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QUETZAL[®]

THE CITY OF SACRED BIRDS



COMPONENTS

1 game board:



10 wooden disks
(2 of each of the 5 colors)



5 Character meeples *
(1 of each of the 5 colors)



30 Team meeples *
(6 of each of the 5 colors)

*meeples: wooden piece shaped like a person.



5 Character tiles
(1 of each of the 5 colors)



1 First Player marker



60 coins
(40 coins of value 1 and 20 coins of value 3)



Front Back
75 Artifact cards (44 x 67 mm)
(21 pottery, 18 weapons, 15 tablets, 12 statuettes, 9 mummies)



1 Plane token



1 Upgrade cover



Front Back
24 Upgrade tiles



1 Market automaton tile



5 "+ 50 victory points" tokens
(1 of each of the 5 colors)



1 Ship cover



1 Village cover



Front Back
10 Automaton cards
(44 x 67 mm)





GOAL OF THE GAME

Each player leads a group of adventurers and archaeologists who have traveled to the ruins of a forgotten temple on an expedition. They will need to collect the artifacts scattered around


the island and deliver them to the harbor to win victory points. The player with the most points at the end of 5 rounds will be the winner!

SETUP FOR 3-5 PLAYERS


(For 2-player games, see page 11.)




- 1) Place the game board in the middle of the table **A**.
- 2) Shuffle the 75 Artifact cards and create a face-down deck **B**.
- 3) Draw 14 Artifact cards and place them face up on all  spaces on the board **C**.
- 4) Mix the 24 Upgrade tiles  face down and create a pile. Take the first 3 and place them face up on the corresponding spaces near the Village  **D**.
- 5) Place the Plane token on the first space of the Turn track **E**.
- 6) The last player to have explored an island receives the First Player marker  **F**.
- 7) Starting with the first player, and in clockwise direction, each player receives a number of coins of value 1 **G**:

1 st player	2 nd player	3 rd player	4 th player	5 th player
4 x 	5 x 	5 x 	6 x 	6 x 

Form a pool near the board with the remaining coins  **H**.

- 8) Each player chooses a color and takes the following components:

• Team meeples , depending on the player count **I**:

3 players: 6 x  4 players: 5 x  5 players: 4 x 



• The Character tile of their color **J**



• The Character meeple of their color **K**



• The 2 wooden disks of their color

- 9) Each player places one of their wooden disks on the starting space of the Scoring track **L** and the other disk on the starting space of the Discovery track **M**.



- 10) Place the 5 “ + 50 victory points ” tokens near the game board **N**. If a player reaches the 50 space on the Scoring track, they will take the token of their color to indicate they have already scored 50 victory points and then they will place their disk back on the starting space of the Scoring track.

3-player game: during a 3-player game, only one of the ships is available. Use the Ship cover to hide the unused ship.





B

M

D

E

C

A

C

I

G

N

F

PLAYING THE GAME

EACH round is divided in 4 phases, performed in the following order:

- 1) Rolling the meeples
- 2) Placing the meeples
- 3) Activating the locations
- 4) Preparing the next round



PHASE 1: ROLLING THE MEEPLES



EACH player rolls their meeples in front of them (as if they were dice) to form their team for this round.



For each standing meeple (Team and Character) the owner immediately receives 1 coin.



Standing meeple  gives immediately 1 coin 

Teams are comprised of adventurers  and archaeologists , depending on which side they fall on:

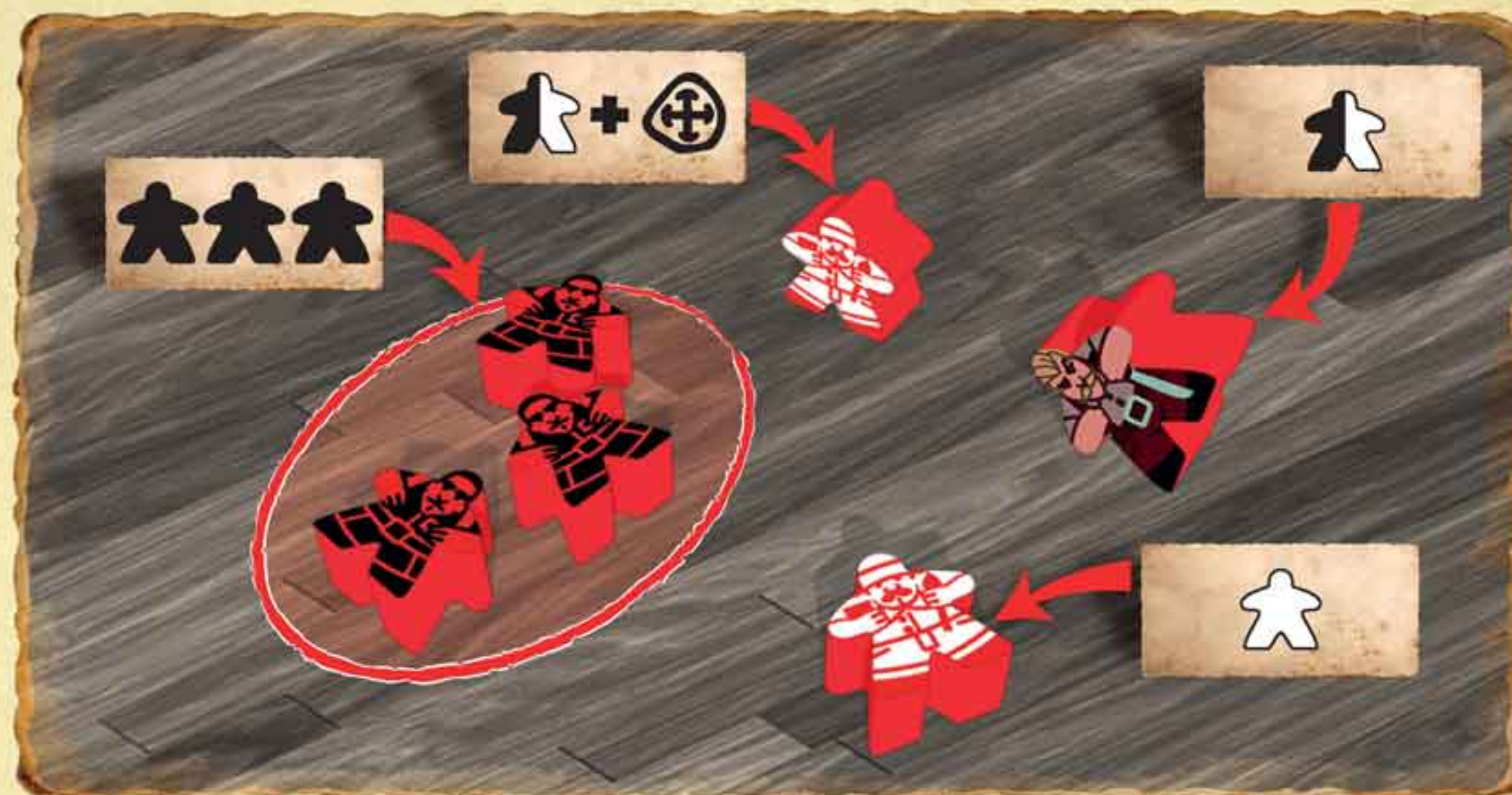
Team meeple black side  counts as an adventurer 

Team meeple white side  counts as an archaeologist 

Team meeple on the side or standing  counts as an adventurer or archaeologist *

Character meeple (no matter its position)  always counts as an adventurer or archaeologist *

*The player will be able to choose during placement



Example: Jon rolls his meeples and obtains 3 black sides, 1 white side, 1 standing meeple and his Character meeple lands on its side. Therefore, he receives 1 coin and will be able to use his standing meeple and his Character meeple as an adventurer or an archaeologist during placement.

Note: Some Upgrade tiles allow to modify the roll; a standing meeple will always give 1 coin even if reroll.

PHASE 2: PLACING THE MEEPLES

STARTING WITH the first player and in clockwise order, each player chooses one of the locations on the board to place one or more of their meeple.

This goes on until everyone has placed all their meeples on the board.













Each location shows a banner:

- 1 The left square indicates the required meeple color, the location type and the eventual cost.
- 2 The central part represents the activation benefits (see page 8, *Activating the locations*).
- 3 The number or symbol in the circle indicates its activation order (see page 8, *Activating the locations*).

• THE MEEPLE COLOR

When a player places their meeples on a location, the meeple must match the required color:

-  The player can only place archaeologists .
-  The player can only place adventurers .
-  The player can place archaeologists  or adventurers . Mixing colors is forbidden.
-  The player can place archaeologists  and adventurers . Mixing colors is allowed.

LOCATION TYPES

There are three kinds of locations on the board:

- Unique locations
- Bidding locations
- Free locations

UNIQUE LOCATIONS

Players place a meeple of the required color and must immediately pay its associated cost in coins to occupy the space. Once the space is occupied by a player, no one else can take that space.



Example: Lucy (the yellow player) wants to place a meeple on the second space of the Temple. She pays 4 coins to place an archaeologist on the space. The other players won't be able to choose this space anymore.

The Temple, the Stela of Knowledge and the Village are unique locations (see page 8, *Activating the locations*).



BIDDING LOCATIONS

These locations don't have a fixed cost but instead use a bidding system. When a player chooses a bidding location, they place as many meeples of the required color as they like.

If the player can choose the meeple color, they have to choose either an adventurer or an archaeologist, but not a mix of both.

Afterward, another player can take the space by placing more meeples than the previous player. However, those meeples must be of the same color as the previous ones. The previous player recovers their meeples without switching their sides and will be able to use them later, on the same round.



Example: Jon (the red player) has placed 2 adventurers on the Quarry. Lucy decides to go there too, so she places 3 adventurers and kicks Jon, who takes his 2 adventurers back without switching their sides. He will be able to use them later on the same round.

Clarification: If a player places only their Character meeple on a bidding location, another player who wants to take their space can place a meeple of any color. This will determine the color for the next players.

The Temple Surroundings, the Black Market and the Ships are bidding locations (see page 8, *Activating the locations*).

FREE LOCATIONS

These locations are open to more than one player during a round. Additionally, the same player can visit those locations multiple times during the round.



Example: Maria (the green player) places a second meeple on the Harbor Master's Office and pays 2 coins. Other players can still choose this location and she can visit it later in the round.

The Camp and the Harbor Master's Office are free locations (see page 8, *Activating the locations*).

PHASE 3: ACTIVATING THE LOCATIONS

ONCE all meeples have been placed on the game board, players will activate the locations in the following order:



• THE CAMP (free location)

Important: The Camp activates immediately during meeple placement.

Placement: Adventurers and archaeologists allowed.

Activation: The player immediately receives 1 coin and can repeat a roll (Team or Character meeple) from their meeple pool.

If the meeple is standing, the player receives 1 additional coin.



• THE STELA OF KNOWLEDGE (unique location)

Placement: Only archaeologists allowed. The player must not be in possession of the First Player marker.

Activation: The player receives the First Player marker and gains 1 Discovery point .

DISCOVERY POINTS

Discovery points allow players to earn rewards during the game.

A player that has gained Discovery points advances their wooden disk accordingly and receives the rewards shown on each of the spaces they moved through.

→ Gain X coins.

→ Gain X victory point.

→ Draw the first Upgrade from the pile.



The Discovery track.



• THE TEMPLE (unique location)

Placement: The Temple displays 5 spaces that cost between 1 and 5 coins . These spaces allow players to recover artifacts.

The higher the space is in the Temple, the more expensive it becomes, but it also allows the player to choose before the other players.

Activation: From top to bottom, each player retrieves a number of Artifact cards.

Example: Lucy's meeple is on the 2nd space of the Temple, Jon's meeple is on the 4th space and Maria's is on the 5th space. First, Lucy chooses 2 Artifact cards from the 8 face-up cards on the Temple. Then, Jon picks 1 Artifact card from the 6 cards remaining and draws the first Artifact card from the deck. Finally, Maria picks 1 Artifact card from the 5 cards remaining.

→ Choose 2 Artifact cards from the Temple.

→ Choose 1 Artifact card from the Temple, then draw the first Artifact card from the deck.

→ Choose 1 Artifact card from the Temple.

Important: The retrieved Artifact cards are kept in the players' hands. There is no limit of Artifact cards in hand.



• THE TEMPLE SURROUNDINGS (bidding locations)

THE QUARRY, THE SMALL TEMPLE AND THE RUINS

Placement: Adventurers and archaeologists allowed. Mixing colors is forbidden.

Activation: Every player that won the bid receives 2 Artifact cards and the bonus associated with the space they are in.

→ Gain 1 victory point.

→ Gain 1 Discovery point.






→ Gain 1 coin.



DESCRIPTION OF AN ARTIFACT CARD


An Artifact card includes several pieces of information:



- 1** An icon representing the artifact type. There are 5 different types: pottery , weapon , tablet , statuette  and mummy .
- 2** An illustration of the artifact.
- 3** A bonus on some cards (see page 10, *Delivering the artifacts*).
- 4** A collection value (see page 10, *Delivering the artifacts*).
- 5** The number of artifacts of this type in the deck of 75 Artifact cards.

GAINING AN UPGRADE

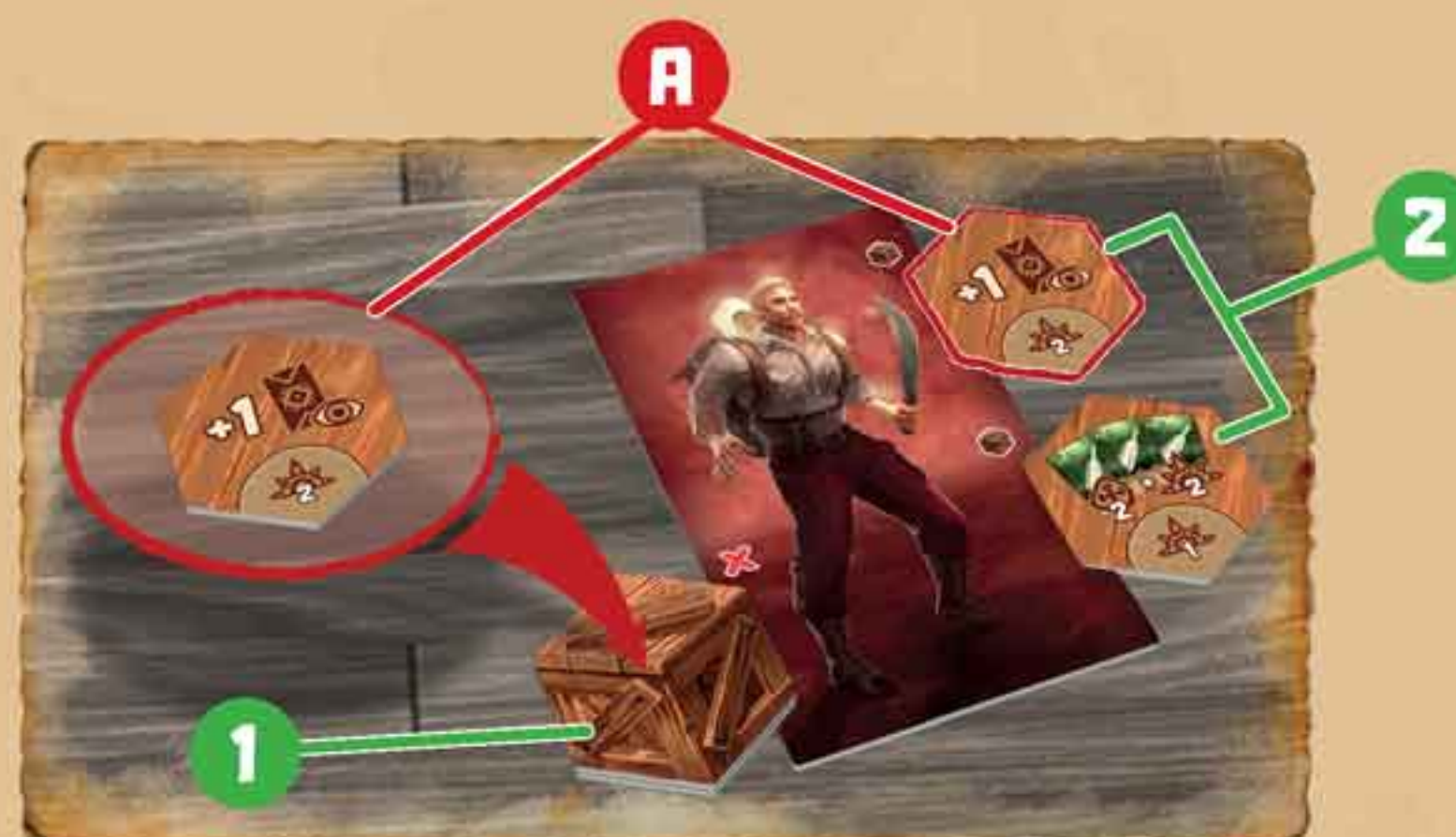
There are two types of Upgrades (see page 12, *The Upgrades*):

- Those marked with a red cross  give an immediate bonus. Then, they are placed on the player's personal discard pile **1**.
- Those without a red cross give a permanent bonus.

When a player gains 1 Upgrade with a permanent bonus, they add it to one of the two spaces to the right of their Character tile **2**.

A player can only have up to 2 permanent Upgrades.

When gaining a new Upgrade after reaching the limit, the player must choose one to place on their personal discard pile.




Warning: It is forbidden to have 2 identical Upgrades. If a player chooses a permanent Upgrade they already own **A**, it will go directly to their personal discard pile.

Note: Victory points indicated on the lower part of the Upgrade tiles are gained at the end of the game (see page 11, *End of the game*).



• THE BLACK MARKET (*bidding locations*)


Placement: Only adventurers  allowed.

Activation: The winner of the bid can discard an Artifact card from their hand to receive 7 coins.

They don't gain the victory points nor the bonus of the discarded artifact.






• THE VILLAGE (*unique location*)

Placement: The Village displays 3 spaces that cost between 1 and 2 coins . It allows players to gain an Upgrade tile.

Activation: From top to bottom, each player takes 1 face-up Upgrade still available at the Village.



• THE HARBOR MASTER'S OFFICE (*free location*)

Placement: Adventurers  and archaeologists  allowed. Every meeples placed here costs 2 coins .

Activation: For every meeples placed, the player can deliver up to 3 Artifact cards (see page 10, *Delivering the artifacts*).



• THE SHIPS (*bidding locations*)

Placement: Adventurers  and archaeologists  allowed. Mixing colors is forbidden.

Activation: The winners of the bids can deliver up to 6 Artifact cards (see page 10, *Delivering the artifacts*).

DELIVERING THE ARTIFACTS

The number of artifacts a player can deliver is limited by the player's location. Players can deliver their chosen Artifact cards but are not obliged to do so.

Artifact cards are discarded when delivered.

Each artifact has a collection value **A** that allows the player to gain more victory points when they deliver more than one artifact of the same type at the same time.

A complete collection is made of 3 Artifact cards of the same type.



Certain artifacts offer bonuses **B** that are added to the victory points gained during the delivery.

There are 3 bonus types:



Gain 1 coin.



Gain 1 Discovery point.



Gain 1 victory point.

If a player wants to deliver 5 Artifact cards of the same type, they will gain the victory points for a complete collection of 3 cards and the victory points for an incomplete collection of 2 cards.

Example: Maria is on a ship and can therefore deliver up to 6 artifacts. She has 4 statuettes and 2 mummies. She decides to exchange 3 statuettes for 8 victory points and 2 mummies for 6 victory points. In total, she gains 14 victory points.



Thanks to the 2 Discovery points on the statuettes, she advances her wooden disk 2 spaces on the Discovery track and gains 1 additional victory point.



PHASE 4: PREPARING THE NEXT ROUND

1) Advance the Plane token one space on the Turn track.

If it is already on the 5th space, the game ends immediately (see below, *End of the Game*).

2) Refill the Temple and its surroundings by placing new Artifact cards from the deck on empty spaces.

3) Refill the Village spaces so there are 3 available Upgrades.

END OF THE GAME

AT THE END of the 5th round players gain the following victory points:

- The owner of the First Player marker gains 2 victory points **1**.
- Each player gains 1 victory point for every 3 coins **2**.
- Players add victory points from Upgrades they have gained during the game, including those on their personal discard pile **3**.

The player with the most victory points wins the game.

In case of a tie, the most advanced player on the Discovery track will win the game. If there is still a tie, the victory is shared.



Example: Jon ends the game with 34 victory points, 8 coins, the First Player marker and 5 victory points from Upgrades. He scores 34 + 2 + 2 + 5 = 43 victory points.

2-PLAYER GAMES

FOR 2-player games, players will use Automaton cards to simulate a third player placement at the start of each round. Apply the following changes to the rules:

SETUP

- 1) Each player takes 6 Team meeples and the Character meeple of their chosen color.
- 2) Choose 6 Team meeples of a different color to represent the automaton player.
- 3) Place the Market automaton tile on the Temple.



- 4) Place the Village cover and the Upgrade cover as indicated below:



- 5) Place the Ship cover as in a 3-player setup.
- 6) Shuffle the Automaton cards and draw the first one.
- 7) Place the 6 automaton meeples as indicated on the card.

PHASE 1: ROLLING THE MEEPLES

Nothing changes.


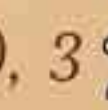

DESCRIPTION OF AN AUTOMATON CARD

Automaton cards indicate where to place the 6 automaton meeples on the game board. The automaton always occupies 3 different locations, split like this:

The Temple **1**

One of the Temple Surroundings **2**

The Black Market or the Ship **3**

Example: On this card, the automaton places 2 archaeologists  on the Temple (one on the 2nd space and one on the 5th), 3  on the Quarry, and 1 adventurer  on the Black Market.



PHASE 2: PLACING THE MEEPLES

When a player kicks the automaton meeples off a bidding location, these are discarded and won't be used again during the current round.

PHASE 3: ACTIVATING THE LOCATIONS

• THE TEMPLE

The automaton retrieves its Artifact cards following the preferences shown on the Market automaton tile:



If there is more than one artifact of the same type, it chooses according to its bonus preferences:



The artifacts retrieved by the automaton are always placed on the discard pile.



Example: The automaton (purple meeple) occupies the 3rd space of the Temple. It retrieves the tablet with the Discovery bonus, draws the first card of the discard pile and discards the 2 Artifact cards.

• THE TEMPLE SURROUNDINGS

If, at the end of the round, the automaton is still on one of the 3 Surroundings, the 2 Artifact cards in that location are discarded.

• THE BLACK MARKET AND THE SHIP

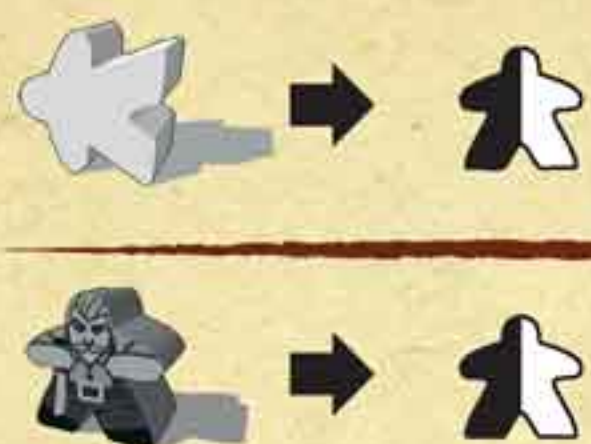
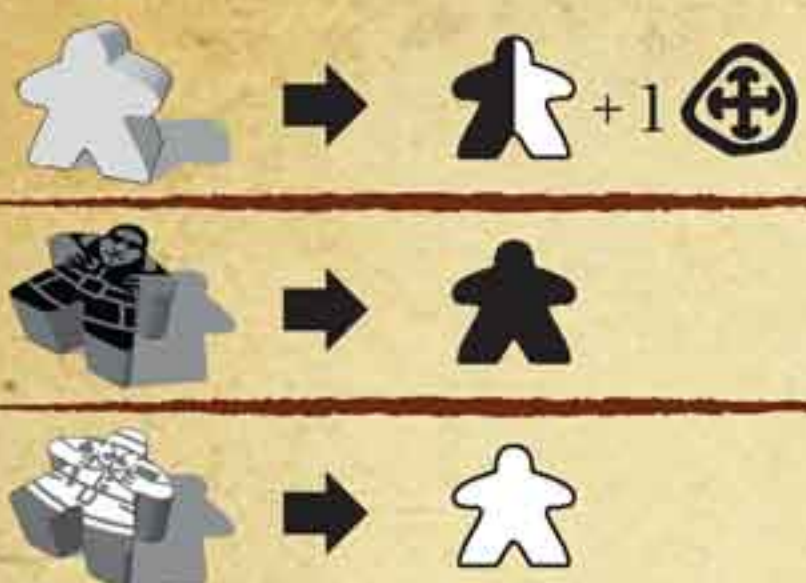
Nothing happens.

PHASE 4: PREPARING THE NEXT ROUND

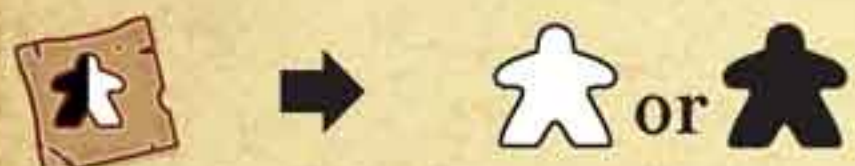
- 1) Remove the automaton meeples from the board.
- 2) Draw a new Automaton card and place the 6 Team meeples as it indicates.

SUMMARY

PHASE 1: ROLLING THE MEEPLES



PHASE 2: PLACING THE MEEPLES



PHASE 3: ACTIVATING THE LOCATIONS



PHASE 4: PREPARING THE NEXT ROUND

- 1) Advance the Plane token one space on the Turn track.
- 2) Refill the Temple and its surroundings by placing new Artifact cards from the deck on empty spaces.
- 3) Refill the Village spaces so there are 3 available Upgrades.

THE UPGRADES



During Phase 1: *Rolling the meeples*, you can reroll up to 2 meeples of your choice.



Receive 2 coins every time you deliver a tablet.



The spaces of the Temple cost you 1 coin less.



During Phase 1: *Rolling the meeples*, you can reroll ALL your meeples.



During a delivery, if you deliver at least 1 pottery, 1 weapon and 1 tablet, you gain 4 additional victory points.



You can deliver 1 additional Artifact to the Harbor Master's Office or to the Ships.



At any time, you can exchange 2 coins for 1 victory point.



During a delivery, if you deliver at least 3 pottery, you gain 1 additional coin and 3 additional victory points.



Draw 1 additional Artifact card on the 3rd and 4th spaces of the Temple. Keep one and place the other one at the bottom of the deck.



At any time, you can exchange 3 coins for 1 Discovery point.



During a delivery, if you deliver at least 3 weapons, you gain 2 additional coins and 2 additional victory points.



Immediately gain the indicated bonuses, then place this Upgrade on your personal discard pile.