

# RULES



 **meeplebr**

 **GLYPTODON**

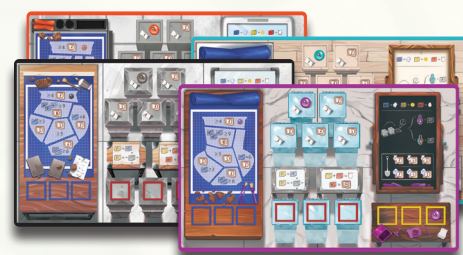
# COMPONENTS



1 action board integrated into the game box.



28 research pieces (7 of each color). Stick 1 sticker on each.



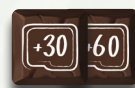
4 individual museum boards.



24 vase pieces (6 for each player, identified by the color on the back).



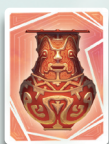
1 wheelbarrow (assemble before the first game. Instructions on the final page).



4 markers for +30/+60 points.



52 dice (14 yellow, 13 red, 13 blue, and 12 gray).



1 first player marker.



1 round marker.



16 disks (4 of each color).



20 vases (5 of each color).

# INTRODUCTION

Marajoara is the name of the Brazilian indigenous civilization that was established on Marajó Island at the mouth of the Amazon River in the pre-Columbian era. The Marajó culture was discovered through archaeological studies and became known for its distinctive pottery. In Marajoara, players will act as the scholars who dig for and restore this majestic art.

# OBJECT OF THE GAME

In Marajoara, you manage a museum and your collection of Marajoara vases. Over 14 turns, you will undertake excavations, restore a large vase, and exhibit the vases you find, receiving victory points for your collection. At the end of the game, the player with the most victory points wins.

# MUSEUM AREAS (INDIVIDUAL BOARD)



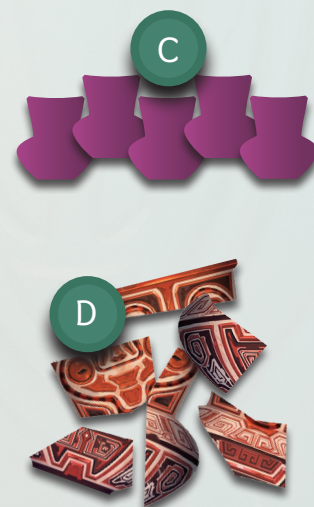
1. Restoration area;
2. Exhibition area;
3. Blackboard (actions summary), the place for dice during the Recycling phase and scoring at the end of the game 🛠️;
4. Place to store the blue dice;
5. Place to store the red dice;
6. Place to store the yellow dice.

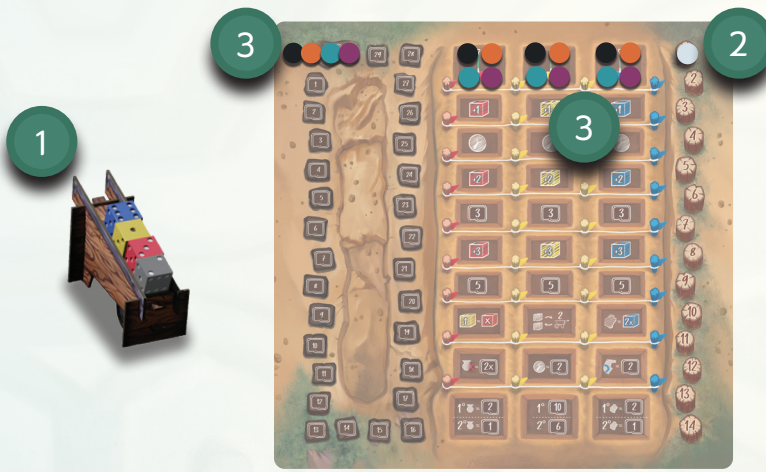
## SETUP

Place the open box in the center of the table, remove all of the components, and fit the action board back into the box;



Each player:

- A. Choose a color and take the museum board of this color;
- B. Place 3 research pieces on the spaces with the research piece icons 🔍 on your museum. Leave the remaining research pieces of your color next to the museum;
- C. Leave the 5 vases of your color next to the museum;
- D. Place the 6 pieces of your vase next to the museum. The backs of these pieces are the same colors as the players to facilitate their location/organization;





Next, set up the board and the game area:

1. Place the assembled wheelbarrow in the center of the table within reach of all players;
2. Place the round marker on the first space of the round track;
3. Place 1 of each player's disks on the 0 (zero) space of the scoring track and 1 disk of each player in each of the 3 excavation tracks;
4. Randomly place the dice on the action board from top to bottom, from left to right. All dice must have the value of 1. Do not place them on the spaces indicated with shading and ;
5. The first player is the one who most recently watched something about archaeology (they will not change throughout the game). Starting with the last player and continuing counterclockwise, each player takes 1 research token of their color and places it on the space  on the action board.



*In the above example, Orange will be the last player, so they place their piece first, followed by Black and Purple. As the first player, the Turquoise player will be the last to place their piece.*

Now the game can begin!

# PLAYING THE GAME

The game lasts 14 rounds. In each round, starting with the first player and continuing clockwise, each player plays their turn. The turn consists of one main action and as many free actions as the player can and wants to do, finishing the round with the recycling step when needed. At the end of the last round, the players calculate their final scores, and the player with the most points wins.

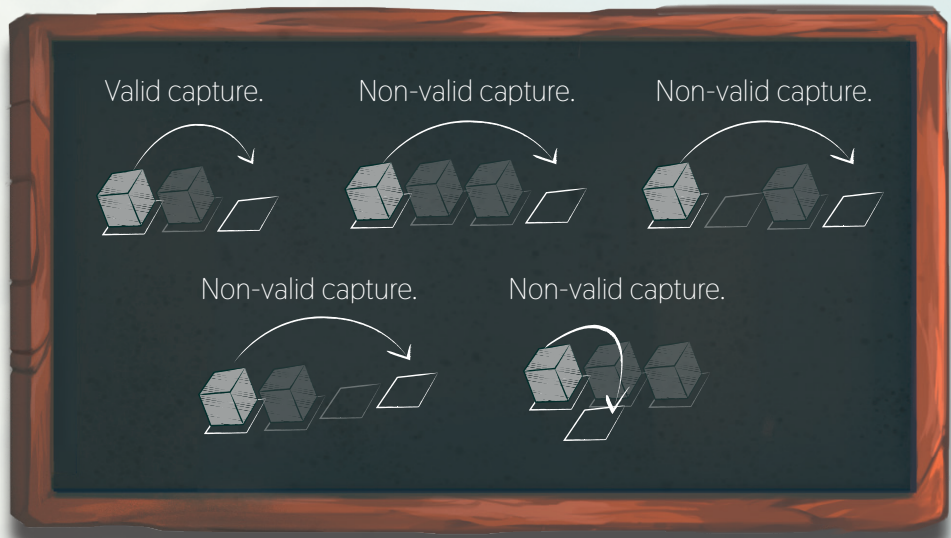
## MAIN ACTION (MANDATORY)

On their turn, a player chooses a die that will jump over another die, capturing it. After the capture, the die that jumped updates its value. Next, the player can perform a research increment (if that is the case) and perform the action of the same color as the captured die. Follow the below order:

- 1. Capture a die:** choose a die from the action board and “jump” a second die, capturing it. The space on the opposite side of the captured die must be empty to do this. Take the captured die, **without changing its value**, and place it next to your board.

### THE DIE THAT “JUMPS”:

- Only jumps over another die.
- Can not land on a space that is not next to the captured dice in a straight line.
- Can not change direction during the jump.
- Can land on one of the spaces surrounded by a rope.



- 2. Update the value of the die that jumped (change the face of the die considering the following sum):**

- a. Always** add 1 to the die value;
- b.** If it landed on a space marked with +1, add an extra 1 (+2 in total);
- c.** If it landed on a space marked with +2, add an extra 2 (+3 in total).

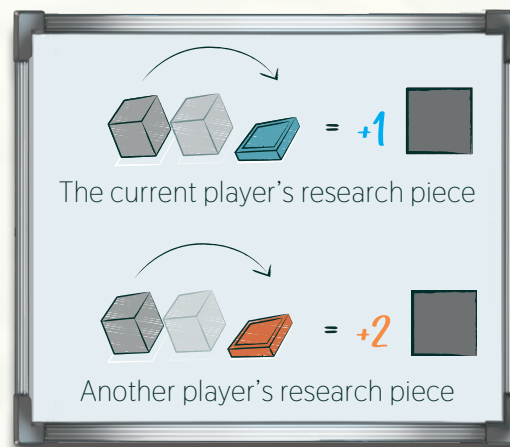
### ATTENTION



A die **CAN NOT** have a number higher than 6. If the resulting sum of a die is higher than 6, simply keep it at a value of 6.

3. **Research increment:** in case the dice that jumped lands on a research piece, check:

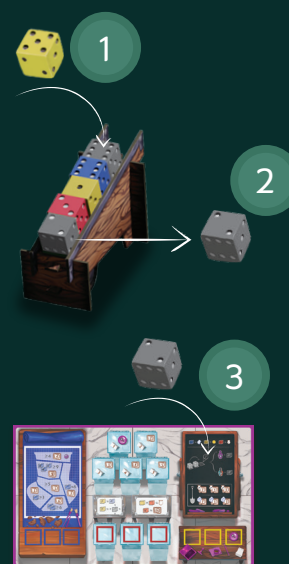
- If the color of the piece is the same as the **current player's color**: add 1 to any dice of the current player's board or the recently captured dice.
- If the piece is of **another player's color**: this player will add 2 to any die on their board (chosen by the owner of the piece). This value can be divided between two dice.



## SPENDING DICE

When spending any number of dice on free or mandatory actions, the player must follow the following procedure:

- Place any dice used, without altering their value, in the wheelbarrow on the highest available space. The value must remain unchanged as spent on the action. For example: when spending a yellow 5 die to pay for two red dice exhibitions of 2 and 3, it must be placed in the wheelbarrow with the 5 facing up (without reducing its value).
- If there are already 5 dice in the wheelbarrow, remove any dice below so that the new dice can enter at the top.
- Place the dice removed from the wheelbarrow, without altering their value, on your slate for the Recycling step. (See more on page 11).



## 4. Dice action:

- Save the captured die (if the captured die is yellow, red, or blue)**: place the die on the leftmost free space of the corresponding color on your museum board. You can not perform this action if you already have 3 dice of this color.  
The first time you place a yellow die on the third space of your board, collect the research piece on this space (see the section “Placing the research piece”, page 10).

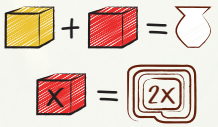
- Perform the excavation (gray die captured)**: move one of your disks onto one of the excavation tracks the same number of spaces as the value of the die, and receive the bonus corresponding to where the disk stopped. More than one disk can occupy the same space, except for the last space on each track, where only two disks can be placed. The first player to place their disk on the last space of a track places it on the “1st” space, which results in a higher score at the end of the game. The second player places the disk on the “2nd” space, which results in a lower score.

Splitting the dice value to move onto more than one track is not allowed. You are also not allowed to move fewer spaces than the value of the die, except when the disk arrives at the end of the track, losing the surplus. The bonuses for each space on the excavation tracks are described on pages 12 and 13. Then, follow the steps in the “Spending Dice” box above.

# FREE ACTIONS (OPTIONAL)

On their turn, the player can make as many free actions as they want to and are able to, in the order they choose, before and/or after the main action. The free actions are:

## 1. VASE EXHIBITION (RED DICE)



Spend money to exhibit complete vases in your museum. (Refer to the section “*Spending Money*”, page 10).

Each vase (red dice) has a value, and you must pay as much money as the value of the dice (*for example, to exhibit a die with a value of 5, spend 5 money*). Immediately receive an amount of victory points equal to twice the red die value. Place one of your vases on the least valuable empty space and immediately receive the research piece (*see the section “Placing research piece”, page 10*) when exhibiting the **first vase** and victory points when exhibiting the other vases.



You can not exhibit more than 5 vases.

After performing the exhibition action, follow the steps on the section “*Spending Dice*”, on page 6.

If you wish, you may exhibit more than one vase in the same exhibition action, paying all of the money in the same action, resolving one red die at a time.

*Clara decides to exhibit two vases, one worth 2 and another worth 5. She must pay 7 money and decides to use a yellow die with the 6 facing up and reduce another from 3 to 2. These are the first two vases that Clara exhibited in the game, so she immediately receives 4 points (for vase 2), 10 points (for vase 5), one research piece (for the first vase exhibit), and 2 extra points (for the second vase), placing 2 of her vases on the two first spaces in the exhibition area.*



Before exhibiting







After exhibiting

## 2. RESTORE A VASE (BLUE DICE)

Use the blue dice to restore a piece of the Marajoara Vase and receive victory points for this immediately.

Each piece of the vase has a requirement that must be fulfilled. The pieces can be restored in any order, but you can not restore the same piece more than once or use another player's vase piece.

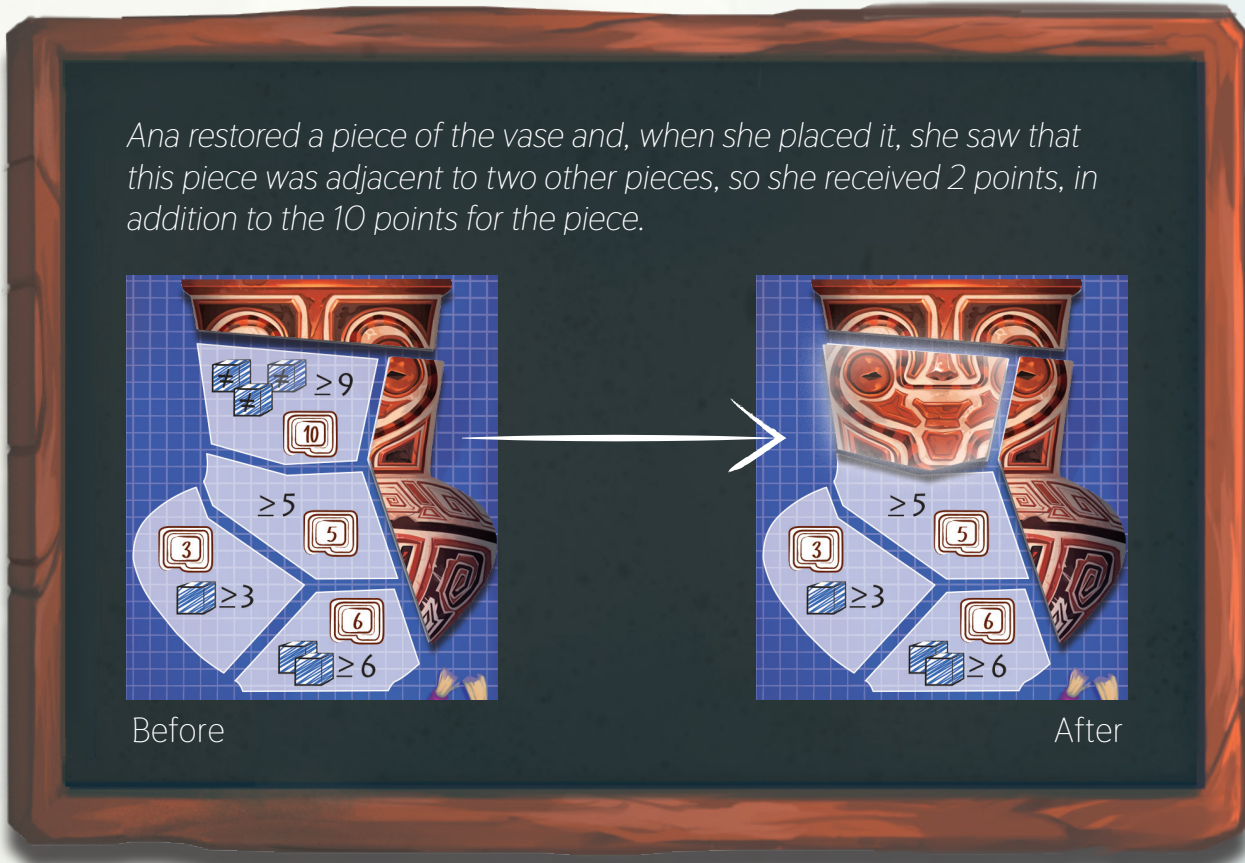
The criteria are:

- $\geq 4$  e  $\geq 5$  : use as many blue dice as you want, as long as the sum is greater than or equal to 4 (on the upper piece) or 5 (on the central piece).  
Receive 4 and 5 victory points, respectively.
-   $\geq 3$  : use only one blue die, as long as it is greater than or equal to 3.  
Receive 3 victory points.
-  = 6 : use only one blue die, if it is equal to 6. Receive 6 victory points and collect the research piece (see the section "Placing research piece", page 10).
-   $\geq 6$  : use exactly two blue dice, if their sum is greater than or equal to 6. Receive 7 victory points.
-   $\geq 9$  : use two or three blue dice with different values facing up, as long as their sum is greater than or equal to 9. Receive 10 victory points.


After performing the restoration, follow the steps on section "Spending Dice", on page 6.

## ADJACENCY BONUS:


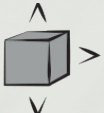
When placing a vase piece on your board next to another piece, receive 1 victory point for each adjacent piece next to the one you are placing.



### 3. FINANCE RESTORATION

 =  Spend 2 money to add 1 (immediately change the die face to the new value) to the value of a blue die on your museum board (see the “Spending Money” section, page 10).

### 4. FINANCE FIELDWORK

 =  Spend 2 money to move a die of any color from the action board to an adjacent space that does not contain another die. (See the “Spending Money” section, page 10).

This move is not a capture, so it does not activate any of the effects of pages 5 and 6, it only changes the position of a die, changing potential captures.

## SPENDING MONEY

For each point of money spent, reduce the face value of one yellow die on your board by 1.

You can simultaneously reduce the value of more than one die to use the added values. If the total value of a yellow die is spent on an action, instead of reducing its value, remove the die from your player board and follow the steps on the “*Spending Dice*” section on page 6).

*Bruna wants to display a vase with a value of 4 and has two yellow dice, one with a value of 3 and one with a value of 2. She would have two options: to spend the entire 3 die (putting it in the cart) and reducing the value of the 2 die to 1; or spending the 2 die (putting it in the cart) and reducing the 3 die to 1. The final result on the player board would be the same, but the value of the die that will be placed in the wheelbarrow will be different.*



## PLACING THE RESEARCH PIECE

The players can receive research pieces (🔍) of their player color placed on their player board during preparation, either by restoring, displaying or raising money, in addition to extra pieces received on the excavation tracks.



*When you collect a research piece, place it immediately on a space without dice or other research pieces. Once you have placed a research piece, it cannot be moved and it will remain in the chosen space until the end of the game.*

*You are not allowed to place research pieces inside the corner quadrants (highlighted with the white rope around them). You are also not allowed to place the pieces on the +1 or 2 spaces.*

## END OF TURN (RECYCLING)

When the main action and the optional free actions are over, Recycling happens. After that, the turn is over, and the next player starts their turn.

**Recycling:** without changing the value of the dice on your blackboard, return them to the action board in any order you want, on a space without dice, giving priority to one of the four corner quadrants of the board (highlighted with the rope around them).

If there is no free space in any quadrant, place the dice on one of your research pieces. If there is no valid space, place the dice on any space without dice (including spaces with research pieces belonging to your opponents). Do not activate the research increment effect if you cover any research piece, and do not change the die value if you place it on a +1 or +2 space.

After recycling all dice, pass the turn to the next player. If the next player is the first player, they must move the round marker forward 1 space before starting their turn. If the marker is already on the last space, the game ends immediately, and the final scoring begins.

## END OF THE GAME

The game ends at the end of the 14th round, and the final score counting begins. Add to the points that each player already has based on the following criteria:

**Exhibit vases:** the players who exhibit the most vases receive points according to the table.



The first receives 7 points, the second 5, and the third 3. If a player has not exhibited any vases, they do not receive these points. If there is a tie, add up the points related to the positions these players would occupy and divide them equally, rounding down.

**Pieces of restored vases:** repeat the process, now with as many vase pieces as each player restored, following the table below, which works the same way as the previous one.



# EXCAVATION SUCCESS AWARDS

The first two players to reach the last spaces on each of the tracks receive points according to the criteria, depending on the order of their arrival.

## RED TRACK:

**First player:** receives **2 victory points** for each vase exhibited.

**Second player:** receives **1 victory point** for each vase exhibited.

## BLUE TRACK:

**First player:** receives **2 victory points** for each restored vase piece.

**Second player:** receives **1 victory point** for each restored vase piece.

## YELLOW TRACK:

**First player:** receives **10 points**.

**Second player:** receives **6 points**.

The player with the most victory points wins the game. If there is a tie, the player with the most money on the player board wins the game. If that does not break the tie, the players share the victory.

# SPACES ON THE EXCAVATION TRACK



## BLUE TRACK

1. Increase the value of a blue die on your board by 1.
2. Place a research piece (*page 10*).
3. Increase the value of a blue die on your board by 2 (it can be divided between more than one die of this color).
4. Receive 3 victory points.
5. Increase the value of a blue die on your board by 3 (it can be divided between more than one die of this color).
6. Receive 5 victory points.
7. Restore vase pieces, using the doubled value of all dice.
8. Choose a vase piece from your museum and receive 2 points for each piece adjacent to the chosen piece.
9. **Only at the end of the game: (available only for the first 2 players to reach the space):**
  - 1st receives **2 victory points** for each restored vase piece.
  - 2nd receives **1 victory point** for each restored vase piece.



## YELLOW TRACK



1. Increase the value of a yellow die on your board by 1.
2. Place a research piece (*page 10*).
3. Increase the value of a yellow die on your board by 2 (it can be divided between more than one die of this color).
4. Receive 3 victory points.
5. Increase the value of a yellow die on your board by 3 (it can be divided between more than one die of this color).
6. Receive 5 victory points.
7. Swap 2 dice from your museum for 2 dice from the wheelbarrow. Do not change the values of either die. In the wheelbarrow, the new dice must be placed on the top spaces.
8. Receive 2 victory points for each research piece of your color on the action board (remember to consider your pieces that are covered by dice).
9. **Only at the end of the game: (available only for the first 2 players to reach the space):**  
 1st receives 10 victory points.  
 2nd receives 6 victory points.

## RED TRACK



1. Increase the value of a red die on your board by 1.
2. Place a research piece (*page 10*).
3. Increase the value of a red die on your board by 2 (it can be divided between more than one die of this color).
4. Receive 3 victory points.
5. Increase the value of a red die on your board by 3 (it can be divided between more than one die of this color).
6. Receive 5 victory points.
7. Exhibit 1 vase of any value paying only 1 money (receive the points normally at 2x the value of the red die).
8. Remove the last vase exhibited from your museum and receive double the additional points according to the number of points of the position (e.g. 8 for the fourth vase). The vase becomes available to be exhibited again. You cannot perform this action if you have 0 or 1 vases exhibited.
9. **Only at the end of the game (available only for the first 2 players to reach the space):**  
 1st receives 2 victory points for each vase exhibited.  
 2nd receive 1 victory point for each vase exhibited.

# SOLO MODE

Solo Mode consists of missions. In each of them, your goal is to recover vases spread throughout the game before it ends. These are the rules changes for solo mode:

- Do not use the round counter marker;
- During preparation, place vases of a color different than yours in the places indicated by the mission, these vases will be your mission goals. A goal in a space of the museum board is collected when you place a piece or a die in that space. The scoring track goals are only collected at the end of the game if you have more points than indicated;
- After capturing a die, choose, if there is, one die adjacent to the capturing die. Place this die on the lowest value space available on the round counter. The game ends when the last space on the round track is occupied. If there is no adjacent die, skip this step;
- Do not consider the points related to the most vases exhibited or the most restored vase pieces. Do consider the scores related to the last spaces on the excavation track;
- You win if you achieve all of your goals. If you win you can proceed to the next mission.

Tip: To remember which die was moved in a round, use a disc of an unused color on top of it.

Want more of a challenge from the solo mode of Marajoara? Add 10 VPs to the point goal of each mission.

*For example, in mission 1, put the objective vase at 60 points (+30 marker on space 30).*

## MISSIONS GOALS:

### MISSION 1

---

- Vase on piece  $\geq 9$  of the restoration area.
- Vase on the last space of the yellow excavation track.
- Vase on the fourth space of the exhibition area.
- Vase on 50 points on the scoring track (use the +30 marker on space 20).

### MISSION 2

---

- Vase next to the restoration area (only taken when you complete the entire vase).
- Vase on the last space of the blue excavation trail.
- Vase on the last space of the yellow excavation trail.
- Vase on 50 points on the scoring trail (use the +30 marker on space 20).

### MISSION 3

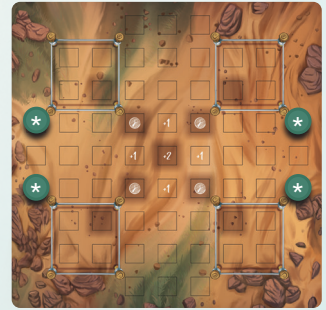
---

- Vase on the last space of the yellow excavation trail.
- Vase on the last space of the red excavation trail.
- Vase on the fifth space of the exhibition area.
- Vase on 50 points on the scoring trail (use the +30 marker on space 20).
- **At the end of the game**, subtract the values of the dice on the round track from your total points.

### MISSION 4

---

- 1 vase next to each indicated space.  
The player takes the vase upon reaching that space with a die.
- Vase on the second space of the exhibition area.
- Vase on 60 points on the scoring trail (use the +60 marker on space 0).



### MISSION 5

---

- Vase on the third space of the exhibition area.
- Vase on 50 points (use the +30 marker on space 20). At the end of the game, subtract double the values of the non-yellow dice on the round track from your total points.

### MISSION 6

---

**Additional rule:** You manage 2 museums at the same time. Use 2 player boards. When capturing a die, choose which museum to allocate it to. Choose the yellow area of only one of the museums to use. This money is for both museums. When scoring the final blue and red tracks, add up the vases/pieces from both museums.

**Additional action:** *Spend 1 money to swap blue and red dice between museums.*

- Vase on 50 points (use the +30 marker on space 20). At the end of the game, you lose 3 points for each empty exhibition space and unrestored vase pieces.

### MISSION 7

---

**Additional rule:** *during setup, roll the dice before placing them on the action board. Whenever a die needs to be increased and it exceeds a value of 6, it returns to 1 and the player loses 4 points.*

- Vase on 30 points on the scoring trail (use the +30 marker on space 0).
- **End of game:** add the value of all the dice on the round track and lose the total value in points.

### MISSION 8

---

- Vase next to your research piece reserve. You must collect all of the research pieces to obtain this vase.
- Vase on 35 points (use the +30 marker on space 5). At the end of the game, subtract the values of the dice on the round track from your total points.

## PLAYER TURN SUMMARY

### MAIN ACTION (MANDATORY, PERFORMED IN THIS SEQUENCE):

1. Capture a die
2. Update value
3. Research increment
4. Die action
  - 4a. Put away captured die (yellow, red, or blue captured die) or
  - 4b. Perform excavation (gray captured die)

### FREE ACTIONS (BEFORE AND/OR AFTER THE MAIN ACTION, AS MANY TIMES AS YOU WANT TO AND ARE ABLE):

- Vase exhibition
- Restore vase
- Finance restoration
- Finance fieldwork

### END OF TURN:

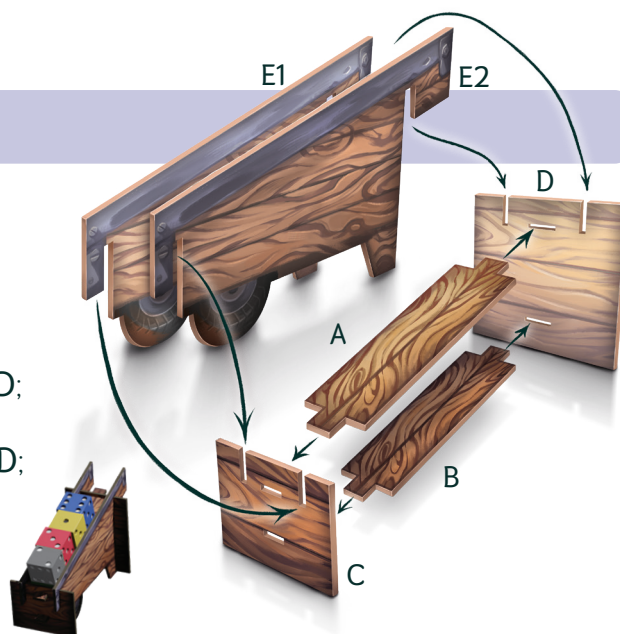
- Recycling (if there are dice in the recycling area)
- Pass the turn to the next player (if this is the first player, advance the round marker)

THE GAME ENDS AT THE END OF THE 14TH ROUND.

## WHEELBARROW ASSEMBLY GUIDE

After detaching the punchboard pieces:

1. Place piece **A** on the top spaces of pieces **C** and **D**;
2. Place piece **B** on the bottom spaces of the pieces **C** and **D**;
3. Place pieces **E1** and **E2** on each side of the pieces **C** and **D**;
4. The result should be like the example on the right.



GAME DESIGN: Daniel de Lucca

ILLUSTRATIONS: Carmen Ferreira Martinez

GRAPHIC DESIGN AND LAYOUT: Andreza Farias ·  
Kaique Messias

DEVELOPMENT: Diego Bianchini · Michael Alves

EDITING: Diego Bianchini · Thiago Leite

RULEBOOK: Thiago Leite

REVIEW: Renato J. Lopes · Gustavo Lopes

ENGLISH TRANSLATION: Hendrik Jan Slaney



Glyp Games LTDA  
CNPJ:53.273.552/0001-30

ADDRESS: : Rua Manoel Pires de Moraes, 18,  
Jardim Brasil, Embu-Guaçu/SP  
CEP: 06900-505 - Brazil

[www.meeplebr.com](http://www.meeplebr.com)