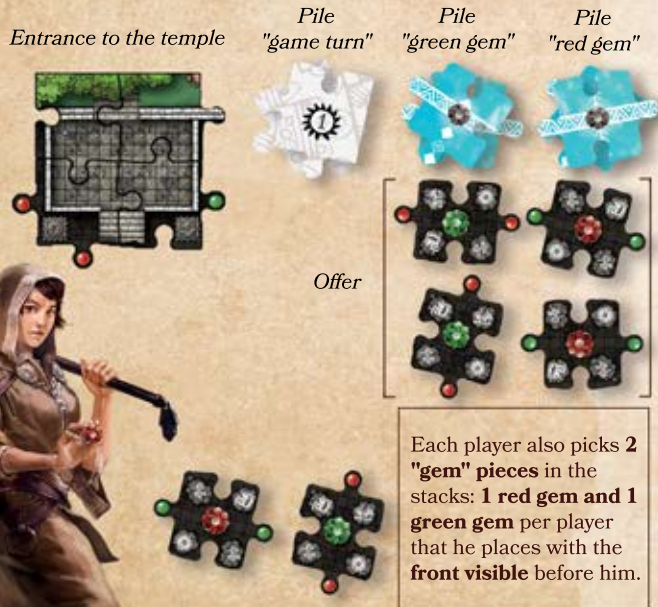
Then you have to create 3 stacks of pieces:

1 stack of "game turn" pieces, sorted from 1 to 28.

Number 1 is visible at the top of the stack.

2 stacks of "gem" pieces: 2 stacks of "gem" pieces: one stack per gem colour, grey gem on the visible blue side.

At the beginning of the game, you have to reveal **2 gems below each "gem" stack**. It's the offer.



Solo mode: The player picks 2 red gems and 2 green gems. The player places this 4 pieces in front of him.

2. Course of the game

The last player player to feel an earthquake begins.

Game turn:

The first player chooses a "turn" piece. The piece's number is 1. He flips it over to the other side and assembles it at the entrance of the temple. This begins the exploration and reveals a new symbol. At the beginning of each round, each player will choose a "turn" piece and place it on the temple.



Possible actions during a player's turn:

- **discard the 2 pieces of the pile of green or red gems** and replace them with 2 others. You can then select one of the two that have just been added here.

- **select 1 gem piece** from the 4 visible ones in the offer and draw one of the same color to replace it. If there are no more gems to draw, replenish the pile with discarded gems.

With the selected gem, you can:

- **place it on the temple** by assembling it,
- **add it to a gem** or to a combination of gems to an opponent

- **add it to one of its own gems** to create a combination. If **no placement** is possible, the player places the **piece in front of him**.

If a placement is **successful**, the player can **try again** to place or combine pieces as long as his placement attempts are successful, on an opponent's pieces (except in a solo game) or on his own pieces or combinations of pieces.

Last possible action of his turn: the player can try to place a combination of his gems on the temple. It's the end of his turn.



3. End of the game and goal

If all the gems have not been placed, after 28 turns, **the first player who no longer has any gems, or any more combination of gems in front of him, or who has the least, wins the game**. Must-know: a combination of gem not assembled in the temple counts as a single gem.

However, humanity will only be saved if all gems are correctly placed before the 28 turns.