Mexica (2002)

2-4 Players   Designer: Michael Kiesling, Wolfgang Kramer

Duration: 2 periods. 90 minutes

Board Setup

- Shuffle the 15 **District Tokens** 🔢 and randomly place 8 face-up in right corner spaces, ordering by the **yellow number**. Set the other 7 tokens aside, face-down
- Put 2 two-space canal tiles 🟦 on the canal spaces printed on the board – place rest close by

Player Setup

- Each player gets the Pilli Mexica (Noble) 🗿, 18 temples 🏛 and 1 VP marker 🔲 in chosen color and a Player Aid. Put the VP marker on space "0" on the Prestige [VP] Track
- Pick a start player. Clockwise, place Noble on a space around the Emperor's Palace 🏯

Game Play

1st Period

- Take the 9 temples to use in 1st part of game [3x1 level, 3x2 levels, 2x3 levels, 1x4 levels] as shown on Player Aid, and place the other 9 to the side. Then flip the Player Aid to see the Action Point table
- The 1st Period ends when the 8 Emperor's Command tokens have been placed **and** at least 1 player has placed all 9 initial temples. Finish the round [equal turns] & perform **intermediate scoring**, then begin 2nd Period
- In the 1st round of the 1st period, not allowed to "trap" an opponent's Noble by building around it

Intermediate Scoring

- For each founded district, players score VP based on the sum of their temple levels in that district
- Player with most total levels in a founded district gets VP = **yellow number** on 🔢 token. 2nd most gets VP = **blue number**, 3rd most gets **white number**. Flip the token to mark it when scored
- If tie, each player gets full value for place, eliminate scoring VPs for next lower place(s)
- +5 VP if your Noble is on one of the 4 starting spaces in the Palace when scoring

2nd Period

- Add the other 9 temples of your color that were set aside to any remaining temples from 1st Period
- Flip the scored tokens on the board back over. Set the remaining 🔢 tokens on the board, in order
- Start player remains the same. If a 🔢 token can't be placed due to board state, can be discarded
- The 2nd Period ends when the 8 🔢 tokens have been placed [or discarded] **and** at least 1 player has placed all temples on board. Finish the round [equal turns], then do **final scoring**

Final Scoring

- Score founded districts & bonus for Nobles on Palace spaces just like in the 1st Scoring
- Districts that are **not founded** are also scored. Player with most total temple levels in each district scores +VP = total # of spaces in the district. 2nd most gets +VP = ½ # of spaces [round up]. 3rd most gets +VP = ½ 2nd place points [round up]
- If tie, each player gets full value for place, eliminate scoring VPs for next lower place(s)
- Most VP wins. Tie: most Action Point tokens 🪙 remaining

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Playing a Turn

You have 6 Action Points 🔴 [AP] to spend on your turn – if not used they are wasted. Take any combination of actions as many times as you wish [and can afford]

- **Construct a canal** [**1 AP** for single **or** double]: place on any empty *land spaces*, but not in a district that has been founded. Cannot place on Palace squares. Canals can touch on diagonal corners to close off a district

- **Construct a bridge** [**1 AP**]: both ends of bridge must face *land spaces* [empty or occupied].   Can be placed side-by-side, but can't chain bridges together [must have 1 *land space* between]. Once all bridges are placed, can relocate for 1 AP if no Noble on bridge

- **Move Noble on foot** [**1 AP**]: move 1 space, never diagonal, cannot cross or stop in a space occupied by another Noble, temple, or token. Cannot pass under occupied bridge on foot. Can move to/from bridge using steps side, or remain on bridge at end of turn

- **Move by boat** [**1 AP**]: move from 1 bridge to another unoccupied bridge along canals and/or the lake [diagonal canals not connected]. Can pass under occupied bridge using boat [using 1 AP to pass under bridge] but must stop at 1st unoccupied bridge along chosen path, or use 1 AP to continue to next unoccupied bridge

- **Teleport** [**5 AP**]: move to any unoccupied *land space* or *bridge space* you wish

- **Build Temple** [**1-4 AP**]: build on an empty *land space* [not Palace] with your Noble present in district [founded or not]. Once built, a temple never moves. A temple can block off a bridge end

- **Take AP Token** [**1 AP**]: you can take max 2 tokens per turn, 1 AP per token [if available]

- **Spend AP Token** [**0 AP**]: return as many tokens as you wish to supply to gain 1 AP each

- **Found a District** [**0 AP**]: place token matching # of enclosed spaces into any empty space in district [token must be available]. Your Noble must be in the district. Once placed, the token never moves – cannot build on it or move onto it with Noble. You can found a district including the Palace [Palace spaces count towards total count], but the token cannot be placed on a Palace space. Score VP in **blue** on the token. Any other players in district score the VP in **white** on the token