



AETERNA - GAMES

JADE

Rulebook

Working version. The mechanics, iconography and emblem system are defined for this stage; balance may still receive adjustments after physical playtesting before the final edition.

VERSION 1.0 - SEPTEMBER 2026



01 THE GAME

Time does not wait for man.

Man waits for time.

JADE is a game of observation and anticipation. Each player builds a Reading with one Tzolk'in sign and one Haab sign while the G Cycle advances from G1 to G9. The active G shows the emblem that must be matched at that moment.

2-3

PLAYERS

48

CARDS

4

EMBLEMS

9

MOMENTS

15-25

MIN

OBJECTIVE

Record more moments than your rivals. To record the active G, keep one Tzolk'in sign and one Haab sign in your Reading with the same emblem as the active G. When G9 is recorded, the game ends and the player with the most moments wins.

G1 → G9

THE CYCLE ADVANCES

Observe. Anticipate. Wait. Record.

CORE PRINCIPLE

The active G sets the objective. Tzolk'in and Haab must share the active G's emblem. When all three match, an alignment occurs.



02 COMPONENTS

Three systems. One moment.

JADE contains 48 cards divided into three visible, interconnected systems.

TZOLK'IN

20

Observed signs

HAAB

19

Observed signs

G CYCLE

9

Recordable moments

DISTRIBUTION

Tzolklin	20	5 Sun · 5 Moon · 5 Jaguar · 5 Maize
Haab	19	5 Sun · 5 Moon · 4 Jaguar · 4 Maize · Wayeb' wild card
G Cycle	9	Sun · Moon · Jaguar · Maize · Sun · Moon · Jaguar · Maize · Sun

WAYEB'

Wayeb' belongs to the Haab and acts as a wild card: it can represent any of the four emblems when a moment is recorded.

03 THE EMBLEMS

Four emblems.

Each Tzolk'in and Haab sign carries one of four emblems. The active G shows which one you need to match. When Tzolk'in, Haab and G share the same emblem, an alignment occurs.



SUN



MOON



JAGUAR



MAIZE

WAYEB' • WILD CARD



Wayeb' does not represent one specific emblem. When recording, it can be used as Sun, Moon, Jaguar or Maize, provided that the Tzolk'in sign in the Reading matches the emblem required by the active G.

KEY IDEA

The emblems are a mechanical convention created for JADE. They do not represent a historical Maya classification.

04 TZOLK'IN ICONOGRAPHY

Twenty signs.

Five signs per emblem. Each Tzolk'in card can occupy the Tzolk'in space in a player's Reading.



Imix



SUN



Ik'



MOON



Akb'al



JAGUAR



K'an



MAIZE



Chicchan



SUN



Kimi



MOON



Manik'



JAGUAR



Lamat



MAIZE



Muluk



SUN



Ok



MOON



Chuwen



JAGUAR



Eb'



MAIZE



B'en



SUN



Ix



MOON



Men



JAGUAR



Kib'



MAIZE



Kab'an



SUN



Etz'nab'



MOON



Kawak



JAGUAR



Ajaw



MAIZE

05 HAAB ICONOGRAPHY

Nineteen signs.

Eighteen cards carry a fixed emblem. Wayeb' is the only exception and can represent any of the four.



Pop



SUN



Wo



MOON



Sip



JAGUAR



Sotz'



MAIZE



Sek



SUN



Xul



MOON



Yaxk'in



JAGUAR



Mol



MAIZE



Ch'en



SUN



Yax



MOON



Sak



JAGUAR



Kej



MAIZE



Mak



SUN



K'ank'in



MOON



Muwan



JAGUAR



Pax



MAIZE



K'ayab'



SUN



Kumk'u



MOON



Wayeb'



WILD

06 THE G CYCLE

Nine moments.

The nine G cards are always placed in order, from G1 to G9. The active G indicates the emblem that must be matched. When it is recorded, the cycle advances to the next G.



SUN



MOON



JAGUAR



MAIZE



SUN



MOON



JAGUAR



MAIZE



SUN

SEQUENCE

G1 SUN → G2 MOON → G3 JAGUAR → G4 MAIZE → G5 SUN → G6 MOON → G7 JAGUAR → G8 MAIZE → G9 SUN

07 THE OBSERVATORY

The present is always changing.

Separate Tzolk'in and Haab and shuffle both decks independently. Reveal three cards from each. The card on the left is always the oldest; the card on the right, the newest.

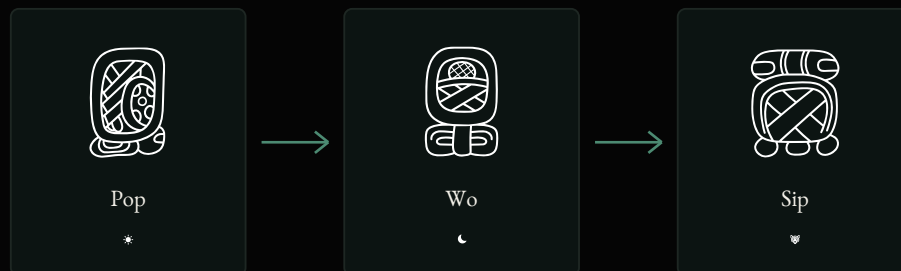
TZOLK'IN

OLDEST

NEWEST



HAAB



CIRCULAR MOVEMENT

After every action, exactly one new Tzolk'in and one new Haab enter the Observatory. Cards that leave return to the bottom of their deck; the decks are not reshuffled.



08 SETUP

Before you begin.

01

Separate the three systems

Create a 20-card Tzolk'in deck, a 19-card Haab deck, and set G1-G9 aside.

02

Shuffle Tzolk'in and Haab

Shuffle both decks independently. The G Cycle is never shuffled.

03

Build the Observatory

Reveal three Tzolk'in and three Haab, from left to right.

04

Prepare each Reading

Each player has two visible spaces: TZOLK'IN | HAAB. A player can never keep more than one card from each system.

05

Place the G Cycle

Place G1-G9 in order and visible to everyone. G1 is the first active moment.

06

Choose the first player

Choose the first player at random. Before G1 becomes active, perform an initial Observation in reverse turn order, beginning with the last player.

EXAMPLE • 3 PLAYERS

If A is the first player, the initial Observation is performed $C \rightarrow B \rightarrow A$. Normal play then begins $A \rightarrow B \rightarrow C$.



09 THE TURN

One decision.

On your turn, you perform one and only one of these three actions. Once it is fully resolved, the turn passes to the next player.

I

OBSERVE

Take one of the six visible cards and improve your Reading.

2

WAIT

Take no cards. Keep your Reading while the Observatory advances.

3

RECORD

If your Reading matches the emblem of the active G, record that moment.

AFTER ANY ACTION

The Observatory advances. In both rows, the oldest card leaves the visible area or the chosen card leaves its space; the remaining cards shift left and a new card appears on the right.

Exception: if RECORD resolves G9, the game ends immediately and the Observatory is not updated.



10 OBSERVE AND WAIT

Read the present.

OBSERVE

Choose one of the six visible cards in the Observatory and place it in the corresponding space of your Reading.

If that space already contained a card, the old card returns to the bottom of its deck.

CHOSEN ROW

Remove the selected card. Cards to its right shift left and a new card is revealed at the far right.

OTHER CALENDAR

The row you did not choose also advances: its leftmost card returns to the bottom, the other two shift left, and a new card appears on the right.

WAIT

Take no cards. Keep your Reading unchanged.

Then advance both rows of the Observatory: the leftmost card returns to the bottom, the other two shift left, and a new card appears on the right.

WHY WAIT

Waiting lets you preserve a combination prepared for a future moment, but it has a cost: you give up the chance to improve your Reading that turn.

RULE

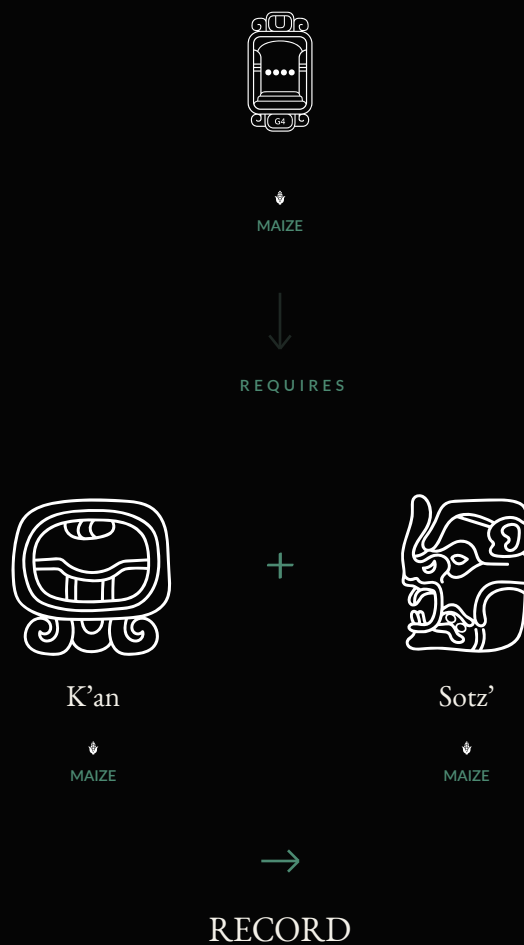
OBSERVE and RECORD are separate actions. If you complete a pair while OBSERVING, you must keep it until your next turn.

11 RECORD

The alignment.

You may only RECORD if your Reading contains one Tzolk'in and one Haab and both share the emblem of the active G. When all three match, an alignment occurs.

ACTIVE G



G4 requires Maize. K'an and Sotz' share that emblem, so the moment can be recorded.

WHEN RECORDING

Take your Tzolk'in, your Haab and the active G. Place all three together in your Record, empty both Reading spaces, activate the next G, and advance both rows of the Observatory as you would when choosing WAIT.

12 ANTICIPATE

Prepare for the future.

Your Reading does not have to match the active G. Because G1-G9 remain visible and their order never changes, you can deliberately prepare the emblem that comes next.

EXAMPLE

G₄ · MAIZE is active, but your Reading contains a SUN Tzolk'in and a SUN Haab. You cannot record G₄. You may WAIT: if another player records G₄ before your next turn, G₅ · SUN becomes active and your Reading will already be prepared.

INTERFERE

There are no attack cards. Interaction comes from visible information. If a rival needs a specific card from the Observatory, you may take it even if you do not need it.

Doing so uses your OBSERVE action and may force you to replace a useful card in your own Reading. Interfering always means giving up one of your own possibilities.

TIME DOES NOT STOP

The Observatory cards advance after OBSERVE, WAIT or RECORD. A visible card can disappear even if nobody takes it. Opportunities appear and disappear.

KEY IDEA

Preparing the next moment can be as important as competing for the current one.



13 END OF THE GAME

The final moment.

The game ends immediately when someone records G9. Each G card equals one recorded moment. The player with the most moments in their Record wins.

TIEBREAK

If two or more players have the same number of records, the player who holds the most recent G wins. A second tie is impossible because each G belongs to only one player.

CLARIFICATIONS

Can I observe and record on the same turn?
No. They are separate actions.

Can I keep a pair that does not work for the current G?
Yes. Use WAIT to keep it.

Do recorded cards return to circulation?
No. They remain in the Record until the end.

How does Wayeb' work?
It is a wild card: when recording, it can represent any of the four emblems.

Can I record a pair intended for a later G?
No. Only the currently active G may be recorded.

Can I have two Tzolk'in or two Haab cards?
No. There is only one space for each system.

Are the decks shuffled again?
No. Cards that leave return to the bottom and preserve the circular movement.

Can a deck run out?
Not in a normal two- or three-player game: the game ends when G9 is recorded.

JADE PRINCIPLE

OBSERVE THE PRESENT

ANTICIPATE THE NEXT CYCLE

WAIT WHEN NECESSARY

RECORD THE MOMENT

*Time does not wait for man.**Man waits for time.*