

A fast paced race in the jungle
by Luca Bellini and Luca Borsa

PAKAL

A real time puzzle game
2-4 players, age 8+

You and your team of explorers are in the middle of the Mexican jungle, searching for Pakal's temple and its great treasures, yet only the fastest to enter the temple can claim its discovery! The secret path to glory is filled with tricks... Be fast and careful at the same time!

Each player has a player board with a pattern of symbols covered by sliding squares. Each round you will need to show on your board only the 3 symbols on the goal tile. All the other symbols must be covered by colored squares. If you reach this goal within the given time, you can take a scoring tile. The symbol you choose is the next space on the scoring track your disc will move to!



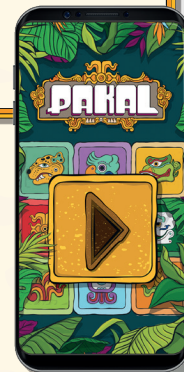
Components



- 1 Two-Sided Scoring Track
- 9 Scoring Tiles
- 21 Goal Tiles
- 4 Personal Boards
- 4 Two-Sided Pattern Cards

- 6 48 Colored Squares
(12 in each color)
- 7 32 Transparent Squares
- 8 4 Wooden Discs

Download
the Pakal
App and
venture
deeper into
the jungle!





Setup



- 1 Place the Scoring Track at the center of the table. You can choose which side to use.
- 2 Randomly pick a number of Scoring Tiles equal to the number of players +3. Put them face-up near the Scoring Track so that all players can easily reach them (*place the remaining tiles back to the box*).
- 3 Shuffle the Goal Tiles and create a stack face-down. Place it next to the Scoring Track.
- 4 Each player chooses a color and put the chosen wooden Disc on the first space of the Scoring Track.
- 5 Each player takes one Personal Board and one random Pattern Card. Insert the Pattern Card into the Personal Board, you can freely choose which side to use.
- 6 Each player takes 11 colored squares of their chosen color and 4 transparent squares. Put them into your Personal Board, so that all the symbols on your Pattern Card are covered by colored squares (*only one space of your Board will have no squares on it*). Place the remaining squares on the table.
- 7 Open Pakal App and select a level of difficulty. We suggest to start the game at easy level. If you prefer, you can use the Timer function on your device (*setting 45" for easy and 35" for hard*).





Gameplay



The game is divided in rounds to be played one after the other until a player passes the finish line. Rounds are played in real time and with no turns (*all players play at the same time*). Each round you need to reach the goal given by the current round Goal Tile and pick a Scoring Tile so as to move your Disc further on the Scoring Track.

You reach the goal if the 3 symbols on the Goal Tile are visible on your Player Board and no other symbol is visible.

This way, all the other symbols must be covered by colored squares. A symbol is considered visible if it's covered by a transparent square or if it's not covered by any square. To reach the goal, you have to slide the squares on your board until you find the correct combination. You can only slide the squares on your board, you can't remove them while playing! If you think you're ready...

One player draw the first Goal Tile from the stack and reveals it. At the same time another player pushes the start button on the Timer. All players try to reach the goal and take a Scoring Tile before the Timer goes off.

If you manage to reach the goal before the Timer goes off (or if you think you made it) you can take an available Scoring Tile. Be careful though, for not all Scoring Tiles will make your Disc move! In fact, the symbols on the Goal Tiles don't make your Disc move (*see below*).

- 🕒 You can take a Scoring Tile only if the Timer is not finished yet.
- 🕒 You can take only one Scoring Tile.
- 🕒 Once you have taken a Scoring Tile, you cannot change it and you cannot move the squares on your Personal Board.



End of the Timer



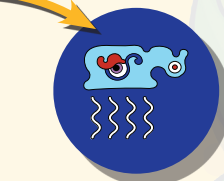
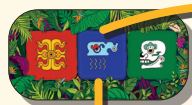
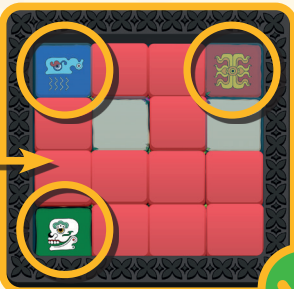
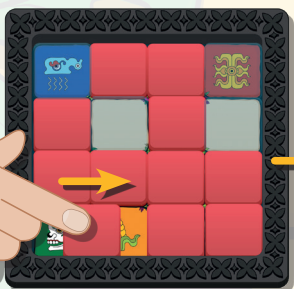
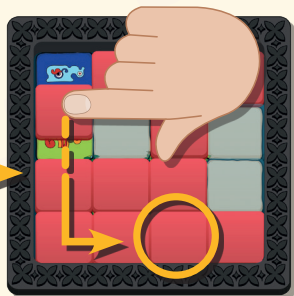
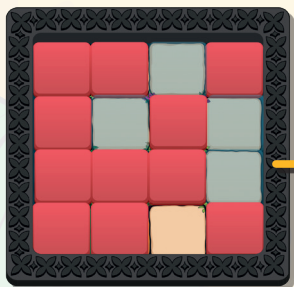
If the Timer goes off and you haven't taken a Scoring Tile, your Disc on the Scoring Track won't move forward.

If you have taken a Scoring Tile, but your Personal Board doesn't show the correct combination of symbols, i.e the 3 symbols of the Goal Tiles are not visible or other symbols are visible too, your Disc on the Scoring Track won't move forward.

If you have reached the goal with your Personal Board, but you have taken a Scoring Tile that shows one of the symbols of the Goal Tile, your Disc on the Scoring Track won't move forward.



There are 3 symbols on each Goal Tile. You must show only those symbols on your Player Board! In order to reach that goal, slide the squares on your Personal Board until the 3 symbols are visible and all other symbols are covered!



In a round with the illustrated Goal Tile, if you finish the round showing the wrong symbols (the "skull" is not visible) OR you take a Scoring Tile with a symbol illustrated on the Goal Tile, you won't move your Disc on the Scoring Track!



- © If you have reached the goal and if you have taken a Scoring Tile with a different symbol than the ones on the Goal Tile, your Disc moves to the next space on the Scoring Track showing the same symbol you picked (if that space is already occupied by another player's Disc, just place your Disc over it).

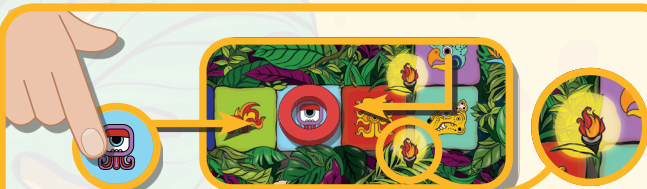


If you reach the goal assigned by the illustrated Goal Tile, you can pick an available Scoring Tile. However, only the 2 enlightened ones will make your Disc move forward, because the other ones have the same symbols illustrated on the Goal Tile. If you pick the "corn" symbol, move your Disc on the next "corn" space on the track! (You could have also picked the "octopus" symbol, but your Disc would have moved less!)

End of the round

If your Disc has passed a special line on the Scoring Track (the grey lines enlightened by torches), replace one of the colored squares on your Personal Board with a transparent one. Your Board will be now harder to solve (you have less colored squares to cover the symbols you don't need to reach the goal).

If your Disc hasn't moved, replace one of the transparent squares on your Personal Board with a square of your color (if there are no available squares of your color, i.e. you have already 12 colored squares on your Personal Board, do nothing). Your Board will be now easier to solve!



By picking the "octopus" Scoring Tile, you've just moved your Disc across a special line. Remove a colored square from your Personal Board and replace it with a transparent one!

If you haven't moved your Disc in the current round, replace a transparent square with a colored one, if it's available.



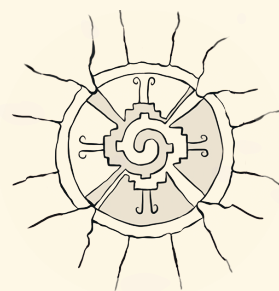
Now you can get ready for the next round.
Put all the Scoring Tiles back at the center of the table.
Discard the Goal Tile of the previous round.

End of the game

The game ends at the end of the round in which one or more players have passed the finishing line on the Scoring Track (i.e. a Disc is on one of the last 9 spaces surrounded by lava).



When a Disc passes the illustrated line on the Scoring Track, the game is over. The player who is the closest to the temple wins!



Credits

Game design: Luca Bellini and Luca Borsa
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Art director: Roberto Grasso
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