

The background of the cover is a vibrant illustration of an Inca city. In the center, a large, golden sun disk with intricate carvings of faces and symbols dominates the scene. Above it, the word 'CUZCO' is written in large, bold, red letters with a yellow-to-orange gradient. At the top, a yellow banner with a decorative border contains the text 'Stefan Feld City Collection 6'. To the right of the banner, a black silhouette of an eagle is shown in flight. On the left, a palm frond hangs down. On the right, a stone wall with a yellow archway is visible. In the foreground, a small figure of a person in a blue and red tunic stands on a stone ledge, looking towards the sun disk. The overall color palette is warm, with yellows, oranges, and reds, suggesting a bright, sunny day.

Stefan Feld
City Collection
6

CUZCO

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 rope bridges of the Inca road system, which enabled fast delivery of messages, besides troop movement and transport of goods.

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. Distance between such 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 only.

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 the Tawantinsuyu (the Inca Empire), from the capital Cuzco to the villages spread across the Empire. As reward for delivering the information to a village, you gain a feather. That was a significant headdress in those times, both for men and women. You study at the University of Cuzco to increase your status, and operate a blooming farm. Religion also played an important role in the Inca Empire, and therefore you 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 scheme and who is playing most forward-looking, will be the winner, gaining the favor of the Sapa Inca.

The player having 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.



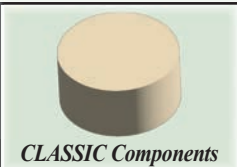
- 1 Cuzco overlay with 6 arms



- 1 disc for the Cuzco overlay



DELUXE Components*



CLASSIC Components

- 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



- 30 offerings



- 10 Inti medals
"Inti" was the sun god, the supreme god of the Inca.



- 36 food tiles
(corn and potatoes)



- 48 feathers

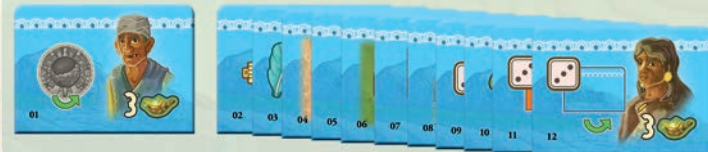
12 each in turquoise, purple, orange, and pink



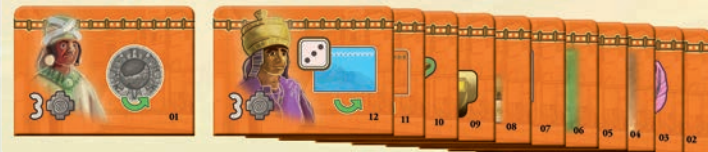
- 60 god cards, 12 each for the 5 gods of different colors



- 36 farm tiles, showing farm workers



- 36 study tiles, showing students



- 4 mask boards
(double layer)



- 61 mission tiles of the Sapa Inca



- 4 player order tokens



- 30 goods



7x soup, 6x clothes, 5x pottery bowl, 5x pottery decanter, 4x tools, 3x jewelry

- 1 game round token



- 1 ring token & Stefan Feld figurine



- 1 fire token for the Cuzco overlay

Only used in the CLASSIC version. In the DELUXE version you use the printed disc, showing the fire blessing icon.

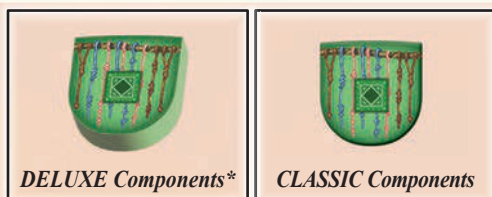


- 1 Rules booklet

- 1 Addendum

Player components (in colors red, yellow, green, and blue)

- 10 quipu tiles
(information with knotted strings)



- 6 circlet tiles, each set with pips from 1 to 6



- 1 chasqui (relay runner)



- 4 priests

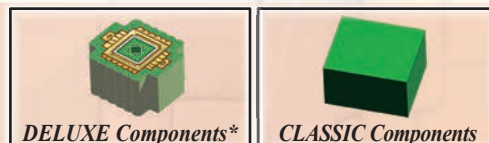


Cuzco Module 1: The pututus

- 15 pututu tiles



- 1 scoring marker



- 1 status marker



- 3 dice



- 2 colored tiles



- 1 player aid



- 1 +100/+200 victory point token



This chapter shows both the material of the DELUXE-Version* as well as the CLASSIC-Version. From here on, only the material of the DELUXE-Version* is used in the illustrations.

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 imprinted die. Finally, attach the 3 parts of the action board to the bottom of the board, with sides facing up according to player count:



- 2) Place the **offerings** and **food tiles** in the corresponding storage spaces on the 2 top corners of the road system.

- 3) Place **3 feathers** of each color per player matching color storage spaces, on the 2 bottom corners of the road system. This is the common supply. Remove any 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 **people study and farm tiles** (from now on simply called **study and farm tiles**, respectively). Place it at a corner of the Cuzco board, and then place both these boards next to the Tawantinsuyu board.

- 6) Sort the 60 **god cards** by color, Shuffle them separately, and stack them face down on the matching spaces of the display board.

- 7) Shuffle all the **orange-red farm tiles** and **blue study tiles** 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 status 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:

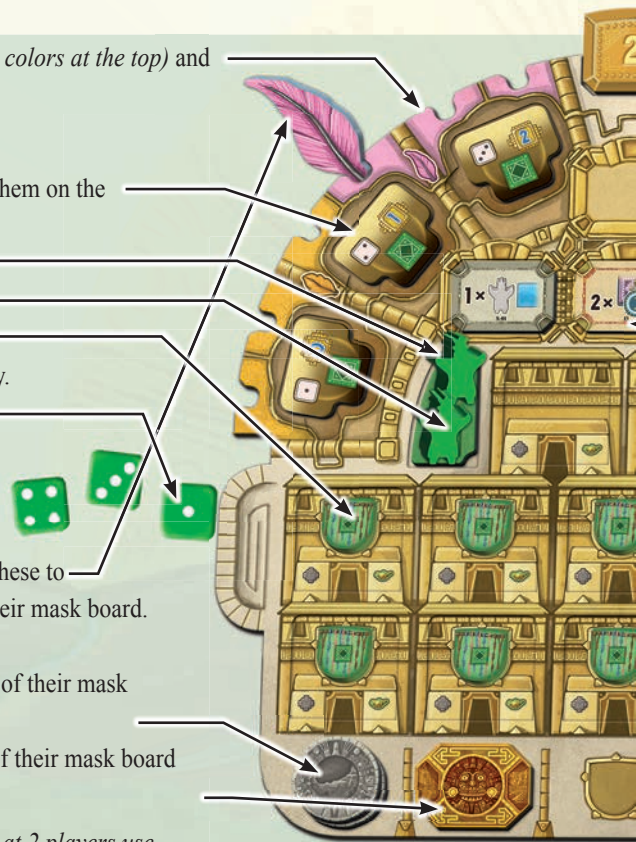
- 13) Each player takes one random mask board (all 4 masks have a different order of feather colors at the top) and places it in front of them.

- 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. 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 reallocated.
- **2 offerings:** Take them from the common supply 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 (at 2 or 3 players, remove the leftover medals from the game).
- **1 player order token:** Randomly deal 1 token to each player (at 3 players use tokens 1-3; at 2 players use





9) Stack 6 **Inti medals**, on the designated space of the temple on the Cuzco board.

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

In a 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 player empty.

11) Sort the **mission tiles** by their back. Put the 6 light grey start tiles aside

for now. Mix all other 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 player count 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.



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 scoring and status marker placement on the appropriate tracks on the Cuzco board:

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

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

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

• **2 god cards:** Take 2 cards from each of the 5 piles and mix 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. Then, the player draws a card from the reserve pile, and shuffle the discarded card back on that 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. (In a 2 player game, take only 1 card from each of the 5 piles, mix 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 game, will modify the game rules as explained below. The rules of the god cards always take precedence over the 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, each one present in 4 cards.

Any time a draw pile of a certain god is exhausted, search the discard pile for cards of such god. Mix 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 own no offerings, you cannot play a god card.

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

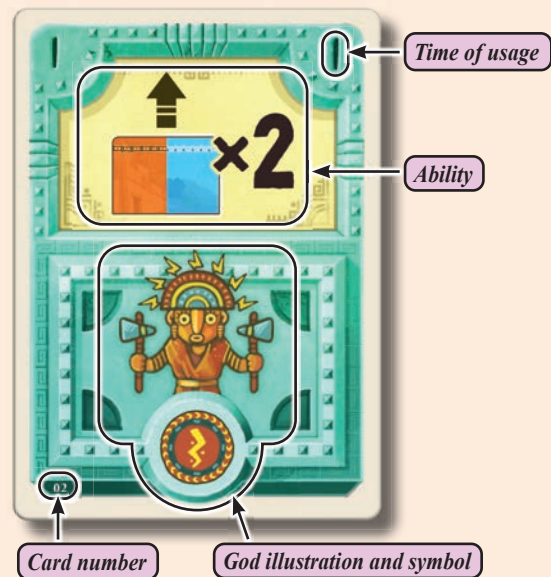
Each god card can only be played and used during its designated phase, as shown on the upper corners of the card.

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.

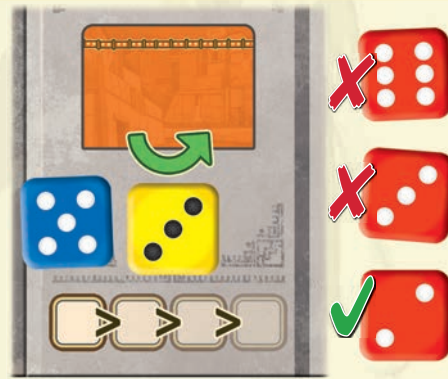


Example: Frank spends an Inti medal to use the yellow (goddess of corn) god card. He then places it on the discard pile. He doesn't have to spend an offering to use the card from the display.

Phase I: Roll the dice, select and perform actions

At the start of **phase I**, all players roll their own 3 dice simultaneously. In given 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 less than the lowest number of pips of any other die on that space**, regardless of whom it belongs to.



Example:

Two dice are already on the study action space – a 5 and a 3. Patricia (red) could only place there a 1 or a 2 (not a 3, 4, 5, or 6).



The fire blessing

Players take 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 status track or take a food tile.



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 status track).

The action spaces

Action: Movement across stone trails or rope bridges

Your chasqui moves 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.

In a 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 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.

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 reallocated**.

Important: If a player already has 3 feathers of a certain color (which may include their starting feather) they do not get any more feathers of such color. However, they may still place a quipu tile in a village bearing a feather of that color (provided they have not already 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 such an empty 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 take a **fire blessing** (see fire blessing on page 7). The next time your chasqui moves, and **before** leaving Cuzco, you may **rotate the overlay** in any way you want, giving you new movement options.

Action: Study or farming

You 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.

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

Place the chosen study or farm tile on an empty space, out of the 12 spaces on your mask board. Make sure that the status and food icons on the lower part of that space remain visible.

“Empty space” meaning there is neither a quipu tile nor a study or farm tile in there. A player with no empty spaces on their mask, may not choose this action.

Note: Do **not** replenish the column of study or farm tiles on the Cuzco board at this time. This will be done 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).

Action: Exchange

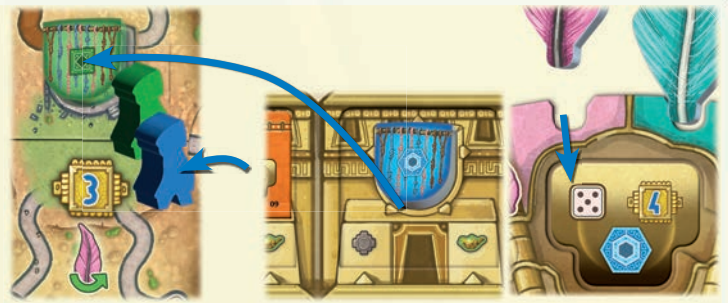
You exchange the pips of your placed die for a variety of actions. You may use **any combination of exchanges**, and even the same exchange several times, as long as you have enough pips to pay for them. All possible exchanges are shown on the action space, along with their cost.

• These exchanges cost 1 pip each:

• Cuzco university appointment:

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

Note: All players will gain victory points in Phase III. During that phase, the order on the status track also determines the new player order. See phase III.

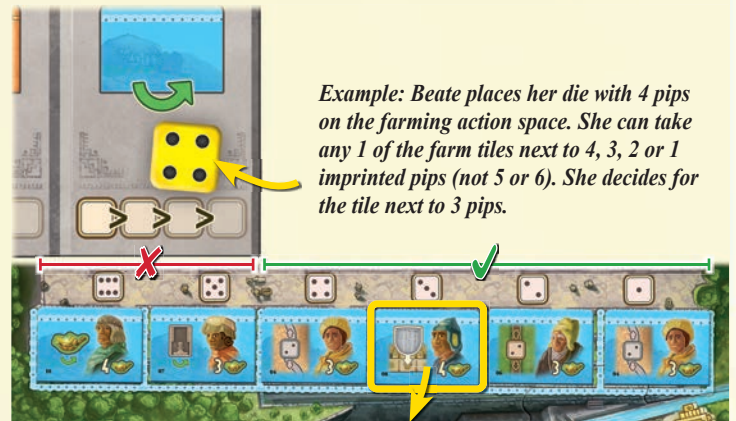


Example: Frank (blue) moves to this village, and places the upper leftmost quipu tile from his mask on top of Ulrich's (green) quipu tile already there. Then, he takes a pink feather from the general supply (as shown below the village), and adds it to a matching color slot at his mask board.

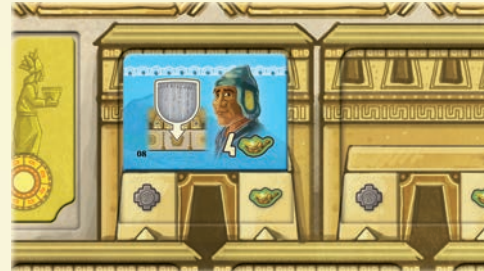
Example, moving into Cuzco:



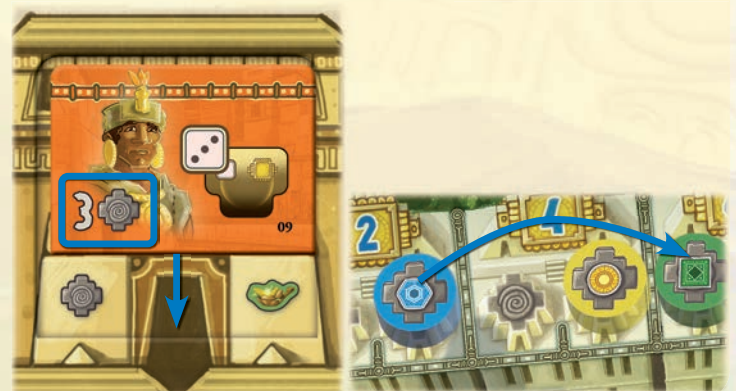
Example, moving out of Cuzco:



Example: Beate places her die with 4 pips on the farming action space. She can take any 1 of the farm tiles next to 4, 3, 2 or 1 imprinted pips (not 5 or 6). She decides for the tile next to 3 pips.



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



- **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:**

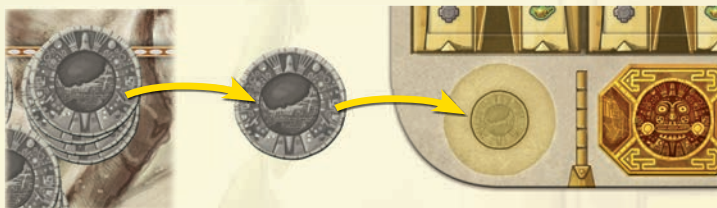
For each **single pip** of your placed die, you may gain 1 **victory point**; advance your marker on the victory points track accordingly.



 These exchanges cost 2 pips each:

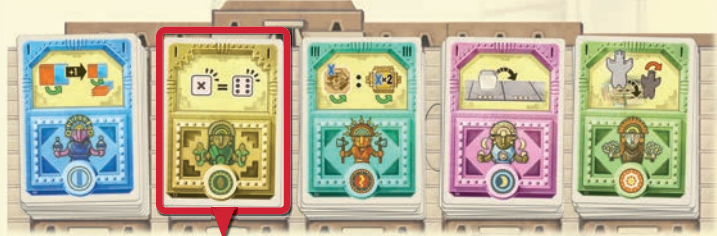
- **Gain offerings:**

For **each 2 pips** of your placed die, you may take 1 **offering** from the common supply, placing it on the designated space at the bottom of your mask board.



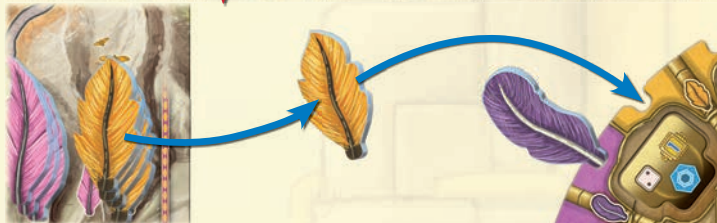
- **Take 1 god card:**

For **each 2 pips** of your placed die, you may take 1 of the open god cards available on the display board. Reveal the next god card from that pile, immediately. You may play the new god card as of now, and use it in the assigned phase by spending 1 offering.



- **Take 1 feather:**

For **each 2 pips** of your placed die, you may 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 exchange your pips for a feather of that color.



- **Reallocate a quipu tile to your reserve space:**

For **each 2 pips** of your placed die, you may take 1 quipu tile from its original space on your mask board, placing it on your 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 status value of 5. She advances her status marker 5 spaces from 1 to 6 points. Next, she spends 1 pip for the action gain food, 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 action gain offerings, 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.

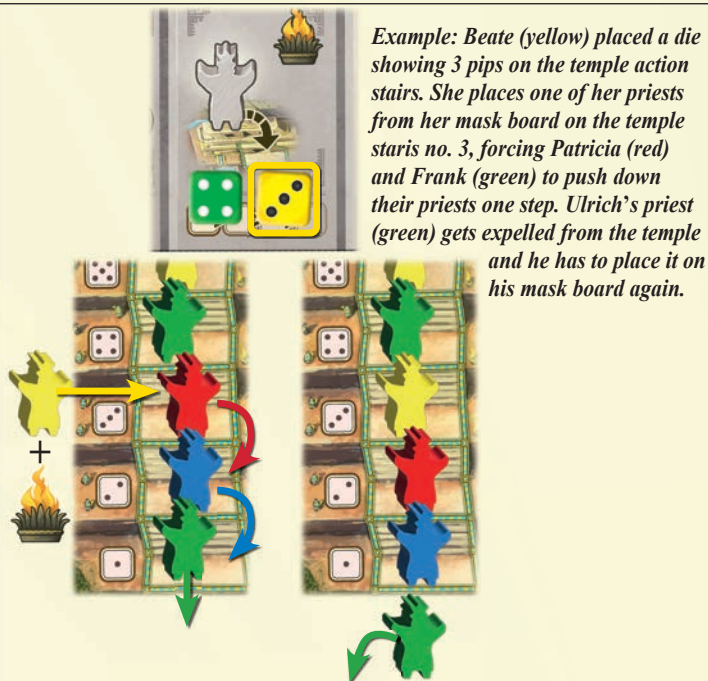
Action: Temple

You place one of your priests in 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 take a fire blessing (see page 7).

Note: Players gain VP for their priests on the temple steps at the end of each round (see page 11).



Action: Headdress

The number of pips of your placed die determines the circlet tile you may activate. You may activate any circlet tile with same or fewer pips than your placed die. **You can activate a circlet tile only if there are 2 feathers assigned to that tile.** In case you have no eligible tile meeting this requirement, you cannot choose this action.

Activate, means flipping the circlet tile 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 a headdress, the player gains **VP once and immediately**, based on the **current round**:

Rounds 1 & 2 => 10 VP

Rounds 3 & 4 => 7 VP

Rounds 5 & 6 => 4 VP

Additionally, the player gains as many **VP as imprinted** on the activated tile, plus a **fire blessing**.



Action: Victory points

The number of pips of the placed die is not relevant for this action. When placing their die here, the player always earns **2 victory points** and advances 2 spaces on the victory points track.



Phase II: Studies and farming

In given player order, players **may** use exactly 1 ability of their study tiles **and** 1 ability of their farm tiles. The icons on the tiles show the available ability. Each player can use these two abilities in any order they choose. 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 acquired 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 farming or study tiles with **identical** abilities, you may combine these to **1 joint usage**. You may **not** combine farming and study tiles with identical abilities for a joint usage.

The overview and explanation of all study and farming 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.

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 printed ornamented arrows. Start from the bridge next to the status track at the university. Then, proceed to the priests on the temple steps, go 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 status track at the university

Each player gains as many victory points as shown above their status marker, i. e. between 0 and 15 points. Return all markers to the starting space below 0 points, and stack them in descending order, with the least advanced marker at the bottom, and the more advanced marker at the top. Finally, reallocate the player order markers – the player whose marker is on top receives the tile 1, the second from the top the tile 2, etc. **Move the ring token / Stefan Feld figurine to bridge 2.**

Important: This new player order is effective immediately.

2) The priests on the temple steps

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

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

The player with the most priests on the temples 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 is no priest 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.



3) Buy goods on the market

In given player order (*as determined when resolving the status track*), each player may buy **1 good** from the **market row** corresponding to the **current round**. Goods are paid with the amount of food shown on each goods tile. Each player who buys 1 good, **immediately gains as many victory points** as shown on the tile, and then stores this tile on the designated space of their mask board. Return the paid 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.**



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.

4) The mission tiles of the Sapa Inca

In given player order, each player must complete **exactly 1 of the 3 mission tiles** on their mask board. If they manage to do so, they gain 6 victory points and advance their scoring marker accordingly.

As a general rule, each mission tile depicts the **minimum requirement**, not a fixed quantity. This means the player may have more than required, but never less.

Important: In order to **complete a mission tile** you **never spend** something. 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. In case a player cannot complete one of their 3 tiles, they must return 1 mission tile of their choice to the game box, not gaining any victory points.

After completing or not a mission tile, the player chooses 1 new mission tile from those on display in the palace, and places it on the now empty space of their 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.



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 has to choose a new one.

5) End of the round

Prepare for the next round. First, remove any leftover study and farm tiles from the Cuzco board, and place them next to the board on 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 on the palace, and refill the palace spaces with new tiles from the piles below the palace – always **as many as player count plus 2**.

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

Move the game round marker one space down to the next market row. If this was not the sixth round, the next round starts.

Finally, all players retrieve their 3 dice from the action spaces and place them in front of them.

Move the ring token / Stefan Feld figurine back to bridge 1.

In the sixth round, skip this phase.



END OF THE GAME

The game ends upon completing the mission tiles of the Sapa Inca during the sixth round. All players must now complete their 3 remaining mission tiles, gaining 3 x 6 victory points, at the most. Place any completed tiles on the stack of previously completed ones, on your mask board. Return any uncompleted tiles to the game box.

Now proceed to final scoring:

Players gain victory points (VP) as follows:

☉ 2 VP for each unused Inti medal they own.



*Example:
2 unused inti medals =
4 VP.*

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

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

☉ 6 VP if they have adorned their headdress with 12 feathers.



☉ 9 VP if they have completed 9 mission tiles. 1 from each round plus the last 3 ones.



☉ 12 VP if they have 12 farming and/or study tiles on the spaces of their mask board.



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

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.

☉ The number of imprinted VP in each village, for the owner of the top quipu tile in that village.

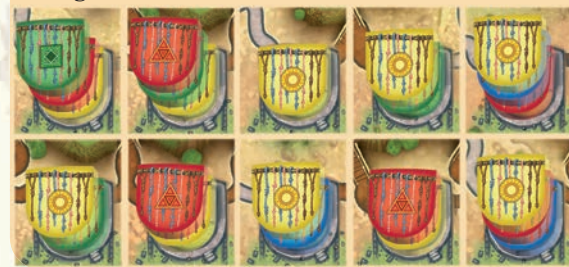


*Example:
8 VP for red.*

☉ 9 VP if they have activated all 6 of their circlet tiles.



☉ 10 VP if they have delivered all their 10 quipu tiles to the villages.



Example for yellow.

☉ 6 VP if they have bought 6 goods.



CUZCO MODULE 1 – THE PUTUTUS

Changes in Setup:

Place the 15 pututu tiles next to the Cuzco board as common supply (12 x light pink +1/-1 & 3x dark pink +2/-2).



Changes in game play:

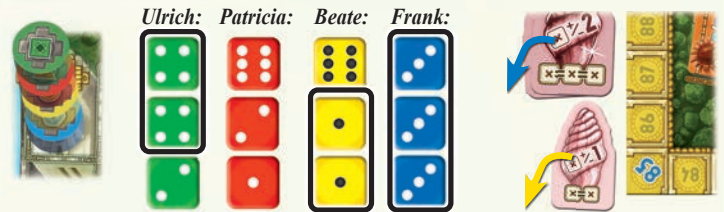
If a player rolls a double at the start of phase I, they take 1 pututu tile +1/-1 from the common supply.

If they roll a triple, they take 1 pututu tile +2/-2.

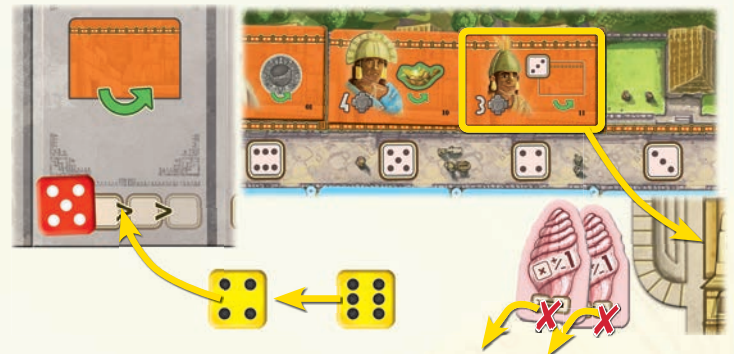
In case there is no such tile in the common supply, they don't take anything. If there are fewer tiles left than the number of players qualified to take them, they take them in reverse player order.

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. Rotate the die accordingly, as this is not just a virtual change.

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 pututu 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 action farming (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.

est. 1989

