INTRODUCTION

The Aztec people are being attacked by invaders! Build your city by collecting *Aztec* cards, and protect them with *Temple* cards. Accept help from the Gods through *Codex* cards, but don't get kidnapped by the *Flying Saucers*!

AIM OF THE GAME: Gain the most points by having the most surviving Aztecs in your city after the end of the world!

CONTENTS

- 72 cards
    - ⊕ 8 *Codex* cards
    - ⊕ 4 sets of cards
        - *Villagers and Animals*
        - *Warriors*
        - *The Superiors*
        - *NCDBFS Special Agents*

→ For easy access during the game, the rules for each set of cards are explained at the back of this booklet.

Each set of cards contains:

10 *Aztec* cards, 3 *Temple* cards, 3 *Flying Saucer* cards

- 8 *Place* tiles

- 1 *Sundial* board

- 1 wooden *Starting Player* token

SET UP

A Assemble the deck of cards according to the number of players:
 • For 5 to 6 players, play with all 4 sets of cards. Shuffle them together, including the 8 Codex cards (72 cards).
 • For 2 to 4 players, you will only play with 3 sets of cards. Randomly – or by choice – remove 1 of the 4 sets of cards (10 Aztec cards, 3 temple cards and 3 flying saucer cards).

B Randomly deal the cards into 8 face down piles.
 • For 5 to 6 players, there will be 9 cards in each pile.
 • For 2 to 4 players, there will be 7 cards in each pile.

C On each pile, place one *Place* tile face-up.

D Arrange the 8 piles around the *Sundial* board, matching the symbols on the place tiles to the symbols on the sundial.

E The player wearing the most colorful outfit takes the *Starting Player* token.

Variant for younger players: Space Aztecs is suitable for players aged 7 and up. We suggest that younger players play without the Codex cards.

🌙🌵☀️ TURN OVERVIEW

1 Each player takes one pile of cards, starting with the ***Starting Player*** and proceeding clockwise.

2 Without showing other players, each player chooses a card from their pile simultaneously, places it face down in front of them, then returns the pile to its position around the ***Sundial***.

3 All players announce the time displayed on their card (while keeping the card itself hidden from the other players).

4 The player with the <u>earliest time</u> immediately takes the ***Starting Player*** token, plays their card face up in front of them, and applies its effect if it has one. Proceeding in clockwise order, all other players then play their cards face up and apply any effect.

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🗿 **Each turn is played in the same way until the end of the world!**

END OF THE WORLD - End of the Game

The game ends when there are no more cards left in two of the piles, **or** when:
- For 2 to 4 players: *7 Flying Saucers* have been played.
- For 5 to 6 players: *9 Flying Saucers* have been played.

🗿 Finish the round, then calculate the final scores by adding, in this order:
- I. Bonus victory points on the *Codex* cards.
- II. Victory points on the *Aztec* cards in your city, regardless of whether they are in a Temple.
- III. Points from *Flying Saucer* attacks.

The player with the most points wins the game.

Example of a (good) score:

$2 + 10 + 5 + 10 + 5^* = 32$ points

Flip the booklet for the card rules!
This way you'll be able to access it more easily during the game.

FLYING SAUCER CARDS

There are 3 **Flying Saucers** in each set of cards.

The **Flying Saucers'** power comes into effect **immediately** when played and must be applied before the next player plays their card. Playing a **Flying Saucer** card lets you attack your opponents' **Aztec** cards.

Each player, except the player who has just played the **Flying Saucer**, discards a visible **Aztec** card (one that is not covered by a **Temple** card) of the same color as the **Flying Saucer** card. If multiple **Aztec** cards of the same color are visible, the player who played the **Flying Saucer** card can choose which is discarded.

When you play a **Flying Saucer** card, place it face up in front of the cards in your city. Slide your opponents' discarded **Aztec** cards underneath it. You will gain 1 point for each of these at the end of the game.

Remember: the game ends after 7 or 9 Flying Saucer cards have been played, depending on the number of players!

TEMPLE CARDS

There are 3 **Temples** in each set of cards.

When you play a **Temple** card, gather all the **Aztec** cards of the same color that you have already played. Put them in a pile, with the **Temple** card on top.

These Aztecs will be protected from **Flying Saucer** attacks.

Be careful: as soon as a **Temple** is played, it is impossible to place further **Aztecs** underneath it, apart from when you play a (Very) Special Agent. *The inhabitants have barricaded themselves inside and refuse to open up to anyone!*

CODEX CARDS

The **Codex** cards are signs that the Gods have come to give you a helping hand.

When you play a **Codex** card, it is placed face up next to your city. It will bring you victory points when you count final scores at the end of the game.

Important: **Flying Saucer** cards never count when adding up points from the **Codex** cards!
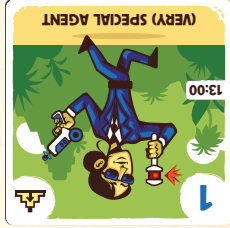
⊕ WARRIORS

Warriors give you points according to the number of warriors of the same type that you have.

Example: if you have 1 Eagle **Warrior**, you gain 3 points, 2 Eagle **Warriors** are worth 9 points, and if you have all three, you get 18 points!

Remember, the number of victory points is different for each type of **Warrior!**

⊕ NCDBFS SPECIAL AGENTS *

(Very) Special Agents: (Very) Special Agents' powers are **permanent!** If a player has a **(Very) Special Agent** not hidden under a **Temple**, each **Aztec** card played – from any set – can be hidden under a **Temple** card of the same set, if possible.

Archivists: An **Archivist** gives as many points as is written on the card. It also gives the number of bonus points written on the card if it's hidden in a **Temple** at the end of the game.

AZTEC CARDS

These cards represent the characters in the game.

Each **Aztec** card gives you points at the end of the game, according to the number written on the card. Some cards have specific rules, which are explained in more detail at the end of this booklet.

The color of the card indicates the set it belongs to. There are four sets: **VILLAGERS AND ANIMALS** (pink), **WARRIORS** (yellow), **SUPERIORS** (blue) and **NCDBFS SPECIAL AGENTS** (green).

⊕ VILLAGERS AND ANIMALS

Because your citizens need to eat, at the end of the game, the player with the least **Villager and Animal** cards (and so the least 🍌) loses 5 points.

If there's a draw, all players with the least **Villager and Animal** cards lose 5 points.

⊕ THE SUPERIORS

A **Priest** brings 10 points at the end of the game if there is an **Alien** to sacrifice. To do this, place an **Alien** card under the priest card. The sacrificed **Alien** does not bring any further points.

If a **Priest** is alone, it's worth 0 victory points at the end of the game.

Each **Priest** can only be paired with one **Alien**.

CARD DETAILS