



TINKRATTM

T H E L E G E N D

A G A M E O F M Y T H A N D M I G H T



R U L E B O O K

Version 0.65



Dear friends,

Thank you for downloading the "Print & Play" version of INKAS: The Legend!

This is a project that is very dear to my heart and I've been working on it for many, many years (originally envisioned as a comic book, which I would still like to produce some day).

Pers' goal is for this game to not only have entertainment value, but also social value, as we bring some focus to the descendants of the inhabitants of ancient Peru and the Americas.

We hope that this game (and the stories based on the characters of this game) will bring an additional source of pride to people of Andean descent, especially to kids longing for "superheroes" based on their culture.

I hope that you enjoy INKAS: The Legend and, if you do, I ask of you two favors:

- Please ask your friends and family to download the game from <https://pers.com/inkas>
- Please follow us on: facebook.com/inkasgame • instagram.com/inkasgame • youtube.com/inkasgame • twitter.com/inkasgame

The Pers team will launch a Kickstarter campaign on 2021 in the hopes to make a packaged miniature version of this game.

We count on your support to meet our funding goal.



Jorge



We await your comments by email at info@pers.com and our social channels:
facebook.com/inkasgame • instagram.com/inkasgame
youtube.com/inkasgame • twitter.com/inkasgame



UNITY

Everything that is, was, will be ... and the rest.

Unity™ will be a cosmos of stories and games across space and time. The first era to be explored is: INKAS: The Legend™. In this first adventure, you will be reborn in the time of the Inkas, a world of magic and mysticism based on the legendary history of ancestral Peru and South America.

This adventure is inspired by the "Legend of the Ayar Siblings" that tells the story of Ayar Manqu ("ah-yahr mahn-koh") and his wife Mama Uqllu ("mah-mah ohk-joh"), who come out of Lake Titicaca and then traveled through ancient Peru with a magic staff, called Tupayauri, which they plunge into the soil in search of fertile land. Eventually, the Tupayauri sinks into the ground on Qusqu (Cusco), which becomes the capital of the Inka Empire.

NOTE: The story of INKAS: The Legend is **INSPIRED** by Inka and Pre-Inka legends and myths, but many elements in the story and characters are the creation of Jorge, the inventor of this game. A companion guide will be created to explain which elements are historic and which aren't.

TABLE OF CONTENTS

• Introduction	2
• Game Dynamics	4
• Game Modes	5
• Game Board & Pieces	6
• Ayllus	8
• Configuration - Family Mode	10
• Configuration - Advanced Mode	12
• Turn Structure	14
• Playing	16
• Offerings	20
• Wallas & Roles	22
• Basic and Energized Powers	24
• Legendary Powers	28
• Pacha Cards	34
• Alternate Quests	40
• The Quechua Language	42
• Glossary	43
• Credits	45
• Quick Reference Guide	46

GAME MODES

INKAS: The Legend can be played in 3 different multiplayer modalities:

FAMILY MODE

- Fast, fun way to play the game.
- Quests usually last under 15 minutes.

A player wins when:

- The Qusqu card is found by one of the player's warriors.
- All enemy warriors are dead and can't be resurrected.

ADVANCED MODE

- More challenging gameplay with more strategy and control over random elements.
- Quests usually last over 30 minutes.
- Additional cards are added to the game and can be activated from the player's hand.
- Amarus can be dominated and added to the player's clans.
- Pretender Gods remain in the Tawantinsuyu board after being found.
- All warriors go through a rebirth cycle, if killed during gameplay (but not sent to the Ukhu Pacha).

A player wins when:

- The player plunges the Tupayauri in Qusqu after collecting the 3 pieces of the Qusqu map.
- The enemy player doesn't have any warriors in the Tawantinsuyu and can't place any more (because their wamanis are conquered, or all their warriors are in the Ukhu Pacha).

LEGENDARY MODE

- A variation of the Advanced Mode with the addition of one unique Legendary Power for each of the 25 warriors in the game.
- Illapa Pacha Cards are used to activate warriors' unique Legendary Powers.

ALLIANCE QUESTS

INKAS: The Legend is the representation of the legend of the Ayar Siblings trying to found Qusqu. As such, the best way to play the game is for the young Inkas and their wives, the Quyas, to team up against the forces of evil.

For Alliance Quests, 4 players are needed, divided into 2 allied groups:

- 1) The Inka Nation (formed by Inkas and Quyas)
versus
- 2) The Chanka Nation (formed by Chankas and Supays)

Alliance Quests are played in the same way as Regular Quests, except for these changes:

- Allies can share llamas.
- Allies can pass the Tupayauri between them.
- Allies can share conquered wamanis to place their wallas.
- Allies can activate Pacha Cards to defend each other.
- Powers do not adversely affect allies.

INKAS: The Legend can also be played in SOLO MODE and ALTERNATE QUEST MODE. See [page 40 to 41](#) for details.

* Watch a few tutorial videos at youtube.com/inkasgame

GAME DYNAMICS

GAME OBJECTIVE

INKAS: The Legend is a strategy board game for 1 to 4 players that takes you back to a mystical time of spirits, monsters, and dragons, where YOU must battle gods and conquering nations for the chance to become the leader of a new empire.

The game represents the war between the Inka and Chanka nations in their quest to be the first to find the magical spot where the city of Qusqu (Cusco) must be founded. Whoever founds Qusqu will have dominion over the Tawantinsuyu: The four regions of the Inka Empire.

The Inka Empire ruled over a large part of South America until the 16th century.

GAME OVERVIEW

In INKAS: The Legend, each player becomes the captain-god of a team of warriors which they must lead in a quest to found Qusqu.

Each team has 5 warriors, each with distinct superhuman abilities that gives them a special role within their team.^[1] Each player is also assigned a quadrant from the board (to place their warriors) and six energy tokens (represented by "llamas").

The game is played over a series of rounds. In each round, players take turns moving their warrior pieces around the board, fighting enemy warriors. Many actions in the game require die rolling when they are performed (e.g. to find out if you won a battle against another warrior).^[2] Many actions require energy (llamas) to be performed (e.g. to use an Energized Power).

At the beginning of a quest, the main objective is to move towards the center of the board and grab a golden staff known as the "Tupayauri". Once this objective is achieved, the new objective is to carry the Tupayauri staff to one of the 12 spaces at the periphery of the circular board.^[3] Enemy warriors will try to steal the Tupayauri from the warrior that is carrying it.

Once a warrior reaches a space on the periphery and places the Tupayauri in that space, two things happen:

- They "conquer" that space, meaning that it is now property of their team.
- They will be allowed to unveil the card hiding in that space.

There are 12 cards placed around the board. Some with positive outcomes (e.g. additional energy for your warriors) and some negative outcomes (e.g. your warrior's instant death).^[4]

In Family Mode, the player that finds the Qusqu Card automatically wins the quest. In Advanced Mode, the player needs to find the 3 pieces of the Qusqu Map and then found Qusqu.

[1] Each player is known as an "Apu" (leader, captain, god), each team of warriors is known as an "ayllu" (family, clan, nation), and each warrior is known as a "walla".

[2] The die is known as "Wiraqucha" (the supreme god of the Inkas). The Wiraqucha die has 6 sides, 3 are painted green to represent a positive outcome and 3 are painted red to represent a negative outcome.

[3] The board is known as the Tawantinsuyu (the territory of the Inka Empire), each quadrant is known as a "suyu" (region) and each space on the board is known as a "wamani" (province).

[4] These cards are known as "Pacha Cards" ("this-moment-and-this-place" cards).

GAME BOARD & PIECES

GAME PIECES

- 1 Tawantinsuyu board
- 1 Hanan Pacha tray
- 1 Ukhu Pacha tray
- 1 Wiraqucha die
- 1 Tupayauri
- 57 Pacha Cards (with 36 Pacha Card sleeves)
- 27 Wallas
- 60 Llamas
- 60 Conquest Flags



THE TAWANTINSUYU

(Meaning: The Four Regions).

Tawantinsuyu is the game board, which is divided into 4 suyus (regions), which in turn are divided into 9 wamanis (provinces). In addition, there is a special wamani in the center of the game board, the Titiqaqa Qucha (Lake Titicaca), for a total of 37 playable spaces.^[1] The 4 suyus are:

- Chinchaysuyu to the northwest (NO).
- Antisuyu to the northeast (NE).
- Qullasuyu to the southeast (SE).
- Kuntisuyu to the southwest (SO).

The Inkas believed that the cosmos was divided in 3 worlds: Hanan Pacha, Kay Pacha, and Ukhu Pacha (the Inkas' version of heaven, earth, and hell). The Tawantinsuyu is considered part of the Kay Pacha (meaning: This World, the Terrestrial World).



[1] *The Tawantinsuyu was the name of the entire region of the empire and Qusqu was located in the center of it (Qusqu was called "the navel of the world"). Each suyu had more than 9 wamanis. Due to the dynamics of the game, where the location of the Qusqu is secret, the location of the wamanis within each suyu has been modified and the Titiqaqa is in the center of the board instead of Qusqu.*

THE HANAN PACHA

(Meaning: The World Above, Heaven).

Hanan Pacha is the "heaven", the area around which llamas, Amarus (serpent-dragons) and the Wiraqucha die are placed, until needed.

[ADVANCED MODE ONLY: Area used for the Rebirth Cycle].



THE UKHU PACHA

(Meaning: The World Below, Hell).

Ukhu Pacha is the "cemetery", the area for placing wallas (warriors) whose souls have been banished and llamas offered to Wiraqucha or consumed by magical powers.



WIRAQUCHA

The all-powerful Inka god Wiraqucha is represented in the game with a 6-sided die. Each side has 1 to 6 black gems (like a regular die).

Several events in the game require Wiraqucha's approval before they are performed and the Wiraqucha Die must be rolled to ask for approval.

Even sides show Wiraqucha with a happy green face which means that Wiraqucha approves of your action or accepts your offering.

Odd sides show Wiraqucha with an angry red face which means that Wiraqucha disapproves of your action or offering.



TUPAYAURI

The piece that represents the gold staff used in the game to found Qusqu and conquer nations.



PACHA CARDS

The 12 cards (or 46 to 56 cards in Advanced Mode) that are placed around the Tawantinsuyu board, each with a different destiny for the walla that finds it.



36 Pacha Cards come with protective sleeves.

WALLAS

The 27 pieces that represent the warriors. There are 5 ayllus (clans) with 5 wallas in each: Inkas, Quyas, Chankas, Supays, Amarus (the first 4 are playable and the Amarus are a special ayllu). There are 2 Pretender Gods.

Each piece has its ayllu's shield and the edge color of its role in the quest (each walla has different powers based on their role).



LLAMAS

The 60 pieces of llamas that represent the energy consumed to activate certain powers and represent valuable gifts to offer to Wiraqucha (llamas pieces don't "run out", they can be reused from the Ukhu Pacha).

Each ayllu (clan) receives 6 llamas at the start of the game and can collect more during the quest (with the help of Pacha Cards and offerings).



CONQUEST FLAGS

The 60 flags that are used to indicate which ayllu (clan) has conquered a wamani (a space on the board).

When a walla (warrior) plunges the Tupayauri into one of the 12 peripheral wamanis, it's considered that this wamani has been conquered and a Conquest Flag of the conquering ayllu must be placed in it.



AYLLUS

In INKAS: The Legend there are 4 ayllus (clans) that can be chosen by the Apus (players) for the quest, a 5th ayllu formed by the sacred Amarus (dragons-snakes), and gods that govern the destiny of all ayllus.

WAQAYGHAQ MAMA

Guardian of the K'anchaywasi Temple and protector spirit of the Inka Nation, which can become an ethereal dragon-serpent.

APU QUN TIQSI WIRAQUCHA

Known simply as Wiraqucha. Wiraqucha governs the fate of the wallas. Considered as the almighty god of the Unity, and is represented in the game by the die.

AMARU WIRAQUCHA

Enigmatic non-corporeal dragon-serpent that is the self-proclaimed god protector of the Chanka Nation.

WALLAS OF THE INKA NATION

Formed by the Ayar Siblings and their allies. Divided into 2 ayllus:



INKA AYLLU

Ayllu formed by the four Ayar Brothers... and an enigmatic ally: Ayar Manqu, Ayar Awqa, Ayar Kachi, Ayar Uchu, Enigmatic Ally. Considered the children of the god Wiraqucha, born through human parents, they have incredible abilities and are the owners of Electromagnetic Force Weapons.



AMARU AYLLU

Ayllu formed by the five Elemental Amarus: Ninamama, Wayramama, Yakumama, Sacha mama, Ch'usaqmama. These female serpent-dragons, were created by primordial essences of neither benevolent nor evil, archaic magics and the the Elemental Spheres.



CHANKA AYLLU

Ayllu formed by the five wallas of Chanka royalty: Yawar Supay, Wayra Sumaq, Yana Uru, Sinchi Thupaq, Amsay Rumi. Direct descendants of the mythical warriors Usquwillka and Anquwillka, they have superhuman vitality and are the owners of the Hypervisic Force Weapons.



QUYA AYLLU

Ayllu formed by the four Ayar Sisters ... and a secret ally: Mama Uqllu, Mama Qura, Mama Waqu, Mama Rawa, Secret Ally. Considered the daughters of the god Wiraqucha, born through human parents, they have incredible abilities and are the owners of the Primordial Elemental Wands.



SUPAY AYLLU

Ayllu formed by the five most fearsome Supays of the Ukhu Pacha: Simpira, Qarqacha, Ukumari, Manchay, Nak'aq. Created by the archaic science of Amaru Wiraqucha, these genetic aberrations possess terrible abilities, and an appearance that complements them.



SETUP - FAMILY MODE

1) Each Apu (player) chooses one of the 4 ayllus (clans) and one of the 4 suyus (regions/quadrants).

* The Amaru Ayllu CANNOT be selected to play.

In case the Apus don't agree when choosing their ayllus, each Apu rolls the Wiraqucha Die and the Apu with greater number of gems chooses the ayllu and suyu of their preference, and so on with the following Apus.

2) The Tupayauri is placed in the Titiqaqa (the center of the game board).

3) Each Apu receives their ayllu's 5 wallas (warriors) 6 llamas (energy) and 12 Conquest Flags.

4) The Ukhu Pacha tray is placed next to the Tawantinsuyu board.



5) The Hanan Pacha tray is placed next to the Tawantinsuyu board.

Unused llamas and the Wiraqucha Die are placed on this tray.



6) Gather all 12 Pacha Cards that have the "Family" icon and remove from play all other Pacha Cards.



7) Place all 12 Pacha Cards in their sleeves, then shuffle them and randomly place them around the 12 peripheral wamanis around the Tawantinsuyu board.



SETUP - ADVANCED MODE

1) Each Apu (player) chooses one of the 4 ayllus (clans) and one of the 4 suyus (regions/quadrants).

* The Amaru ayllu CANNOT be selected to play.

In case the Apus don't agree when choosing their ayllus, each Apu rolls the Wiraqucha Die and the Apu with greater number of gems chooses the ayllu and suyu of their preference, and so on with the following Apus.

2) The Tupayauri is placed in the Titicaca (the center of the game board).

3) Each Apu receives their ayllu's 5 wallas (warriors) 6 llamas (energy) and 12 Conquest Flags.

They will also receive:
1 Illapa card
1 Iqiqu card,
and 3 random Pacha Cards (see #8).

4) The Ukhu Pacha tray is placed next to the Tawantinsuyu board.

5) The Hanan Pacha tray is placed next to the Tawantinsuyu board. Unused llamas, the Wiraqucha Die and the Amarus are placed around it.

6) Gather all 57 Pacha Cards and remove from play the Qusqu card that does NOT have the "Advanced" icon.

7) If all 4 Apus (players) are playing, keep all 56 cards.

If 3 Apus are playing, remove from play the cards with the 4-Apus icon: 1 set of Qusqu Map cards, 1 Illapa card, and 1 Iqiqu card (keeping 51 cards).

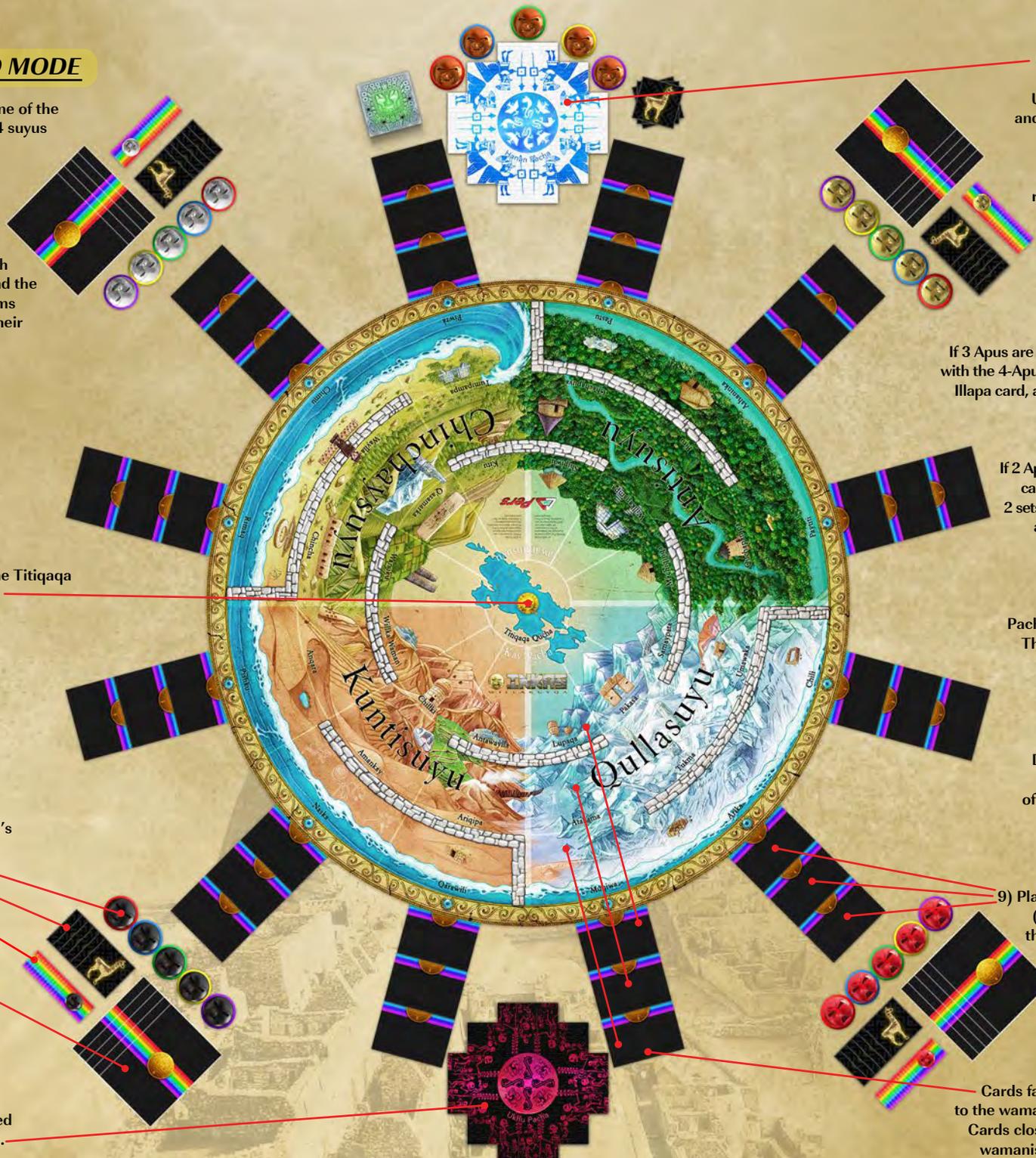
If 2 Apus are playing, remove from play the cards with the 3-Apus and 4-Apus icon: 2 sets of Qusqu Map cards, 2 Illapa cards, and 2 Iqiqu cards (keeping 46 cards).

8) Temporarily set aside all the Pacha Cards with the "No Hand" icon. These cards are: Waqaychaq Mama, Amaru Wiraqucha, the 5 Amarus, and all the Qusqu Map cards.

Deal 1 Illapa card and 1 Iqiqu card to each Apu, then shuffle the rest of the Pacha Cards and deal 3 cards to each Apu, face down. (see page 34 for details).

9) Place ALL 36 remaining Pacha Cards (including the "No Hand" cards) in their sleeves, then shuffle them and randomly place them around the Tawantinsuyu board, 3 in each column, one after the other.

Each Pacha Card belongs to a wamani (a space in the board). Cards farthest from the board correspond to the wamanis on the periphery of the board. Cards closer to the board correspond to the wamanis closer to the center of the board.



TURN STRUCTURE - FAMILY MODE**1) OFFERING PHASE**

Apus (players) can perform ONE offering to Wiraqucha during this phase only. Offering is the act of sacrificing a certain amount of llamas (or human lives) in exchange for something. After making the offering, the die will be rolled to know if Wiraqucha accepts the offering or not. Sacrificed offerings go to the Ukhu Pacha, regardless if Wiraqucha accepted the offering or not.

2) ACTION PHASE

During their turn, an Apu must announce which walla (warrior) will use. The walla can perform 3 different actions. Some actions can be enhanced with the walla's power. You can only choose one option for each action and you can only perform actions in this order:

I MOVE

- A) Place a walla on the Tawantinsuyu (the game board), OR
- B) Move the walla to another wamani (advance spaces), using a power or not, OR
- C) Do not move

II ATTACK

- A) Perform an attack with the walla, using a power or not, OR
- B) Do not make an attack

III PLACEMENT

- A) Grab the Tupayauri of an allied walla (or defeated enemy), using a power or not, OR
- B) Transfer the Tupayauri to an allied walla, OR
- C) Plunge the Tupayauri in a peripheral wamani (or leave it on the wamani's floor), OR
- D) Remove the Tupayauri from the Titiqaqa or a peripheral wamani with the approval of Wiraqucha (or pick it up from the ground), using a power or not, OR
- E) Do not place the Tupayauri

Within this phase, the Apu must perform the required sub-actions, such as placing llamas on the Ukhu Pacha (cemetery), rolling the Wiraqucha die, etc., if required by the action.

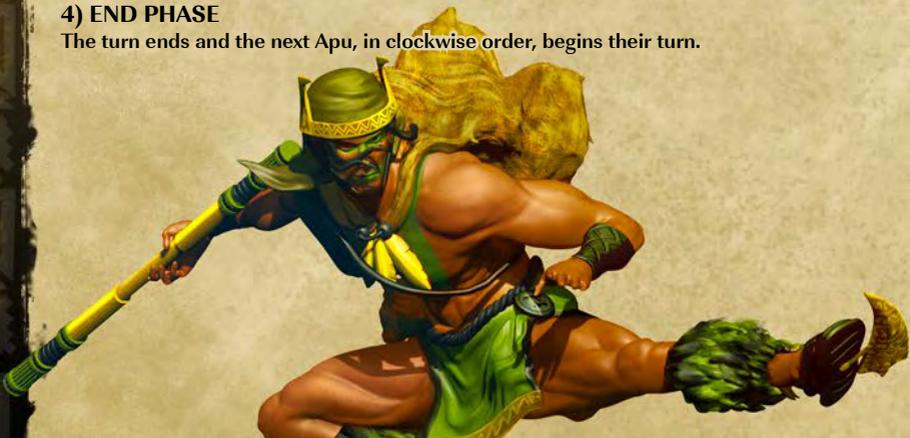
Apus can ONLY perform actions with ONE walla per turn. If an Apu forgets to perform an action (even if is an automatic power), it will be declared that walla decided not to perform the action.

3) UNVEILING PHASE

If during the Action Phase, the Tupayauri is plunged into a wamani, its corresponding Pacha Card MUST be unveiled, shown to all Apus, and its corresponding destiny must be performed.

4) END PHASE

The turn ends and the next Apu, in clockwise order, begins their turn.

**TURN STRUCTURE - ADVANCED MODE****0) PACHA CARDS ACTIVATION**

At any time during their turn, an Apu (player) can activate multiple Pacha Card from their hand, regardless of what phase they are in. An Apu can also activate ONE Pacha Card as a response to an opponent's action which directly affects its ayllu (clan). All Pacha Cards are discarded to the Ukhu Pacha after being used.

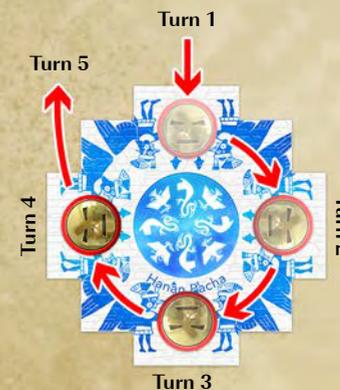
[LEGENDARY MODE ONLY: An Apu can throw the Illapa Pacha Card to instantly activate the unique Legendary Power of one walla in their ayllu.]

1) REBIRTH PHASE

If at the beginning of their turn, an Apu has dead wallas (warriors) in the Tawantinsuyu (gameboard) or the Hanan Pacha (heaven), they must first perform the Rebirth Phase.

When a walla dies, they remain in the Tawantinsuyu until their next Rebirth Phase. During the Rebirth Phase, dead wallas in the Tawantinsuyu will be placed on the top side of the Hanan Pacha tray and they will spend the next 4 turns purging their soul to then be reborn.

Wallas already in the Hanan Pacha will be moved clockwise to the next side. If a walla has already spent 4 turns in the Hanan Pacha, they'll have completed their rebirth cycle and will leave the Hanan Pacha and they can be placed in the Tawantinsuyu during this turn's Action Phase, or saved for a future turn.



Apus can perform a Resurrection Offering at any time and, if Wiraqucha approves, skip the rebirth cycle. If an Apu forgets to perform this phase, they won't be able to perform it until their next turn.

2) OFFERING PHASE (*same as Family Mode).**3) ACTION PHASE (*same as Family Mode).****4) UNVEILING PHASE**

When a walla plunges the Tupayauri to conquer a wamani, all 3 Pacha Cards on that sector (the 3 wamanis from periphery to center) will be unlocked for their ayllu. These 3 cards will remain unlocked while the ayllu's Conquest Flag remains in the corresponding peripheral wamani. When a member of the conquering ayllu is within one of their unlocked wamanis, the Apu can choose to unveil its corresponding Pacha Card or not (ONLY after the Action Phase).

Pacha Cards that have the "Public" icon (a circle with a dot) on them must be IMMEDIATELY shown to all Apus and then its corresponding destiny must be performed. Cards that are NOT public, are added to the Apu's hand and can be used instantly or saved for later use. At the end of the Quest, all cards in hand must be shown. If a public card is found in an Apu's hand, the Apu is automatically disqualified. Public cards are: Waqaychaq Mama, Amaru Wiraqucha, and all 5 Amarus.]

5) END PHASE

The turn ends and the next Apu, in clockwise order, begins their turn.

PLAYING

STARTING THE QUEST

• The Wiraqucha Die is thrown. The Apu (player) with the highest score receives the first turn and the following Apus will play in clockwise order around the board.

• Each turn, an Apu can only use ONE walla (warrior) and must announce the role of the walla that they'll use.

• On their first turn, each Apu will place a walla on the Tawantinsuyu.

• Each Apu is assigned a suyu (quadrant) and can only place wallas on the 3 peripheral wamanis of their respective suyu (the 3 spaces at the edge of the board). Fig. 1.

• In the following turns, Apus can continue playing with only one walla or they can place additional wallas with which to play.

• The first objective of the quest is to go to Tititqaqa (in the center of the board) to obtain the Tupayauri.

GOING THROUGH PHASES

• During each turn, an Apu (player) will go through each turn phase, in this order ONLY: Rebirth Phase (Advanced Mode only), Offering Phase, Action Phase, Unveiling Phase, End Phase. See [page 14](#) for details.

[ADVANCED MODE ONLY:

• An Apu can also activate Pacha Cards from their hand at any time during their turn, or during an enemy's turn if to respond to an action against them.]

PERFORMING ACTIONS

• During the Action Phase, the chosen walla (warrior) can perform 3 different actions, in this order ONLY: Move, Attack, Placement.

• MOVE is the action of moving a walla (warrior) or placing it in the Tawantinsuyu board.

• Wallas can move to any wamani (space) around them, except over pirqas (walls). This means that they can move forward or backward one space per turn, horizontally, vertically, or diagonally. Fig 3.

[ADVANCED MODE ONLY:

• Wallas that have completed their rebirth cycle and are in waiting, can be placed in the Tawantinsuyu during a Move.]



Fig. 1 The Peripheral Wamanis of a Suyu

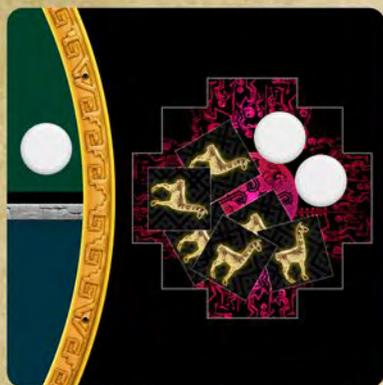


Fig. 2 Offerings in the Ukhu Pacha

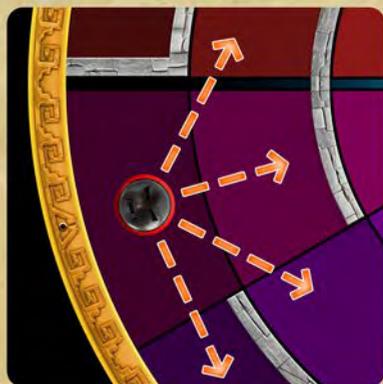


Fig. 3 Moving to Other Wamanis

• ATTACK is the action of fighting with another walla.

• Wallas (warriors) can only attack enemies within their own wamani (the space that they are in), unless their powers give them long-range attacks. Fig 4.

• Wallas, attacks, and powers cannot pass through pirqas (walls), unless this is a specific quality of them.

• Only one attack per turn is allowed. If there is more than one enemy within reach, the Apu (player) must announce to which enemy the attack is being directed.

• Attacks have no cost, but Wiraqucha's approval is required (the Apu rolls the Wiraqucha Die and must get a "green face" for their attack to be successful).

• Defeated wallas are left in the wamani where they have died. The piece is turned over to indicate it's dead.



Fig. 4 Attacking an Enemy

[ADVANCED MODE ONLY:

• Dead wallas will enter the Rebirth Cycle in their next turn.

• For triple attack/defense battles, subtract both values until you reach 1, e.g. 2A vs 3D = 1A vs 2D, 3A vs 3D = 1A vs 1D.]

• PLACEMENT is the action of moving the Tupayauri.

• Pulling the Tupayauri out of any of the Tawantinsuyu's 13 holes is an action that requires Wiraqucha's approval. Fig. 5.

• Plunging the Tupayauri is an action that does NOT require Wiraqucha's approval.

• The Tupayauri can be passed among allies.

• If a defeated walla had the Tupayauri, it can now be passed to the winning walla if they are in the same Wamani. Fig 6. If the attack was long distance, the Tupayauri will remain in the wamani until it's picked up.



Fig. 5 Pulling the Tupayauri out of Tititqaqa

POWERS

• Each walla (warrior) has different powers that can enhance actions. See [pages 24 to 27](#) for details.

• Basic Powers can be used at no cost.

• Energized Powers consume energy (llamas).

• Some powers are automatic and are activated even when it's not the walla's turn.

[LEGENDARY MODE ONLY:

• Each of the 25 wallas has a unique Legendary Power that requires the Illapa card to be activated (and may also require llamas). See [page 28](#) for details.]



Fig. 6 Taking the Tupayauri from Other Walla

CONQUERING WAMANIS

- Once the Tupayauri is obtained by a walla (warrior), their new objective is to move towards one of the 12 peripheral wamanis (spaces) to plunge the Tupayauri into them. Enemy wallas should try to prevent this. Ally wallas must defend the walla who carries the Tupayauri.

- By placing the Tupayauri in one of the 12 holes, the respective Pacha Card will be uncovered. Fig 7.

- Pacha Cards have positive and negative destinies for wallas and include the Qusqu card.

- If the quest has not ended, one of the wallas must try to remove the Tupayauri from the hole in which it was plunged. For this, they will need Wiraqucha's approval. Once the Tupayauri is lifted, the walla must plunge it in another peripheral wamani to continue the Quest.

- When a walla plunges the Tupayauri into a peripheral wamani, it means that this wamani has been conquered and the Conquest Flag of their ayllu (clan) should be placed on it. Fig 8.

- The Tupayauri can be plunged again into the Tititaca or a peripheral wamani already conquered, but in Family Mode they can NOT be "reconquered" (flags are not exchanged) and Pacha Cards are not reopened. As always, Wiraqucha's approval is required to take out the Tupayauri, but not to plunge it.

[ADVANCED MODE ONLY:

- While an ayllu's Conquest Flag remains in a peripheral wamani, the 3 cards on that sector remain unlocked to that ayllu, and can be taken by their wallas if they enter those 3 wamanis.

- Wamanis can be reconquered by plunging the Tupayauri in a peripheral wamani that was conquered by another ayllu. The old Conquest Flag will be removed and the flag from the conquering ayllu will be placed instead, unlocking its Pacha Cards (if any) only for the wallas of the new conquering ayllu.

- Apus (players) can place new wallas through wamanis that they have conquered, in addition to the 3 wamanis of their suyus. If the wamani belonged to another Apu, they can no longer place new wallas on the board via this wamani.

- If an ayllu has lost their suyu's 3 wamanis and they have not conquered any other wamanis, they are effectively blocked from adding new wallas into the Tawantinsuyu.

- Amarus use the flag of the ayllu that dominates them (the Amaru Ayllu flags are optional.)

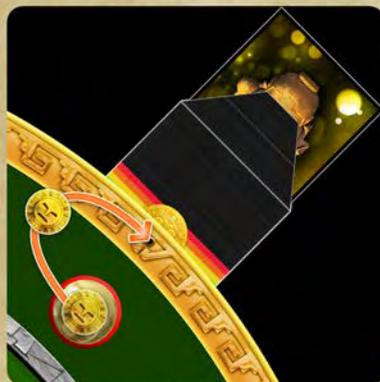


Fig. 7 Opening a Pacha Card



Fig. 8 Conquering Wamanis



Fig. 9 Reconquering Wamanis [Advanced Mode]

ENDING THE QUEST

FAMILY MODE ONLY:

- The goal of the quest is to found the city of Qusqu, by finding its hidden location within the 12 peripheral wamanis (spaces) of the Tawantinsuyu.

- The quest concludes when one of these events occur:

- 1) The Qusqu Pacha Card is found by a walla (warrior) in one of the peripheral wamanis. Fig 9.

- 2) All wallas from enemy ayllus (clans) have died and do not have enough llamas to be resurrected.

[ADVANCED MODE ONLY:

- The goal of the quest is to collect all 3 pieces of the Qusqu Map (which contains the exact location of the city of Qusqu) then return the Tupayauri staff to the center of the board and plunge it to found Qusqu.

- The quest concludes when one of these events occur:

- 1) A walla plunges the Tupayauri in the center of the board, after collecting all 3 pieces of the Qusqu map.

- 2) No enemy ayllus have wallas alive in the Tawantinsuyu and they are unable to put new wallas in the Tawantinsuyu, because their 3 peripheral wamanis (spaces) have been conquered and they have not conquered any other wamanis.

- At the end of the quest all Apus must show their cards in hand. If one of them has a public card, they will be disqualified and may be banned from future quests.]



Fig. 10 Founding Qusqu [Family Mode]



Fig. 11 Founding Qusqu [Advanced Mode]



OFFERINGS

Offerings require a sacrifice and the approval of Wiraqucha.

It is recommended that Apus say a chant to please Wiraqucha.

RESURRECTION

Required Offering: Sacrifice 2 llamas.

Suggested Chant: "Apu Qun Tiqsi Wiraqucha, have mercy on your humble servant and bring them back to life!"

If Wiraqucha accepts this offering: A dead walla (warrior) recovers their life in the same wamani (space) in which they died. The respective piece will be put back in an upright position and can perform a Move, Attack and Placement during that turn. Wallas in the Ukhu Pacha CANNOT be resurrected.

The offerings go directly to the Ukhu Pacha (cemetery) whether Wiraqucha accepts the offering or not.

[ADVANCED MODE ONLY:

If the walla is already in the Hanan Pacha (Heaven), the walla comes back as a new piece and can be placed in one of their peripheral wamanis or saved for later use.]

**DUPLICATION**

Required Offering: Sacrifice 1 llama.

Suggested Chant: "Apu Qun Tiqsi Wiraqucha, accept my humble offering and if you see fit, multiply it!"

If Wiraqucha accepts this Offering: The walla's ayllu (or an allied ayllu) receives 2 llamas.

The offerings go directly to the Ukhu Pacha (cemetery) whether Wiraqucha accepts the offering or not.

IMMOLATION

Required Offering: Sacrifice 1 ally human life.

Suggested Chant: "Apu Qun Tiqsi Wiraqucha, accept my walla's body as an offering and empower my ayllu!"

If Wiraqucha accepts this Offering: The Apu's ayllu (or an allied ayllu) receives 6 llamas.

The walla that is sacrificed goes directly to the Ukhu Pacha, regardless of whether Wiraqucha accepts the offering or not.

Paralyzed wallas can be immolated.

**RECIPROCATATION**

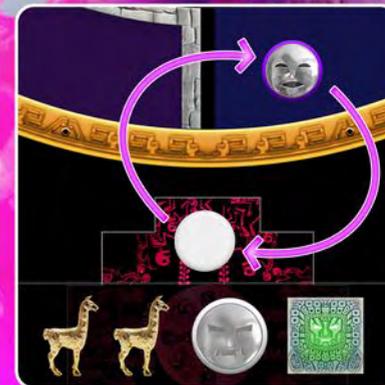
Required Offering: Sacrifice 2 llamas and 1 enemy soul.

Suggested Chant: "Apu Qun Tiqsi Wiraqucha, accept the soul of my enemy in exchange for the soul of our sister/brother!"

This offering must be performed before the dead enemy walla begins their Rebirth Cycle in the Hanan Pacha.

If Wiraqucha accepts this Offering: A dead allied walla from the Tawantinsuyu, Hanan Pacha, or Ukhu Pacha is resurrected and takes the place of the dead enemy walla who will now take the place of the allied walla (be it in the Tawantinsuyu, Hanan Pacha, or Ukhu Pacha).

The offered llamas go directly to the Ukhu Pacha whether Wiraqucha accepts the offering or not.

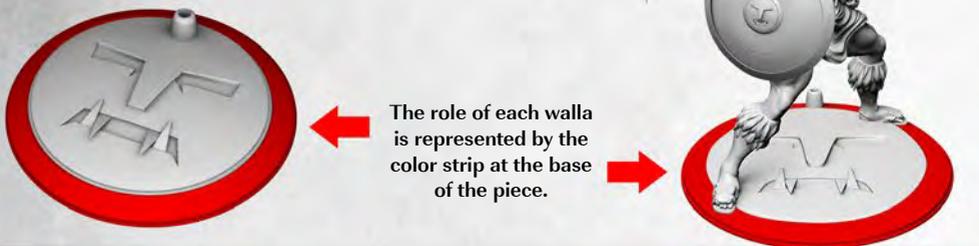


WALLAS & ROLES

Each walla (warrior) has a role in their ayllu (clan) which gives them special abilities and powers that they can use during the quest.

Basic Powers have no cost.
Energized Powers consume ONE llama.

There are 5 roles that each walla can have in INKAS: The Legend:
The Guide, The Scout, The Fighter, The Hunter, and The Shaman.



1) THE GUIDE

*Represented by the color of **PRIMORDIAL FIRE** in the base of the piece.
Walla in charge of protecting their ayllu and providing them with safe passage.
Basic Power: **Protection** Energized Power: **Transportation**



2) THE SCOUT

*Represented by the color of **PRIMORDIAL AIR** in the base of the piece.
Walla in charge of exploring the cities and transporting objects.
Basic Power: **Flight** Energized Power: **Velocity**



3) THE FIGHTER

*Represented by the color of **PRIMORDIAL WATER** in the base of the piece.
Walla with powerful weaponry and long distance attacks.
Basic Power: **Reach** Energized Power: **Overload**



4) THE HUNTER

*Represented by the color of **PRIMORDIAL EARTH** in the base of the piece.
Walla capable of performing surprise attacks and seizing enemy objects.
Basic Power: **Ambush** Energized Power: **Theft**



5) THE SHAMAN

*Represented by the color of **PRIMORDIAL VOID** in the base of the piece.
Walla able to perform spells and summon spirits.
Basic Power: **Paralysis** Energized Power: **Evocation**



POWERS

Basic Powers (listed on the left side) DO NOT require the consumption of llamas.



The Guide: PROTECTION

The Guide and any other ally within the same wamani (space) is surrounded by a shield that gives them double resistance to attacks. To be defeated, an enemy needs to make 2 consecutive favorable Attacks. This power is automatic and always active even if the Guide, and allies under his protection, are paralyzed or ambushed.



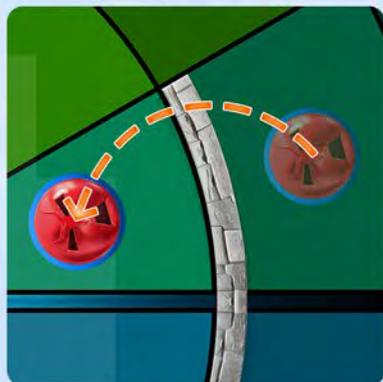
Enemy Fighters who attack Guides with Overload, mutually cancel their powers: The enemy Fighter will attack only ONE time, and if the attack is favorable, the Guide, or one of the allies under his protection, will be defeated.

The Scout: FLIGHT

The Scout can fly over pirqas (walls), as if they don't exist.

The Scout can take ONE ally or enemy with him.

This power is used to boost a Move, this means that the Scout cannot make an additional Move after using this power.



Energized Powers (listed on the right side) require 1 llama to be activated.



The Guide: TRANSPORTATION

**Requires 1 llama*

The Guide, and any ally within the same wamani, can be instantly transported to any other wamani within the suyu (quadrant) in which they are located (that is, they advance 1, 2, or 3 spaces, regardless of walls, only within the current suyu).

Alternatively, the Guide can transport enemies inside his wamani to any other wamani of the suyu to take them far away, but the Guide will be transported with them. The Guide also transports dead wallas. The Guide cannot be transported to or from the Titiqaqa (the center space).

This power is used to boost a Move.



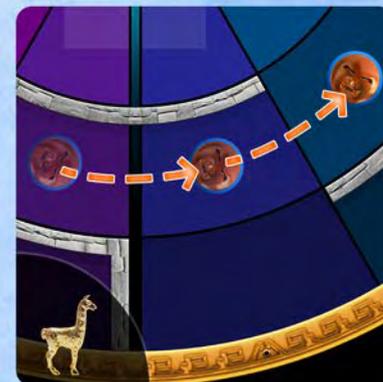
The Scout: VELOCITY

**Requires 1 llama*

The Scout can advance 2 wamanis (spaces) per turn, in any direction, over pirqas (walls) and can take ONE ally or enemy walla (warrior) with him.

Alternatively, he can also advance a wamani, pick up a walla, and take him to another wamani (including the initial wamani from which he left). If the Scout flies over a wamani (to pick up a walla), he is not affected by a Hunter or Shaman since his Move is not over.

This power is used to boost a Move.



The Fighter: REACH

The Fighter can attack enemies in his wamani (space) or a radius of ONE wamani around him (horizontally, vertically, or diagonally).

This power is used to boost an Attack, this means that after using this power, the Fighter cannot make another Attack on that same turn.

Like any regular Attack, Wiraqucha's approval is required for the Attack to be successful.



The Fighter: OVERLOAD

**Requires 1 llama*

The Fighter can perform double-power attacks on enemies in his wamani or a radius of ONE wamani around him (horizontally, vertically, or diagonally).

The Fighter attacks 2 times simultaneously and only one of the attacks must be successful to win.

Fighters who attack enemy Guides with Overload, cancel each other's powers: The Fighter will attack only ONE time, and if the attack is successful, the Guide (or his protected walla) will be defeated.

This power is used to boost an Attack.



The Hunter: AMBUSH

When an enemy enters a wamani (space) where the Hunter is located, the enemy is not allowed to make an Attack and/or Placement, and the Hunter may make an Attack during the enemy's turn.

After the Hunter's play is over, if the enemy survived, his turn continues and he may perform an Attack and/or Placement.

If the Hunter enters the wamani of an enemy Hunter, their Ambush powers are instantly canceled, and they must fight in the regular order.



The Hunter: THEFT

**Requires 1 llama*

The Hunter can pull the Tupayauri from his wamani or a radius of ONE wamani around him (horizontally, vertically, or diagonally), either by stealing it from an enemy (without defeating them), grabbing it from an ally, picking it up from the floor, or removing it from the ground (in which case, he'll need Wiraqucha's approval to remove it). Alternatively, the Hunter can pull an enemy to his wamani to ambush him (attack him).

This power is used to boost a Placement or a Move (stealing the Tupayauri is considered a Placement, pulling an enemy is considered a Move).

[ADVANCED MODE only: The Hunter can also steal Tampu cards from allies or enemies.



The Shaman: PARALYSIS

The Shaman can immobilize enemies within his wamani (space) and they cannot make any Move, Attack, or Placement.

If there are 2 (or more) Shamans in the same wamani, their Paralysis powers are instantly canceled, and any paralyzed walla (warrior) from ONLY their ayllu (clan) can perform actions again.

This power is automatic and always active. The Shaman can attack his enemies while they are paralyzed. If the Shaman enters a wamani where an enemy Hunter is located, the Hunter may make an Attack before being affected by the Paralysis.



The Shaman: EVOCATION

**Requires 1 llama*

The Shaman can use the power of any allied walla who is dead (but is NOT in the Ukhu Pacha). This can be a Basic or Energized Power and it only lasts within the turn in which it was activated.

The Shaman does NOT need to pay an additional llamas if the power is energized.

This power can be activated during an enemy's turn to use the powers of Protection and Ambush.



LEGENDARY POWERS [LEGENDARY MODE ONLY]

INKAS: The Legend offers an enhanced way to play the Advanced Mode.

Unique Legendary Powers are available to each of the 25 wallas in the quest. These abilities are powered by the mighty Illapa, the god of Thunder and Lightning.

To activate Legendary Powers during a turn, an Apu must use throw the Illapa Card (some powers may require an additional cost in llamas).



Ninamama ("nee-nah-mah-mah") • SUPERVOLCANO (+1 Llama)

Emerging from the earth's magma, Ninamama uses her dominion over fire to unleash a massive volcanic explosion that kills all the wallas (allies and enemies) that are in the center of the Tawantinsuyu and the circumference near the center. She is immune. You must be in one of these wamanis to activate this power.



Wayramama ("wahy-rah-mah-mah") • HYPERTORNADO (+1 Llama)

Condensing from icy winds, Wayrama uses her dominion over air to produce a fierce tornado that annihilates all wallas (allies and enemies) in its path. The tornado originates from the wamani she is in and will travel through 4 additional wamanis than she designates, before fading away. The 4 wamanis must be adjoining wamanis, regardless of pirqas. She is immune.



Yakumama ("yah-koo-mah-mah") • MACROTSUNAMI (+1 Llama)

Solidifying from Andean currents, Yakumama uses her dominion over water to form a giant wave on the edges of the Tawantinsuyu that will kill all the wallas (allies and enemies) that are in the peripheral wamanis. The wave will stop when it hits the pirqas, but will advance to the central circumference that is not protected by a pirqa. She is immune. She must be in one of the peripheral wamanis to activate this power.



Sachamama ("sah-chah-mah-mah") • ULTRASEISM (+1 Llama)

Sprouting from green mountains, Sachamama uses her dominion over the earth to generate a cataclysmic earthquake that affects the suyu of her choice with landslides. All wallas (allies and enemies) that have pirqas within their wamani do not survive the collapse. She is immune.



Ch'usaqmama ("choo-sahkg-mah-mah") • MEGATOMB (+2 Llamas)

Materializing from the astral plane, Ch'usaqmama uses her dominion over void to absorb the life energy of all wallas (allies and foes) within 1 wamani, killing them instantly. With the energy collected, for each walla killed, she will resurrect the same amount of llamas from the Ukhu Pacha for her ayllu.





Ayar Manqu ("ah-yahr man-ko") • **LIGHT SHIELD (+1 Llama)**

Using the power of the Inti Disc, Manqu teleports to the wamani of an ally under attack, and wraps them and other allies in a shield of protective light, which redirects the attack to all enemies one wamani around (including enemies in his own wamani), defeating them.



Ayar Awqa ("ah-yahr ah-oo-kah") • **SONIC PUMA**

Using the power of the Sonic Ring, Awqa sheds his wings and creates a Sonic Puma that can carry the Tupayauri, from him or an ally, to another ally within the Tawantinsuyu.



Ayar Kachi ("ah-yahr kah-chee") • **LIGHTNING BOLT**

Using the power of the Electric Scepter, Kachi summons an electric bolt towards the bearer of the Tupayauri, wherever he is. The walla dies and the Tupayauri remains on the wamani floor.

No one can touch the Tupayauri until Kachi dies or decides to disperse the electricity so that an ally can pick it up.



Ayar Uchu ("ah-yahr oo-choo") • **MAGNETIC FIELD**

Using the power of the Magnetic Ax, Uchu creates a powerful magnetic field that steals the Tupayauri from the hands of any walla that possesses it within the Tawantinsuyu. The magnetic field links the Tupayauri to Uchu and it cannot be separated from it until Uchu dies or nails the Tupayauri into a wamani.



Aliado Enigmático • **RADIOACTIVE RAIN**

Using unknown abilities, the Inkas' Enigmatic Ally creates a lethal shower that weakens all wallas within a wamani (including his wamani) paralyzing them this round (even stopping an attack in progress).

DIVINE SACRIFICE (+1 Llama): The Enigmatic Ally sacrifices one of the paralyzed wallas to the god Pacha Kamaq, sending them to the Ukhu Pacha and, in exchange, his Apu will be able to see the enemy's cards and will have the option to exchange 1 of their cards with 1 of the enemy's.

Mama Uqllu ("mah-mah ok-jo") • **FIREWALL**

Summoning the power of the Primordial Sphere of Fire, Uqllu forms a wall of fire on one side of her wamani and if a walla, under any circumstances, passes through it, they will be incinerated (even Scouts can NOT fly over these walls, as Uqllu can make them reach the sky). Long range attacks can go through these walls. Uqllu decides when to extinguish the firewall, even if it is not her turn.



Mama Qura ("mah-mah ko-rah") • **HURRICANE WINDS (+1 Llama)**

Summoning the power of the Primordial Sphere of Air, Qura generates currents of hurricane winds in the circumference in which she is located, being able to rearrange the location (within that circumference) of all the wallas that she wishes, except herself, who remains in her own wamani.



Mama Waqu ("mah-mah wah-koh") • **ALLUVIUM**

Summoning the power of the Primordial Sphere of Water, Waqu generates an overflow of rivers, lakes and underground waters, thus creating an alluvium that begins in the central circumference (not including the center) and pushes all the wallas towards the peripheral wamani of their sector (column), regardless of pirqas. Waqu decides if she will surf the barrage to move through any wamani in her sector.



Mama Rawa ("mah-mah rah-wah") • **QUAKE**

Summoning the power of the Primordial Sphere of Earth, Rawa creates a powerful earthquake that knocks down all the pirqas in her suyu. If enemy wallas find themselves in a wamani with a collapsing pirqa, they will be trapped in the collapse (paralyzed) for one round. Rawa decides when to reform all the pirqas, even if it is not her turn.



Aliada Secreta • **SOUL HOLD (+1 Llama)**

Summoning dark arts, the Quyas' Secret Ally, upon seeing an enemy fallen in her suyu, prevents their soul from being purged and forces it back to their body so that they temporarily form part of the Quya Ayllu, as long as they remain in her own suyu or until one of two dies. This possessed walla cannot be resurrected, offered, or evoked. Upon death, they will immediately go to Hanan Pacha (or Ukhu Pacha, if applicable).





Yawar Supay ("yah-wahr soo-pahy") • **BLACK HOLE**

Using the Hawcha Disc, Yawar Supay creates a double entry/exit black hole to redirect any type of attack on himself or his allies (within his suyu) to another walla anywhere on the Tawantinsuyu.



Wayra Sumaq ("wahy-rah soo-mahkg") • **STRIDIC AMARU (+1 Llama)**

Using the power of the Stridic Tiara, Wayra sheds her wings and creates a Stridic Amaru that will search for the bearer of the Tupayauri to kill them and bring the Tupayauri back to her mistress. If there are more enemy wallas accompanying the bearer, they must find out the will of Wiraqucha (roll the dice), to know if they will survive the attack of the Stridic Amaru.



Yana Uru ("yah-nah oo-roo") • **GOLD WEB**

Using the power of the Potensic Chalice, Yana weaves golden silks that paralyze all wallas one wamani around WITHOUT including her wamani (and without going through pirqas). Everyone who comes into contact with her web on future turns will be paralyzed. The paralysis lasts as long as she doesn't leave her wamani or until she dies.



Sinchi Thupaq ("seen-chee too-pahkg") • **BIOMAGNETISM**

Using the power of the Pulsic Pick, Sinchi creates a powerful pulsic field that pulls to his wamani any walla within his suyu. If it's an enemy, he can ambush them with a double attack.



Amsay Rumi ("ahm-sahy roo-mee") • **INFINITE TIME**

Using the power of the Celeractive Spear, Amsay slows down time and attacks multiple wallas within his wamani, during this turn.

PERFECT AVATAR (+2 Llamas): Summoning Amaru Wiraqucha's soul, Amsay becomes the perfect avatar of his god, gaining triple attack and triple defense for one round.

Simpira ("seem-pee-rah") • **MENTAL SUBJUGATION**

Manifesting her mind control, Simpira forces an enemy walla, up to 1 wamani around, to temporarily become part of the Supay Ayllu. They will remain under her control as long as they are up to 1 wamani away from her, or until one of the two dies. If Simpira dies, the subjugated walla reverts to their original ayllu. While subdued, this walla can NOT be offered by its Apu, but Simpira can offer them.

Qarqacha ("har-hah-chah") • **TERRIBLE ABOMINATION**

Metamorphosing into a monstrous supay of greater strength, Qarqacha doubles his attack and defense until he dies. When defeating an enemy, he will devour them completely, preventing their resurrection until Qarqacha dies and their souls are released.

Ukumari ("oo-koo-mah-ree") • **BERSERKER FURY**

Freed from Simpira's calming control, Ukumari will seek to make everyone feel his pain and does not distinguish allies from enemies: he will kill all wallas up to 1 wamani away, regardless of pirqas.

PAIN ACCRETION (+1 Llama): If when activating this power, Simpira was already dead, Ukumari's accumulated pain will cause him to enter a state of Overload (at no cost), until he dies.

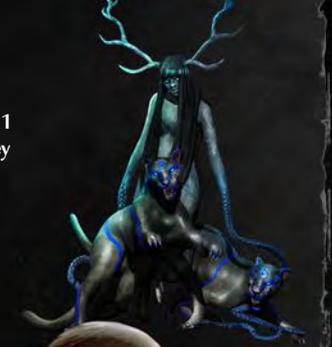
Manchay ("mahn-chahy") • **ALPHA PREDATOR**

Turning his body blood-red, Manchay readies himself for the hunt. During this turn, he will double his attack and pull to his wamani (from 1 wamani around, but not through pirqas) whichever enemy walla he deems the strongest. If he defeats them, he will continue to pull preys within reach until his killing streak ends.

ULTIMATE HUNTER (+1 Llama): If Simpira is in the same wamani as Manchay when he activates this power, she will open yellow portals that will extend Manchay's reach to his entire suyu.

Ñak'aq ("nyah-kaj") • **VITAL ABSORPTION (+1 Llama)**

Extending his ventral jaws, Ñak'aq absorbs the vital energy of a walla (ally or enemy) within his wamani, killing them and obtaining all their powers (adding them to his own) until it dies. Said walla, upon revival, will have none of their powers if Ñak'ak has not yet died.



PACHA CARDS

The cards that are placed around the Tawantinsuyu [and dealt to Apus (players) in the ADVANCED MODE] are called Pacha Cards. "Pacha" is a mystical Quechua word that has many meanings: nature, universe, earth, reality, space-time, cosmic, this place, this instant, occult, secret.

Pacha Cards have icons to denote certain qualities:



FAMILY

Only the 12 cards with this icon are used in the Family Mode of the game.



ADVANCED

The 46 cards with this icon are used in the Advanced and Legendary Mode of the game.



3-APUS [*Advanced Mode only]

If 3 Apus are playing, the 5 cards with this icon are added to the game (which are 1 set of Qusqu Map cards, 1 Illapa card, and 1 Iqiqu card).



4-APUS [*Advanced Mode only]

If 4 Apus are playing, the 10 cards with 4-Apus and 3-Apus icons, are added. (which are 2 sets of Qusqu Map cards, 2 Illapa cards, and 2 Iqiqu cards).



PUBLIC [*Advanced Mode only]

The 7 cards that use this icon must be immediately shown to all Apus.



NO HAND [*Advanced Mode only]

The cards that use this icon are NOT dealt to Apus' hands at the beginning of the game.

FAMILY MODE ONLY: Pacha Cards are ONLY activated the first time they are revealed and they MUST be activated immediately.

[ADVANCED MODE ONLY: Apus can activate Pacha Cards instantly or save them in their hands for later use. Only Public cards MUST be activated immediately.]

PACHA CARD FOR FAMILY MODE ONLY:



QUSQU ("koohs-koh")

The Tupayauri sinks completely into the ground, founding Qusqu. The walla (warrior) will add the word Qhapaq (powerful lord) to their name and will be known from now on as the founder of the Inka, Quya, Chanka, or Supay Empire, with complete dominion over the Tawantinsuyu.

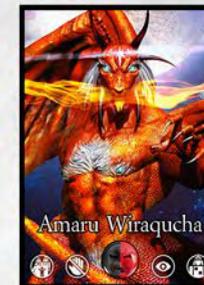
The Apu that controls the founder walla wins the quest.



PACHA CARDS FOR BOTH FAMILY AND ADVANCED MODE:



THE PRETENDER GODS



WAQAYCHAQ MAMA

("wah-kahy-chahkg mah-mah")

The walla has entered the K'anchaywasi, Waqaychaq Mama's Temple, and has awakened her. If the walla is an ally (belongs to the Inka or Quya ayllu), she will grant them one of 3 wishes.

If the walla is an enemy (it belongs to the Chanka or Supay ayllu), Waqaychaq Mama is forced to defend her Temple and disintegrates the body and soul of the walla that has disturbed her and all the other enemy wallas found in that wamani. The wallas are placed in the Ukhu Pacha and cannot be resurrected with an offering.

The 3 wishes are:

- **WEALTH:** The ayllu receives 6 llamas.
- **HEALTH:** Resurrect a walla from the Kay Pacha or Hanan Pacha (but NOT the Ukhu Pacha).
- **TRAVEL:** You are teleported with the Tupayauri (if you don't have it, you need Wiraqucha's approval to obtain it) to any wamani within the Tawantinsuyu (and your turn ends).

[ADVANCED MODE ONLY:

- Instead of instantly being killed, the walla that entered the temple must battle them for the fate of their ayllu and allies. Wallas must resist a triple attack to survive, if they do, they can counter attack.
- Pretender Gods have triple attack and triple defense (3A, 3D), they cannot be dominated, and if they defeat a walla they are sent to the Ukhu Pacha. If Pretender Gods die, they also go to the Ukhu Pacha.
- After their wish has been granted or the battle is over, the Pretender God piece is placed on the wamani where their card was found, and will not be able to be moved from that wamani by any means, unless they are defeated which will send them to the Ukhu Pacha.
- Each Pretender God will grant only 1 wish to the ally that found them and will never grant wishes again.
- After completing an Apu's Attack Sub-Phase, all of the Apu's wallas that remain in the wamani of an enemy Pretender God will be attacked by them.]

AMARU WIRAQUCHA

("ah-mah-roo wee-rah-koh-chah")

The walla has entered the Amaruwasi, Amaru Wiraqucha's Temple, and has awakened him. If the walla is an ally (belongs to Chanka or Supay ayllu), he will grant them one of 3 wishes.

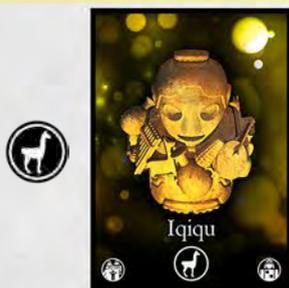
If the walla is an enemy (it belongs to the Inka or Quya ayllu), Amaru Wiraqucha is outraged to be disturbed by a savage and violently disintegrates the body and soul of the walla that has disturbed him and all the other enemy wallas that are in that wamani. The wallas are placed in the Ukhu Pacha and cannot be resurrected with an offering.

THE MINOR GOD

IQIQU ("eh-keh-koh")

The walla has found an ancient waku (ceramic) blessed by the Iqiqu, the god of fortune and prosperity. The Apu rolls the die, and the Iqiqu will gift them as many llamas as gems shown on the die (up to 6).

[ADVANCED MODE ONLY: You can put this card in your hand and save it for later use.]



THE ELEMENTAL AMARUS

NINAMAMA, YAKUMAMA, WAYRAMAMA, SACHAMAMA, AND CH'USAQMAMA

The walla has entered the lair of one of the 5 Elemental Amarus and has awakened her. The angry amaru will attack all intruders with double-power attacks (2A). She'll first attack the walla who woke her up, and then a walla from an allied ayllu (if any), and then a walla from each enemy ayllu (if any, in random order). If a walla is defeated, other members of the ayllu that are in the wamani, will also die.

To survive an amaru's attack, a walla needs 2 Wiraqucha approvals (rolls the die twice). Amarus that attack Guides (or wallas protected by them), mutually nullify their powers: it only takes ONE approval to survive.

[ADVANCED MODE ONLY: After the Pacha Card is revealed, the corresponding amaru piece is placed in the wamani, to indicate that she is now a playable walla. If a walla survives their double attack (2A), the walla can now attempt to dominate her, by defeating her. All amarus have double defense (2D), except for Ninamama (a Guide) who has 3D. 2 (or 3) successful attacks (rolls of the die) will be required to make her part of a walla's ayllu. Amarus can only be dominated once and cannot change allegiance.

Amarus attacked by Fighters with Overload mutually nullify their powers - it only takes ONE attack to dominate them (Ninamama takes 2). Ch'usaqmama (a Shaman) paralyzes wallas, so she can't be counter-attacked, unless another Chaman nullifies her power, is attacked long distance, or is ambushed by a Hunter.

Amarus are vulnerable to powers, can be resurrected, and Shamans can evoke their powers, including their superior attack and defense. After completing an Apu's Attack Sub-Phase, all of the Apu's wallas that remain in the wamani of a non-dominated Amaru will be attacked by her.]



PACHA CARDS FOR ADVANCED MODE ONLY:

QUSQU MAP ("koohs-koh" map)

Once an ayllu has collected the 3 cards that form the map of Qusqu, its hidden location is revealed to them and one of their wallas must travel to the center of the Tawantinsuyu and plunge the Tupayauri to found Qusqu.

The walla will add the word Qhapaq (powerful lord) to their name and will be known from now on as the founder of the Inka, Quya, Chanka, or Supay Empire, with complete dominion over the Tawantinsuyu.

The Apu that controls the founder walla wins the quest.



TAMPUS ("tahm-bohs")

The walla has found a tampu (storehouse) full of provisions, clothing, and weapons. An Apu can then use this card to strengthen a walla, by adding 1 point to either their attack or their defense, depending on what tampu was found:

The Tampu with the "hatchet" icon adds 1 point to their attack (+1A).

The Tampu with the "shield" icon adds 1 point to their defense (+1D).



When the card is in use by a walla, their Apu must place it face up and indicate which walla is using the card. If this walla is defeated by an enemy walla, then the enemy Apu will put the Tampu card in their hand and will be able to use it for one of their wallas.

If the walla that is using the Tampu card is defeated, but NOT by an enemy walla (the walla is immolated or was defeated by a Pretender God or a non-dominated Amaru) then card is lost and sent to the Ukhu Pacha.

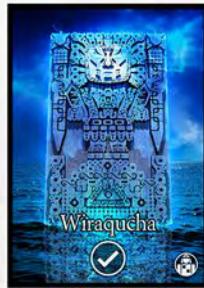
If Guides have the Defense Tampu, their 3D only applies to them and not to the wallas they protect.

THE GODS



WIRAQUCHA ("wee-rah-koh-chah")

The walla has found an ancient wanka (monolith) blessed with the approval of the almighty Wiraqucha, creator of the cosmos. An Apu can use this card as an instant approval from Wiraqucha instead of needing to roll the Wiraqucha die or to modify a previous die roll that was not approved by Wiraqucha.



PACHA KAMAQ ("pah-chah kah-mahq")

The walla has found an ancient wanka blessed with the gift of clairvoyance from Pacha Kamaq, the oracle god creator of the Earth. An Apu can use this card to view an opponent's hand and then perform one of these actions:

- 1.- Force an exchange between a card you want from their hand and one you want to give them.
- 2.- Pay one llama and choose one card to steal from the opponent's hand.
- 3.- Don't force an exchange, nor steal a card.



MAMA QUCHA ("mah-mah koh-chah")

The walla has found an ancient wanka cursed with the disapproval of Mama Qucha, goddess of the sea and wife of Wiraqucha. An Apu can use this card nullify an approval from Wiraqucha (from a Pacha Card or die roll).



PACHA MAMA ("pah-chah mah-mah")

The walla has found an ancient wanka blessed with the gift of relocation from Pacha Mama, the goddess Mother Earth and wife of Pacha Kamaq. An Apu can use this card to transport a walla to any wamani in the Tawantinsuyu (including the Titiqaqa) at any moment, including to escape an attack.



INTI ("een-tee")

The walla has found an ancient wanka blessed with the gift of male resurrection from Inti, the sun god, source of warmth and light and protector of mankind. An Apu can use this card to resurrect a dead male walla from the Hanan Pacha, Kay Pacha, or Ukhu Pacha.



MAMA QILLA ("mah-mah keeh-jah")

The walla has found an ancient wanka blessed with the gift of female resurrection from Mama Quilla, the moon goddess, wife of Inti and protector of women. An Apu can use this card to resurrect a dead female walla (including the Elemental Amarus) from the Hanan Pacha, Kay Pacha, or Ukhu Pacha.



ILLAPA ("eel-jah-pah")

The walla has found an ancient wanka empowered with the energy of Illapa, the god of thunder and lightning.

[ADVANCED MODE ONLY: This card can be exchanged for 1 llama.]

[LEGENDARY MODE ONLY: This card can empower a walla, unlocking their Legendary Power (it may also require an additional cost in llamas).]



URQUCHILLAY ("oor-koo-cheeh-yah")

The walla has found an ancient wanka cursed by Urquchillay, the god protector of all animals. An Apu can use this card to send to the Hanan Pacha 2 llamas (or less, if they don't have them) from all enemy ayllus. This card can even be used to stop a Power or Offering currently in progress.



ALTERNATE QUESTS

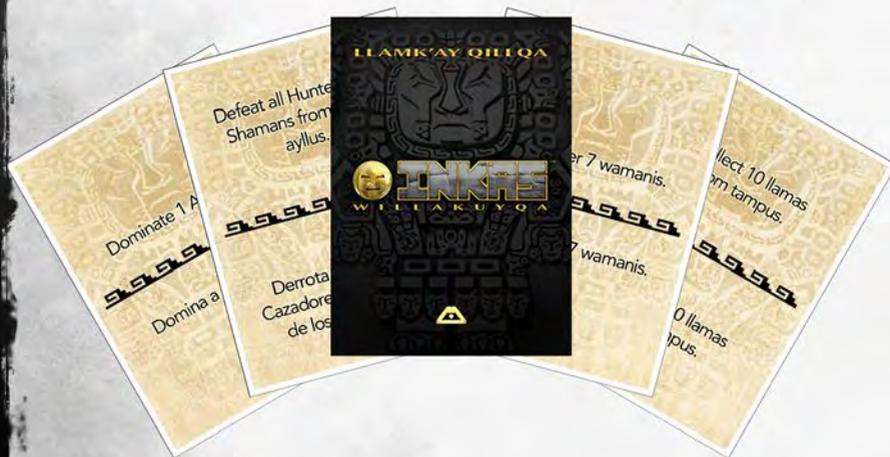
To add more variety to INKAS: The Legend, Apus (players) can choose to use Llamk'ay Cards (quest cards). In these quests, founding Qusqu is no longer the goal.

Quests are randomly assigned to each Apu in secret, so that nobody knows what are each Apu's goals (multiple Apus could be assigned the same quest).

There must be 4 copies of each Llamk'ay Card. They must be shuffled and each Apu then randomly draws one Llamk'ay Card.

We are still polishing quest details, please let us know your comments and quests suggestions to info@pers.com

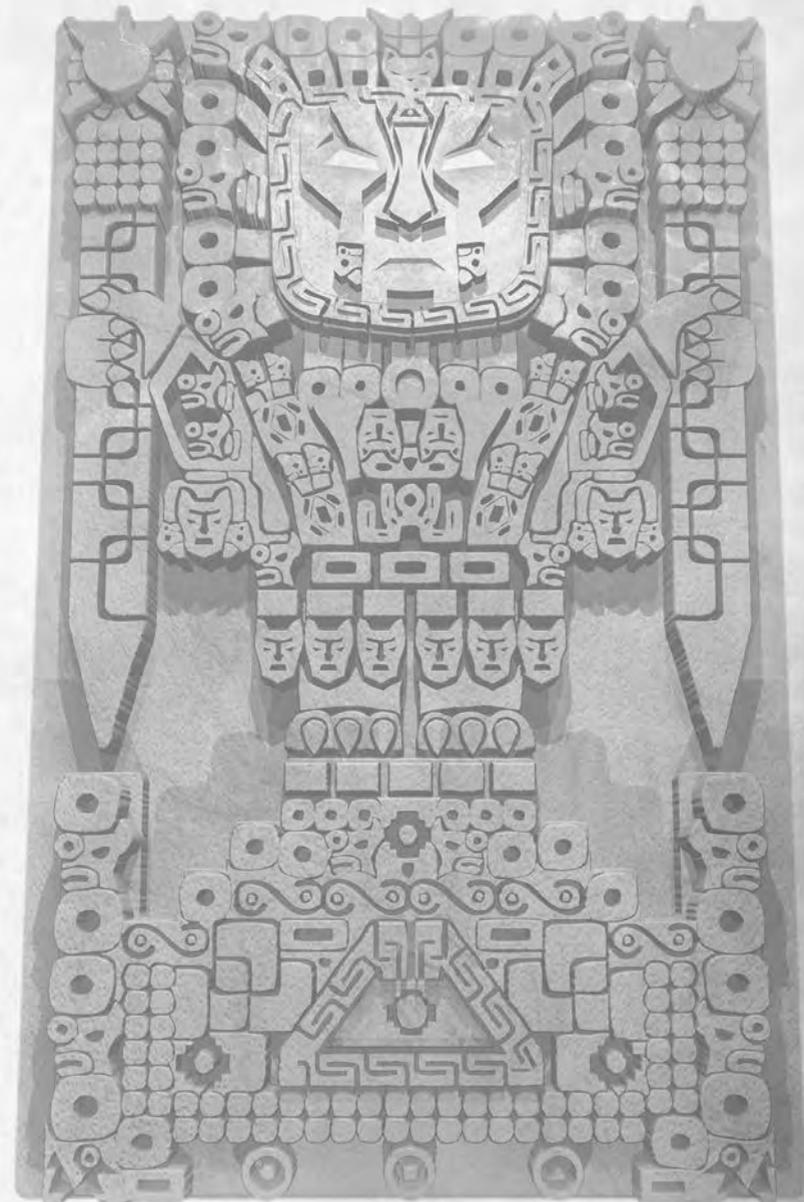
- **Conquer 7 wamanis.** The ability to reconquer a wamani which has already conquered will be enabled, but Wiraqucha's approval will be needed to remove the enemy's Conquest Flag and place the new one. The wamani with the Qusqu card is worth 2 wamanis.
- **Conquer 2 suyus.** The ability to reconquer a wamani which has already conquered will be enabled, but Wiraqucha's approval will be needed to remove the enemy's Conquest Flag and place the new one.
- **Defeat the ayllu next to you clockwise (to your left).** It doesn't matter if another Apu defeats the ayllu instead of you.
- **Defeat the ayllu next to you counter-clockwise (to your right).** It doesn't matter if another Apu defeats the ayllu instead of you.
- **Defeat 2 ayllus.** It doesn't matter if other Apus defeats those ayllus instead of you.
- **Defeat all Hunters and Shamans from other ayllus.** It doesn't matter if another Apu defeats the ayllu instead of you.
- **Collect 10 llamas from tampus.** Those llamas cannot be spent.
- **Dominate 1 Amaru.** [Advanced Mode only].



SOLO MODE

Fight against an ayllu controlled by Wiraqucha!

Coming next ...



THE QUECHUA LANGUAGE

Quechua or Qhichwa (pronounced “keh-choo-ah”) is the main language used in the Inka Empire. Quechua speakers call their language Runasimi (“roo-nah see-mee”, the language of the people).

Quechua is still spoken by 10 million people in areas of Peru, Ecuador, Bolivia, Argentina, Colombia, Brazil and Chile.

Quechua is an endangered language. UNESCO says that unless something is done, Quechua will be extinguished within 30 years. Quechua writing is rarely used by its speakers due to the lack of printed materials.

With INKAS: The Legend, we hope to bring attention this language and help it survive. For this reason, the cards, the game board and the manual will be written in Quechua.

Quechua has many variants, the most populars being the Central Quechua and the Southern Quechua. For our game, we have decided to use the Southern Quechua which we feel has more organized phonetic rules, proposed by linguists Rodolfo Cerrón-Palomino and Alfredo Torero.



The pre-hispanic use of some type of Andean writing system is still debated. It has been proposed that quipus^[1] and tocapus^[2] could be these systems, but there are no proofs accepted by all.

Due to this lack of pre-established writing, Quechua words have been written in various ways using the Latin alphabet, which has made it difficult to create a unified Quechua dictionary. For example, the name of the supreme Inka god is Wiraqucha, but in various texts his name is written as Wiraqocha, Wirakocha, Wiracocha, Viracocha, Huiracocha, etc.

The Southern Quechua alphabet contains the letters: **a, ch, chh, ch', h, i, k, kh, k', l, ll, m, n, ñ, p, ph, p', q, qh, q', r, s, t, th, t', u, w, y**. Quechua is a tri-vowel language, which only uses the vowels **a, i, u** for the writing of its words, but each vowel can have different pronunciations, for a total of at least 11 phonetic vowels.

For example, the vowels **i** and **u** are usually pronounced “ee” and “oo”, but when they are close to the consonants **q, qh, q'**, they are pronounced “eh” and “oh”, because “q” is pronounced with the mouth wide open which modifies the pronunciation of **i** and **u** (e.g. Qusqu is pronounced “qohs-qoh”).

The pronunciations that we give in the glossary in the next page are approximations, since the Quechua phonemes are different from those of other languages. For example, Quechua has several ways of pronouncing the phoneme “k” with the following consonants: **q, qh, q', k, kh, k'**.

Visit our channel for more information about Quechua [youtube.com/inkasgame](https://www.youtube.com/inkasgame)

[1] *The khipu (“kee-poo”) is a wool or cotton rope of various colors, with knots. This is an accounting system (like an abacus) that could also have contained a graphical writing system. Only the Khipu Kamayuq (Inka administrators) could decipher them.*

[2] *The t'upapu (“toh-kah-poo”) is a set of squares with geometric decorations, which appear on textiles or painted on vessels. Some consider it a “lost writing” of the Inkas.*

GLOSSARY

Amaru (“ah-mah-roo”) Serpent. Mythical dragon-like deities that were part snake, condor, jaguar, and llama. | *Ayllu formed by the Elemental Amarus.*

Amaru Katari Wiraqucha (“ah-mah-roo kah-tah-ree wee-rah-koh-chah”) | *Character created for INKAS: The Legend based on the legends of the god Amaru (called Katari in the Aymara language).*

Amaruwasi (“ah-mah-roo-wah-see”) The House of Amaru. | *Temple created for INKAS: The Legend.*

Apu (“ah-poo”) Lord, leader, captain, god. | *The player, owner of an ayllu and a suyu.*

Ayar Manqu (“ah-yahr mahn-koh”) Ancestral founder. Mythical founder of the Inka Empire, one of the Ayar Siblings. Also known as **Manqu Qhapaq** (“mahn-koh kah-pahk”) Powerful founder.

Ayllu (“ahy-joo”) Family. Tribe. Extended family unit, linked by consanguineous and territorial ties. | *One of the 5 clans: Inka Ayllu, Quya Ayllu, Chanka Ayllu, Supay Ayllu, and Amaru Ayllu.*

Chanka (“chahn-ka”) Ethnic group which was enemy of the Inkas. | *Ayllu formed by Chanka warriors.*

Illapa (“eel-jah-pah”) Lighting. The Inkas’ god of Lightning. | *God Illapa Pacha Card which unlocks wallas’ Legendary Powers.*

Inka (“een-kah”) King, emperor. Name given to Inka Empire. | *Ayllu formed by the Ayar Brothers.*

Inti (“een-tee”) Sun. The Inkas’ sun god, national patron of the Inkas. Husband of Mama Qilla. | *God Inti Pacha Card.*

Iqiqu (“eh-keh-koh”) Doll, elf. The Tiwanakan god of abundance and prosperity, which is considered a good luck charm in modern Argentina, Bolivia, Chile, and Peru. | *God Iqiqu Pacha Card.*

K'anchaywasi (“ah-mah-roo-wah-see”) The House of Light. | *Temple created for INKAS: The Legend.*

Llama (“jah-mah”) South American camelid. | *The energy for powers and sacrifice for offerings.*

Llamk'ay (“jahm-kahy”) Task. Work. | *Cards with different tasks for the Apus.*

Mama Qilla (“mah-mah keeh-jah”) Mother Moon. The Inkas’ moon goddess, protector of women. Wife of Inti. | *Goddess Mama Qilla Pacha Card.*

Mama Qucha (“mah-mah koh-chah”) Mother Sea. The Inkas’ goddess of sea and fishes, guardian of sailors. Wife of Wiraqucha, mother of Inti and Mama Qilla. | *Goddess Mama Qucha Pacha Card.*

Mama Uqllu (“mah-mah ohk-joh”) Fertility mother. Mythical sister/wife of Ayar Manqu/Manqu Qhapaq.

Pacha (“pah-chah”) Cosmos, universe, world, earth, reality, spacetime, this-place-and-this-instant. | *Cards with different cosmic destinies for the wallas.*

Hanan Pacha (“hah-nahn pah-chah”) The world above, heaven. | *Tray for Amarus and llamas.*

Kay Pacha (“kahy pah-chah”) This world, the earth. | *The Tawantinsuyu board.*

Ukhu Pacha (“oo-koo pah-chah”) The world of the depths, hell. Also called **Urin Pacha** “oo-reen pah-chah” The world below. | *Tray for dead llamas and wallas.*

Pacha Kamaq (“pah-chah kah-mahkg”) Earth-maker. Andean creator god of Earth. Husband of Pacha Mama. | *God Pacha Kamaq Pacha Card.*

Pacha Mama ("pah-chah mah-mah") Mother Earth. The Inkas' Earth and fertility goddess. Wife of Pacha Kamaq. | *Goddess Pacha Mama Pacha Card.*

Pirqa ("pehr-kah") Wall. | *Barriers in the game board.*

Qusqu ("koohs-koh") Cusco, the capital of the Inka Empire. | *The goal of the game's quest.*

Qillqa ("kehl-kah") Card. Writing. Letter. | *The game's cards.*

Quya ("koh-yah") Queen, wife of the Inka. | *Ayllu formed by the Ayar Sisters.*

Supay ("soo-pahy") Demon, devil, a person's shadow. | *Ayllu formed by fearsome supays.*

Suyu ("soo-yoh") Region, state. Each of the 4 quadrants of the Tawantinsuyu:
Chinchaysuyu ("cheen-chahy-soo-yoh") Northwest suyu, known as the Tigrillo's region.
Antisuyu ("ahn-tee-soo-yoh") Northeast suyu, known as the Jaguar's region.
Qullasuyu ("koh-jah-soo-yoh") Southeast suyu, known as the Llama's region.
Kuntisuyu ("kohn-tee-soo-yoh") Southwest suyu, known as the Condor's region

Tampu ("tahm-boh") Storehouse, lodging. | *A Pacha Card containing llamas.*

Tawantinsuyu ("tah-wahn-teen-soo-yoh") The territory of the Inka Empire. | *The game board*

Titiqaqa Qucha ("tee-tee-kah-kah koh-chah") Lake Titicaca. | *The space at the center of the board.*

Tiwanaku ("tee-wah-náh-koh") Longest-lived pre-Inca culture in South America located around Lake Titiqaqa | *The Wiraqucha die is based on the Tiwanakan Sungate (in Bolivia).*

Tupayauri ("too-pah-yah-oo-ree") Smart needle. Mythical gold staff used to found Qusqu.

Urquchillay ("oor-koo-cheeh-yahy") The Inkas' god protector of animals. | *God Urquchillay Pacha Card.*

Waka ("wah-kah") Sacred place. The ruins of pre-columbian constructions in Peru and other South American countries. | *Where wakus and wankas are found.*

Waku ("wah-koh") Pre-columbian ceramic piece, from Peru and other South American countries, mostly used in ceremonial rituals. | *The Pacha Card that represents the Iqiqu.*

Walla ("wah-jah") Warrior. | *Each of the 25 playable characters.*

Wanka ("wahn-kah") Rock, statue, monolith. | *The Pacha Cards that represent the Inka gods.*

Wamani ("wah-mah-nee") Province. | *The 37 basic divisions, or spaces, on the game board.*
Peripheral Wamanis | *The 12 spaces located at the edges of the game board.*

Waqaychaq Mama ("wah-kahy-chahg mah-mah") Guardian Mother. | *Character created for INKAS: The Legend, inspired by Pacha Mama (Mother Earth).*

Wiraqucha ("wee-rah-koh-chah") Sea Foam. The almighty Andean god of many cultures, including the Inka, Wari, Chavin, and Tiwanaku cultures. Father of all Inti and Mama Qilla. Husband of Mama Qucha. Full name: Apu Qun Tiqsi Wiraqucha ("ah-poo kohn teek-see wee-rah-koh-chah"). Lord Creator Sea Foam | *The game's die. Also, a God Wiraqucha Pacha Card.*
Request Wiraqucha's Approval | *Roll the Wiraqucha Die.*
Wiraqucha's Will | *The result obtained after rolling the Wiraqucha Die.*



INKAS: THE LEGEND™ CREATED BY JORGE

RULES, STORY, CHARACTERS

Jorge

MARKETING

Ivonne Roalcaba
 Carlos Ernesto Rodriguez

ILLUSTRATIONS

Jorge
 Adriana Alvarado
 Christoffer Pineda

COLLABORATORS

Maruja Durand
 Marjorie Velásquez
 Yuliana Suárez
 Jacob Gunness

PLAYTESTING AND RULING

Juan Pablo Romero

3D MODELERS

Freddy Echevarría
 Jorge
 Richard Suárez
 Daniel Suárez
 Magaly Solís
 Felipe Chumpitaz
 Rudy Aedo

QUECHUA LINGUISTS

Rodolfo Cerrón-Palomino, Ph. D.
 Roberto Zariquiey, Ph. D.



PERS®

Miraflores, Lima, PERÚ • Santa Clara, California, USA.
info@pers.com • www.pers.com

MADE IN PERÚ

Find out more about the characters of INKAS: The Legend at:

PERS.COM/INKAS

Copyright © 1992-2021 Pers® Corporation. INKAS: The Legend and the characters in this game are registered trademarks of Pers® Corporation. All rights reserved. No part of this publication may be reproduced for commercial purposes, without permission in writing from Pers® Corporation.

1 TURN = OFFERING + (MOVE + ATTACK + PLACEMENT) + UNVEILING



Wiraqucha

The die that decides the outcome of offerings, attacks and other events.



Tupayauri

The gold staff that is needed to uncover Pacha Cards. Must be placed on the Titiqaqa.



Pacha Cards

The cards that must be placed around the Tawantinsuyu. Also used as cards in hand.



5 Wallas

Ayllu

Each Apu (player) receives 1 ayllu (clan) formed by 5 wallas (warriors). Each walla has a role.



Llamas

Each Apu receives 6 llamas. Llamas are needed for offerings and to energize powers.



Conquest Flags

Each Apu receives their ayllu's 12 flags. New wallas can be placed via conquered wamanis.



Hanan Pacha

"Heaven" area where unused amarus and llamas are placed. Used for the Rebirth Cycle.



Ukhu Pacha

"Hell" area where dead wallas are placed and consumed llamas are placed.



Tawantinsuyu

The game board with 37 wamanis (spaces), including the Titiqaqa at the center.



Suyu

One of the 4 regions of the Tawantinsuyu (divided in 3 segments). Each Apu is assigned one suyu.



Wamani

The 37 playable spaces in the Tawantinsuyu. Wallas can move on them vertically, horizontally, or diagonally.



36 Provinces + Titiqaqa



Pirqaq

Walls that separate some of the wamanis. Wallas and powers can't go over them, unless specified.



Qusqu

The Apu that leads the walla that finds this card, wins the quest instantly.



Waqaychaq Mama

Chankas/Supays go to Ukhu Pacha. Inkas/Quyays receive 1 wish: 6 llamas or resurrection or teleport to any wamani.



Amaru Wiraqucha

Inkas/Quyays go to Ukhu Pacha. Chankas/Supays receive 1 wish: 6 llamas or resurrection or teleport to any wamani.



Iqiqu

Throw the Wiraqucha Die count the black gems and receive that amount of llamas.



Elemental Amarus

All ayllus in the wamani will receive double-attacks. Try to dominate her with two successful attacks.

OFFERINGS

RESURRECTION

Sacrifice 2 llamas and bring one of your wallas back to life.



IMMOLATION

Sacrifice one of your wallas and receive 6 llamas.



GUIDES



PROTECTION

Guides and allies in the wamani get double defense.

TRANSPORTATION

Guides and an ayllu (ally or enemy) can move to any wamani within the current suyu.



SCOUTS



FLIGHT

Scouts and an additional walla can fly over pirqaq.

VELOCITY

Scouts and an additional walla can move 2 wamanis at a time, even over pirqaq.



FIGHTERS



REACH

Fighters can attack enemies that are within a radius of one wamani around them.

OVERLOAD

Fighters can perform double-power attacks within a radius of one wamani around them.



HUNTERS



AMBUSH

Hunters can attack enemies that enter their wamanis, before enemies can perform an Attack and/or Placement.

THEFT

Hunters can pull the Tupayauri (or an enemy) within a radius of one wamani around them.



SHAMANS



PARALYSIS

Shamans can immobilize enemies within their wamani and stop them from performing any actions.

EVOCAION

Shamans can use a power of a dead walla ally in the Tawantinsuyu. No additional llamas are paid.

