
Angkor

For 2-4 players from 8 years

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In the 12th Century, Angkor Wat, the biggest temple complex in the world, was built. The creators saw themselves as God-Kings, and each of them built his own Shrine that was dedicated to a particular Deity. It was here that the King would become one with his God, after his death.

But building the temple complex was hard. Again and again, the works were interrupted, because the primeval forest reached for the Shrines and proliferated over the man-made buildings. Only hastily dug moats could hold back the wildly growing jungle.

Components:

4 jungles

4 playing mats

4 player screens

108 Angkor tiles: 40 jungle, 19 water, 20 Inner court (1 point), 16 pagodas (2 points), 8 temples (3 points), 5 princesses

12 playing figures

Goal of the game

Each player tries to enlarge his own temple complex, while overwhelming the other players' temple complexes with jungle and making them worthless.

At the end of the game, each player gets points (as printed) for each visible tile on his player mat. Tigers, fountains and statues give bonus points.

The player with the most points is the winner.

Preparation/Setup

Before the first game, punch out the playing pieces and place one player mat in each jungle.

Each player receives one jungle player mat and one player screen of her choice. The player screen is set into the slits on the border of the jungle.

In addition, each player takes one tiger, one fountain and one statue, and places them beside her player screen. The rest of the playing figures are returned to the box.

Remove tiles if required (see right), mix the remaining tiles and place them face down in the centre of the table. Each player draws 5 tiles and places them behind their player screen.

If a player draws a Princess at this stage, the tile is returned face down to the centre of the table and mixed with the other tiles. The player draws a replacement tile.

Later, the five princess tiles will determine the end of the game.

For two players, remove 8 water tiles from the game
For 3 players, remove 4 water tiles.
For 4 players, all the tiles are in play.

Play of the game

The youngest player begins, and play progresses in clockwise order.

On a player's turn, he must:

- A. Place a tile or place a playing figure;
- B. Place another tile or playing figure;
- C. (If necessary) Draw a tile or tiles.

Placing a tile

The player chooses one of the tiles behind her player screen. She places it face-up on a Jungle player mat, on

- a blank space; or
- a tile that has already been played (an "existing tile"), except a water tile.

Inner courts, Pagodas, temples and water can ONLY be played on a player's own player mat. The tile must be placed orthogonally or diagonally to any existing tile, as long as it is not a jungle tile (however it is allowed to have a jungle tile next to it after it has been placed).

The temples printed on the player mat count as temple tiles.

In the very rare case that a player's entire temple complex is covered in jungle, the player may place a new tile on a space of her choice.

Jungle tiles may only be played on other players' player mats. They must always:

- have one edge on the outer edge of the player mat; or
- be placed orthogonally **not diagonally** to an existing jungle tile.

There is a limit of 4 jungle tiles per round: once a player has had her turn, the other players may place at most 4 jungle tiles on her player mat before her next turn.

The (maximum) two tiles placed during one turn may be placed on the same player mat or on different player mats.

Tiles may also be placed on top of other tiles (and on top of the printed temples), as long as their placing complies with the rules above. This covers the topmost tile and it loses its value.

Important exception:

Another tile may never be laid on top of a water tile. By placing water tiles, players may protect their temples from the jungle.

Example

Player A covers player B's temple and Pagoda with two jungle tiles.

Player B reacts and places an Inner Court on one jungle tile and a water tile on the other.

[image – see original rules]

[image – see original rules]

Playing a playing figure: Tigers, Fountains and Statues

Instead of placing a tile, a player can place one of his playing figures on a free space on his player mat. The figure stays on this space until the end of the game and may not be covered by tiles.

Placing a playing figure is done instead of placing a tile. If a player wants, for example, to place his tiger, he places only one tile and draws only one tile at the end of his turn. If he wants to place two playing figures, he may not place or draw any tiles.

Drawing tiles

The player draws tiles from the face down supply until she has 5 tiles behind her player screen. If the player placed two playing figures this turn, she will not draw any tiles.

Whenever a player draws a princess, the princess tile is placed **face up and to one side**. The player draws a replacement tile from the supply.

Now it is the next player's turn.

Game End and Scoring

The game ends immediately when the fifth princess is drawn.

Each player calculates the points on their player mat, and the player with the most points wins!

Values

Score for every uncovered

- Inner Court – 1 point
- Pagoda – 2 points
- Temple – 3 points.

Each playing figure gives its owner points for particular tiles that it is connected to orthogonally:

- The Statue –1 bonus point per **Inner Court tile**
- The Tiger – 1 point per **Jungle tile**
- The Fountain – 1 point per **water tile**.

Diagonal connections do not count.

Scoring Example:

Inner Courts: 5 tiles @ 1 point	= 5 points
Pagodas: 3 tiles @ 2 points	= 6 points
Temples: 3 tiles @ 3 points	= 9 points
Tiger: 6 connected jungle tiles @ 1 point	= 6 points
Fountain: 4 connected water tiles	= 4 points
Statue: 5 connected Inner Court tiles	= 5 points
TOTAL	35 points

[image – see original rules]

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