

### Mayan Armageddon:

If the player succeeds in completing a ceremony (set) with 3 or more Nameless Day cards the game immediately ends, and a winner is determined based on current points. The player completing this Ritual does not lose any points for the ceremony.

**Note:** Wild Cards MAY be used to complete this set

### The Winter Solstice:

Play a set of three or more Purple cards (scored normally) from the same Haab (month). Completing this Ritual permanently increases your hand size by +1 card.

Leave this card face up in front of you while it is in effect. May be combined with the Summer Solstice for a total combined hand size of +2 hand size.

### The Summer Solstice:

Play a set of three or more cards of the same color (scored normally) from the same Haab (month).

Completing this Ritual permanently increases your hand size by +1 card.

Leave this card face up in front of you while it is in effect.

May be combined with the Winter Solstice for a total +2 hand size.

### The Vernal Equinox:

Play a set of three or more cards (of any color) with a numeric value of 12 with the same Tzolkin (day) and score it normally. The player completing this Ritual scores an additional 12 points.

**NOTE:** *In this instance, you MAY use Wild Cards to complete this set.*

Completing this Ritual will increase the size of the grid to 12 cards.

### The Autumnal Equinox:

Play a set of three or more Blue cards from the same Haab (month) scored normally.

Completing this Ritual allows the player to draw an additional three cards from the Calendar deck into his hand. This can allow the player to hold more cards in his hand than his hand limit would allow, but these additional cards are **NOT** replenished as they are played.

### The Harvest:

Play a set of three or more cards (scored normally) with NO matching symbols or numeric values.

The player completing this Ritual may, on one turn in the future, claim and score a set of any kind from the grid.

This Ritual card is then discarded.

## Full Moon:

Play a set of three or more cards of any kind. Scoring for this set is doubled.

## A Game of Pitz:

Play any set of three or more cards and score it normally. The player completing this Ritual **MAY** choose one other player to engage in a game of Pitz (the traditional Mesoamerican ball game). Each player chooses one card from his hand and reveals it simultaneously; the player with the higher numeric value wins. Both players discard the cards used, and replace it in their hands. The winner then steals one card at random from the loser's hand. The loser does NOT replace this lost card at this time.