

Maztec DUEL

The Roll & Write

[Build the most powerful Maztec City!]

- [1] Roll 2 six-sided dice. Each player write the dice values in the grid.
 [2] Choose the piece according to the 2 dice 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] Roll 2 six-sided dice. Each player write the dice values in the grid.

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

[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].

[2] Choose the piece according to the 2 dice coordinates and fill it in.

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

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

**	-1	x	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	

[3] Tick a box corresponding and remember the number checked.

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

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

**	-1	x	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	

** Check -1 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 (-1) penalties in [2] and [3] wins the game.