

A game for 2-4 players ages 14 and up

The Sapa Inca ("the only Inca") or Sapay Inca ("I, the only Inca") was symbolic of the sun. He was believed to be the son of Inti (the Inca Sun god) and often referred to as Intip Churin or "Son of the Sun". He was worshipped as a supernatural God-Emperor.

A Chasqui ("messenger") was a well trained runner. They delivered messages all over the Empire, serving the Inca ruler.

They used the stone trails and road bridges of the Inca road system, which, besides troop movement and goods transportation, enabled fast delivery of messages. Each chasqui ran along a section between two meeting places where other runners were waiting as replacement; they were called "tambo", places for the runners to rest and eat. The distance between meeting points varied from 9 to 15 miles. With this relay system, the chasquis could deliver messages over thousands of miles within a few days.

The chasqui were carrying a quipu and a pututu. A quipu was used to store and transport information by using a system of knotted strings. The pututu was a conch shell used as a trumpet, signaling to other chasquis that a runner was close, so that they could prepare to run.

📲 GENERAL OVERVIEW

Crossing the Andes as relay runner

As Chasqui, you deliver important information by order of the Sapa Inca, the ruler of Tawantinsuyu (the Inca Empire), from the capital Cuzco to the villages spread across the Empire. As a reward for delivering the information to a village, you will gain a feather and add it to your headdress, a significant symbol of status for both men and women. You will study at the University of Cuzco to increase your knowledge, and run a flourishing farm. Since religion played an important role in the Inca Empire, you will send priests to the temple and collect offerings to propitiate the gods and grant their support. You accomplish these tasks by placing dice on various action spaces, as best as you can. The player with the best strategy and forward planning will gain the favor of the Sapa Inca, winning the game.

The player with the most points at the end of the game is the winner.

COMPONENTS

• 1 Tawantinsuyu (the Inca Empire) modular road system

Composed of 6 equilateral triangles, a frame of 4 pieces, and an action board with 3 pieces.



• 1 Cuzco overlay with 6 arms



• 1 disc for the **Cuzco overlay**



• 1 Cuzco game board (capital of the Inca Empire)

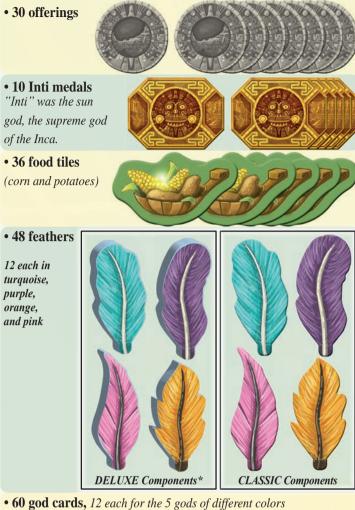
Composed of 3 parts



• 1 display board for the god cards and study & farm tiles

Composed of 3 parts





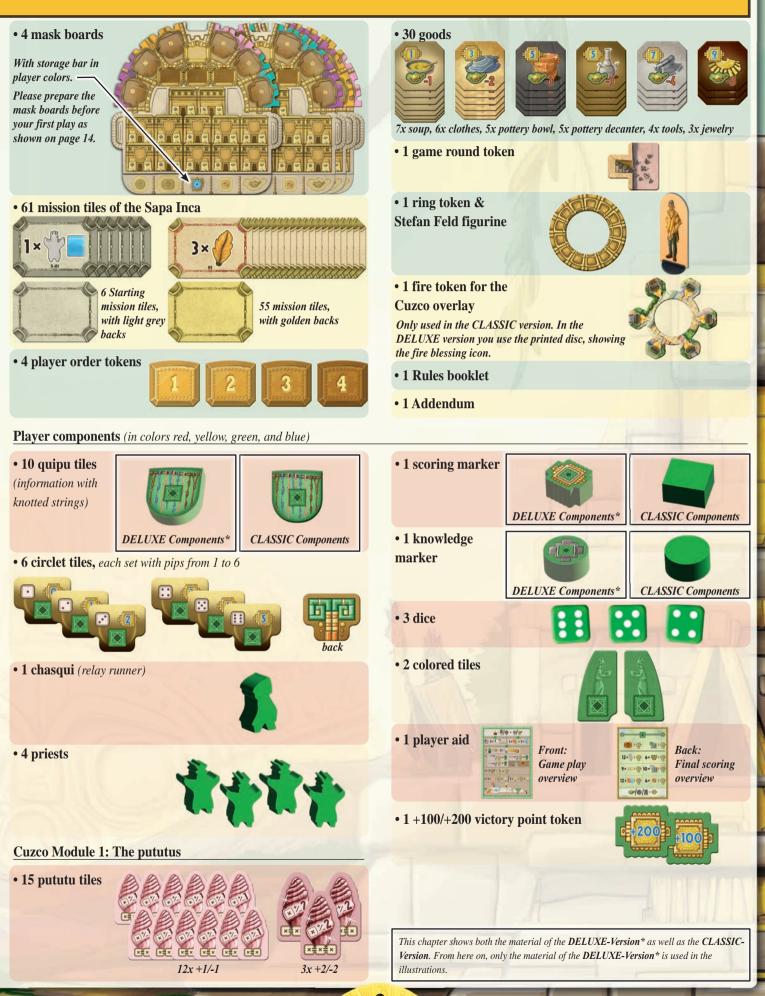


• 36 farm tiles, showing farm workers



• 36 study tiles, showing students





SETUP

1) Assemble the road system of **Tawantinsuyu** in the center of the playing area.

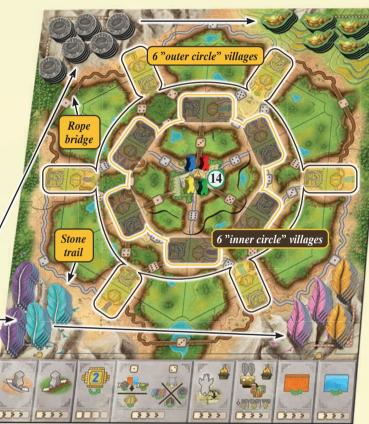
Place the 6 triangles together, alternating ones with feathers with those without, to form a closed hexagon. Then, arrange the 4 frame pieces around this hexagon, again alternating pieces with and without feathers. Each village will now have one

feather and one building. Put the wooden disc into the small cutout in the center, impose the Cuzco overlay on it, and the fire token on top. Make sure that each trail of the overlay and the fire of the fire token leads to a village, regardless of its depicted die. Finally, attach the 3 parts of the action board to the bottom of the board, with sides facing up according to player count:

3 players: 4 players: 2 players 3/4 2/3

2) Place the offerings and food tiles in the corresponding storage spaces on the 2 top corners of the board.

3) Place 3 feathers of each color per player matching color storage spaces, on the 2 bottom corners of the board. This is the common supply. Remove the leftover feathers from the game.



4) Assemble the game board showing the capital Cuzco.

5) Assemble the **display board** for the draw piles of the god cards and the study and farm tiles. Place it at a corner of the Cuzco board, and then place both these boards next to the Tawantinsuyu board.

> by color. Shuffle them separately, and stack them face down on the matching spaces of the display board. 7) Shuffle all the orange farm tiles and blue study tiles

6) Sort the 60 god cards

separately, and stack them face down on the appropriate spaces of the display board. Draw the top 6 tiles from each stack and place them face up on the designated spaces of the Cuzco board.

8) Place the ring token on the bridge next to the knowledge track, marked with an arrow and a "1" icon. Note: Instead of the ring token you may use the Stefan Feld figurine.

Player components in colors red, yellow, green, and blue:

13) Each player takes one random mask board (all 4 masks have a different order of feather colors at the top) and places it in front of them. Then, attach the storage bar in their color to the bottom of the mask board.

14) Each player chooses a color, and takes the following components of their color:

- 6 circlet tiles. Each player takes their set containing 1 tile each with the pips 1-6, placing them on the corresponding spaces of their mask board.
- 2 color tiles, placing them on the priest spaces of their mask board. -
- 4 priests, placing them on the color tiles. -
- 10 quipu tiles, placing them on the 10 designated spaces of their mask board. These spaces are in 2 rows with 5 spaces each. Leave the 2 spaces above these rows empty.
- 3 dice, keeping them next to their mask board.
- 1 chasqui, placing it on the Cuzco overlay, on the road system of Tawantinsuyu. (14)
- 1 +100/+200 victory point token, setting it aside for now.

15) Distribute the following components to each player as described below:

• 1 feather: Take 1 feather of each color from the common supply, and randomly deal 1 of these to each player (2- or 3-player game: Return the leftover feathers to the common supply). Each player places their feather in one matching color slot, at the top edge of their mask board. Note: Once placed, a feather cannot be moved.

• 2 offerings: Take them from the storage space and place them on the designated spaces of their mask board.

• 1 Inti medal: Take it from the 4 leftover inti medals and place it on the designated space of their mask board (2- or 3-player game: Remove the leftover medals from the game).



10) Shuffle all **goods tiles** face down, and randomly deal them out, face up, to the 30 market spaces.

2- or 3-player game: Remove 1 tile each of soup, clothes, pottery bowl, pottery decanter, tools, and jewelry. Place only 4 goods tiles on each market row, leaving the leftmost space – marked for 4 players – empty.



11) Sort the **mission tiles** by their back. Put the 6 light grey start tiles aside . for now. Shuffle the remaining mission tiles (*golden back*), and stack them face down, in piles of similar height, on the 3 spaces below the palace. Place as many mission tiles face up on the spaces of the palace, as the number of players plus 2, taking them from the piles as evenly as possible.

12) Place the **game round marker** on step I of the stairs to the right – of the first market row.

• 1 player order token: Randomly deal 1 token to each player (*3-player game: Use tokens* 1-3; 2-player game: Use tokens 1 and 2); each player places it, with the number visible, in the center slot at the top of their mask board. These tokens determine the starting postions for the scoring markers and knowledge markers on the appropriate tracks of the Cuzco board:

Player order token	Space of the victory points track
1	0
2	1
3	2
4	3

Stack all knowledge markers on space 0 of the knowledge track at the university, in player order, from top *(player with token "1")* to bottom *(player with token "4")*.

• **3 mission tiles:** Randomly deal to each player 1 of the mission tiles initially set aside (light grey). Remove unused ones from the game. Then, each player draws 4 golden mission tiles from the face down piles below the palace, choosing from these 2 tiles to keep and removing the other 2 from the game. Each player places their 3 mission tiles face up on the 3 designated spaces of their mask board (*tile order has no effect in game play*).

• 2 god cards: Take 2 cards from each of the 5 piles and shuffle them. Randomly deal to each player 2 of these cards face down, keep the remaining as a reserve pile. If a player receives 2 cards of identical color, they must discard one of these, draw a replacement card, and then shuffle the discarded card back into the reserve pile. Repeat this process until each player has 2 cards of different colors. Then, place the reserve pile cards, face up, on the discard pile of the display board. Reveal the top card of each of the 5 god card piles. (2-player game: Take only 1 card from each of the 5 piles, shuffle them and deal out two cards to each player. The last remaining card will be kept as the reserve.)

PLAYING THE GAME

The game runs over 6 rounds, and each round consists of the following 3 consecutive phases:

- Phase I: Roll the dice, select and perform actions
- Phase II: Studies and farming
- Phase III: Resolve Cuzco board

Note: Certain god cards used by the players during the course of the game, will modify the game rules as explained below. The rules of the god cards always take precedence over basic game rules.

LAYOUT AND EXPLANATION OF GOD CARDS

There are 60 god cards, 12 each of 5 different gods. Each god has their own background color and 3 different abilities. There are 4 cards of each ability.

Whenever a draw pile of a certain god is exhausted, search the discard pile for cards of that god. Shuffle them well, and place them as the new draw pile.

Cost (1 offering)

To use a god card, you have to spend 1 offering when playing it. Place the card on the face up discard pile, below the draw piles, and return the offering to the common supply on the road system board. If you do not have any offerings, you cannot play a god card.

Time of usage (phase I, II, III, end of the game)

Each god card can only be played during its designated phase, as shown on the upper corners of the card.

Ability and card number

The upper part of each card shows its ability. The cards are numbered so you can easily find the explanation of each ability in the addendum.

Inti medal (the sun god = supreme god)

By spending 1 Inti medal, you may use the ability of 1 of the face up god cards. Place the used card on the discard pile, and remove the medal from the game. In this case you do not spend an offering.

Note: You can use multiple Inti medals in your turn, but you have to use them for different face up god cards (not multiple times for the same card).





Mama Quilia,

Pacha Mama.

Mama Sara





Example: Frank spends an Inti medal to use the yellow (goddess of corn) god card. He then places it on the discard pile. He doesn't have to spend an offering to use the card from the display.

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Phase I: Roll the dice, select and perform actions

At the start of **phase I**, all players roll their 3 dice simultaneously. In player order (*beginning with the player with order token 1*), each player takes 1 of their dice, places it on one of the action spaces, and resolves that action immediately. In most cases, the number of pips is related to the strength of the action.

Important: You can place your **die** on an action space only if the number of its **pips is** <u>less</u> than the lowest number of pips **of any other die** on that space, regardless of whom it belongs to.

The fire blessing

- Players gain a fire blessing whenever they:
- place a priest on the temple steps (Action: Temple), or
- activate a headdress on their mask board (Action: Headdress), or
- return their chasqui to Cuzco (Action: Movement across stone trails or rope bridges).

They immediately take 1 god card or an offering, and advance 1 space on the knowledge track or take a food tile.

The action spaces

Action: Movement across stone trails or rope bridges

Move your chasqui from their current location, across a grey stone trail or brown rope bridge, to an adjacent place, be it a village or Cuzco (the overlay). You may only use trails or bridges with the same or fewer pips than your die.

2- or 3- player game: The rules for placing dice remain unchanged. On a double-action space the player must choose one of the actions.

After your chasqui has reached a village, take the upper leftmost quipu tile from your mask board, and place it on the large building of the village. If no quipu tile is left on the 10 spaces of your board, take one from your reserve space on the bottom edge of your board. Place your quipu tile on top of any tiles that may already be on the building.

Important: Each village may only hold 1 quipu tile of each player color.



Example: Frank (blue) has placed his die with 4 pips on the stone trail action space. He may move his chasqui from Cuzco (his current location) across one of the stone trails showing 4 or 2 pips to an adjacent village on the inner circle. He may not use the stone trail with 6 pips nor any of the rope bridges.



Two dice are already on the study action space – a 5 and a 3. Patricia (red) could only

Example: Ulrich (green) places a

priest on a temple step. He uses the fire blessing to take 1 god card (not an offering) and to take 1 food tile (instead of advancing on the knowledge track).

Example:

Patricia (red) could only place a 1 or a 2 on this space (not a 3, 4, 5, or 6). Then, you gain **1 feather** of the color depicted at this village, from the common supply. Place it in a matching color slot at the top edge of your mask board. Remember – once placed, a feather cannot be moved.

Important: If a player already has 3 feathers of a certain color (which may include their starting feather) they cannot gain any more feathers of that color. However, they may still place a quipu tile in a village bearing a feather of that color (provided they have not already placed one of their quipus there).

By placing a quipu tile, you have gained one more empty space on your mask board. You may place a study or farm tile on this space by performing the corresponding action.

If your chasqui returns to Cuzco at any time later during the game, you do not place a quipu there, but instead gain a fire blessing (see fire blessing on page 7). The next time your chasqui moves, and before leaving Cuzco, you may rotate the overlay freely, giving you new movement options.

Action: Study or farming

Take a study or farm tile from the Cuzco board, depending on the chosen action, from any space with same or fewer pips than your placed die.

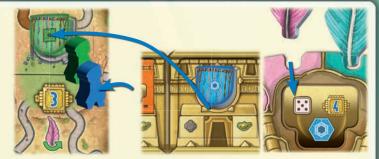
2-player game: The rules for placing dice remain unchanged. On a double-action space, you must choose one of the two actions.

Place the chosen study or farm tile on one of the 12 spaces on your mask board, as long as that space is empty (no quipu, study, or farm tile). Make sure that the knowledge and food icons on the lower part of that space remain visible.

A player with no empty spaces on their mask board, may not choose this action.

Note: Do not replenish the column of study or farm tiles on the Cuzco board at this time. This happens only in phase III, before the end of the round.

Important: When taking a study or farm tile, you may not use its ability at this time. You may only do it in phase II (see page 11).

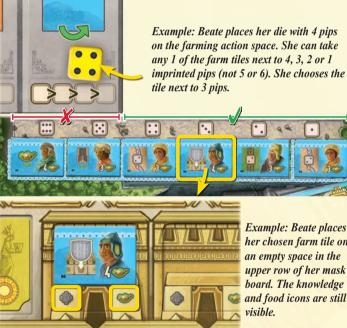


Example: Frank (blue) moves to this village, and places the upper leftmost quipu tile from his mask on top of Ulrich's (green) quipu tile already there. Then, he takes a pink feather from the general supply (as shown below the village), and adds it to a matching color slot on his mask board.

Example, moving into Cuzco:







Example: Beate places her chosen farm tile on an empty space in the upper row of her mask board. The knowledge and food icons are still visible.

Action: Exchange

Exchange the pips of your placed die for a variety of actions. You may use any combination of exchanges, and even the same exchange several times, as long as you have enough pips to pay for them. All possible exchanges are shown on the action space, along with their cost.

These exchanges cost 1 pip each:

• Cuzco university appointment:

Slide down 1 of the study tiles on your mask board, covering the knowledge icon of that space. Advance your knowledge marker as many spaces on the knowledge track as shown on that tile, placing it on top of any markers present on the space you end on. For each single pip of your placed die, you may slide 1 study tile down and move your knowledge marker accordingly.

Note: During phase III, the position on the knowledge track awards victory points and will be used to determine the player order for the next round (see page 11).



• Gain food:

Slide down 1 of the **farm tiles** on your mask board, **covering the food icon** of that space. Take as many food tiles from the common supply as shown on that tile. Place the food tiles on the designated space at the bottom of your mask board. For each single pip of your placed die, you may slide 1 farm tile down and take food tiles accordingly.

• Gain victory points:

Gain **1 victory point** (whenever you gain victory points - VP - advance your marker on the victory points track accordingly).

These exchanges cost 2 pips each:

• Gain offering:

Take **1 offering** from the common supply, placing it on the designated space at the bottom of your mask board.

• Take 1 god card:

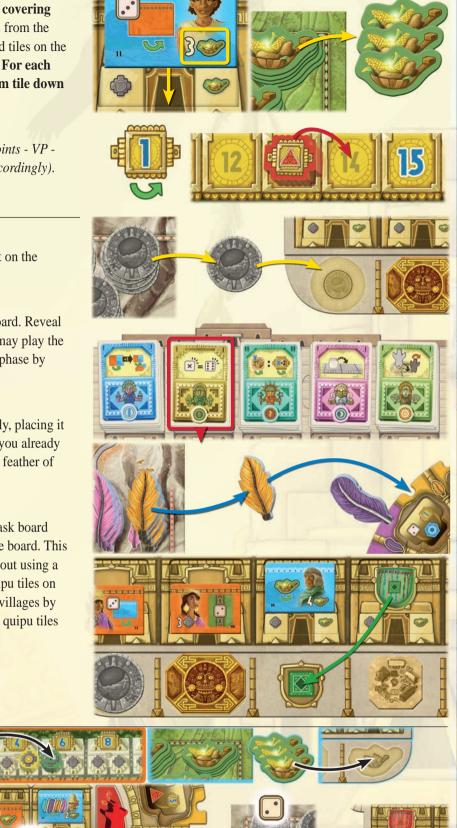
Take **1** face up **god card** available on the display board. Reveal the next god card from that pile, immediately. You may play the new god card at any time during the corresponding phase by spending 1 offering.

• Take 1 feather:

Take **1 feather** of any color from the common supply, placing it in a matching slot at the top of your mask board. If you already have 3 feathers of a given color, you may not take a feather of that color.

• Reallocate 1 quipu tile:

Take **1 quipu tile** from its starting space on your mask board and place it on the reserve space at the bottom of the board. This gains you empty spaces for study or farm tiles, without using a movement action. You may store any number of quipu tiles on the reserve space, and later deliver them to eligible villages by using a movement action. You may never reallocate quipu tiles that have been delivered to villages.



Example 1: Patricia has placed her die with 5 pips on the exchange action space. She spends 2 pips for the university appointment action. She slides down 2 of her study tiles, with a combined knowledge value of 5. She advances her knowledge marker 5 spaces from 1 to 6 points. Next, she spends 1 pip for the 'gain food' exchange, and slides 1 of her farm tiles down. The food value of that tiles is 3, so she takes 3 food tiles from the common supply. She spends the remaining 2 pips for the 'gain offering' exchange, and takes 1 offering tile from the supply. She stores the food and offering tiles on the designated spaces at the bottom of her mask board.

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Action: Temple

Place one of your priests on a step of the temple stairs. The number of pips of your placed die determines the step leading up to the temple on the Cuzco board on which you place 1 of your 4 priests.

Only 1 priest can be on each of the temple steps. Any existing priest on the chosen step is pushed down one step, regardless of their color. Apply the same rule until there is only 1 priest per step. A priest on the first step, when pushed down, is expelled from the temple and returned to their owner.

Upon placing a new priest, immediately gain a fire blessing (see page 7).

Note: During phase III, the position of priests on the temple steps awards victory points (see page 11).



Example: Beate (yellow) placed a die showing 3 pips on the temple action space. She places one of her priests from her mask board on the temple stairs no. 3, forcing Patricia (red) and Frank (green) to push down their priests one step. Ulrich's priest (green) gets expelled from the temple and is returned to his

mask board.

Action: Headdress

The number of pips of your placed die determines the circlet tile you may activate. You may only activate a circlet tile with the same or fewer number of pips than your placed die, **and** that has feathers in its two adjacent slots. If there is no circlet tile meeting both requirements, you cannot choose this action.

To activate a circlet tile, flip it to its decoration side; the die printed on the circlet tile is no longer visible. Once activated, a circlet tile cannot be flipped back.

When activating the circlet tile, you gain a **fire blessing**, the amount of **victory points** printed on that tile, and an immediate **victory points bonus** based on the current round:

Rounds 1 & 2 => 10 VP

Rounds 3 & 4 => 7 VP

Rounds 5 & 6 => 4 VP



Example: Patricia (red) has placed her die with 4 pips on the headdress space. Her headdress with 3 pips has 2 feathers, so she activates it, gaining VP (2 for the tile and 7 for the current 3^{rd} round) and a fire blessing.

Action: Victory points

Gain **2 victory points**. The number of pips of the placed die is not relevant for this action.



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Example: Ulrich (green) places his die on the victory point action space and gains 2 VP.



Phase II: Studies and farming

In player order, players **may** use exactly 1 ability of their study tiles **and** 1 ability of their farm tiles, resolving them in whichever order they choose. The icons on the tiles show the available ability. It does not matter where the tiles are on the mask board, whether they have been slid down or not, or whether they have been obtained in this round or not. The used tiles remain unchanged on their location (*they are not slid up nor removed*). *Important:* If you use several farm **or** study tiles with **identical** *abilities, you may combine these to* **1 joint usage**. You may **not** *combine farm and study tiles with identical abilities for a joint usage*.

The overview and explanation of all study and farm tiles can be found in the addendum.

Example: Patricia uses 2 identical study and 3 identical farm tiles (doesn't matter if they have been slid down or not). For the study tiles (stone trail), she uses the 2 tiles combined as a movement 4 on a stone trail (she cannot use two times the 2, she has to combine it into a 4). She earns 3 food tiles from the farm tiles.

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= Round 3

= 2VP

= 4VP

= 2VP

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Phase III: Resolve Cuzco board

In this phase, you follow the river on the Cuzco board, from bridge to bridge, resolving the different buildings marked with ornamental arrows. Start from the bridge next to the knowledge track at the university. Then, proceed to the temple, then to the market, and finally to the palace. Use the ring token (or the Stefan Feld figurine) to keep track of which area you are resolving. The ring starts on "bridge 1". Then, move it to "bridge 2" etc. At the end of phase III, place it back on "bridge 1".

1) The University

Each player gains the victory points indicated above their knowledge marker (*between 0 and 15 points*). Return all markers to the starting space (*below 0 points*), and stack them in track order, with the player who advanced the least at the bottom, and the player who advanced the most on top. If two or more markers are on the same space of the track, keep those markers in the same order. Finally, use the order of the knowledge markers to determine the new turn order: The player whose marker is on top receives the 1 tile, the second from the top the 2 tile, etc. **Move the ring token / Stefan Feld figurine to bridge 2.**

Important: This new player order is effective immediately.

2) The Temple

Each player gains victory points for their priests on the temple steps, as follows:

- Rounds 1 & 2 => 1 VP/priest
- Rounds 3 & 4 => 2 VP/priest
- Rounds 5 & 6 => 3 VP/priest

The player with the most priests on the temple steps receives 1 Inti medal from the stack on the temple, and places it on their mask board. If several players are tied for the most priests, the tied player whose priest is highest on the steps receives the medal.

If there are no priests on the temple steps at this time, take 1 Inti medal from the stack and remove it from the game.

Move the ring token / Stefan Feld figurine to bridge 3.

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3) The Market

In the new player order (*as determined when resolving the knowledge track*), each player may buy **1 good** from the **market row** corresponding to the **current round**. The cost of each goods tile is the amount of food shown on that tile. Each player who buys a good, **immediately gains victory points** depicted on the tile, and then places the tile on the designated space of their mask board. Return the spent food tiles to the common supply. Skip any player who does not want to buy a good, or cannot do so. **Move the ring token / Stefan Feld figurine to bridge 4.**

4) The Palace

In player order, each player must complete **exactly 1 of the 3 mission tiles** on their mask board. If they do so, they gain 6 victory points.

Each mission tile depicts the **minimum requirement** to complete the mission; you may have more than this, but never less than the tile depicts.

Important: In order to *complete a mission tile*, you *never spend* anything. You only have to prove that you meet the requirement.

Place your completed mission tile face down on the designated space of your mask board, where it remains until the end of the game. If you cannot complete one of your 3 tiles, you must choose and return 1 of your mission tiles to the game box, gaining no victory points.

After completing a mission tile (or not), choose 1 new mission tile from those on display in the palace and place it on the now empty space of your mask board.

Do not replenish the display of mission tiles at this time. The remaining players will have a more restricted choice.

Important: You always take 1 new mission tile, even in the sixth round.

Move the ring token / Stefan Feld figurine to bridge 5.

5) End of the round

If it is the end of round 6, proceed to the End of game section. If not, prepare for the next round as follows.

First, remove any leftover study and farm tiles from the Cuzco board, and place them next to the board in separate discard piles. Refill the rows of study and farm tiles with new tiles from the stacks on the display board. Then, remove from the game the leftover mission tiles in the palace, and refill the palace spaces with new tiles from the piles below the palace – always **as many as the number of players plus 2.**

Leftover goods of the current round are removed from the game and returned to the box.

Move the game round marker down one space to the next market row. All players retrieve their 3 dice from the action spaces, placing them in from of them.

Move the ring token / Stefan Feld figurine back to bridge 1, and start the next round.



Example: Ulrich (green) has the first opportunity to buy 1 good. He chooses the soup and spends 1 food tile. Therefore he gains 1 VP immediately. After that, Patricia (red), Beate (yellow), and Frank (blue) can also choose to buy 1 good.



Example: Ulrich (green) is the first in player order. He can complete 1 of his 3 missions, since he has 3 purple feathers. He turns the completed mission face down and puts it on the completed mission space on top of the mask board.



Example: Now Ulrich has the first choice of taking a new mission tile. He chooses the "2 clothing goods" and places it on the now empty mission space on his mask board. Now, the next player in player order completes or discards a mission and chooses a new one.



END OF THE GAME

The game ends upon completing the mission tiles of the Sapa Inca during the sixth round. All players must now attempt to complete their 3 remaining mission tiles, gaining 6 victory points for each completed. Place any completed tiles on the stack of previously completed ones, on your mask board. Return any mission tiles you cannot complete to the game box.

Now proceed to final scoring:

Players gain victory points (VP) as follows:

② 2 VP for each unused Inti medal you have.

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Remaining food tiles, offerings, and god cards do not award any VP.

(a) The number of depicted VP in each village, for your top quipu tile in that village.

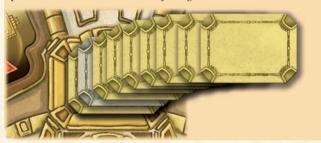


Furthermore, players can gain VP for the following achievements on their mask board:

6 VP if you have adorned your headdress with 12 feathers.



OVP if you have completed 9 mission tiles. *1 in each round plus the 3 last ones in the end of the game.*



I2 VP if you have 12 farm and/or study tiles on the spaces of your mask board.



Important: No points are awarded for partially meeting an achievement.

9 VP if you have activated all 6 of your circlet tiles.



(a) 10 VP if you have delivered all your 10 quipu tiles to the villages.



Example for yellow.

6 VP if you have bought 6 goods.



The player with the most victory points is the winner. In case of a tie for most points, the tied player who is further ahead in player order is the winner.

CUZCO MODULE I – THE PUTUTUS

Changes in Setup:

Game with 4 players: Place the 15 pututu tiles next to the Cuzco board as a common supply ($12x \ light \ pink + 1/-1 \ \& \ 3x \ dark \ pink + 2/-2$).

Game with 3 players: Place the 11 pututu tiles next to the Cuzco board as a common supply (9x light pink +1/-1 & 2x dark pink +2/-2).

Game with 2 players: Place 7 putut tiles next to the Cuzco board as a common supply (*6x light pink* +1/-1 & *1x dark pink* +2/-2).

Changes in game play:

If a player rolls a double at the start of phase I, they take a +1/-1 pututu tile from the common supply.

If they roll a triple, they take a +2/-2 pututu tile.

If there is no such tile in the common supply, they do not take anything. If there are fewer tiles left than the number of players who have rolled a double or a triple, the pututu tiles are taken in reverse player order.

Players may use these tiles during their turn, when placing a die on an action space. For each pututu tile they return to the common supply, the player may change the number of pips of their die by +1/-1 or +2/-2, depending on the tile. Change the die face accordingly, before placing it on an action space, and follow the normal die placement rules.

A die can never have less than 1 pip nor more than 6 (you do not change a 1 to a 6 and vice-versa). Any unused pututu tiles are worthless at the end of the game.



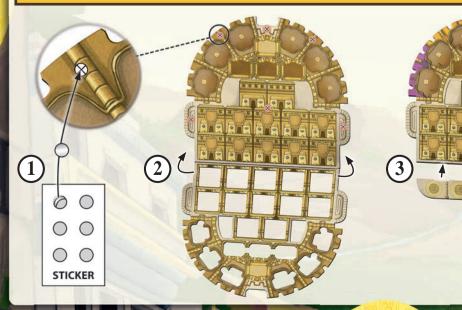


Example: Ulrich (green) and Beate (yellow) both rolled a double. Since there is only 1 pututu tile +1/-1 left, Beate will take it (since she is further behind Ulrich in player order). Ulrich gets no pututu tile. Frank (blue) rolled a triple and gets to take a pututu tile +2/-2.



Example: Beate (yellow) has two putut tiles +1/-1 (collected from two rounds). She decides to use them both (returning them to the general supply) to change the 6 into a 4, to be able to use the farming action (with her 6 or a 5 she couldn't use the action, since there is already a die with 5 on this action). Now, she can take the farm tile on die space 4, what she wanted for this round.

BEFORE YOUR FIRST GAME: PREPARE THE MASKS



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Before your first game, prepare the mask boards as follows:

1) Place the double sided stickers on the 6 spots marked \bigotimes , on each mask board.

2) Then, fold the bottom part onto the stickers to glue both parts together.

3) During set up, attach the storage bar in your color to the bottom of the mask board.



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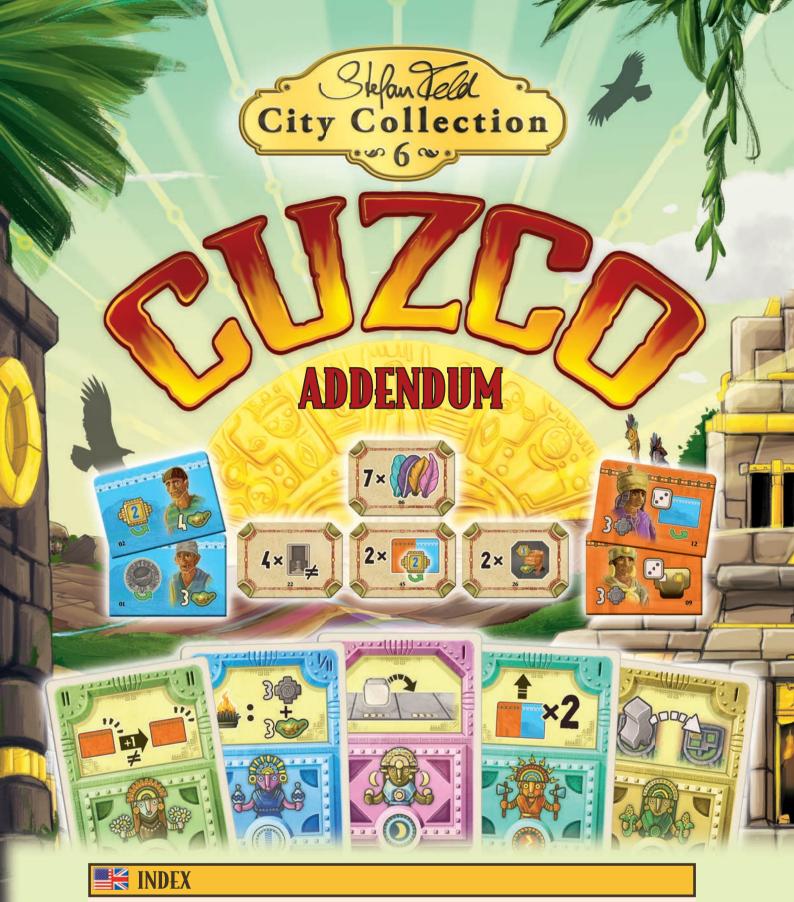
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QUEEN GAMES



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Stone trails and rope bridges: You move your chasqui (runner) across stone trails and rope bridges to the next village. Both are marked with a die icon showing the minimum number of pips you need in order to use that road.

Villages: Next to each village you see a feather and victory points. Your chasqui has to deliver the quipu tiles from your mask board to the villages. When you deliver a quipu to a village, you immediately gain the depicted feather. You gain those victory points if your quipu is on top of the pile at the end of the game.

Cuzco overlay with fire blessing: This overlay is not a village, it represents the capital Cuzco. When your chasqui enters Cuzco, you gain a fire blessing: Gain 1 god card or 1 offering, and advance the knowledge marker 1 space or gain 1 food.

Feathers: The feathers have 4 different colors. You gain a feather by delivering a quipu to a village, and from study and farm tiles. You need feathers to adorn the top of your mask board in order to activate your circlet tiles. You also gain 6 victory points if you have all 12 feathers at the end of the game.

Quipu tiles: These tiles start on the 10 designated spaces of your mask board. You deliver the quipus to villages or place them on your reserve space. You can only place a study or farm tile on an empty space. You also gain 10 victory points if you have delivered all your 10 quipu to the villages by the end of the game.





Action spaces: During phase I, place 1 die per turn on the action spaces. Depending on the chosen action space, you may move your chasqui, gain study or farm tiles, exchange the pips for various benefits, place a priest on a temple step, activate a circlet tile, or gain 2 victory points.

Inti medal (the sun god "Inti"): Inti is the supreme god of the Inca. You play an Inti medal like a god card. The medal works as a wild card, enabling you to use the ability of 1 of the 5 face up god cards. You do not spend an offering to play an Inti medal. Discard the chosen god card after use to the discard pile, and remove the medal from the game. Each unused medal is worth 2 victory points at the end of the game.



Offerings: Spend 1 offering to play a god card. Return the offering to the common supply and place the god card on the discard pile. You gain offerings from study or farm tiles, the exchange action, and the fire blessing.

Food tiles: You need food to buy goods from the market. You gain food from study or farm tiles, and from the fire blessing.



God cards: You gain god cards from study or farm tiles, the exchange action (2 pips for 1 card), and the fire blessing. There are 5 different Inca gods, each having 3 different abilities. There are 4 cards each of the 3 abilities per god. In order to play a god card, you must spend 1 offering.

Mission tiles of the Sapa Inca: You always have 3 mission tiles on your mask board. In phase III of each round, you must attempt to complete exactly 1 of these missions, gaining 6 victory points if you succeed. The tiles show the minimum requirement. You may own more than the minimum amount (certain cards, study or farm tiles, feathers etc.), but never less. When completing a mission, you only have to prove that you own the required minimum amount - you do not spend or discard anything. You must always choose 1 of your 3 mission tiles: if you complete the mission, keep it face down on the designated

space of your mask board, otherwise remove it from the game.







victory points if you have 12 study or farm tiles at the end of the game. **Knowledge track (university):** The player order depends on the order of markers on the knowledge track. The player farthest ahead on the knowledge track in phase III becomes the new first player. You advance on the knowledge track by playing certain god cards, by using a certain action space, or with the fire blessing. Each round, you gain victory points

according to your position on the knowledge track. At the end of phase III, return every knowledge marker back to space 0.

Priests on temple steps: Whenever you place a priest on a temple step, you gain a fire blessing. Only 1 priest can be on each step of the temple. A priest placed on a step with another priest pushes them down one step, possibly causing a chain reaction. A priest pushed down from the lowest step is expelled from the temple and returned to their owner. Each priest on the temple steps is worth victory points at the end of the round. The player with most priests on the temple steps takes an Inti

Study and farm tiles: These tiles have 12 different abilities. Each ability is featured 3 times both among the study and the farm tiles. You gain study or farm tiles by playing god cards or from certain action spaces, and place them on empty spaces of your mask board. Later on, you may slide them down to gain food or increase your knowledge. During phase II, you may use the ability of 1 study tile and 1 farm tile (see rules for details of combining abilities of identical tiles). You also gain 12









Market: In phase III of each round, you may buy 1 good from the market. There are 6 different types of goods, and you buy them by spending food. You immediately gain the victory points printed on the goods tile, when you purchase it. You also gain 6 victory points if you have 6 goods at the end of the game.

medal. In case of a tie for the most priests, the tied player whose priest is on the highest step takes the medal.

Palace of the Sapa Inca: In phase III of each round, you must attempt to complete 1 mission of the Sapa Inca. Regardless if you succeed or not, you take 1 new mission tile from the palace, placing it on your mask board. You also gain 9 victory points if you have completed 9 missions at the end of the game.

Victory points (VP): You gain victory points from different actions during the 3 phases of each round and at the end of the game. Move your scoring marker on the scoring track accordingly. The player with the most victory points is the winner of the game.

Game round token: Place this token to the right of the market, and move it down one step at the end of each round.

Phase III ring token: Place this ring during setup on "bridge 1", next to the knowledge track of the university. During phase III, move it from bridge to bridge to track the areas you are resolving. Instead of the ring token, you can also use the Stefan Feld figurine.

THE GOD CARDS

God Iliapa (god of lightning and thunder)



01) Usage phase II: You may use the abilities of 1 study and 1 farm tile twice, instead of once. Example 1: Study tile 01: You get 2x 1 offering. If you have another 'Study tile 01', you get 3 offerings, since you can only double the ability of one single study tile.

Example 2: Farm tile 04: If you have one tile, you can use the stone trail with 1-4 pips (instead of 1-2), if you have two tiles you can use any stone trail.

God Mama Quilia (goddess of the moon)



04) Usage phase III or end of the game: You may complete 1 mission tile with 1 fewer requirement. You gain 4 VP instead of 6. Keep this mission tile on your mask board as usual. You may also use these cards at the end of the game, with each card affecting a single mission tile.

Example: Mission tile S-01: You only have 2 of the required 3 orange feathers, but with this card you can fulfill the mission tile (ignoring 1 cost), gaining only 4 (instead of 6) VP.

God Viracocha (god of creation)



07) Usage phase I: You may place your die on an action space even if the number of its pips is equal or higher than those of any dice already there.



08) Usage phase I/II: When gaining a fire blessing, you take 3 food and advance 3 spaces on the knowledge track, instead of the usual benefits.

during your action.

05) Usage phase I: After your

turn, immediately play another

turn, as if you would place a die

with 1 pip (do not place a die).

You may use any action space

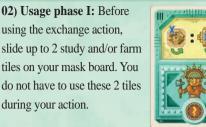
that does not contain any die

with 1 pip, with the exception of

"Action Victory Points" (which

is always available).

Note: This completely replaces the normal benefit of gaining a fire blessing.



03) Usage phase III: When buying a good from the market, gain twice as many victory points as usual.

Example: You buy the jewelry good and gain immediately 9 VP + another 9 VP because of

this card. 18 VP in total



06) Usage phase I: Move any 1 die, regardless of its color, to another action space before you take your turn.

Important: You can ignore the placement rules to move the die. For example you can place a 6 on a space with a 3.

09) Usage phase I: After taking a study or farm tile, you may search the discard pile for any tile and place it on your mask board. (The tiles may have a different color and different ability.)

Note: You can look through the discard pile of all study or farm tiles, and may take it in addition to the tile you get from the Cuzco board. If

there is no tile at the discard pile, you cannot play this card.

God Pacha Mama (goddess of earth)



10) Usage phase I: When delivering a quipu to a village, gain the depicted VP immediately.



11) Usage phase II: Use 1 additional study tile on your mask board. It must have a different ability.

Note: If you have multiple study tiles of the additional one, you can use all of them as 1 joint usage, as per the normal rules.



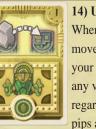
12) Usage phase I: When placing a priest on an occupied temple step, return the priest to its owner instead of pushing them 1 step down.

God Mama Sara (goddess of corn)



13) Usage phase I: When placing your die on an action space, you may use it as if it had 6 pips (do not change the face of the die).

Note: You must follow normal placement rules when placing the die, based on the value of the die.



14) Usage phase I: When using one of the movement action spaces, your chasqui may move to any village of your choice, regardless of the number of pips and whether it is a stone trail or rope bridge.



15) Usage phase II: Use 1 additional farm tile on your mask board. It must have a different ability.

Note: If you have multiple farm tiles of the additional one, you can use all of them as 1 joint usage, as per the normal rules.

THE STUDY AND FARM TILES



01) Offering:

When using this tile, take 1 offering from the common supply and place it on your mask board. If you have 2 or 3 identical tiles (*farm or study*) you take 2 or 3 offerings, respectively.



02) Victory Points (VP):

When using this tile, advance your scoring marker on the VP track 2 spaces. If you have 2 or 3 identical tiles (*farm or study*) advance 4 or 6 spaces respectively.



03) Feather:

When using this tile, take 1 feather of your choice from the common supply and place it in a matching slot of your mask board. If you have 2 or 3 identical tiles (*farm or study*) you take 2 or 3 feathers, respectively; these may be of the same or different colors.

Important: Do not forget that you may never have more than 3 feathers of the same color!



04) Stone trail:

When using this tile, move your chasqui along a stone trail as if you had placed a die with 2 pips on the stone trail action space. You may use a stone trail with 1 or 2 pips. If you have 2 identical tiles (*farm or study*), you may use a stone trail with 1 to 4 pips. If you have 3 identical tiles (*farm or study*), you may use any stone trail.



05) Knowledge:

When using this tile, you advance your marker on the knowledge track 1 space. If you have 2 or 3 identical tiles (*farm or study*), you may advance 2 or 3 spaces, respectively.



06) Rope bridge:

Similar rules apply to this tile as described above for "04 stone trail", but considering a rope bridge.



07) God card:

When using this tile, take 1 face up god card. If you have 2 or 3 identical tiles (*farm or study*), take 2 or 3 god cards, respectively, from any piles.



08) Quipu tile:

When using this tile, move 1 of your quipus on your mask board to the reserve space. If you have 2 or 3 identical tiles (*farm or study*), move 2 or 3 quipus, respectively.



09) Circlet tile:

When using this tile, activate 1 of your circlet tiles on your mask board as if you had placed a die with 3 pips on the headdress action space. If you have 2 identical tiles (*farm or study*), you activate a circlet tile as if you had placed a die with 6 pips. A third identical tile (*farm or study*) is useless.





10) Food tile:

When using this tile, take 1 food from the common supply and place it on your mask board. If you have 2 or 3 identical tiles (*farm or study*), take 2 or 3 food, respectively.

11) Farming:

When using this tile, take 1 farm tile from the Cuzco board as if you had placed a die with 3 pips on the action space farming. If you have 2 identical tiles (*farm or study*), you take a farm tile as if you had placed a die with 6 pips.

A third identical tile (*farm or study*) is useless.



12) Study:

Similar rules apply to this tile as described above for "11 farming", but considering a study tile.



THE MISSIONS OF THE SAPA INCA

Starting missions (grey back)



S-01: You must have at least 1 of your priests on a temple step **and** have at least 1 farm tile on your mask board.

S-02: You must have at least 1 of your priests on a temple step **and** have at least 1 study tile on your mask board.

S-03: You must have at least 1 study tile **and** at least 1 farm tile on your mask board.

General missions (golden back)



01: You must have 3 orange feathers attached to your mask board.

02: You must have 3 purple feathers attached to your mask board.

03: You must have 3 pink feathers attached to your mask board.

04: You must have 3 turquoise feathers attached to your mask board.

05: You must have at least 1 feather of each color attached to your mask board.

06: You must have at least 7 feathers attached to your mask board, regardless of their color.

07: You must have delivered a quipu to at least 9 villages.

08: You must have delivered a quipu to each of the 3 villages with a turquoise feather.

09: You must have delivered a quipu to each of the 3 villages with a pink feather.

10: You must have delivered a quipu to each of the 3 villages with a purple feather.

11: You must have delivered a quipu to each of the 3 villages with an orange feather.

12: You must have delivered a quipu to each of the 3 villages with 3 VP.



S-04: You must have at least 1 study tile on your mask board **and** player order tile 1.

S-05: You must have at least 1 farm tile **and** at least 1 goods tile on your mask board.



S-06: You must have delivered a quipu to at least 2 villages.



13: You must have delivered a quipu each to at least 3 villages with 2 VP.



14: You must have delivered a quipu each to 5 villages with different VP (*e. g. 1-2-4-5-7*).



15: You must have at least 3 study tiles with different abilities on your mask board.



3×

16: You must have at least 3 farm tiles with different abilities on your mask board.

17: You must have slid down at least 3 study tiles on your mask board.



18: You must have slid down at least 3 farm tiles on your mask board.



19: You must have slid down at least 5 study and/ or farm tiles on your mask board.

20: You must have at least 4 study tiles on your mask board.



21: You must have at least 4 farm tiles on your mask board.



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22: You must have at least 4 god cards of different colors in your hand.

23: You must have at least 3 god cards of the same color in your hand.



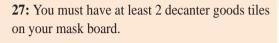
24: You must have at least 2 soup goods tiles on your mask board.

2



25: You must have at least 2 clothes goods tiles on your mask board.

26: You must have at least 2 bowl goods tiles on vour mask board.



28: You must have at least 2 tools goods tiles on vour mask board.

29: You must have at least 2 jewelry goods tiles on your mask board.



30: You must have at least 3 different goods on vour mask board.

31: You must have at least any 4 goods on your mask board.

Please note: Inti medals cannot be used as substitutes for the following required god cards (mission tiles 32 - 36)!

vour hand.

cards in your hand.



33: You must have at least 2 Mama Quilia god

32: You must have at least 2 Iliapa god cards in

34: You must have at least 2 Viracocha god cards in your hand.



35: You must have at least 2 Pacha Mama god cards in your hand.

36: You must have at least 2 Mama Sara god cards in your hand.



37: You must have at least 3 of your priests on temple steps.

38: You must have at least 5 food tiles on your mask board.

39: You must have activated at least 4 circlet tiles (adorned side visible).



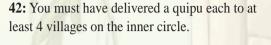
40: You must have at least 2 Inti medals on your mask board.

41: You must have at least 4 offerings on your



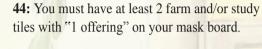






43: You must have delivered a quipu each to at least 4 villages on the outer circle.







45: You must have at least 2 farm and/or study tiles with "2 VP" on your mask board.

46: You must have at least 2 farm and/or study tiles with "1 space on knowledge track" on your mask board.

mask board.

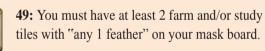


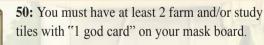
47: You must have at least 2 farm and/or study tiles with "rope bridge 2" on your mask board.



48: You must have at least 2 farm and/or study tiles with "stone trail 2" on your mask board.









51: You must have at least 2 farm and/or study tiles with "move 1 quipu to reserve space" on vour mask board.

52: You must have at least 2 farm and/or study tiles with "activate circlet 3" on your mask board.



53: You must have at least 2 farm and/or study tiles with "1 food" on your mask board.



54: You must have at least 2 farm and/or study tiles with "study tile 3" on your mask board.



55: You must have at least 2 farm and/or study tiles with "farm tile 3" on your mask board.



