



LA  
GRAN  
PIRAMIDE

# THE GREAT PYRAMID

“The Ahau (King) summoned the strongest people to gather the materials and the most skilled to craft and carve the beautiful blocks of the Great Pyramid. Each ajawlel (city) sent their best ixiko'ob (women) and winiko'ob (men), as the Ahau would reward them with many cacao beans and jade beads for each block placed.

The ah chembal vinic'ob (workers) seek the most beautiful materials to decorate the blocks of the Great Pyramid, for the more beautiful the block and the higher it is placed, the greater the reward they receive.”

... from the great book ...

## Objective.

In this game, each player takes on the role of a group of workers from a Mayan city-state: Tikal, Uxmal, Cobá, and Tulum. Each player will seek to place blocks in the Great Pyramid and receive payment according to the material used to decorate the block and its placement.

The recommended pyramid size is 5x5, and it can also be played on a 4x4 grid for a quick 2-player game. Players will buy materials and place blocks. The player who has received the greatest reward will win the game, and in case of a tie, the number of blocks in hand will be counted.

The blocks will be decorated with the following materials:

1. Limestone (P'u'ul) value 1
2. Shells and snails (Baak) value 3.
3. Jade (Yaxtun) value 5.
4. Quetzal feathers (K'uk'ul) value 7.
5. Gold (K'an) value 10.



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## Preparation.

1. Place the blocks in a bag or lay them face down on the table.
2. Each player takes 1 crystal block (value 10), 1 gold block (value 7), and 3 random blocks.
3. Remove the remaining crystal blocks from the game.
4. Draw 5 blocks from the bag and place them aside; this will be the block market. If all 5 blocks are limestone (value 1), return them to the bag and draw another 5 until at least one block is not limestone.



During the game, each player will be able to take 2 actions on their turn, with at least 1 action being a placement. The available actions are buying blocks and placing blocks, so you can either make 1 block purchase and then 1 placement, or you could make 2 placements.



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## Actions.

1. **Buying blocks.** The player on their turn pays 3 coins for each block they want to buy.
  - a. Any number of blocks can be purchased in a single action, although the maximum number of blocks a player can have is 10.
  - b. When performing this action, one block may be bought from the market, and the rest from the bag.
  - c. If a block is bought from the market, it must be replenished at the end of the purchase, so there are always 5 blocks available. If all the blocks are limestone, they are returned to the bag, and another 5 blocks are drawn until at least one is not limestone.
  - d. Exception: If the player has neither coins nor blocks in hand, they may take 2 blocks as one action.
  
2. **Placing or building blocks.** The player on their turn will place a block, which must be adjacent to another block, except on the first turn when no blocks have been placed, in which case the block is placed in the center of the board.
  - a. Care must be taken that the block placement does not exceed the pyramid base size agreed upon at the start of the game, usually 5x5. Upon placing the block, you earn as many coins as the block's value, which is conveniently indicated on each block.
    - b. Extra action: By placing 4 continuous blocks of the same material, you gain an extra action. The 4 blocks must be at the same level. Only one extra action can be gained in this way per turn. To earn this extra action again, the material must be different.

c. A block can be placed on top of 4 other blocks at their intersection (where the 4 blocks meet). When doing so, you score the value of the block you placed plus half the value of one of the blocks below, rounded down. For example, if you place a wood block with a value of 1 on top of 4 blocks, and one of them is marble (value 5), you can choose that block to score 1 coin for the wood block plus 2 coins for the marble block.

Example: If you place a limestone block with a value of 1 on top of 4 blocks, and one of them is jade (value 5), you can choose that block to score 1 coin for the limestone block plus 2 coins for the jade block.



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## End of game.

The game will end when the Great Pyramid is completely built, which is achieved when only one block can be placed on the top level, the peak of the pyramid, according to the placement rules.

The player who has received the highest reward will win the game. In the event of a tie, the number of blocks in hand will be counted, and the player with the most blocks will win.

## Summary.

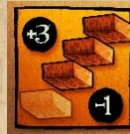
1. Everyone takes 5 blocks.
2. Each player takes 2 actions on their turn, being able to buy and place blocks.
3. The game ends when the tip of the pyramid is placed.
4. The player with the most coins wins.



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## Special blocks.

- **+1 Construction.** Grants the player who places it an additional construction action, which must be used in that turn.
- **+1 Purchase.** Grants the player who places it an additional purchase action, which must be used in that turn.
- **+3 -1.** The player who places it may take 3 blocks and return one of the blocks they took or one from their hand back to the bag.
- **→ Replace.** The player who places it may take the block to which the arrow points, replacing it with another block they have in hand. The block being replaced must be visible.
- **X Reserve.** It costs 3 coins and prevents other players from building on top of it until the player who placed it puts the first block on it.



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## Other Game Modes.

### Team play.

The game rules remain the same. The partners must sit alternately, so that on each turn, a player from team 1 goes first, followed by a player from team 2, then the second player from team 1, and finally the second player from team 2. This is like how dominoes are played. The winning team will be the one that has accumulated the most rewards together.

### Game without special blocks.

The game rules remain the same, but during setup, all special blocks are removed. This mode is ideal for highly competitive players or those who prefer a game with no randomness or who want a very strategic experience.

## Credits

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