

MAA TATA HAY

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RULEBOOK

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STORY

In a parallel universe, a cryptic world called “Maatatahay” contains mysterious crystals that provide powerful energy for the living creatures there. However, after experiencing the beauty of the crystal power, the creatures also became fierce and warlike. To continue mining and using this mysterious force, different species formed tribes, divided, and occupied the land. Among dozens of tribes, the two most representative but also most incompatible ones - Wazu and Balan - once again triggered a war for a newly discovered land.

Now, lead your tribe, arrange and assign warriors to fight, and win this war!

OVERVIEW

Maatatahay is a two-player-only strategy game, playing up to 12 rounds on a 5x5 suedette game map. You and your opponent play as the leaders of **Balan** and **Wazu**, sending your fearless warriors to the field to fight for the glory. Surrounding your opponent's warriors to defeat them while allocating your valuable unit in a safe spot is the key to victory. You can also collect crystal powers to enhance your warrior's strength or visit the Shrines to seize more strategy opportunities. When the endgame condition is met, the player with the most victory points from their surviving warriors, Spirit Crystals, and relics bonus wins!

Players : 2

Time : 20~45mins

Age : 9+

CONTENTS

1 suedette game map

24 warrior tiles (12 warriors for each tribe)

5 Shrine Relics

60 crystals (15 Spirit Crystals, 45 Energy Crystals)

1 cloth bag

1 active player token

1 spirit track marker

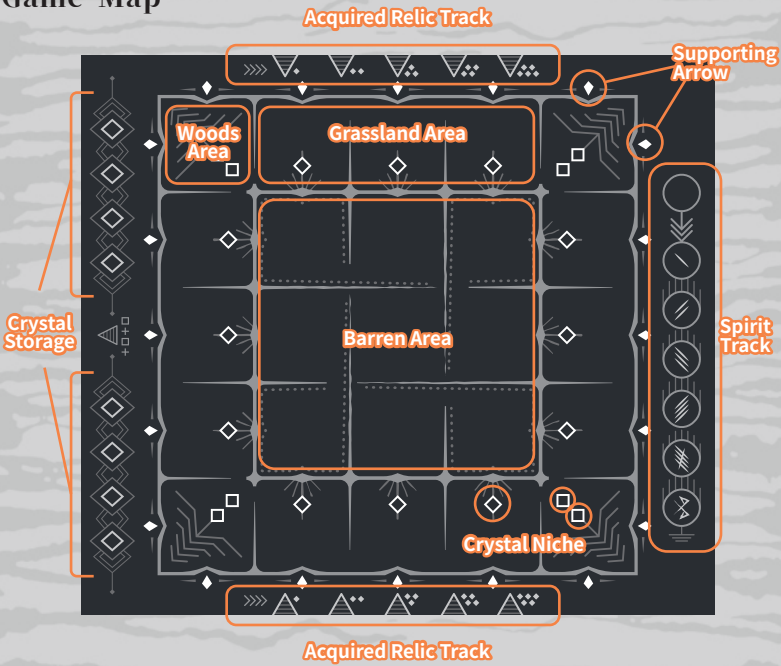
1 rulebook (CH/EN)



MAIN COMPONENTS

In this chapter, we will look at the main components: **Game map** and **Warrior tile**. You can come back and look up for terminologies after reading the following chapters.

Game Map



Acquired Relic Track:

Put acquired relics on corresponding positions on the track and score different VPs (from 1 to 5.)

Crystal Storage:

Store crystals collected during the game with a limit of 4. The surplus amount must be spent before your turn ends.

Spirit Track:

Keep track of the total amount of defeated warriors. It is also one of the endgame conditions: The game ends in the same round when the Spirit Track hits the last space.

Supporting Arrow:

Increase the Strength of the warrior that is placed next to the arrows.

Warrior Tile

Warriors are the core of the game. Each warrior tile has two values: **Strength** (claws on the necklace) and **Sanity** (gems on the forehead).



Basic warrior tile :



Supporting Arrow : Each arrow gives 1 Strength to the pointed adjacent ally. To do so, put an **Energy Crystal** from the supply on the tile.

Sanity: Each embedded gem stands for 1 Sanity value. It is worth VP if the warrior survived at game end. Here are 3 VPs.

Strength: Each claw stands for 1 Strength. It can be reinforced by **Energy Crystals** or Supporting Arrows from the map and allies. Here is 1 Strength.

Special warrior tile—Elder and Convert (Balan tiles as example) :

Elder and Convert are unique in the game, for having tribe symbols instead of Supporting Arrows.



“Battle scars mark my face. Though less fierce, with your support, I fear nothing!”

Both Elder and Convert are worth 4 VPs. They have no natural Strength.

“Enemies thrills me!”



Elder: An orthogonally adjacent ally grants 1 Strength to Elder.

Convert : An diagonally adjacent enemy grants 1 Strength to Convert.

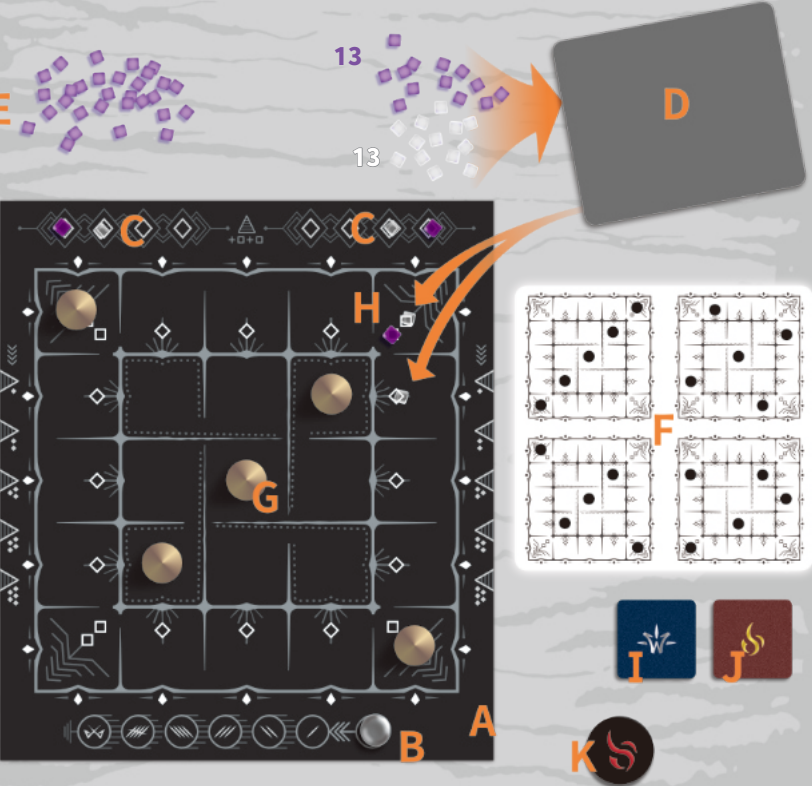
Check out **LIST OF WARRIORS** on page 6 for more details.

SETUP : THE FIRST GAME

For your first game of Maatatahay, we suggest that you set up the game by following the steps below to get into the world in a more accessible approach. Check out **STANDARD GAME** on page 10 to dive into a deeper game.

[A] Basic setup

1. Place the game map in the center of the table.
2. Put Spirit Marker on the first (empty) space of the Spirit Track **B**.
3. Place 1 **Spirit Crystal** and 1 **Energy Crystal** to player's Crystal Storage **C**, respectively.
4. Put 13 **Spirit Crystals** and 13 **Energy Crystals** into the bag **D**. Set aside the rest of the 30 **Energy Crystals** next to the game map to form a general supply **E**.
5. Refer to 1 of the 4 recommended openings **F** to set up the Shrine Relics **G**.
6. Draw crystals from the bag and put them on each Crystal Niche **H** without a Shrine Relic.
7. Choose your tribe: **Wazu (blue)** **I** or **Balan (red)** **J**.
8. Toss the Active Player Token **K** to determine who is the start player.



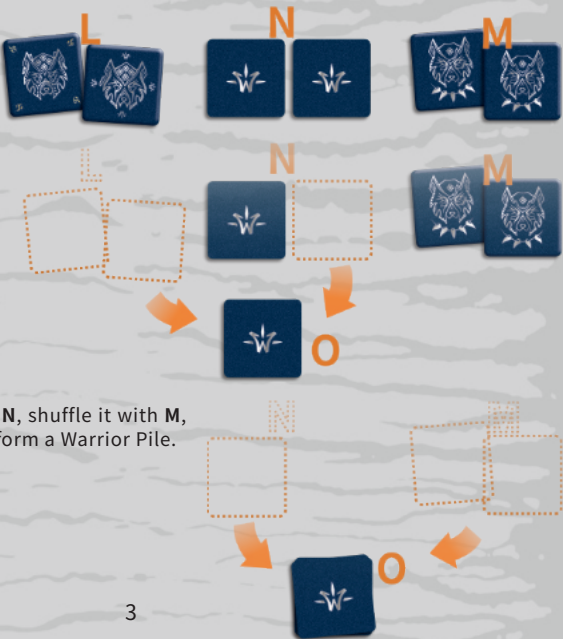
We are almost there. Let's set up the Tile Stream.

[B] Tile Stream setup

1. Pick the following tiles from your tribe and group up (example for Wazu): **L** for **Convert** and **Elder**, **M** for **Champion** (strength 4, sanity 1) and **Berserk** (strength 5, sanity 1). Set the rest of the tiles **N** in two piles with the same amount.

2. Take one of the piles in **N** and shuffle it with **L**. Place the new pile face down on the table **O**.

3. Take the other pile of **N**, shuffle it with **M**, and put it on top of **O** to form a Warrior Pile.



4. Put both players' Warrior Piles **O** together on a side of the map. Flip the top 3 tiles from each pile and place them in 2 rows to form 3 pairs **P**.



It's all set. Let's play!

ROUND FLOW

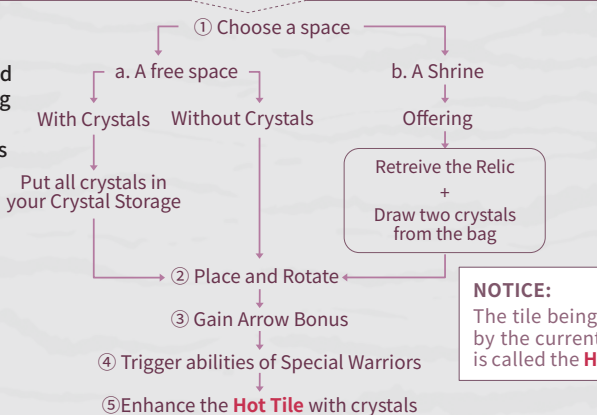
- Pick a pair:** The active player, whose Active Player Token is facing up **K**, chooses one of the three pairs **P** to be played in this round.
- Decide who goes first:** The player with the weaker Strength in the pair of warrior tiles chooses who will play their tile first. If the Strength is the same, the player with the Active Player Token facing up **K** decides the order.
- Take turns to place your tile:** Place the warrior tile on one of the free spaces or a space with a Shrine Relic and apply power bonuses (see section **3.1 Placing tiles and applying Power Bonuses**); if settlements occur (the phase that determines the life and death of the warriors on the field, see section **"3.2 Settling the life and death"**), resolve them all. When both sides' warriors are placed on the field and settled, proceed to step 4.
- Advance the Spirit Track:** Check the number of warriors on both sides that died this round. Each dead warrior advances the Spirit Track by one step. If any of the endgame conditions is met (see page 9 for **Endgame and Scoring**), the game enters final scoring. If not, continue to step 5.
- Prepare for the next round:** Flip the top tile from each pile to fill the Tile Stream. If there is no tile left in pile **O**, skip this step. Then, the current active player flips the Active Player Token **K** to the other side. Go back to step 1.

Details about "3. Take turns to place your tile":

2. Decide who goes first

3. Take turns to place your tile

3.1 Placing Tiles and Applying Power Bonuses



NOTICE:

The tile being placed by the current player is called the **Hot Tile**.

3.2 Settling the Life and Death



The other player takes their turn/ End this step

4. Advance the Spirit Track

3.1 Placing tiles and applying Power Bonuses

① **Choose a space:** There are two situations-

- A free space : Collect all crystals in that space (if any) and place them to your Crystal Storage **C**.
- A Shrine (a space with a relic):

Offering: To place the tile in a Shrine, you need to pay crystals.

- Each Shrine requires 4 crystals to enter.
- The crystals required for offering come from your Crystal Storage **C**, and each offering must include at least 1 **Spirit Crystal**.
- For each warrior that had been placed adjacent to the Shrine, the cost for the offering is reduced by 1.
- Even if there are warriors on all 4 adjacent sides to the Shrine, at least 1 **Spirit Crystal** must still be paid.
- When paying the crystals, you put them into the general supply **E** (**Spirit Crystals** too).

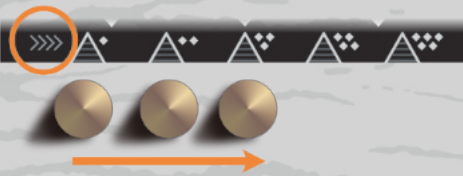
Retrieve the Relic: After paying the offering, retrieve the relic and place it on your own Acquired Relic Track following the arrows (see example below).

Favor in return: Finally, draw two crystals from the bag and put them in your Crystal Storage **C**.

The symbol on the map indicates:
"Relic: +crystal +crystal"



Example: Take a look at the Shrine in the woods(i). There is a **Wazu** warrior adjacent to this Shrine. To enter the Shrine you need to offer 3 crystals. A **Wazu** warrior and a **Balan** warrior are adjacent to the Shrine(ii). To enter this Shrine you need 2 crystals. 3 **Balan** warriors and 1 **Wazu** warrior are adjacent to the Shrine(iii). You still need 1 **Spirit Crystal** to enter this Shrine.



After paying the offering, retrieve the relic and place it on your own Acquired Relic Track. (Oh, and don't forget to draw 2 crystals from the bag).

② **Place and Rotate:** Place your tile and rotate it at will.

③ **Gain Arrow Bonus:** Place the same number of **Energy Crystals** (from the general supply **E**) on the **Hot Tile** as the number of arrows pointing to it. The new Strength value of that warrior becomes the sum of the number of 'claws' and the number of **Energy Crystals** on the tile.

IMPORTANT:

- Arrow Bonus only applies to the **Hot Tile**.
- Arrows on the Hot Tile do not give Strength to existing warriors on the field.



Example:

Wazu player placed "Support" first, and then placed "Bravery" under "Support". The "Bravery" got an **Energy Crystal** from the supply **E** due to "Support". The third tile placed in the upper left corner, the "Elite", also got an **Energy Crystal** from the supply **E** due to "Support". Lastly, "Rookie" received Arrow Bonuses from the previous 3 tiles, totaling 3 **Energy Crystals** (from the supply **E**). At this moment, the Strength of each warrior:

Rookie is 4 (1 claw + 3 bonuses);
Elite is 4 (3 claws + 1 bonus);
Bravery is 3 (2 claws + 1 bonus);
Support is 0 (0 claw + 0 bonus).

Notably, since the arrows can only affect the Hot Tile, only earlier warriors can give the arrow bonuses to later ones. So, "Support" doesn't get the bonus from "Rookie."

(The example continues on page 7)

戰士一覽

LIST OF WARRIORS

PAPALIZI



巫師 | Convert

ABUK



新血 | Rookie

ABA



勇士 | Bravery

ABASAN



精銳 | Elite

GIZEM



大戰士 | Champion

GIZEM



大戰士 | Champion

ABASAN



精銳 | Elite

ABA



勇士 | Bravery

ABUK



新血 | Rookie

PAPALIZI



巫師 | Convert

PUNU



長老 | Elder

ABUK



新血 | Rookie

ABA



勇士 | Bravery

ABASAN



精銳 | Elite

MAGIZEM



狂戰士 | Berserk

MAGIZEM



狂戰士 | Berserk

ABASAN



精銳 | Elite

ABA



勇士 | Bravery

ABUK



新血 | Rookie

PUNU



長老 | Elder

MAAPA



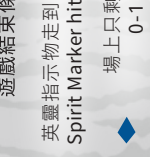
補給 | Support

ABA



勇士 | Bravery

ABASAN



GIZEM



ABASAN



ABA



MAAPA



補給 | Support

遊戲結束條件 | Endgame Conditions

英靈指示物走到最後一格(場上產生累積六個英靈)。
Spirit Marker hits the last space of the Spirit Track.

場上只剩小於或等於一格自由格位。
0-1 free space remains.

所有戰士圖板(共24張)都放上場時。
All 24 warriors are on the battlefield.

每個戰士都有一個在圖板上方的頭銜(瑪他亥世界裡的稱呼)與圖板下方的稱謂(我們稱呼他們的方式)。

Every warrior has a title above the tile (how they are called in Maatahay) and below (how we called them).

④ Trigger abilities of Special Warriors:

Elder: Each orthogonally adjacent ally grants 1 Strength to Elder.

Convert: Each diagonally adjacent enemy grants 1 Strength to Convert.

• Even if the special warriors are not **Hot Tiles**, as long as the conditions are met, the bonus will be triggered immediately, that is, the bonus may increase with the appearance of surrounding warriors in each round. The surrounding warriors that meet the conditions can provide bonus regardless of life or death.

• The bonus from special abilities can be increased to a maximum of 4 Strength (from up to 4 edges or 4 corners). If it is a **Hot Tile**, you can still get bonuses in step③ and step⑤.



⑤ Enhance the Hot Tile with crystals (Energy or Spirit):

- Crystal enhancements can only be performed on the **Hot Tile**.
- At the end of a player's turn, they can keep up to 4 crystals in their Crystal Storage **C**. Excess crystals must be placed on the **Hot Tile**, with the player's choice on which to keep.
- You can place as many crystals on the **Hot Tile** as you have in your Crystal Storage **C**. For each **Energy Crystal** placed on it, its Strength is increased by 1. For each **Spirit Crystal** placed on it, it is worth 1 VP at the end of the game.
- Crystals in the Crystal Storage **C** score nothing at the end of the game.

3.2 Settling the life and death

When a warrior is fully "surrounded" (no available spaces on all four adjacent sides), a siege happens and the settlement is carried out.

In a settlement, compare the Strength of the warrior being surrounded (the sum of claws and **Energy crystals**) with the total value of the "enemy" warriors involved in the siege. If the Strength of the surrounded warrior is greater than or equal to the enemies' total Strength, the warrior survives; otherwise, it dies.

- Fewer surrounding warriors are needed to get settled in the periphery area (that is, woods and grassland areas, see **Main Components**).
- A Shrine (with a relic) is still an available space.

"Unite in attack, stand alone in defense; allies can't aid in the settlement."

When a "surrounded" warrior dies, flip the warrior tile to the back and return all the **Energy Crystals** on the tile to the general supply **E** (see Example 1); **Spirit Crystals** are "looted" by the **Hot Tile** and placed on it, regardless of whether the Hot Tile is adjacent to the "surrounded" warrior (see Example 3). If the **Hot Tile** also dies after the settlement, return the **Spirit Crystals** to the general supply **E** (see Example 3).

The fallen warrior tile will not be flipped back, and that space will no longer be entered.

Note: Warriors that have survived from a settlement might still die in a later turn due to Elder or Convert's special abilities (see Example 3).

Hot Tile Principle: When there are multiple places that need to be settled, the current player can decide the order of settlement. The Hot Tile must be the last tile to be settled in that turn.



Example 1: Basic Settlement
When the Balan player places the Hot Tile **Bravery**, the **Support** from Wazu is surrounded and heads to the settlement. The Strength of **Support** (0+2=2) is lower than the **total value** of the surrounded Balan warriors (3+4=7). So, **Support** is flipped over with its **Energy Crystals** being returned to the general supply **E**.



Example 2: Settlement with Loot

When the Wazu player places **Convert**, there are three warriors being "surrounded" (including **Convert** itself). The Wazu player decides to settle the **Bravery** from Balan first. **Bravery** is defeated and flipped over (3:13); the **Spirit Crystal** on it is "looted" by **Convert**. Next, the **Elder** is also flipped over (1:4) and the **Spirit Crystal** is also "looted" by **Convert**.

(Continue to the next page)

Lastly, the Hot Tile **Convert** survived since there was no enemy alive.

Example 3: A settlement with the involvement of the Elder's ability.



The Wazu player spotted an opportunity and placed **Bravery** under **Elder**. This action activated the special ability of the **Elder**, allowing it to gain Strength. However, it also put the **Elder** into a “surrounded” state. Hence, the Wazu's **Elder** and **Bravery**, and the Balan's “**Support**” and “**Rookie**” all need to be settled. But because the **Bravery** is the Hot Tile, it will settle last.



Next, Wazu chose to settle the **Rookie**. Despite the **Rookie's** Strength being 2, the surrounding Strength value of Wazu increased to 3, causing the **Rookie** to be flipped. Consequently, the **Spirit Crystal** on the **Rookie** was taken by the **Bravery**.



Lastly, the Hot Tile **Bravery** was settled. Although **Bravery** had a Strength of 3, the total surrounding Strength of Balan was 4, leading to its defeat. As a result, **Bravery** was flipped over and the **Spirit Crystals** it had gathered were discarded and returned to the general supply **E**.

TIP: In a game where crystals are heavily used and warriors remain undefeated, the general supply **E** may run out of crystals. In such a situation, players can replenish the pool by returning crystals from a warrior that has been settled and survived, provided the surrounding warriors are also settled.



The **Support** and **Rookie** of Balan on the field survived in the previous settlement because their Strength are not lower than the surrounding enemies. But because of the presence of the **Elder** of Wazu, they can't let their guard down.



The Wazu player, having the choice to determine the settlement order, opted to settle **Support** first. With the **Support's** Strength at 3, and the **Elder's** Strength increase altering the surrounding Wazu Strength from 3 to 4, the **Support** was flipped. The **Spirit Crystal** on the **Support** was subsequently looted by the Hot Tile **Bravery**.



The **Elder** had no enemies on adjacent sides after the previous settlements, so it survived.



ENDGAME AND SCORING

The game ends after the round when any of the following conditions is met:

- ◆ Spirit marker hits the last space of the Spirit Track (6 tiles are flipped).
- ◆ one or zero free space remains on the map. A Shrine is not a free space.
- ◆ All 24 warriors are on the battlefield.

Calculate the score of your tribe:

- a. the Gems on the foreheads of all surviving warriors,
- b. the number of Spirit Crystals held by the warriors, and
- c. the score of acquired relics.

The player with the highest score wins the game.

Example:

Score of **Wazu** (player above the map)=

"1+1+2+2+4+2+1".....Gems for surviving warriors on the foreheads

+ "2+1+1".....Spirit Crystals held by the warriors

+ "1".....Score of acquired relics

=18 VPs;



Score of **Balan** (player below the map)=

"1+3+4+1+2+2+2".....Gems for surviving warriors on the foreheads

+ "2+1".....Spirit Crystals held by the warriors

+ "1+2+3".....Score of acquired relics

= 24 VPs;



24 versus 18. **Balan** wins the fight!

If there is a tie, the one with more surviving warriors wins. If there is still a tie, who has acquired the latest relic wins. If no one acquires any relic and there is still a tie, nobody wins the game. What about another game to settle the tie?

STANDARD GAME

Hope you enjoyed your first game of Maatatahay! So, how does a more complete and varied game proceed? Let's start over with the game setup (**with the modification in blue**)!

[A] Basic setup

1. Place the game map **A** in the center of the table.
2. Put Spirit Marker on the first (empty) space of the Spirit Track **B**.
3. Put 15 Spirit Crystals and 15 Energy Crystals into the bag **D**. Set aside the rest of the 30 Energy Crystals next to the game map to form a general supply **E**.
4. Draw crystals from the bag and put one crystal on each Crystal Niche **H**.
5. Choose your tribe: Wazu(blue) **I** or Balan(red) **J**.
6. Toss the Active Player Token **K** to determine who is the start player.
7. The second player starts by taking one Shrine Relic **G** and placing it on a map space, and also taking all the crystals (if any) from that space. Then the starting player places two Shrine Relics on the map, also taking all the crystals from those spaces. Finally, the second player places the last two Shrine Relics and takes the crystals from the spaces. All the acquired crystals go to player's Crystal Storage **C**.

Note 1: In this phase, you can only collect up to 3 crystals, regardless of their type. When selecting spaces, ensure that the total number of crystals in those spaces does not exceed 3. It's not allowed to land on space combinations to get more than 3 crystals in total and then discard the surplus.

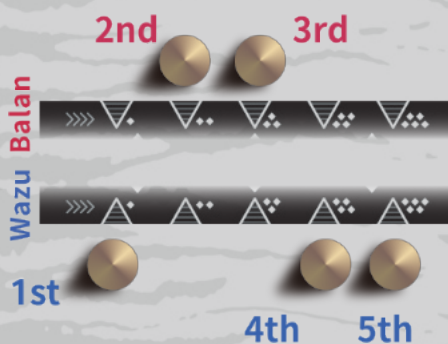
Note 2: The Shrine Relics cannot be adjacent to each other; they can be placed on the diagonal or at least one space apart.

[B] Tile Stream setup

1. Place the 12 warrior tiles of your tribe face down on the table and shuffle them to form your Warrior Pile **O**.
2. Put both players' Warrior Piles **O** together on a side of the map. Flip the top 3 tiles from each pile and place them in 2 rows to form 3 pairs **P**.

Gameplay

The basic Round Flow remains unchanged; only the scoring method of the relics has been adjusted: **The score of each Shrine Relic will be determined by the overall order in which it is retrieved during the game.**



Example: The Wazu player retrieves the first Shrine Relic from the field and places it in the first position on its track. Then, the Balan player takes their first and second Shrine Relics and places them in the second and third positions on their side. Finally, the Wazu player takes their second and third Shrine Relics and places them in the fourth and fifth positions on their side. At the end of the game, the Shrine Relics provide scores for both sides: **Balan 2+3=5 VPs, Wazu 1+4+5=10 VPs.**

Good Luck!

Acknowledgements

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