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 our Kickstarter project at https://kickstarter.com/projects/pers/inkas

The Pers team will launch a Kickstarter campaign on SEPTEMBER 15 2020 in the hopes to make a packaged miniature version of this game. We need funding to hire additional designers to create 3D models of all the characters in the game plus the costs to manufacture the game in large amounts.

We count on your support to meet our funding goal.

Jorge

NOTE: Game graphics and rules are still being finalized. We await your comments by email to info@pers.com or our social channels: facebook.com/inkasgame • instagram.com/inkasgame • youtube.com/inkasgame • twitter.com/inkasgame
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 okk乔h”), 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.

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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 resurrect a warrior).

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]

One of the cards with a positive outcome is the Qusqu card and the first player that finds this card wins the quest.
WINNING THE GAME
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.

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

[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
12 Pacha Cards with their respective sleeve
25 Wallas (5 Inkas, 5 Quyas, 5 Chankas, 5 Supays, 5 Amarus)
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 Titiquqa 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 Titiquqa is in the center of the board instead of Qusqu.

THE HANAN PACHA
(Meaning: The World Above, Heaven).
Hanan Pacha is the area for placing llamas that have not yet been used, the Amarus (serpent-dragons) awaiting to be summoned, and the Wiraqucha Dice.

THE UKHU PACHA
(Meaning: The World Below, Hell).
Ukhu Pacha is the “cemetery” or 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 that are placed around the Tawantinsuyu board, each with a different destiny for the walla that finds it.

Each Pacha Card comes with its respective sleeve.

**WALLAS**
The 25 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).

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.

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.
PREPARING THE GAME BOARD

• The Tupayauri is placed in the Titiqqa (the center of the game board).

• The unused llamas, the Wiraucha Die and the Amarus (this ayllu of serpent-dragons CANNOT be selected to play) are placed in the Hanan Pacha.

• Each of the 12 Pacha Cards is placed in its protective sleeve. They are then shuffled and randomly placed under each of the 12 peripheral wamanis (spaces).
• Each Apu (player) chooses one of the 4 ayllus (clans) and one of the 4 suyus (regions). If preferred, 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.

• Each Apu receives their ayllu’s 5 wallas (warriors), 6 llamas (energy) and 12 Conquest Flags
**TURN STRUCTURE**

**ACTION PHASE**
During their turn, an Apu must announce which walla (warrior) will use. The walla can perform 4 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:

1) OFFERING
   A) Make an offering to Wiraqucha
   or
   B) Do not make an offering

2) 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

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

4) 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 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 (player) must perform the required sub-actions, such as:
- Place llamas on the Ukhu Pacha (cemetery), if required by the action
- Roll the Wiraqucha die, if required by the action.

Apus can only use ONE walla per turn (e.g. if an Apu tries to resurrect a walla and fails, the turn ends). If an Apu forgets to perform an action with his walla during his turn (even if this action is an automatic power), it will be declared that walla decided not to perform the action during this turn.

**UNVEILING PHASE**
If a Pacha Card is unveiled after a Placement, you must show it to all Apus and then its corresponding destiny must be performed, such as:
- Battle an Amaru (serpent-dragon) and try to dominate her.
- Move a condemned walla to the Ukhu Pacha.
- Make a wish to an ally god.

**END PHASE**
The turn ends and the next Apu, in clockwise order, begins their turn.
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 will 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 Titiqaqa (in the center of the board) to obtain the Tupayauri.

PERFORMING ACTIONS

• During a turn, the chosen walla (warrior) can perform 4 different actions, in this order ONLY: Offering, Movement, Attack, Placement.

• 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. An example of Offering is resurrecting a dead walla.

• The sacrificed offerings go to the Ukhu Pacha, regardless of whether Wiraqucha accepted the offering or not. Fig. 2.

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

• Wallas can move to any wamani around them, which means that they can move forward or backward one space per turn, horizontally, vertically, or diagonally. Fig 3.

• Wallas, attacks, and powers cannot pass through pirqas (walls), unless this is a specific quality of them.
• **ATTACK** is the action of fighting with another walla (warrior).

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

• 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.

• Attacking has no cost, but Wiraqucha’s approval is required for the attack to be successful (the Apu must roll the Wiraqucha Die).

• Defeated wallas are left in the wamani where they have died. The piece is laid horizontally (in the “Print & Play” version, the piece is placed face down).

• **PLACEMENT** is the action of moving the Tupayauri.

• Removing the Tupayauri from any of the 13 holes in the Tawantinsuyu 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 owned the Tupayauri, it can now be passed to the winning walla if they are in the same Wamani. Fig 6. If the attack was a long distance, the Tupayauri will remain in the wamani of the defeated walla until it is picked up.

**POWERS**

• Each walla (warrior) has different powers that can enhance actions (*the list of powers can be found in pages 18 to 23 and also on the Quick Reference Guide*).

• 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. For example, wallas with a Hunter’s role can ambush enemies outside of their turns.
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. Allied wallas must defend the walla who carries the Tupayauri.

• By placing the Tupayauri in one of the twelve 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 Qusqu card was not found, one of the wallas must try to remove the Tupayauri from the hole in which it is stuck. For this, they will need Wiraqucha’s approval. Once the Tupayauri is lifted, the walla must plunge it in another peripheral wamani until Qusqu is found.

• 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 (Amarus use the flag of the ayllu that has dominated her and Amaru flags are optional). Fig 8.

• 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.

• The Tupayauri can only be plunged once in each peripheral wamani, therefore a walla CANNOT “reconquer” a wamani.

• The Tupayauri cannot be plunged into the Titiqaqa.

ENDING THE QUEST
The quest concludes when one of these events occurs:
• The Qusqu Pacha Card is found by a walla (warrior). Fig 9.

• All wallas from enemy ayllus have died and do not have enough llamas to be resurrected.

• No enemy ayllus (clans) can place new wallas on the Tawantinsuyu because all of their peripheral wamanis (spaces) have been conquered, and the wallas that they have on the Tawantinsuyu are dead and can’t be resurrected.
In INKAS: The Legend there are 4 ayllus (clans) that can be chosen by the Apus (players) for the quest, and a 5th ayllu formed by the sacred Amarus (dragons and snakes), and 3 gods that govern the destiny of all ayllus.

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

AYLLU AMARU
Ayllu formed by the five Elemental Amarus.
Created by the black magic of the serpent-god Amaru Wiraqucha and the primordial essences of the Elemental Spheres.
Neither benevolent nor evil, these serpent-dragons are temperamental forces of nature that must be respected and feared.
The emblem of this Ayllu is the Copper Chaska.

WAQAYCHAQ MAMA
Guardian of the K‘anchaywasi Temple and protector spirit of the Inka Nation.

Ninamama  Wayramama  Yakumama  Sachamama  Ch‘usaqmama
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 3 gods that govern the destiny of all ayllus.

**AMARU KATARI WIRAQUCHA**
Enigmatic dragon-serpent that is the self-proclaimed god protector of the Chanka Nation.

**WIRAQUCHA**
Known simply as Wiraqucha. Considered as the almighty god of the Unity, and is represented in the game by the die.

**AYLLU AMARU**
Ayllu formed by the five Elemental Amarus. Created by the black magic of the serpent-god Amaru Wiraqucha and the primordial essences of the Elemental Spheres. Neither benevolent nor evil, these serpent-dragons are temperamental forces of nature that must be respected and feared. The emblem of this Ayllu is the Copper Chaska.

- Ninamama
- Wayramama
- Yakumama
- Sachamama
- Ch’usaqmama

**AMARU KATARI WIRAQUCHA**
Enigmatic 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:

AYLLU INKA
Ayllu formed by the four Ayar Brothers ... and an 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. They are also known as the Children of the Sun and are the spouses of the Quyas. This Ayllu is part of the Inka Nation. Its emblem is the Golden Inti.

Ayar Manqu        Ayar Awqa,       Ayar Kachi         Ayar Uchu       Enigmatic Ally

AYLLU QUYA
Ayllu formed by the four Ayar Sisters ... and a 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. They are also known as the Daughters of the Moon and are the wives of the Inkas. This Ayllu is part of the Inka Nation. Its emblem is the Silver Killa.

Mama Uqlu       Mama Qura     Mama Waqu    Mama Rawa      Secret Ally

Learn the biography of all the characters of INKAS:
WALLAS OF THE CHANKA NATION
Formed by Chanka Royalty and their allies. Divided into 2 ayllus:

AYLLU CHANKA
Ayllu formed by the five wallas of Chanka royalty.
Direct descendants of the mythical warriors Usquwillka and Anquwillka, they have superhuman vitality and are the owners of the Hypervysic Force Weapons.
They were gathered and trained by their god Amaru Wiraqucha to conquer nations.
This Ayllu is part of the Chanka Nation. Its emblem is the Lead Hawcha.

Yawar Supay      Wayra Sumaq      Yana Uru     Sinchi Thupaq     Amsay Rumi

AYLLU SUPAY
Ayllu formed by the five most fearsome Supays of the Ukhu Pacha.
Created by the archaic science of the serpent god Amaru Wiraqucha, these genetic aberrations possess terrible abilities, and an appearance that complements them.
On occasion allies of the Chankas, frequently enemies of everything that lives.
This Ayllu is part of the Chanka Nation. Its emblem is the Iron Awkayuq.

Simpira         Qarqacha            Ukumari              Manchay           Ñak’aq

The Legend at https://pers.com/unity/inkas/ayllus
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:

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
**OFFERINGS**

**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.

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

**POWERS**

**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.
Immolation
Required Offering: Sacrifice 1 human life.
Suggested Chant: “Apu Qun Tiqsi Wiraqucha, accept my body as an offering and empower my ayllu!”

If Wiraqucha accepts this Offering: The walla’s ayllu (or an allied ayllu) receives 6 Llamas.

The walla who makes the offering goes directly to the Uku Pacha, regardless of whether Wiraqucha accepts the offering or not.

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 Titiqqa (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 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, he will be ambushed by the enemy.

Dead hunters can be resurrected during an enemy’s turn to try to ambush them.

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

If there are 2 (or more) Shamans in the same wamani, their powers are instantly canceled, and any paralyzed walla (warrior) 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 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: 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, the Hunter needs 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 (pulling an enemy is considered a Move).

The Shaman: EVOCATION  
*Requires 1 llama

The Shaman can use the power of any allied walla who is dead within the Tawantinsuyu (NOT of the Ukhu Pacha), this can be Basic or Energized Power.

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.
PACHA CARDS

The 12 cards that are placed around the Tawantinsuyu are called Pacha Cards. “Pacha” is a mystical Quechua word that has many meanings, among them: nature, universe, earth, reality, space-time, cosmic, this place, this instant, occult, secret. Pacha Cards are ONLY activated the first time they are revealed. These are their meanings:

QUSQU
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 walla wins the quest.

K’ANCHAYWASI: WAQAYCHAQ MAMA’S TEMPLE
Waqaychaq Mama is awakened by the walla who arrived at the wamani (space). If the walla is an ally (belongs to the Inka or Quya ayllu), she will grant them one of these 3 wishes:

- WEALTH: The ayllu receives 6 llamas.
- HEALTH: Resurrect a walla from Tawantinsuyu (and keep it as a new walla) or resurrect a walla from the Ukhu Pacha
- TRAVEL: You are teleported with the Tupayauri to any wamani of the Tawantinsuyu (and your turn ends).

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 offerings.

AMARUWASI: AMARU WIRAQUCHA’S TEMPLE
Amaru Wiraqucha is awakened by the walla who arrived at the wamani. If the walla is an ally (belongs to Chanka or Supay ayllu), he will grant them one of these 3 wishes:

- WEALTH: The ayllu receives 6 llamas.
- HEALTH: Resurrect a walla from Tawantinsuyu (and keep it as a new walla) or resurrect a walla from the Ukhu Pacha
- TRAVEL: You are teleported with the Tupayauri to any wamani of the Tawantinsuyu (and your turn ends).

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 offerings.
TAMPUS
The walla has found one of the 4 tampus full of provisions and must roll the Wiraqucha Die, to find out how many llamas (from 1 to 6) Wiraqucha placed there.

AN ELEMENTAL AMARU’S LAIR
The walla has awakened one of the 5 Elemental Amarus (serpent-dragons) and she attacks all the wallas that are in her wamani. All Amarus perform double-power attacks when in their lairs, and will 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).

To survive the Amaru’s attack, a walla needs 2 Wiraqucha approvals (rolls the die twice). If the walla dies, other wallas from their ayllu that are in the wamani (if any) also die. In-lair-Amarus that attack Guides (or wallas protected by Guides), mutually nullify their powers - it only takes ONE approval from Wiraqucha to survive.

If the walla survives, they can now attempt to dominate the Amaru and must make 2 successful attacks (rolls the die twice) to dominate her and make her part of their ayllu. Amarus can only be dominated once and cannot change allegiances. In-lair-Amarus attacked by Fighters with Overload mutually nullify their powers - it only takes ONE attack to dominate them.

After the attacks have concluded, the Amaru piece of the corresponding color is moved from the Hanan Pacha to the wamani, to indicate that she has left her lair and is now a playable walla with her role’s powers, but with double attack and defense (except for the Guide that has 4 defenses and the Fighter that has 4 attacks). Out-of-lair-Amarus are vulnerable to powers, can be resurrected, and Shamans can evoke their powers, including their superior attack and defense.

If the Amaru wasn’t dominated, she’ll remain in that wamani until she is. She will ignore wallas already that enter her wamani, but she’ll counterattack if a walla tries to dominate her and fails. Fighters can’t attack Amarus at a distance (with Reach), while they are on their lairs.
GAME VARIATIONS

ALTERNATE QUESTS
Below is a list of alternate quest goals to add more variety to the gameplay.
In these quests, founding Qusqu is no longer the goal.

Quests are randomly assigned to each Apu (player) 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 (quest 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.**
LEGENDARY MODE
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.

In Legendary Mode, 4 apus are needed to play, divided into 2 allied groups:
   1) The Inka Nation (formed by Inkas and Quyas)
   versus
   2) The Chanka Nation (formed by Chankas and Supays)

The quest is played in the same way as the regular version, except for these changes:
   • Allies can share llamas.
   • Allies can pass the Tupayauri between them.
   • Allies can share conquered wamanis to place their wallas.
   • Powers do not adversely affect allies.

SOLO MODE
Coming soon ...
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, Wirakochoa, Wiracochoa, Viracochoa, Huiracochoa, 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, gh, 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 “quhs-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

[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’uqapu (“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.

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

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 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.
   Uku Pacha ("oo-koopah-chah") The world of the depths, hell. Also called Urin Pacha "oo-reendah-chah" The world below. | Tray for dead llamas and wallas.

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

Qusqu ("kohs-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:

   Chinchasuyu ("cheen-chahy-soo-yoh") Northwest suyu, known as the Tigrillo’s region.
   Antisuyu ("ahn-tee-sooo-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.
Glossary

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

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

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

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

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. Full name: Apu Qun Tiqsi Wiraqucha ("ah-poo kohn teek-see wee-rah-koh-chah"). Lord Creator Sea Foam | The game’s die.

- Request Wiraqucha’s Approval | Roll the Wiraqucha Die.
- Wiraqucha’s Will | The result obtained after rolling the Wiraqucha Die.
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**QUICK REFERENCE GUIDE**

### Offerings
- **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 12 cards that must be placed under the 12 peripheral wamanis of the Tawantinsuyu.

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

- **Llamas**
  - Each Ayllu receives 6 llamas. Llamas are needed for offerings and to energize powers.

- **Conquest Flags**
  - Each Ayllu receives their ayllu’s 12 flags. New wallas can be placed via conquered wamanis.

### Offerings
- **Hanan Pacha**
  - "Heaven" area where unused Amarus and unused llamas are placed.

- **Ukhu Pacha**
  - "Hell" area where dead wallas 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. Each Ayllu is assigned one suyu.

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

- **Pirqas**
  - Walls that separate some of the wamanis. Wallas and powers can’t go over them, unless specified.

### Offerings
- **Qusqu**
  - The Apu that leads the walla that finds this card, wins the quest instantly.

- **Wagaycha Mama**
  - Chankas/Supays go to Ukhu Pacha. Inkas/Quyas receive 1 wish: 6 llamas or resurrection or teleport to any wamani.

- **Amaru Wiraqucha**
  - Inkas/Quyas go to Ukhu Pacha. Chankas/Supays receive 1 wish: 6 llamas or resurrection or teleport to any wamani.

- **Tampu**
  - Throw the Wiraqucha Die and 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
- **OFFERINGS**
  - **RESURRECTION**
    - Sacrifice 2 llamas and bring one of your wallas back to life.

  - **IMMOLATION**
    - Sacrifice one of your wallas and receive 6 llamas.

### Offerings
- **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.

### Offerings
- **Scouts**
  - **FLIGHT**
    - Scouts and an additional walla can fly over pirqas.

  - **VELOCITY**
    - Scouts and an additional walla can move 2 wamanis at a time, even over pirqas.

### Offerings
- **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.

### Offerings
- **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.

### Offerings
- **Shamans**
  - **PARALYSIS**
    - Shamans can immobilize enemies within their wamanis and stop them from performing any actions.

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