



MEXICA MUSEUM

*A game by
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A black and white illustration of a person in a dark uniform standing in the center of a narrow, brightly lit tunnel. The tunnel walls are covered in a mosaic of a large face with wide eyes. On either side of the tunnel, there are skeletal remains, including what appears to be a skull and a hand. The floor is dark and reflective. The overall atmosphere is mysterious and ominous.

BASE RULES

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MEXICA MUSEUM

WHERE THE PAST COMES TO LIFE...

The MEXICA MUSEUM is located in Mexico City's historic center. It was built during the country's colonial era on top of the ruins of the Mexica civilization, which existed in these lands for centuries. This civilization was enslaved, massacred, and stolen from their territory to make way for the Spanish conquerors. The museum walls were built using the same rocks that formed ancient and sacred temples, stained with the blood of the indigenous civilization that originally founded this city. Many vestiges of this civilization co-exist with the daily life, and the accelerated pace of the city. The ruins of the TEMPLO MAYOR (a neighboring relic of our museum that you can visit with the same access ticket!) and other nearby archaeological sites are very popular tourist attractions. It is believed that many important sacred ruins are still buried under the streets through which thousands of people circulate daily and have not been touched for centuries. Many people claim that this area is saturated with shrines, human remains, ghostly apparitions, treasures, and even a door to another dimension - all waiting to be discovered. Important findings made during the modern era of Mexico City, -when it grew, giving way to construction works for new buildings and services- seem to confirm, at least, to some extent, centuries of folklore and legends. Most of the artifacts that you will see in our exhibition are part of these findings made throughout the history of the city and have an incalculable value to our nation.

WELCOME!

MAIN PREMISE

In this game, 1 to 4 players take on the role of HUMAN characters (page 7) who must survive a night trapped inside the museum, working together, engaging in COMBAT (page 11), and collecting various ITEMS (page 11) such as weapons, keys, or ancient artifacts from the exhibition, to fulfill different SCENARIOS (page 17) that will allow them to escape alive, before the CLOCK's time limit runs out (page 16).

A single player will take on the role of the GHOST PRIEST (page 14). His sole purpose is to eliminate all HUMANS who wander around the museum to serve as ritual sacrifice to the ancient gods. To do this, the GHOST PRIEST will have the help of SUBSERVIENT ENTITIES (page 15) and will be assisted by various EVENTS (page 16) that will occur every in-game "hour".



GAME PREPARATION

6 **7**

5

4

2.2

2

2.1

1

2

3

2.1

2.1

8

1985: THIEVES IN THE SHADOWS
40 MEN
2-5 PLAYERS
1 h. 1
2 h. 2
3 h. 2

MUSEO DE LA CULTURA MEXICANA

SALA 6 RETALES
SALA 1 ANTICERIOJES
SALA 5 SACRIFICIO
SALA 8 SACERDOTES
SALA 4 FLORA FAUNA
SALA 5 SUPLENDO
SALA 7 SOCIEDAD
SALA 8 COMERCIO
Cuarto de vigilancia
Tribuna
Sala de Justicia
Archivo del Museo
Ornones
Comedor de Buffet
SALA 2
SALA 3
SALA 4
SALA 5
SALA 6
SALA 7
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SALA 99
SALA 100

2 ACCIONES POR TURNO:
• AVANZAR 1 o 2 casillas
• Usar 1 OBJETIVO de Efecto de Adquisición
• Usar 1 OBJETIVO de Efecto de Liberación
• ACCIÓN SIN COSTO.
• Desactivar OBJETIVO (en su casilla)

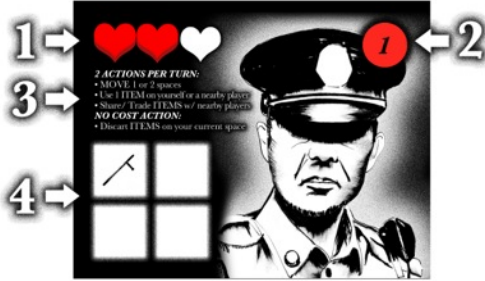
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1. Place the **BOARD** in the middle of the table.
2. **CHARACTER CARDS** are used to indicate each player's character. Place one in front of every player, in accordance to the **SCENARIO BOOKLET's** player count. Once everyone has selected their character, hand each player the **COMPONENTS** that correspond to their specific character:
 - **2.1. HUMANS:** Health Points (red heart shaped pieces) on top of their **CHARACTER CARD**, along with their corresponding starting **ITEM token**.
 - **2.2. GHOST PRIEST:** 9 card deck labeled **FANTASMA**.
3. **SCENARIO BOOKLET.** Determines the scenario you'll be playing and defines the number of players, placement and quantity of the rest of the components
4. **GAME "CLOCK":** helps count the number of rounds in the game. Each round is "10 minutes" on the **GAME CLOCK** (more information: p16).
 1. **CHARACTER STANDEES:** place the *standees* in accordance with the **SCENARIO BOOKLET**.
5. **OTHER CARD DECKS** such as **EVENT CARDS**, **ARTIFACT CARDS** and **SECRET OBJECTIVE CARDS**, will be used if specified in the **SCENARIO BOOKLET**.
6. **OTHER TOKENS** such as **WEAPONS** (red), **HEALTH** (green) **DEFENSE** (blue) **ARTIFACTS** and **MUSEUM ITEMS** (yellow) or others, will be placed as specified in the **SCENARIO BOOKLET**.
7. **Two "D6" DICE + one "CHESS" DIE** will be kept close to players, in case they are needed.

Keep any unused *token* or pieces nearby in case they're needed in the future. (Additionally, some **SCENARIO BOOKLETS** may introduce and explain new components that aren't specified in the base rules.)

HUMAN CHARACTERS

Each HUMAN character has the following characteristics:



1. **HEALTH POINTS.** Or “HP”. (Page 10.)
2. **TURN ORDER.** Characters always play in the order indicated by their card.
3. **ACTIONS.** On their turn, each player can execute up to two ACTIONS, combining them as they wish:
 - **MOVE** one or two spaces per ACTION.
 - **USE a HEALTH or DEFENSIVE ITEM** on themselves or another character located in the same space or an adjacent space (on the same FLOOR, without walls or closed doors in between).
 - **GIVE AWAY/ TRADE ITEMS** under the same conditions as mentioned above. (It’s not valid to simply RECEIVE items from another HUMAN during your turn without giving another ITEM in return.)

Players may also SKIP one or both ACTIONS and end their turn, as well as DISCARD unwanted ITEMS at their current location to free up storage space. This does not count towards the two ACTION limit.

NOTICE: Certain activities during your SCENARIO may include an ACTION COST: Solving puzzles, use of items, etc. In other words, you must spend ONE ACTION on your turn, to carry out that specific activity.

4. STORAGE SLOTS. Each HUMAN player has four ITEM SLOTS: You can store one ITEM in each slot. (See ITEMS: p. 11) Note that each character starts the game with a different BASE ITEM.

BOARD AND HUMAN MOVEMENT

The board is a copy of the museum’s map. Use it to move through the building following these conditions:

1. HUMANS move orthogonally through square spaces, always respecting “physical” boundaries like wall divisions and closed doors. (*Image 1 shows valid movement options in current space*).

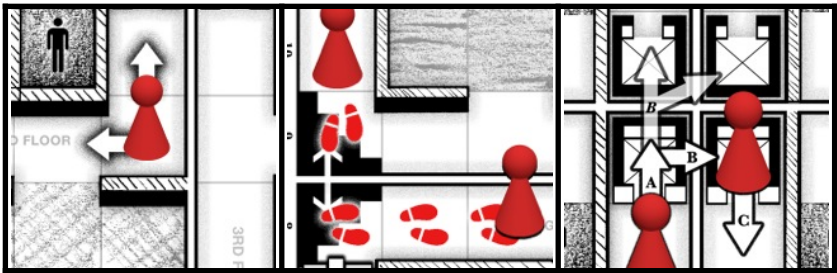
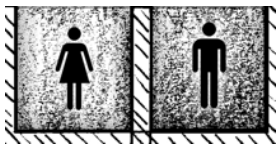


image 1

image 2

image 3

2. The building consists of four FLOORS. To access other levels, you can use the STAIRS (*image 2*) to go directly from one FLOOR to another or use the ELEVATORS located at the center of the board to access any FLOOR. The following conditions apply (*image 3*):
 - A) Upon reaching an ELEVATOR space (H-8, H-9, I-8, or I-9 space) players concludes their movement.
 - B) Next Turn: Player’s movement action is limited to choosing another ELEVATOR space located on another FLOOR or exiting back to the current floor if necessary.
 - C) Next turn: “ELEVATOR has reached its destination”. Players can continue movement on the new floor as normal or repeat step B and change floors again.
3. The Museum’s RESTROOMS function as hideouts. No enemy can attack the player while they are inside. (If a GHOST needs to



pass through an occupied space on its turn, it can pass through it, but it can't occupy it, attack or cause damage to the player who is inside one of the occupied spaces.)

4. Corridors blocked by a **PADLOCK** token are not accessible with ordinary movement (*image 1*). To unlock them you can either:

- Go through the locked door while carrying a “**KEY**” token (*image 2*). It is necessary to go through the barrier while **MOVING** during your turn and while having the **KEY** in your storage (standing in front of the space where the door is located isn't enough to unlock it.)

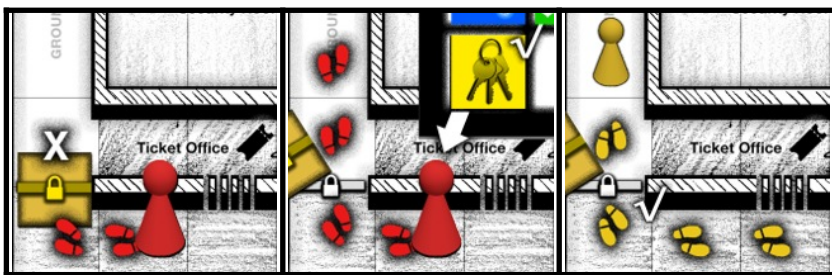


image 1

image 2

image 3

- Go through the door from the opposite side of the padlock (*image 3*). When doing this, there is no need to use a **KEY**, as your character would be "opening the lock" from the other side.

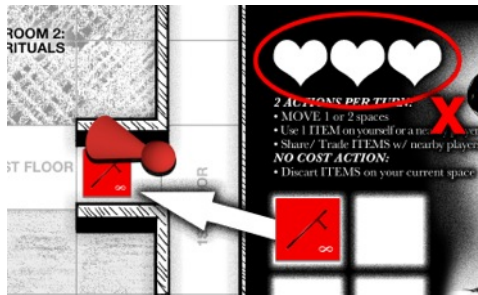
(When unlocking the door, the **PADLOCK** and **KEY** token used to unlock the door are both removed from the game.)

5. The **EMERGENCY STAIRCASE (H-1 & I-1 spaces)** connects the upper level with the Ground Floor. This works in the same way as the other **STAIRS**.

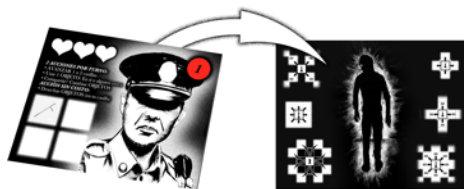
6. Every **ROOM** in the museum has a particular floor texture and shade to differentiate it from other **ROOMS** and hallways (which are white floor spaces). Note that every **ROOM** also has a name (except for the first **ROOM** in the game that instead shows the **MEXICA MUSEUM** logo. That's the museum's **LOBBY**).

HEALTH POINTS (“HP”), INJURED AND DEAD CHARACTERS.

1. Every time a HUMAN player is successfully attacked (by not having applicable DEFENSE ITEMS or WEAPONS to defend him/herself, or by losing a COMBAT) the player loses 1HP.
2. Players can recover HP by using HEALING ITEMS (page 11).
3. If the player loses all HP, his/ her status changes to INJURED: Player is unable to perform any ACTIONS, must deposit all ITEMS in the current space, and lays the *standee* flat on the board, indicating WOUNDED status.



4. A WOUNDED player can only be healed by another player who spends one ACTION using a HEALTH ITEM on the WOUNDED player (only recovering HPs awarded by that ITEM). If reanimated, the player can recover ITEMS and continue the game until the next turn.
5. If the INJURED player is not healed within 3 rounds (starting from the attacker's turn), his/her character is declared DEAD.
6. When a player DIES, they become a GHOST SUBJECT (see page 15). Flip the CHARACTER CARD over, to mark this change.



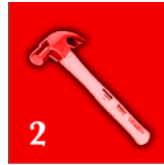
ITEMS

During the game, HUMAN players can collect ITEMS which will help them fulfill their OBJECTIVES. ITEMS are divided into 4 categories: WEAPONS (red color), HEALTH (green), DEFENSE (blue) and QUEST ITEMS (yellow) are described below:

1. **WEAPONS.** They enable fighting back against enemies when being attacked. COMBAT happens at the moment of contact (occupying the same space). Each side rolls a die and the highest result wins. WEAPONS have a DURABILITY RATING of “1”, “2” or infinite, indicating that they can be used that many times before “wearing out” and being discarded (removing *token* from play). Examples:



**MACUAHUTIL
(MEXICA CLUB)**
Durability: 1.
Discarded after a single use.



HAMMER.
Durability: 2.
When used for the first time, the *token* is flipped, to "1".



HANDGUN

Can only be used in combination with AMMO. ADDITIONAL EFFECT: may attack enemies from a distance*, without rolling dice, if: a) in a corridor in a straight line on the same floor or, b) In the same ROOM. *NOTE: distance attack costs ONE ACTION.



AMMO

No individual value as WEAPON. Can only be used in combination with HANDGUN. ADDITIONAL EFFECT: Can stack in a single storage slot with other AMMO *tokens*.

2. **HEALTH ITEMS.** Spend an ACTION on your turn to use it and recover HP:



ENERGY DRINK. Single use. Recover 1HP. ADDITIONAL EFFECT: when used, player rolls one die. Player may move the number of squares indicated by the die, in addition to regular ACTIONS. Located in VENDING MACHINE spaces (A-16, O-1, 0-16), the player can take one each time they pass through the space (limited stock).



FIRST AID KIT.

Single use. Recover 2VP.

3. **DEFENSIVE ITEMS.** Allows evasion of ENTITIES attacks without COMBAT.

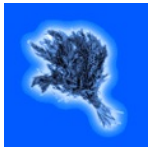


AMULET.

Cancels any damage made by one attack from an ENTITY. Single use (remove from your items once used).



SCAPULARY. Base ITEM for player “3”. Cancels one attack from an ENTITY. Use is unlimited but intermittent: When used for the 1st time, the *token* is flipped. If attacked a 2nd time, SCAPULARY has no effect. After the 2nd attack, the *token* is flipped and made available in case of a 3rd attack, and so on...



RUE. Herb used in “purification” ceremonies. Spend an ACTION on your turn, to use RUE in one of two ways:

- **Image 1:** place inside a ROOM to prevent ENTITIES from entering for two rounds. Not valid in CORRIDORS, or ROOMS with other ENTITIES already in it.
 - On themselves or another player (“activate” as indicated by **image 2**) to block as a target of ENTITIES attacks during that round. (Does not avoid COMBAT or damage, if player voluntarily moves to any ENTITY’s space, even if the RUE was activated.)
4. **QUEST ITEMS.** Museum items, useful to complete your mission.

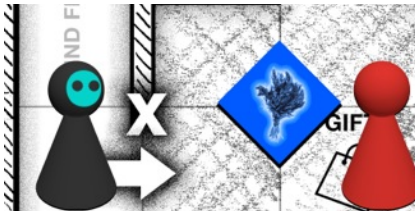


image 1



image 2

5. **OTHER TOKENS** that can be used at some point in the game:



KEY.

Single use. Spend a movement ACTION to unlock a LOCKED DOOR. (See page 9)



MUSEUM ARTIFACTS.

Ancient objects that are part of the MEXICA MUSEUM exhibition. Their function is unknown but they could be very valuable, and powerful objects.

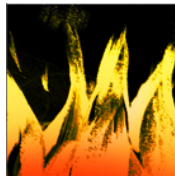


EXTINGUISHER. Spend a movement ACTION to step over one or two FIRE tokens and remove them from play without taking damage. DURABILITY: “2” uses One movement ACTION provides one EXTINGUISHER use. (Flip token after first use. Discard token after second use.)



PADLOCK.

For PADLOCK rules, see page 9.



FIRE

- 1HP each time a HUMAN player enters a space with this token.



MULTIPURPOSE TOKENS

Optional use: Helpful for counting turns (ITEM effects, wounded player rounds), mark an objective location, etc.



HUMAN HEART.

Its origin, location, and possible use is unknown.

GHOST PRIEST

It is recommended that the GHOST PRIEST player acts as the "Bank" and GM ("game master"), keeping track of *tokens*, EVENTS, SCENARIO BOOKLET, and guiding players throughout the story, in general. The GHOST PRIEST's qualities are:

1. GHOST PRIEST's turn happens after all HUMAN turns are complete.
2. **INTANGIBLE ENTITY.** Has no HP, and cannot die. If it loses aCOMBAT, it doesn't damage the opponent but doesn't take any damage either.
3. **"GHOST MOVEMENT"**. GHOST PRIEST can only move using a special deck depicting chess movements (pawn, rook, knight, bishop, queen and king), and treats the board like a chess board without obeying "physical" barriers such as walls, doors, etc. (EXCEPT as previously stated in the "RESTROOM HIDEOUT" rule. See p. 8).
4. **DECK MOVEMENT.** Every "hour" of the game, GHOST PRIEST randomly draws six of the nine cards from the "FANTASMA" deck and uses one card each round to take the movement shown on the card. Each new "hour", shuffle the cards and repeat the process. The available movements are:



PAWN

Move one space, orthogonally (not diagonals).



KING

Move one space in any direction.



ROOK

One unlimited orthogonal movement.



BISHOP

One unlimited diagonal movement.



KNIGHT

Moves three spaces in an "L" shaped pattern and can pass over other pieces. Passing over other pieces does not initiate an attack.



QUEEN

One unlimited orthogonal or diagonal movement.

GHOST SUBJECTS

When a HUMAN is declared DEAD, he/she immediately becomes a GHOST and follows GHOST rules with a new objective: Attacking former allies. The GHOST ENTITY plays its turn in the same order originally listed on his/her CHARACTER CARD. GHOST SUBJECTS move the same way as the GHOST PRIEST and share the same qualities, except in that they define their movement by rolling the CHESS DIE once per turn (The “FANTASMA” DECK is used only by the GHOST PRIEST.)

SUBSERVIENT ENTITIES

Throughout the game, SUBSERVIENT ENTITIES may appear. These ENTITIES serve the GHOST PRIEST but their movement is automatic and follows specific requirements. SUBSERVIENT ENTITIES move after the PRIEST moves and are removed from the game after one ATTACK (successful or unsuccessful) or if COMBAT occurred.



CHANEQUES.

MAX QUANTITY: Three pieces on the board.

MOVEMENT: two spaces toward the nearest HUMAN, obeying physical boundaries (closed doors, elevators, stairs).

TZITZIMIME

MAX QUANTITY: Two pieces on the board.

MOVEMENT: one to eight spaces in a straight line, toward the closest HUMAN, obeying all physical boundaries (closed doors, elevators, stairs).

GAME CLOCK AND EVENTS

GAME CLOCK. After each round (all players have taken a turn), the GHOST PRIEST advances the GAME CLOCK ten minutes.



Example: GAME CLOCK is displaying 6:10, showing one round has passed.

EVENTS. When six game rounds have passed and the GAME CLOCK has turned “one hour”, draw an EVENT card from the deck and read it aloud. All players immediately resolve the effect. (IMPORTANT: EVENT cards that have a “date” in the upper right corner are to be used only on the SCENARIO with the same date in its title.)

HARD DIFFICULTY VARIANT: at the start of the game, PRIEST draws three cards from the EVENT deck and plays one every hour. After using all three cards, PRIEST repeats the same process until the end of the game.

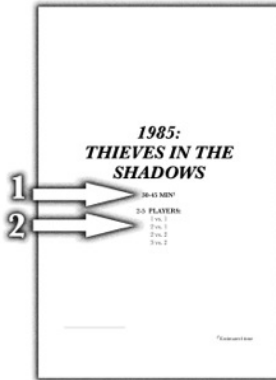


TIME LIMIT. Games have a time limit listed in the SCENARIO BOOKLET and tracked by the GAME CLOCK. If the GAME CLOCK reaches the time limit, the game ends immediately and the HUMANS lose because they have failed to complete their objectives before the time limit.

SCENARIO BOOKLET

Once you understand the BASE RULES for MEXICA MUSEUM, it's time to begin Museum Adventures! Each SCENARIO is a different game mode that may involve new MECHANICS, new RULES, variable player counts, an original story and specific cards.

To start playing, choose one of the SCENARIO BOOKLETS and consider the following:



1. **LENGTH.** How long, on average, the SCENARIO will take to play.
2. **PLAYER COUNT.** Number of players can play the SCENARIO. In this example, the BOOKLET for “THIEVES IN THE SHADOWS” shows it can be played in four different ways:

- **1 VS 1:** one player takes the role of the THIEVES and another player takes the role of both the PRIEST and the SECURITY GUARD.
- **2 VS 1:** two players play as the THIEVES VS one player as PRIEST and the SECURITY GUARD.
- **2 VS 2:** four player game, w/ two THIEVES VS. the PRIEST & GUARD
- **3 VS 2:** Add a third THIEF player to the SCENARIO.

VERY IMPORTANT: if any rule in the SCENARIO BOOKLET changes or contradicts the BASE RULES in any way, always follow the SCENARIO BOOKLET’S MODIFIED RULE.

FAQs

1. ***“WHAT HAPPENS IF SEVERAL PLAYERS ARE IN THE SAME SPACE WHEN AN ENEMY ATTACKS? DOES EVERYONE FIGHTS AT THE SAME TIME?”*** If they’re being attacked, players in that space can decide which one fights on behalf of the group if there is more than one option. For example:
 - If Player “1” has a WEAPON, and player “2” has no way to defend, “1” would be able to engage in COMBAT for both, using a single die roll.
 - If either or both players have a WEAPON but player “2” has an AMULET, its power would defend both players from one attack.
 - If the enemy’s attack is successful, both players lose 1HP.
2. ***“WHAT HAPPENS IF THERE’S A TIE DURING COMBAT?”***
The dice are rolled again, until there is no longer a tie.
3. ***“ARE ENTITIES ALLOWED TO ‘USE’ ELEVATORS OR ATTACK WHILE INSIDE THEM?”*** Yes!
4. ***“AS A HUMAN, CAN I ATTACK ANOTHER HUMAN PLAYER?”*** It is possible for one HUMAN to attack another although there is no incentive to do so (or is there?). The same attack and COMBAT rules apply: A WEAPON is required to attack. If your opponent also has a WEAPON, COMBAT happens. If you call an attack and your opponent does not have a WEAPON, they automatically lose 1HP. WEAPONS wear out as normal.
5. ***“HOW MANY PLAYERS CAN USE A RESTROOM AS A HIDEOUT?”*** Up to two players may occupy any RESTROOM space.
6. ***“CAN I REFUSE TO USE AN ITEM?”*** Yes! The use of ITEMS is always optional. Example: players are allowed to not use a FIRST AID KIT to heal and instead give it away or use it to fulfill a goal requirement. If a decision was overlooked due to forgetfulness, it affects the game. Remember: retracting or changing ACTIONS and decisions once complete is not allowed!

SUMMARY: HOW TO PLAY

1. EACH ROUND:

- HUMANS/ GHOST SUBJECTS play their turn following their CHARACTER CARD order.
- PRIEST and SUBSERVIENT ENTITIES (if applicable) play their turn.
- PRIEST advances the game clock by “10 minutes”.

2. WHEN ONE IN-GAME “HOUR” IS COMPLETE:

- PRIEST plays an EVENT card. All players resolve the card effect.

3. EACH TURN, HUMANS MAY TAKE TWO ACTIONS:

- MOVE one or two spaces.
- USE one eligible ITEM on themselves or another player in the same space or adjacent (with no obstacles in between.)
- GIVE/ EXCHANGE unlimited ITEMS under the same conditions as previously stated. This ACTION may not be used to only receive ITEMS without exchanging an ITEM in return.
- SKIP one or two ACTIONS and pass.
- DISCARD ITEMS in their current space. This is a FREE ACTION.

4. IF DURING A ROUND...

- An enemy reaches a HUMAN’s space and the HUMAN doesn’t have WEAPONS or DEFENSIVE ITEMS, they lose 1HP.
- An enemy reaches a HUMAN’s space and the HUMAN has a WEAPON, COMBAT begins. Each player rolls a die and the highest result wins.
- HUMAN is attacked by an ENTITY while carrying an AMULET, the AMULET can be used to cancel that attack’s damage.
- A HUMAN player loses all HP, they become WOUNDED.
- WOUNDED player isn’t reanimated by the end of three turns (counting from the attacker’s turn) the player is declared DEAD.
- A HUMAN dies, they become a GHOST SUBJECT.

5. THE GAME ENDS WHEN...

- SCENARIO time runs out.
- All HUMANS DIE.
- HUMANS fulfill all OBJECTIVES before time runs out.