

# Tzolk'in The Mayan Calendar - Semi Coop Card Rules

1. Setup according to standard rules.
2. Randomly select one shared goal.  
This goal must be met for ANY player to achieve victory. (Allegiance cards change this)
3. Shuffle the individual goals and give each player 2, they select one and discard the other.  
If you want to play a full coop have them as open information.
4. The combined score of all players must also be greater than the combined score of all individual goal cards for ANY player to achieve victory. (Found in the lower middle of the individual goal cards)
5. If you want to have the possibility of a traitor, collectively decide which cards go in the allegiance deck. (at least 1 card per player, but all 9 may be included even in a 2 player game) Then mix and give each player 1 allegiance card.
6. The light side action that normally allows you to move the gears twice instead allows all players to do nothing the remainder of the turn IF THEY WANT TO. (Ie. Neither pick up or place a worker)
7. You may also trade resources at the end of every turn.
8. For an easier game all players start at 15 instead of 0. (or 20 or what you feel is appropriate for your level)

## Shared goals

	All monuments have to be built
	All temples must have someone at the top
	All spots on Chitzen Itza must have a skull
	All techs must have been researched by someone
	A total of at least 5 buildings per player must have been built
	Everyone contributes to building the grand temple (2 corn, 2 wood, 2 stone, 2 gold & 1 skull per player) any player may contribute however much they want at any time and any resource contributed is worth 1 p. Keep any contributed resource by this card until all resource requirements have been met.

Individual cards

	<p>You must be at the top of at least two temples</p>
	<p>You must have at least two monuments of different colors</p>
	<p>You must have at least two monuments of the same color</p>
	<p>You must have at least four buildings of the same color</p>
	<p>You must have at least one building of each color</p>
	<p>You may never have more than three workers</p>
	<p>You must have six workers by the last turn at least</p>
	<p>You must have at least two techs fully researched</p>
	<p>You need to pay 3 skulls after the last round, you will also receive 9 points</p>
	<p>You need to pay 5 gold after the last round, you will also receive 5 points</p>
	<p>You need to pay 8 stone after the last round, you will also receive 6 points</p>
	<p>You need to pay 14 wood after the last round, you will also receive 7 points</p>

	<p>You must have 80 points to win. You only announce 60 points for the shared point requirement however.</p>
	<p>You must have more points than anyone else</p>
	<p>You must have fewer points than anyone else</p>
	<p>You must have more corn collection tokens than anyone else</p>
	<p>You must have more wood collection tokens than anyone else</p>
	<p>You must meet the requirements of another player's individual goal. You may not view the goals before the game is over (unless you're playing full coop)</p>
	<p>You must have the starting player token during endgame scoring.</p>
	<p>You must build 4 age 2 buildings.</p>
	<p>You must have more corn than anyone else</p>

## Allegiance

	<p><b>The traitor:</b> You win if the shared goal is NOT completed. You may ignore your individual goal. But you must reach your own goal score. You lose if a detective correctly accuses you.</p> <p>Your individual goal cards score is not added to the combined score that must be reached to for everyone else. For the shared goals 1,5 or 6 you do not count as a player for the purpose of that goal.</p>
	<p><b>The Ghost:</b> You win if you complete your individual goal and the goal of another player.</p> <p>You can ignore the shared goal. It does not matter to you if it is completed. For the shared goals 1,5 or 6 you do not count as a player for the purpose of that goal.</p>
	<p><b>The Ally:</b> To win, the shared goal and your individual goal must be completed.</p>
	<p><b>The Detective:</b> You win if you correctly accuse the traitor or complete your individual goal.</p> <p>You will lose if you accuse an ally, a detective or the shared goal is not completed.</p> <p>At the end of the game, before the goals are evaluated, in player order starting with the first player each detective may accuse another player of being the traitor. The accused MUST show their allegiance card.</p>