



PRESENTATION of the GAME (1.37 - Oct/07)

Historical Background

9,500 years ago... Discover what could be the first sketches of our urban civilization, more than two millennium before the first cities of Mesopotamia.



Right before Prehistory would give way to History, thrived the first "urban" villages in the Near East. These communities already mastered agriculture and herding, but were still relying in hunting and gathering. The population of some of these communities might have reached 5000 inhabitants and even more.

These settlements were most often not fortified. Instead, houses were tightly built against each other and people would circulate by walking from roof to roof. A lot of the daily activities were taking place on the roofs.

Inhabitants would access their home from the roof through a hole in the roof down a wooden ladder. The inside of each house was divided in several spaces, usually with a main room and several storage rooms. Each home was carefully maintained, the walls were often re-plastered and the rooms reorganized throughout the lifespan of the building.



We don't really know the religious beliefs of these people, whether they would be related to the female figurines (some of them became famous: a fat female figure sitting with her arms on two leopards), or to the animals (bulls, leopards, vultures ...) found on their murals paintings. Inhabitants would keep their dead along by burying them directly under the floors of their houses.

Each building was used several decades before being carefully dismantled in purpose and leveled. Then a new house was built on top, using the walls of the previous one as foundations. Thus, century after century, the level of the ground would progressively rise to form a small mound or "Höyük" in Turkish.

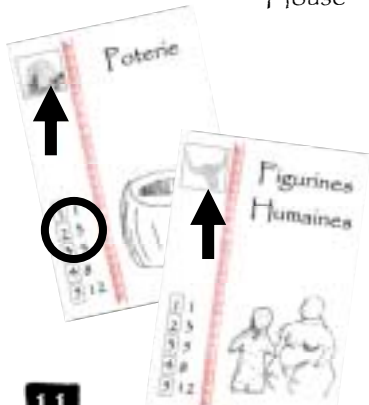
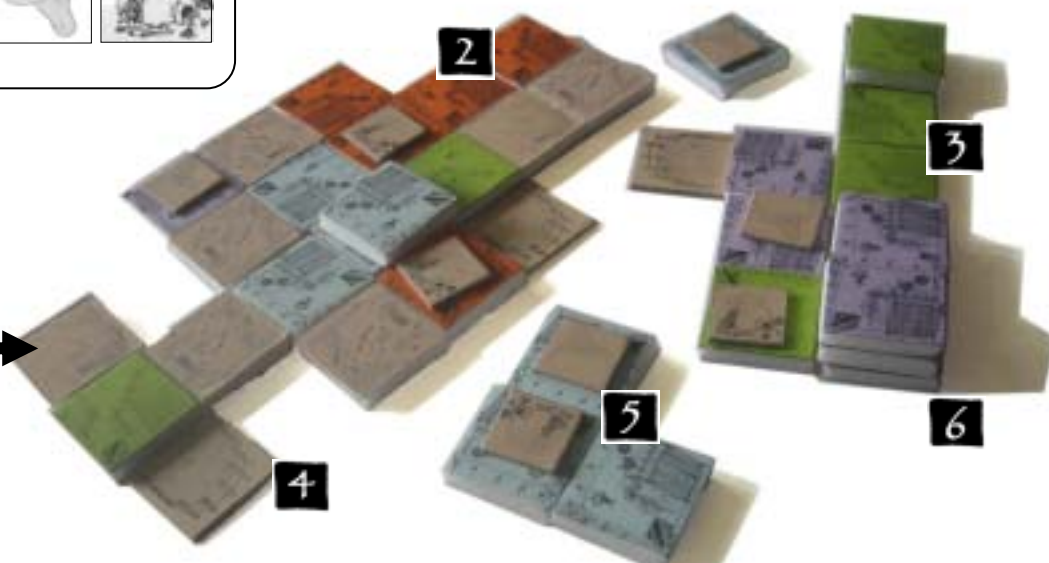
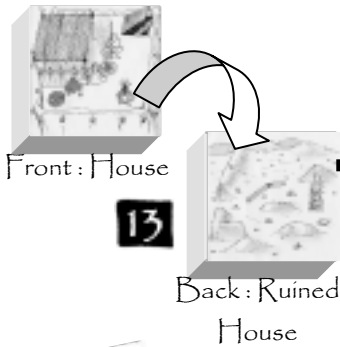
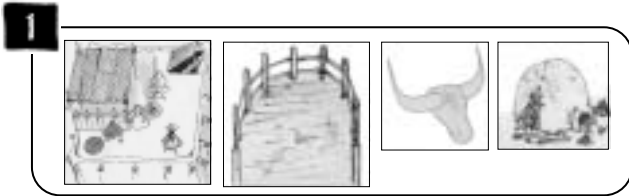
This game is a free adaptation from the archaeological facts found at Çatalhöyük, located in the South-Central plains of Anatolia, Turkey. This site was first excavated in the early 60's by James Mellaart, and then idled for 3 decades before Ian Hodder and his team could resume the dig in 1993. The result of their research can be found on www.catalhoyuk.com. You can also learn more about this important site, both in size and historical magnitude, by reading Michael Balter's book *The Goddess and the Bull* (2005, Free Press, 400 pages).



Höyük in a Nutshell

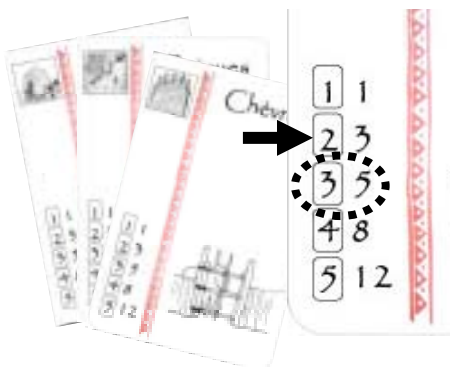
Welcome to Höyük! You will be leading the destiny of a Clan in the settlement. Your Clan will develop its Families, with their Houses, Ovens, Pens and Shrines. The better your Families thrive, the more Victory Points your Clan will get. At the end, the winning Clan is the one who collected the most Victory Points.

This is what looks like a game of Höyük. The numbers refer to the text on the right page.

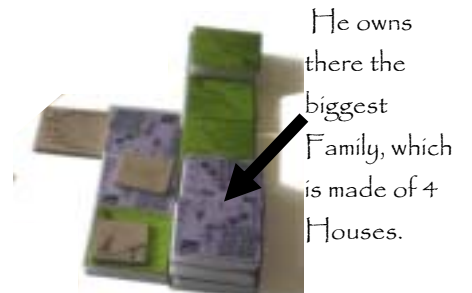


11 By playing these 2 cards together, you can either build 1 Oven and 1 Shrine, or score 3 victory points.

14 During the final counting, the purple player will score 4 victory Points with this Block.



12 The orange player could have played together these 3 cards and score 5 victory Points. But he only owns 2 Families in the village. Thus he is limited to 2 cards and may only score 3 points.



1 The building elements used are **Houses, Pens, Shrines** and **Ovens**.

Two notions are very important in the game: the notions of **Family** and **Block**.

2 A **Family** is a group of Houses of the same color built adjacent to each other. This is a Family of 4 orange Houses.

3 A **Block** is a cluster of Families adjacent to each other. This is a block of 3 Families (2green and 1 purple).

4 **Pens** are built against Houses.

5 **Ovens** and **Shrines** are built on top of the Houses.

6 You can also **build Houses on top of your own Houses**. Thus, the settlement will spread at the same time horizontally and vertically.

The game is divided in **rounds**. At the beginning of a round each player builds **6 elements** (Houses, Pens, Shrines and Ovens). Once all the constructions are done, Blocks are inspected one by one. For each Block, you find out which player is leading in each of these **3 different aspects**:

7 The first aspect is **the number of Ovens**. The Family that owns the most Ovens in the Block wins.

8 The second aspect is **the number of Pens**. The Family that owns the most Pens in the Block wins.

9 The fourth aspect is **the number of Shrines**. The Family that owns the most Shrines in the Block wins.

10 For each aspect, the winner will draw 1 **Aspect Cards** from the deck corresponding to this aspect.

11 These cards can be spent anytime during the game **to build additional elements, or to score victory points**.

12 However, during each round, you are only **allowed to spend 1 Aspect Card per Family you own in the village**. Thus, if you want to score a lot of victory points, or build more elements than your opponents, you'll need to have a lot of different individual families throughout the settlement.

13 You'll also have to take into account the **Catastrophes** which will hit your community and will **force you to destroy parts of the settlement**.

14 The game will stop when one of the players will build his 25th house. At the end of the game, you will inspect the village one last time. **In each Block, the biggest Family yields to its owner 1 extra victory point per House**. These points are added to the ones gained during the game.

The **winner** is then the one having **the highest total score of victory points**.

Optional Rules

You don't need to read this now. You may want to have a look at it after you discovered the main set of rules.

1 – Five Aspects Variant

This optional rule increases the amount of factors to take into account during the game. It is perfect for advanced gamers.

You use 2 more aspects. You will also inspect the number of Families in the Block and the height of the Houses.

To play this variant, you'll need the second Aspect Cards Base displaying 2 Slots "Height" and "Number". Set up the game as described in the basic rules, but instead of deal out the Aspect Cards in 3 decks, deal them out in 5 decks of 6 cards. Place each deck on the Aspect Cards Base upon one of the 5 slots of the aspects used in the variant (Height, Number, Ovens, Pens and Shrines).

Then, you just follow the basic rules with the following modifications:

- During the Construction phase, the Construction cards are placed face up. Instead of randomly picking your card, you choose one among the cards still available. Moreover, the Construction card displaying the 3 Houses is no longer used as a wild card. It just allows you to build 3 Houses.

- During the Aspect Card phase, you will also inspect Blocks occupied by 1 single player, but only for the aspects of Oven, Pens and Shrine. The Aspects of Height and Number are only inspected in Blocks occupied by 2 players or more.

- In case of a tie on one aspect, there is no winner for the aspect. The height of the Houses is not used as a tie breaker anymore.

As in the basic rules, you are limited to play a maximum of 1 Aspect card per Family in a whole round. At the end of the game, the biggest Family of each Block still yields 1 additional Victory Point per House.

2 – Catastrophes Forecast

The Catastrophe is still applied during phase 2, but the Catastrophe Card is drawn at the beginning of the round and read outloud to everyone. Thus, you already know what kind of Block will be hit as you play the Construction phase.

3 – Midden Areas

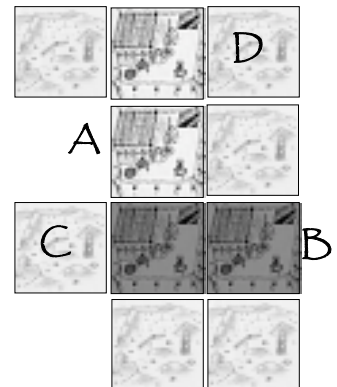
In the Çatalhöyük settlement, some areas in between houses were used as middens. In the game, we are going to use the dismantled House pieces to play as Midden Areas. Any dismantled House in the village will be considered as a Midden Area. You can set Midden Areas for your Families, in addition to the Houses left dismantled after a Catastrophe. At the end of the round, the Family of each Block having the most Middens will give its Clan an extra Aspect Card.

In the basic rules, you cannot dismantle your own Houses in purpose. This variant allows you to do so. During the Construction phase, after having built your 3 elements, you can also dismantle 1 or several of you Houses to transform them in a Midden Area. Note that this action will also have an influence on other aspects. For instance, by dismantling one of your Houses, you can by the same token cut 1 Family in 2 and take the lead on the aspect "Number".

During the Aspect Card phase, in addition to the 5 regular aspects you will also inspect the number of Middens directly adjacent to your Families. A Midden Area belongs to all the Families touching it. Hence a given Midden is counting against the total of all the adjacent Families. In each Block, the Family adjacent to the highest number of Middens wins. A player who wins the Midden aspect gets an extra Aspect Card of his/her choice (among the Aspect decks still available).

In this example, the Family A is touching 3 Middens and the Family B is touching 4. Family B wins the Middens aspect and the player chooses a Card from any Aspect deck.

The Midden C doesn't count for Family A because it is touching only by a corner. The Midden D doesn't count for Family B because it is not directly adjacent to it.



Many thanks to Urmao for the variant 2.