

# MAYA

A Game of Pyramid Building by Bernd Eisenstein. For 3 to 5 Players Age 9 and Up

Central America – long before the conquests of a gentleman named Cortez. The Maya culture is at its height. Mighty pyramids like Tikal and Copan are being built and we take part as the builders. Unfortunately, there is competition which leads to quarrels in quarries and on building sites. This does not distract us from our goal, which is to provide the most blocks in the huge pyramids in order to receive the biggest share of the Maya gold.

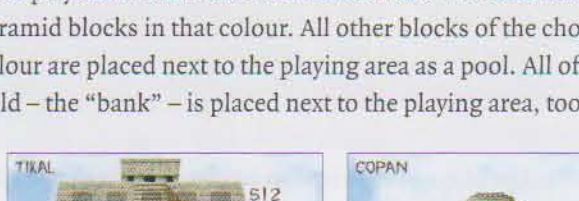
## Contents

- 40 worker cards  
5 sets in different colours  
with the values 3, 4, 4, 5, 6, 7, 8 and -3
- 7 oval markers  
with green backs for Special Properties
- 4 pyramid boards  
showing 5 different pyramids  
(some of them printed on both sides)
- 140 pyramid blocks  
28 for each colour
- 3 tiles  
representing the quarries for 3, 4 or 5 players (some of them printed on both sides)
- 4 oval markers  
with blue backs. These are used in the variation of the game for advanced players
- 76 gold coins  
6 x 20s, 10 x 10s, 20 x 5s, 20 x 2s and 20 x 1s

Before playing, the tiles and markers etc. must be separated carefully.

## Preparation

Depending on the number of players, a tile and 4 pyramids are placed in the middle of the table. The number of horizontal lines on the tile denotes the number of players. If playing with 5 players, a large and a small tile are put together as one tile (small tile on the left).

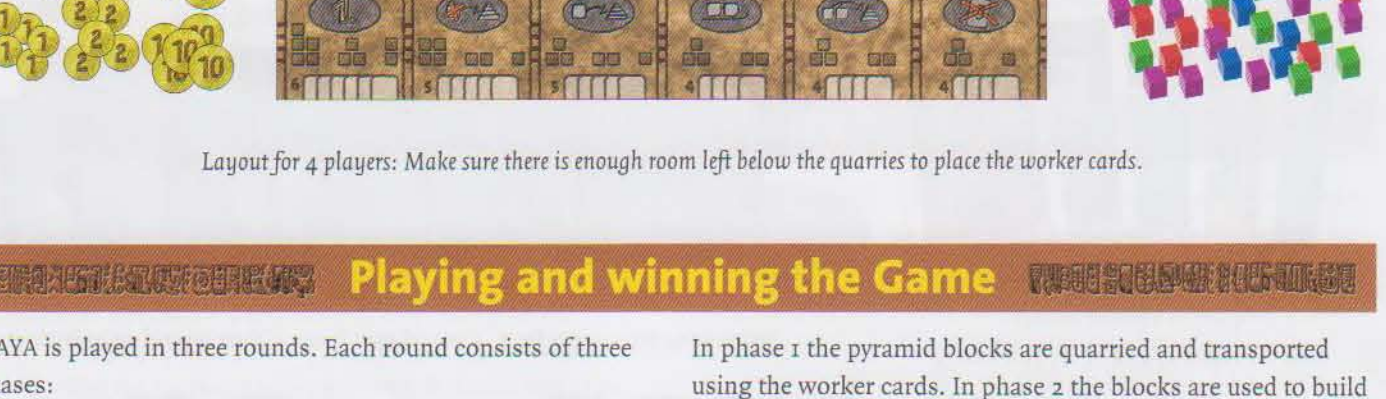


Depending on the number of players, 4 pyramids are placed in a row above the quarries:

- 3 players:** The pyramids used are Chichen Itza, Copan, Uxmal and Palenque.
- 4 players:** The pyramids used are Tikal, Copan, Uxmal and Palenque.
- 5 players:** The pyramids used are Tikal, Chichen Itza, Copan and Uxmal.

A First Player is selected.

Starting with the First Player, everybody places one block in the bottom level of a pyramid of his choice. Next everybody places a second block in a pyramid making sure that no two blocks of the same colour are in the same pyramid.



Layout for 4 players: Make sure there is enough room left below the quarries to place the worker cards.

## Playing and winning the Game

MAYA is played in three rounds. Each round consists of three phases:

1. Quarrying
2. Building pyramids
3. Scoring

In phase 1 the pyramid blocks are quarried and transported using the worker cards. In phase 2 the blocks are used to build the pyramids. The score for each pyramid is determined in phase 3 and the players are rewarded with gold accordingly.

After three rounds the player with the most gold wins.

## Phase 1 – Quarrying

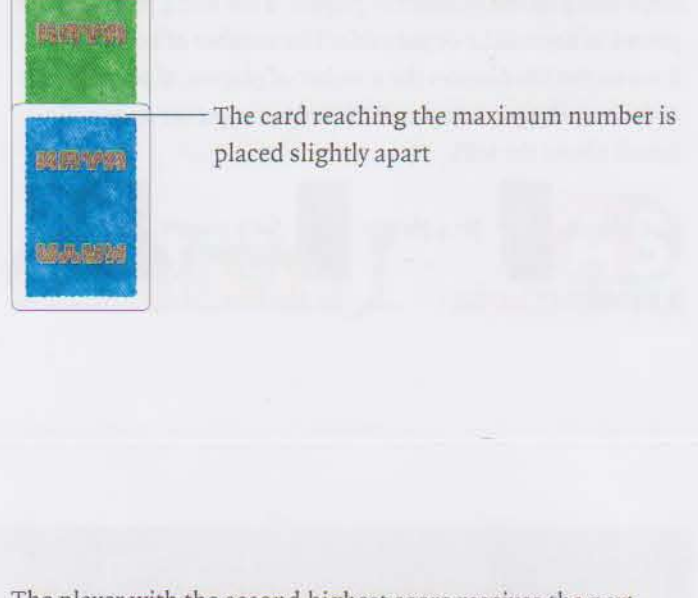
### Using the workers

To receive pyramid blocks, the players have to use their worker cards for quarrying. There are two types of card: "low" values (3, 4, 4, 5) and "high" values (6, 7, 8, -3). Here "-3" counts as a high value too. High value cards are recognisable from the back (6-8).

Starting with the First Player, each player in turn puts one card face down below a quarry of his choice. (s. example). The first card placed below any one quarry must always be a "low" card, all subsequent cards may be high or low. However, the number of worker cards at each quarry is limited and the maximum number is shown on the tile. Once that number has been reached no more cards may be placed at this quarry. To indicate this, the last card is placed slightly apart.

Instead of playing cards, a player may pass at any time. For the remainder of this phase he will not place any more cards and will keep his remaining cards face down on the table in front of him. Once every player has passed no more worker cards are to be placed.

**Important!** Worker cards are also needed for the transport of the quarry blocks, so some must be kept in reserve. For details see "Transport".



### Distribution of blocks

Once all players have passed, the score for each quarry is determined and the resulting pyramid blocks distributed. Starting with the right hand quarry, one player turns all the cards placed there face up without changing the order of the cards.

For each player the points on his cards are added. The player with the most points receives the highest number of blocks from this quarry as well as the Special Property marker above it. This marker may be used straightaway or kept for later use in this round. A list of all Special Properties can be found at the end of the rules.

The player with the second highest score receives the next lower number of blocks and so on. If there is a tie, the player who first placed a card below the quarry wins. After the scores for a quarry have been determined the cards are left face up.

If one of the worker cards in a quarry shows a "-3", the owner of this card can take 3 points off the score of another player of his choice in this quarry. In the case of more than one "-3" card, the owners have to state from whose score the points are to be deducted, starting with the First Player. If a player has no points left because of such deductions, he will not receive any blocks from this quarry.

### Examples for the distribution of pyramid blocks:

### Transport

After all the blocks and Special Property markers have been distributed, the players have to prove that they can transport the blocks they have collected to the pyramid sites. For each point on his remaining worker cards a player may transport one of his acquired blocks. If a player has acquired more blocks than the sum of points on his remaining worker cards, the surplus blocks are returned to the pool. If a player has fewer blocks than points on worker cards, he may transport all of them. The remaining points have no effect. Any leftover "-3" card is ignored. One of the Special Property markers can increase the number of blocks that may be transported.

Only now are the worker cards returned to the players. Each player announces the number of his blocks and then keeps them concealed.



## Phase 2 – Building pyramids

Starting with the First Player all players place their blocks according to the following rules:

1. Each player in turn places one block at a time in a pyramid of his choice.
2. A player may only place a block in a higher level if all levels below of all pyramids have been filled.
3. A player may only place a block in a higher level of a pyramid if he has placed at least one block in each lower level of that pyramid.

By clever playing it is possible to win a "bonus block" from the pool. If by placing his block a player completes a level of a pyramid and if that player has a simple majority of blocks in that level, he immediately receives a block in his colour from the pool, which he places in the next level of that pyramid. If there are already blocks in that level from previous rounds (regardless of colour) no bonus block is awarded. There is no bonus block for the majority in the top level, either.

Additionally there are the following options:

The **double move** allows a player to place two blocks at one time. To do this he first has to "pay" by returning one block to the pool. He may then place two blocks according to the building rules. The blocks may also be placed in two different pyramids. For the double move a total of three blocks are needed.

If a player does not have any blocks left, he has to announce this when it is his turn to play. The other players continue to play until all blocks have been placed.

Passing is rarely useful but possible. To pass a Player has to "pay" a block to the pool and may not place a block in a pyramid.

If a player has blocks but cannot place them according to the rules he has to pass and pay one block into the pool. As this is an involuntary pass, however, he receives 1 gold coin from the bank.

### Examples for 3 pyramids and 5 players

After the first level in all pyramids had been filled the players were allowed to place blocks in the second level. When the second level of Palenque had been filled, Purple had the sole majority and received a bonus block from the pool which he immediately placed in the third level.

the second level of Copan and Red, who has the majority, orders a bonus block from the pool, which he places in the third level of Copan.

It is Blue's turn. Blue cannot place his block in Uxmal as he did not have a block in the first level. The third level of Palenque is not completed yet, either, as the second levels of the other pyramids are not completed yet. Therefore Blue has to place his block in Copan. The blue block completes

Next it is Green's turn and his chance for a bonus block in Uxmal. To achieve this Green buys a double move by paying a block into the pool. He places the two blocks both in the second level in Uxmal and receives a bonus block from the pool which is placed immediately in the third level of Uxmal

## Phase 3 – Scoring

### Gold payment

Next to each level of a pyramid 2 numbers are shown. The player with the most blocks in that level receives the higher value in gold coins; the player with the second most blocks receives the lower value.

If there is a tie, all players involved receive the same value in gold. It is therefore possible that gold is paid more than once for the most and the second most blocks.

Levels that have not been completed are scored, too.

Blue and Yellow have the most blocks and each receive 3 gold coins. Green, Red and Purple tie in second place and therefore receive 1 gold coin each

### Removal of stones

After Scoring has been completed the pyramids are unfortunately subject to a certain level of erosion. In all levels of all pyramids every player who has received gold for his blocks, has to remove one of those blocks and return it to the pool.

If by doing this a player loses his only block in that level, he has to remove all his blocks from higher levels in that pyramid.

### An extreme example of erosion

**Important:** Blocks are only removed after scoring has been completed for all levels of the pyramid.

## A new round

At the beginning of a new round every player once again owns his 8 worker cards and the gold coins he has won. Nobody is allowed to own any pyramid blocks. The player who has the

Special Property marker "First Player" retains it, all other Special Property markers are placed once again above the quarries.

## Game End

The game finishes after scoring has been completed in the third round. Removal of blocks is not necessary. The player

with the most gold coins is the winner. If there is a tie, the player with the fewest blocks in the pool wins.

## Variation for Advanced Players

Unless otherwise stated the basic rules apply.

lower than the number of players. If necessary the 4 markers are shuffled and 1 or 2 removed and returned to the box. The remaining markers are auctioned.

At the beginning each player receives 10 gold coins.

In the auction all players bid at the same time. For this purpose each player conceals a number of gold coins in his hand, then all players show their bid at the same time. The player with the highest offer has first choice of the Special Property markers, the second highest bidder goes next and so on. In case of a tie

At the beginning of each round, before phase 1 (quarry), the Special Property markers with the blue backs are auctioned. The number of auctioned markers is always 1

The player receives one additional block from the pool. This block does not cost any points to be transported to the pyramids.

The player receives 4 extra points for transporting blocks to the pyramids.

At the end of phase 1 (quarry) the player may use 2 additional points after all players have passed. To do this, he places the marker in a quarry of his choice next to the concealed column of cards. These 2 points are added to the worker cards he played there. The marker may also be placed in a quarry in which the player has no worker cards.

The player has a joker. For this he may choose any Special Property marker of the basic game with the exception of the "First Player" marker and use it according to the rules.

The player receives 2 extra points for transporting blocks to the pyramids. If for example the player has acquired 9 blocks but only kept 7 worker points, he may nevertheless transport all his blocks.

The player may remove one of his blocks in any pyramid at once and place it in the first level of the same or another pyramid.

The player may "pass" once during the building phase without having to pay a block to the pool.

The player may take one of his blocks from the pool at once and place it in the lowest level of any pyramid. No worker card is needed for transport.

The player may make a double move once during the building phase without having to pay a block to the pool.

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