

## The Game of Lost Souls

*According to ancient Mayan legend, a representative is chosen from the human race to play the Game of Lost Souls against the gods to guarantee that mankind passes into the new world.*

*The game is a battle of wits, strategy and luck. Understand your opponent's choices and make wise ones of your own. The fate of humanity rests in your hands.*

### The Goal

The goal of the game is to have the most pieces in the center when the Sun reaches the end of its path.

### Background

The game board represents the Mayan calendar. Each of the rings on the board represents a **frequency** with its own unique symbol. The center of the board bears the face of Tonatiuh, the Mayan god of Heaven. The game pieces represent creatures on the calendar whose powers differ from each other, and whose effects often depend on which frequency they're in at the moment. The pieces can take any path, but the goal is to travel the frequencies and pass through the squares with the yellow borders, called **gateways**, and advance safely into heaven.

### Set Up

- . Each player rolls a die. The player with the highest result plays with the White pieces. Reroll ties.
- . Move the board so that each player has the correct color Start space in front of them.
- . Put your pieces into your Reserves area.
- . Set the Sun on its starting space.

### Playing the Game

The White player takes the first turn.

On your turn, you will;

Roll the die

Move one of your pieces

Battle (this won't happen on every turn)

If you are the **Black** player, you will advance the sun piece along its path.

Each piece has a special ability that may change the basic game rules. Special abilities are listed on the Piece Identification Chart.

1. Roll **one** die to determine how many spaces your piece can move.

2. Choose one of your pieces and move it up to that many spaces.

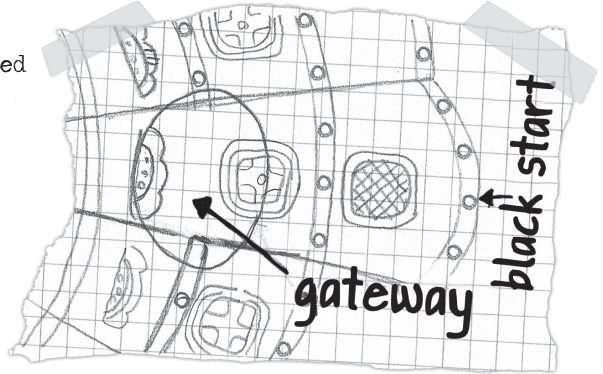
**Movement Rules**

You do not have to use all of your movement.

You can choose to move a piece already on the board or you can move a piece from your reserves onto the board.

If you select a piece from your reserves, move it through your Start space onto the first frequency. The Start space counts as one space of movement.

A space with an open side is called a **gateway**.



You may move through a gateway to another frequency.

You may move around a frequency in either direction.

Once a piece enters the center, its movement is ended. Pieces in the center may not be moved back onto the board.

You may move through a space occupied by one of your pieces. You may not stop on a space occupied by one of your pieces. If your movement would end on a space occupied by your own piece, your movement ends in the space before your piece.


3. If you move onto a space occupied by an opposing piece, stop your movement and start a battle.




**Battle Rules** (may not occur on every turn)

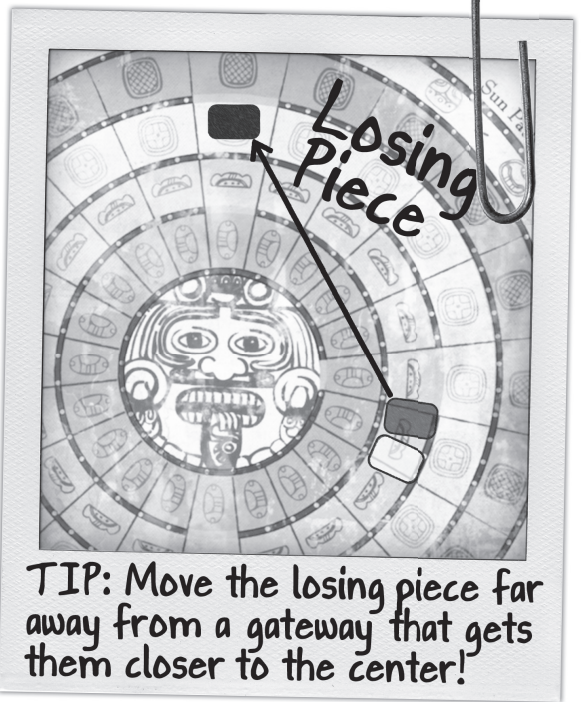
Running into an opposing piece ends your movement and starts a battle (*Bate'il - bata-EEL*).

To battle, each player rolls one die. Be sure to check the Piece Identification Chart for abilities that will change your die result. The player with the higher result wins.

If the result is a tie, the player whose turn it is wins.

If the battle takes place in the  frequency, the losing piece is moved off the board back to its owner's reserves.

If the battle takes place in the ,  or  frequency, the winning player moves the losing piece to **any** unoccupied space on the next frequency out from the center.



4. If it is the Black player's turn, advance the Sun one space along its path at the end of his or her turn. The Sun does not move at the end of the White player's turn.

5. Your turn is over and the other player begins his or her turn by rolling the die (#1 above).

### The End

The game ends when the Sun has gone all the way around the board and returned to its starting space.

Each player gets one point for each of his or her pieces in the center of the board. Some pieces, such as the Kan piece, may be worth more than one point so be sure to check the Piece Identification Chart when adding up your points.

The player with the most points wins.

If both players have the same number of points (including if both players have 0 points), move the Sun to the Wayeb area of the board and continue playing. The next player to land a piece in the center of the board wins the game.

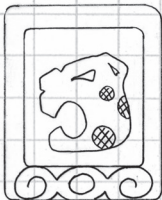
\*Attached you will find a Piece Identification Chart

# Piece Identification Chart



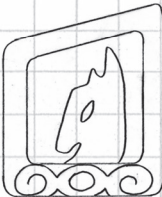
The Sun (K'in)

Marks the passage of time and signals the end of the game




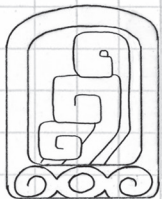
Jaguar (Ix)

+2 to your battle roll when landing on opposing piece



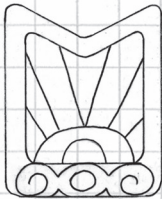
Deer (Manik')

Move one extra space when in the  frequency



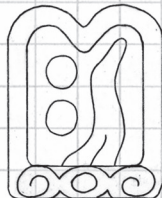
Wind (Ik')

Can move through spaces occupied by opposing pieces



Wisdom (Kib')

+2 to your battle roll when an opposing piece lands on a space occupied by this piece



Maize (K'an)

Worth 2 points when in the center