

## Setup

Shuffle the **Undergrowth cards** and deal the corresponding number of cards to each player in order to form **individual decks**. Players will place their decks facing up in front of them, showing only the first card.

2/4 players - 8 cards  
5/6 players - 6 cards

Deal 2 cards to each player to form their hand and discard the remaining Undergrowth cards.

Shuffle the **Nature cards** and place them facing down in the middle of the table.

Choose the starting player at random and give them the dice.

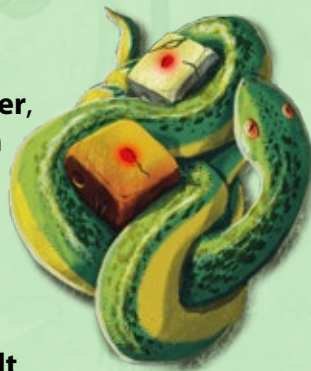
## How to play

The game is played in turns until one player has no cards in their Path deck, and so they win the game.



**Roll the dice and add their values.** Then check the result:

- **Whenever both dice show the same number**, draw the top card from the Nature deck and immediately apply its effect. Then check the result.



- **If you get a result within the interval**, place the card to one side to form the **Undergrowth pile**. Choose to gather undergrowth (add the gained cards to your hand) or roll the dice again to keep moving forward.

interval 4-6



undergrowth pile

- **If you don't reach the interval**, you may add to your hand the top card from another player's Path deck as long as you can reach them with your result. Then, **your turn ends and your Undergrowth pile is discarded**.

interval 4-5



interval 4-6

- **If the result is a 7, it cannot be modified.**

Add to your hand the top card from the discard pile.



If the **Chac Bolay** card is in play, you must move it to another Path deck.

End your turn and discard your Undergrowth pile.

## Undergrowth Cards

They may be discarded from your hand at any time to **modify a result or to perform an action**:



## Swap deck:

Choose and swap your deck for another player's deck.

## Thief:

Choose a player and take a card from their hand without looking at it.



## Swap top card:

Choose and swap the top card of your deck for another player's deck.

## Collector:

Add the Undergrowth pile to your hand. It doesn't mean you lose your turn.





## Nature cards



### Chac-Bolay:

Place this card on top of your deck.

When Chac-Bolay is on top of a Path deck, that deck is blocked and that player cannot play cards from their hand nor can continue their way through their Path deck. In their turn, they must roll the dice in case they get a 7, doubles or they want to choose a card from another deck.

The Chac-Bolay card is affected by events. If it is discarded, put it aside; it will return to the game once a player gets a 7.



### Avalanche:

In turn order, each player must place the last card from the discard pile on top of their Path deck.



### Fog:

The turn order changes.



### Monkeys:

Whoever has the least cards in hand chooses one way and move all decks one position.



### Anaconda and Toucan:

Each player discards the top card of their deck.



### Flood:

In turn order, each player must discard a card of their choice from their hand (if any).



### Storm:

In turn order, each player must add to their hand the last card from the discard pile.



*According to the legend, Chactún can be found deep in the jungle. An ancient city protected by a fearsome ancestral guardian named Chac Bolay.*

*Avoid the dangers of the jungle, overtake your opponents and be the first to discover the mysteries of Chactún.*

Prepare the expedition, avoid the dangers of the jungle, and overtake your opponents.

AUTHORS: OSCAR PONGA AND ABRAHAM ALBINYANA

ARTIST: ABRAHAM ALBINYANA

GRAPHIC DESIGN: MARC SIMÓ

TRANSLATOR: GLORIA R. GARCÍA

DEVELOPER: FRANCISCO "PAK" GALLEGÓ

