



You are the leader of a Mayan village in the year 250 AD. With so many mouths to feed, you must gather as much maize as possible before the ceremonial banquet for the rain deities, which happens every 5 years. The leader bringing the most maize to the feast will become the physical embodiment of the rain god Chaac in the 5 years to come and will rule over all the villages.

### HOW TO PLAY

Each player starts out with their own village and 4 residents. One person is chosen to be the *banker*; they handle the maize and advance the seasons clock.

Before each turn, players pick up their board piece and secretly assign their villagers to jobs. When players are ready, the boards are revealed at the same time.



village board piece



villagers

Each village gets 4 workers with 3 potential uses:



**Farmers** raise maize, out in the fields. Each farmer collects *1 maize per season*.



**Sacrifices** are lowered down into the well as a tribute for the rain god. They have to be paired with a farmer in order to be valuable: *one farmer pairs up with one sacrifice. That farmer collects 3 maize per season.*

Sacrifices are stuck in the well for the next season, before you can re-assign them. When that happens, farmers will still be able to collect 3 maize.

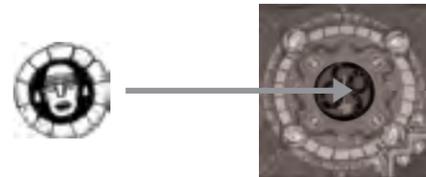


**Warriors** go to the seasonal tournaments to compete and gather tribute from others. Each warrior collects *1 maize from each village*. If more than one village sends out warriors, players with warriors collect 1 maize for each warrior minus the number of their opponent's warriors. These exchanges happen between all players.

No maize is collected from the other player if there is a tie or if they have more warriors. Warriors will kill each other. So for the tournament, each player loses warriors based on what the other players have played. For example, if player 1 sends out two warriors and player 2 sends four, player 1 must give player 2 two maize and both lose two warriors.

When boards are revealed, these actions happen in order:

I. Any sacrifices get moved into the well



II. The banker distributes maize to the farmers accordingly:



III. Warriors collect their tribute.

IV. The seasons clock advances and a new round begins.

### RULES

There are four seasons in a year.

At the end of the year players get back any dead warriors and any sacrifices reset.

If players are low on maize when they have to pay tribute, the players to their right have priority over it.

Players can bribe Hunhau, Lord of the Underworld, with 4 maize to bring a dead warrior back to life. The action has to be done at the beginning of the season.

### END OF THE GAME

When 5 years have passed, the game ends. Each player counts up their maize and the village with the most is the winner.