

Maztec DUEL

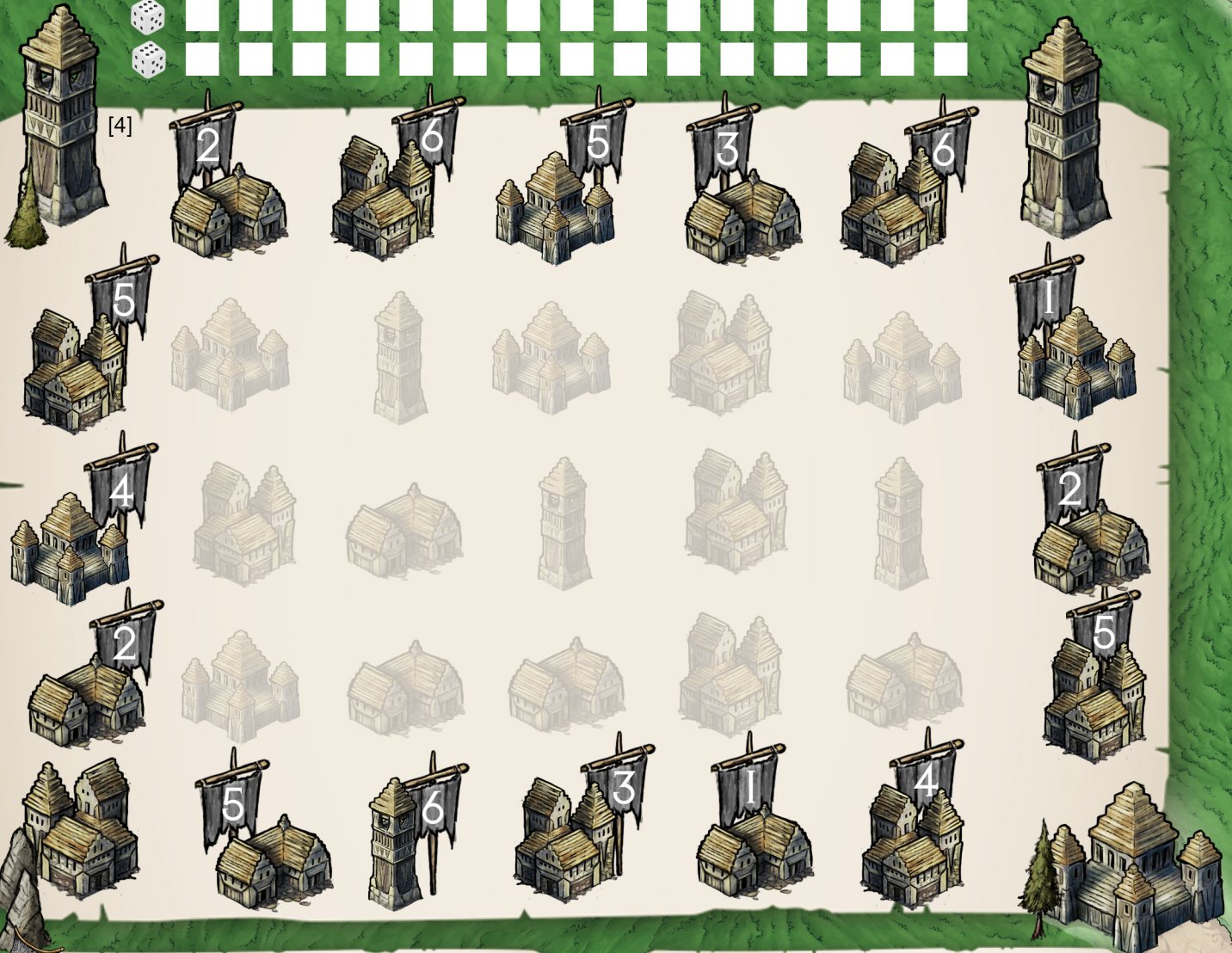
The Roll & Write

[Build the most powerful Maztec City!]

- [1] Roll 2 six-sided dices. Each player write the dice values in the grid.
 [2] Choose the piece according to the 2 dices coordinates and fill it in.
 (several possibilities, anticipate your choice well by looking carefully [4])
 [3] Tick a box corresponding and remember the number checked.
 [4] Write one of the two dice numbers on a building to build it and give it its power value. This building must be the one selected in [2] and must be placed next to a building with the number selected in [3].

V1.5

[1]	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15



[2]	1	2	3	4	5	
1						4
2						5
3						6
6	5	4	3	2		

[3]					
☐ 1		☐ 2		☐ 3	
☐ 3		☐ 5		☐ 5	
☐ 4		☐ 6		☐ 6	
☐ 5					
☐ 3		☐ 1		☐ 2	
☐ 4		☐ 5		☐ 5	
☐ 5		☐ 6		☐ 6	
☐ 6					

** Check ☐ box if the building has already been placed. Remove 1 point from the final score per box checked.

Final SCORE :

$$_ + (_ \times 2) + (_ \times 3) + (_ \times 4) + (_ \times 5) + (_ \times 6) - _ = \boxed{}$$

The player with the highest score by adding the buildings construction numbers in [4] and subtracting the ☐ penalties in [2] and [3] wins the game.

