

Inca Empire: The Card Game

An empire building game for 2 to 5 players
by Alan D. Ernstein

BACKGROUND

Players are an "Apu" or regional leader. They are trying to do the best job of improving the empire. Their improvements, other than road systems, are to benefit the empire and can be used by the other Apus.

In the game you will be constructing Cities and Colicas (Storehouses that contain fish, corn and potatoes) between the cities. These are all connected by a road system that player's build out from the capital city of Cusco.

CONTENTS

111 Era cards
5 Start cards
26 Goal cards
1 Cusco card
1 First Player Marker
5 Reference cards
1 Rule book
70 (5 sets) Fame/Road tokens
5 Road Restriction tokens



Colica cards



City cards



Goal Cards

First Player Marker

Road Restriction tokens

STARTING CITY

Starting Cards

Trade Agreement cards



Extra Workforce cards

OBJECT

The object of the game is to have the most victory points at the end of ERA IV by meeting your personal goals and placing as many tokens as possible.

SETUP

1. Decide on a first player and give them the First Player Marker.
2. Sort the cards into six decks (Goal, Start, Era I, Era II, Era III, and Era IV). Shuffle separately.
3. Each player choses a set of 70 Fame/Road tokens and places them in a pile that is labeled SUPPLY.
4. Place the "Cusco" card in the center of the table.
5. Remove the **Trade Agreement** cards from the Era I deck. Deal 1 to each player and then shuffle the remainder back into the Era I deck.
6. Deal each player 1 Start card. If less than 5 players remove the Machu Picchu Start card from the game. See 5 player rule for Machu Picchu at the end of the rulebook (page 10). In a 2 and 3 player game set the extra start card(s) next to Cusco as indicated by the arrow on the card.
7. Deal each player 5 Goal cards (only 3 will be scored).

The "extra" starting city card[s] in a two or three player game cannot be "claimed" by players.

Roads may be built to and from that city.



STARTING CITY
TRADE AGREEMENT CARD
FAME/ROAD TOKEN

CUSCO CARD

HOW TO PLAY

The game will be played over 4 ERA's (each Era is a round). Each round will proceed in the following order:

1. Activate tokens
2. Deal Era cards
3. Draft Era cards
4. Take Actions
5. Close Trade Agreements
6. Pass the gold nugget

1. ACTIVATE TOKENS

Move 6 of your tokens plus 1 token for each pair of Terraces (face-down Era cards) you have on the table from your SUPPLY to your ACTIVE POOL.



Note: In Era 1 deal one less card. Each player should be starting with a Trade Agreement and a Start card.

3. DRAFT CARDS

Each player selects two cards from their hand and simultaneously plays them face-up on the table. In player order, each player takes any one card. In reverse turn order, each player takes a second card. The last player selects two cards in a row and the first player selects first and last.

ERA cards (Terrace when played face-down)



4. TAKE ACTIONS

Beginning with the First Player and continuing to the left, players will choose one of the actions listed below. This will continue until each player "passes". Once a player has passed they can no longer take actions in the current Era. There is no hand limit, but each player must perform two actions in an Era. Each action will require playing a card from the player's hand. Cards remaining in a player's hand carry over to the next round.

a. Build a City or Colca

Place a City or Colca card on the table in the same orientation as the Cusco card. It must be played in the correct location.

- You may only build cities or Colca cards that connect on your road system back to Cusco.

- ONLY Starting Cities can orthogonally connect to Cusco. Starting City cards may NOT be turned into Terraces. No cards other than starting cards may be placed orthogonally next to Cusco.

- Cards are placed in one of 3 columns known as regions. Coastal cards may only be played in the left-most column, plateau cards in the center and the Mountain cards to the right.



Coastal

Plateau

Mountain



Mountain City.
Must be placed in the rightmost column.



Plateau Colca.
Can only make orthogonal connections to cities. Must be placed in the center column.



Coastal Colca.
Must be placed in the leftmost column.



Wild Colca.
Wild Colcas may connect corners to other Colcas.

a. Build a City or Colca (continued)

- Cards connect with matching icons.
Colcas are placed orthogonally next to Cities.

Place road tokens

* The number of road tokens needed is the sum of the two numbers connecting the cards. See illustration to the right

* Place a farm token(s) on the box attached to the City or Colca equal to the number in the box. 2 tokens in the example to the right.



Connects to Colca orthogonally. Connect to other Cities from the corners.

COLCA



Connects to Cities orthogonally. Cannot connect to other Colcas

WILD COLCA



Connect to other Colcas at the corners.

May be played in ANY region.



May connect outside city corners. No more than two cards apart.



b. Play an Extra Workforce Card

- Place a token from your SUPPLY on to the Workforce card.
- Take the action on the card.
- Move token from the card to the ACTIVE POOL.
- The Workforce card is turned into a terrace (face-down).



c. Play a Trade Agreement card

- Place a Trade Agreement card in an empty space between adjacent two players. The text of the card will only apply to the two players it is placed between for the remainder of the current Era.
- Place 1 token from the SUPPLY on the Trade Agreement card.
- This card will be removed during the Terminate Trade Agreements phase.



d. Build a Terrace

(Place a card from your hand face-down in front of you). Place a token from your SUPPLY on the card and take one of the actions listed below (these actions can only be performed on cards that are connected to Cusco by your road system.)

- Build a road between two existing locations (City/Colca building restrictions apply).
- Build a temple in any city that has a temple on it. *Use tokens from ACTIVE POOL to place on gold square. Only one player may stack on the square.
- Stock a Colca *Use a token from ACTIVE POOL to place on to a storage hut to claim fish, corn or potatoes.
- Do nothing



After taking the action Move token to the ACTIVE POOL

e. Take no additional action

5. TERMINATE TRADE AGREEMENTS

(after all players have passed in the action phase)
Starting with the First Player and terminate Trade Agreements in turn order.

If the player has a Trade Agreement card in play, they do the following:

- Move the token from the Trade Agreement card and place it in the ACTIVE POOL.
- Discard the Trade Agreement card.
- Draw one card from the top of the current Era deck.
- MAY take any action except "Play a Trade Agreement"

The next card to the left is "cashed in" in the same fashion. Do this one card at a time until all played Trade Agreement cards have been removed.



6. PASS THE GOLD NUGGET

END OF THE GAME

After completing Era IV scores are tallied as follows:

- Score One point for each token placed in the field of play.
Tokens in your Active Pool and Supply do not count for scoring.
- Choose 3 of your 5 goal cards to score.

* Wild Colca cards will count as a Colca and as the region in which they were placed.

* Cusco counts as a plateau for scoring.

Route Restrictions

Once a Route restriction token is placed on a location no additional roads may be built to or from that location. Temples may be built and Storage Huts may be stocked as long as the road for that player was previously built.



MACHU PICCHU - 5 player game

If you have 5 players, add the Machu Picchu card into the group of Start cards.

1. The Machu Picchu card is placed in its own column to the right of the mountain region but will connect directly to Cuzco. (Place 1 road token on the corner of the card to indicate this. The card will not be touching Cuzco)



2. Machu Picchu can only have roads built the lower left-hand corner. There are no Colca or City connections. Wild Colcas may not be connected to Machu Picchu.

FAQ:

If the "Storage Huts may have two tokens Trade Agreement is in play and I play "Stock three storage huts" Extra Workforce card, can I place Six tokens on three storage huts? YES

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