



Finishing The Game

The game ends when:

★ **None of the players can place a Pilgrim on the board.** In this case, the game ends immediately.

★ **A player has placed all his/her Pilgrims on the board.** If such is the case, the turn is completed, so that all the players have taken the same number of turns.

If, at the end of the game, only one player has placed all his/her Pilgrims on the board, **s/he is the winner.**

In any other case, each player adds up the number of Pilgrims s/he has placed within the compound, and the one with the most is the winner. When adding up, **the squares with a crescent moon** (two in the color of each player) are taken into account: if a player has a Pilgrim on a square with a crescent moon in his/her color, it counts twice as much, for example it counts as two Pilgrims.

If there is a draw, the player **with the most Pilgrims** in those squares close to the black stone, the **Kaaba**, is the winner. If there is still a draw, all the players involved in the draw are declared winners.

2 - 3 Players Rules

In games with 2-3 players, the rules are the same, with the following exceptions:

★ **Each player uses twice as many Pilgrims (s/he plays with two colors).**

★ **In a game with 2 players, the maximum number of Pilgrims to be placed in a turn is 3, then having the right to remove another Pilgrim.**

★ **In a game with 3 players, the maximum number of Pilgrims that can be placed in a turn is 5, and at least 4 Pilgrims have to be placed so as to have the right to remove a Pilgrim (like in a 6 player game).**

The game ends up in the same way, but the winner is the player who, by adding up the Pilgrims in the two colors of his/her choice, **has managed to accommodate the most Pilgrims within the Holy Mosque in Mecca.**



Mecca is a game by **Javier Garcia**
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A fast-paced game by **Javier Garcia**

Players: 2 - 6 | Ages: 8+ | Duration: 20 - 30 minutes

Introduction

We are in **Mecca**, the holiest Islamic city in **Saudi Arabia** and prophet **Muhammad's** birthplace. Year after year, **Mecca** receives more than a three million faithful on one of their faith's pillars: the **Holy Pilgrimage** or **Hajj**.

We are going to access the inside of the **Holy Mosque** of **Mecca** right now, the main shrine of Muslim pilgrimage during the **Hajj**... the imposing **Sacred Kaaba** is just in front of us...

In order to avoid crowds during the massive influx of the faithful in the **Holy Mosque** the organizers have devised an innovative system to control the placement and organization of the pilgrims during their prayers to **Allāh**.

The player who **successfully introduces more pilgrims** in the **Holy Place** according to this organization system **will be the winner.**

Game Contents

- 1 Game Board.
- 108 Pilgrims (in six colors: **yellow, red, green, blue, black and white**): 18 for each player.
- 1 Rule Book.

Game Set Up

The board is placed in the middle of the table. In games for 2 or 4 players all **the red and yellow mats** (or squares) will be used; in games for 3, 5 or 6 players, **the purple mats** will also be used, so that the whole compound is in use.

Each player chooses one color and takes the 18 Pilgrims in that color. The Pilgrims in those colors not chosen are left inside the bag.

The **youngest player is the starting player: counter-clockwise**, each player places 1 Pilgrim on one of the squares that signal the entrance to the compound (these are placed by the doors). There are 6 entrance squares, one for each player: if there are fewer players than 6 in the game, the entrance squares that are not used





at the beginning of the game will have to remain **unoccupied during the rest of the game**. Then, in the same order mentioned before, the players take turns. The youngest player starts, followed by the player **whose Pilgrim is immediately to the right** of that of the starting player, and so on. We advice players to sit around the table following the order of the starting pilgrims, so as to make the game smoother.

Taking Turns

In the first turn, each player places **one single Pilgrim** on the board, next to a Pilgrim in a different color. From the second turn onwards, each player will place **as many Pilgrims as s/he can** (up to a number determined by the number of players minus one), following these rules:

★ A Pilgrim must always be next (even if diagonally) to another. **It can never be alone.**

★ A Pilgrim can never be placed (by any side) next to a Pilgrim **in its same color**.

For example: a blue Pilgrim cannot be placed beside to another blue Pilgrim.



★ The first Pilgrim to be placed must be **next to only one Pilgrim in a different color**. By doing so, the Pilgrim has the right to place a second Pilgrim, which must be next to **two Pilgrims** (no more, no less) in two colors different from his/hers. By doing so, the player has the right to place a third Pilgrim, **next to exactly three Pilgrims in colors different from his/hers**... And so on, until the maximum number of Pilgrims is reached (number of players in the game minus one), or until s/he cannot place any more Pilgrims.

For example: in a 4 players game, the maximum number of Pilgrims will be 3; in a 5 players game, the maximum number will be 4 and in a 6 players game, the maximum number of Pilgrims to place will be 5.

★ A Pilgrim cannot be placed adjacent to **2 or more sameless color Pilgrims**, these adjacent colors **must be always different**.

For example: the red player tries to place his/her third Pilgrim on a space with 1 green Pilgrim and 2 blue Pilgrims adjacent to this space; although s/he can connect to 3 Pilgrims, there are 2 blue Pilgrims and because of this the red player cannot place his/her third Pilgrim on that space.

When a player cannot place any more Pilgrims, his/her turn is over and the next player starts.



If the player has managed to place, at least, 3 pilgrims (in games for 2 or 4 players) or 4 pilgrims (in games for 3, 5 or 6 players), s/he **can remove one Pilgrim** in whichever color s/he chooses from the Board and give it back to the corresponding player. That Pilgrim must be next to two Pilgrims (or more) **in the same color**.

If by doing so, any Pilgrim or group of Pilgrims is isolated (completely separated from any other Pilgrim), those Pilgrims **will also be given back to their proprietors**, for them to use in next turns.

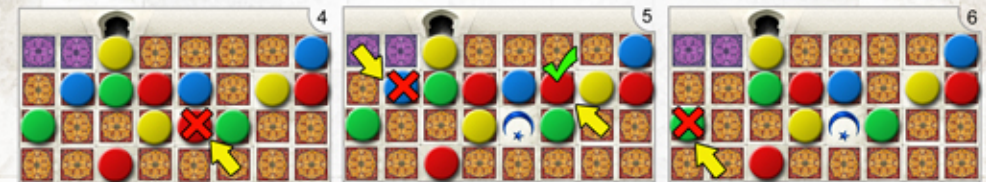
Pilgrims in the entrance squares (by the doors) **can never be removed**.

Graphic Examples



In a game for four people, the red player cannot place his/her Pilgrim on an empty mat (figure 1) without its being next to other Pilgrim, so in his/her first move s/he places the Pilgrim next to one yellow Pilgrim (figure 2).

In his/her second move, s/he must place his/her Pilgrim exactly next to two Pilgrims in two different colors (figure 3), in these case yellow and blue.



In his/her third move, the red player can place his/her Pilgrim close to three Pilgrims in different colors, but these colors cannot be repeated or in his/her own color (figure 4), so s/he must choose a valid position (figure 5).

Since s/he has placed three Pilgrims (in a game for four people), s/he must remove a Pilgrim in the color s/he chooses, so s/he decides to remove a blue Pilgrim which is next to two green Pilgrims (figure 5), leaving one of the green Pilgrims isolated, hence also removing it (figure 6) and both removed Pilgrims are given back to their respective players. Note that if this removed green Pilgrim was remained not completely isolated, this is, if it was joined to another Pilgrim (although the two Pilgrims were separated from the rest), then this green Pilgrim could not be removed.

