

Maztec DUEL

The Roll & Write

Step by Step

In Maztec Duel, you will have to brainstorm in order to optimize the placement of the buildings to be constructed to compete with the other cities of your opponent and become the most powerful Maztec city !!! Hahahahaha .. (Machiavellian laughter ^^)

Good to know: The number [1] in square brackets refers to part [1] of the game, the number [2] to part 2 etc ... Remember to constantly observed [4] to find out if your construction is possible.

STEP [1]

[1] Roll 2 six-sided dice. Each player wrote the dice values in the grid.

The first roll therefore entered in the first column which has the number 1. The roll applies to all players. If you are playing alone, you can challenge yourself on the same set of dice rolls. The game is therefore played in 15 rolls.

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

STEP [2]

[2] Choose the part according to the coordinates of the 2 dice and fill it in (several possibilities, anticipate your choice by looking carefully [4])

Each die therefore indicates a number between 1 and 6. Since 2 dice were rolled, we can deduce a vertical coordinate and a horizontal coordinate. In Maztec Duel, there are several possibilities for crossing these vertical and horizontal coordinates, in order to give several choices of buildings to be constructed. For example with a roll of 2 and 4, this gives the possibility of choosing between 4 buildings.

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

Fill in the building you want to build.

If you can only choose an already filled building, check the -1 penalty box and go to step [3]. You can also surround one of the buildings already constructed to identify it

-1
 x

STEP [3]

[3] Check a box for the corresponding building and remember the number.

Now that you have identified the building you want to build in step [2] , you can choose next to what value the building could be placed. For example in the previous step, we selected the building we filled in.

<input type="checkbox"/> 1		This building will therefore be placed next to another building of value 1 or 2 or 5 or 6. We will choose 6 here.	If all the boxes 1,2,5 or 6 are already checked, you must have a penalty case in -1 then choose despite this one of the 4 values: 1 or 2 or 5 or 6 and place the building there in step [4] If it's possible.	<input type="checkbox"/> -1 <input checked="" type="checkbox"/> x <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> 2				
<input type="checkbox"/> 5				
<input checked="" type="checkbox"/> 6				

NB: For steps [2] and [3], if the player has to check a -1 box but all the -1 boxes are already checked, the turn stops for the player and he must wait for the next roll of the dice to go to the next round.

STEP [4]

[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].

We saw an available space next to a building of value 6 in step [3]. We can therefore build this building and choose to give it a value of 2 or 4 (values of the roll of the dice of the turn) by writing this value on the building.

If no space is available next to a building with a value of 6, we lose our chance to build and, therefore, we also lose its potential value for this turn.

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[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].



[1]

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

[4]

[2]

1	2	3	4	5	**
					<input type="checkbox"/> (-)
1					<input type="checkbox"/> x
2					<input type="checkbox"/>
3					<input type="checkbox"/>
6	5	4	3	2	<input type="checkbox"/>

[3]

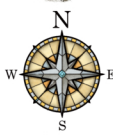
<input type="checkbox"/> 1		<input type="checkbox"/> 2		**
<input type="checkbox"/> 3		<input type="checkbox"/> 5		<input type="checkbox"/> (-)
<input type="checkbox"/> 4		<input type="checkbox"/> 6		<input type="checkbox"/> x
<input type="checkbox"/> 5				<input type="checkbox"/>
<input type="checkbox"/> 3		<input type="checkbox"/> 1		<input type="checkbox"/>
<input type="checkbox"/> 4		<input type="checkbox"/> 2		<input type="checkbox"/>
<input type="checkbox"/> 5		<input type="checkbox"/> 5		<input type="checkbox"/>
<input type="checkbox"/> 6		<input type="checkbox"/> 6		<input type="checkbox"/>

** 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.



If you support our game, you have many beautiful photos to share on your...

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[1] Roll 2 six-sided dices. 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
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[4] Building selection grid:

[2] Building selection grid:

1	2	3	4	5	
					<input type="checkbox"/>
2					<input type="checkbox"/>
3					<input type="checkbox"/>
6	5	4	3	2	<input type="checkbox"/>

Penalties: (-1) (x)

[3] Building selection grid:

<input type="checkbox"/>	1	
<input type="checkbox"/>	3	
<input type="checkbox"/>	4	
<input type="checkbox"/>	5	
<input type="checkbox"/>	6	

<input type="checkbox"/>	2	
<input type="checkbox"/>	5	
<input type="checkbox"/>	6	

Penalties: (-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.