

Ko'ox kool

For 2 -4 players

Includes: one gameboard; one six-sided die; 32 Cartas de Maíz, and 32 Cartas de Ofrenda.



Objective:

After visiting the milpa to harvest your corn, go up to the kitchen to prepare your tortillas and tamales. Then, go to the Altar to place the appropriate offerings.

How to play:

Take turns going around the milpa in a counterclockwise direction until you have two sets of matching Cartas de Maiz: two matching varieties of corn and two matching Mayan Deities.

Then, head to the kitchen where you will process your harvest, so you can prepare your offerings. Move around the kitchen in either direction until you have four different Cartas de Ofrenda. Then, move to fill one of the four spaces in front of the altar to finish the game.

How to Win:

Be one of the first four players to arrive to fill one of the places in front of the altar with the appropriate offerings:

A set of Four Cartas de Maíz:

a matching pair of one particular variety of corn.

and a matching pair of one particular Mayan Deity. And,

A set of four different Cartas de Ofrenda:

any two different offerings.

and any two photos of lost loved ones.

Note: Prior to beginning the game, players should unanimously decide how to win the game, or how someone can lose the game. Because this game can be played by 2-4 players, and there are four spaces in front of the altar, players can decide from a variety of options to win the game. 1. When a player arrives at the altar first, occupying the first space to the far right of the altar, that player wins; the second space, second place; etc. 2. Or, as a language learning activity, all participating players will arrive to the altar, so each player finishes their own game.