P'ACHAKUNA

For 2 players from 8 years, 30-60'

GAME CONTENT

54 Terrain tiles
24 neutral tiles, 15 mostly mountainous and 15 mostly flat tiles

1 White village
For the center of the board

42 Demands
Two-colored, are stored in an opaque textile bag

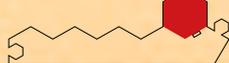**57 Resources**
8 pieces per color, 7 colors, 1 gray

6 Llamas
3 per player, 2 colors

6 Frame pieces
In every corner there is a village

1 Assembly plan
To put the modular board together

GOAL OF THE GAME

Transport resources from village to village through the ever-changing Andean mountains with skillful maneuvers. Make profits by trading, to own one of each resource and win the game.

GAME SETUP

Board

The board is set up in the middle of the table. The frame is put together from the 6 Frame pieces. The Terrain tiles are assembled according to the assembly plan. The assembly plan can be used directly as a base on which the individual Terrain tiles can be placed.

For each village, a Demand is drawn at random from the textile bag and put into the corresponding cutout. Demands may never show the color of their village, i.e. a red village never has a Demand for red. If such a Demand is drawn, it is put back into the textile bag and a new Demand is drawn. At the beginning of the game, there must be no white Demand on the board.

Next to the board, the resources are arranged in color as stock-piles.
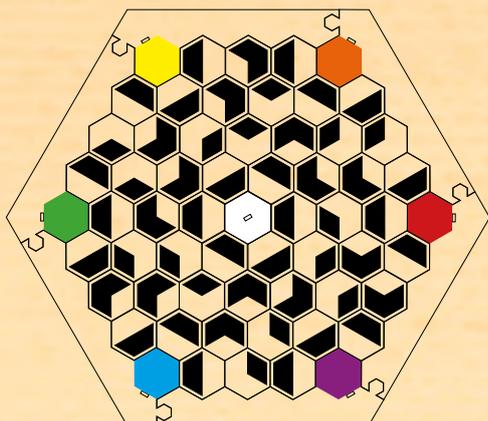
Player

The players each decide on a color. Each player receives a llama of their color, which is placed on the centrally placed, white village with a white resource on its back. The remaining llamas are placed in stock.

The white llama moves only through the valleys, while the black llama moves only over the mountains.

White begins. Black gets the one gray resource, which like all resources can be used to buy llamas or additional rotations.

THE GAME

The players take turns. One turn consists of the following actions, which take place one after the other.

1. Rotate

The player can rotate one Terrain tile at will (0-360°), i.e. change its orientation. A further rotation with a second Terrain tile can be performed by the player spending 2 resources from their Personal supply. Terrain fields that are occupied by a llama cannot be rotated. It is also not allowed to rotate a Terrain tile that the opponent has moved during their last turn.

2. Moving

The player must move each of their llamas at least one Terrain tile, only on villages llamas may rest several turns. When moving, the llamas may move to any Terrain tile or village on the board that has an uninterrupted path from the starting point of the llama (regardless of its distance). However, if a village is crossed on the way, the llama must rest there for the rest of the turn and may not move any further.
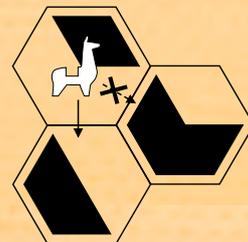
Except for the villages, llamas are not allowed to move on the Frame pieces. Villages are accessible to both players and can be entered from 6 directions (central white village) or from 3 directions (villages on the frame pieces).

Several llamas may be on one village or Terrain tile at the same time.

3. Trade

With every llama that rests on a village after moving, the player can trade, i.e. sell resources, or buy llamas.

Sell:

If a llama is on a village that does not have the same color as its resource, it may now sell it.

There are three different cases:

i. If a llama has a resource which is not shown on the Demand of the village, it can sell it (i.e. the resource goes back into the General supply), but it receives nothing in return. The Demand of the village is then removed.

ii. If a llama has a resource which is shown on the lower/smaller Demand flag, it can sell it. The traded resource is added to the player's Personal supply. The Demand of the village is then removed.
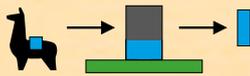
iii. If a llama has a resource that is shown on the upper/larger Demand flag, it can sell it and add 2 pieces of the traded resource to the player's Personal supply. The Demand of the village is then removed.
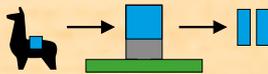
Since the Demand of a village is removed after each sale, a player can only trade once in a village per turn.

Removed Demands are placed next to the board and do not return into the textile bag.

If players receive a resource through a trade that they do not yet have, they put it into one of the 7 cutouts in front of them. Other resources of the same color are placed in front of the players. Players' Personal supplies consist of both the resources they have put into the cutouts and the resources that are placed loosely in front of them.

Buy:
In exchange for 4 resources from their Personal supply, a player can buy more llamas of their color. The new llama is placed on the village where it was bought. A player can own a maximum of 3 llamas. The llamas are moved independently.

4. Refill
At the end of the turn, missing Demands are renewed by random drawing, again following the rule that a Demand must never show the color of the corresponding village. When the textile bag is empty, all used Demands are added back to the bag.

In addition, the player now equips all their llamas that have previously sold their resource or were newly bought, with a new resource matching the color of the village.

End of the game
The first player who has at least one of each of the seven resources (except for the gray one) wins the game. Resources that are still being transported by llamas are not counted.

BACKGROUND

In Quechua, the language of the Andes the word P'achakuna means „textiles". The dyeing of llama and alpaca wool with natural resources has a long tradition in Peru/Bolivia and is still practiced today. From the colored yarns the local people weave their unique costumes, which differ from region to region. The people are proud of their origins and their colorful clothes decorated with woven patterns and embroidery.

In P'achakuna, merchants travel from valley to valley, transporting natural dyes to remote villages to sell them profitably and thus create their own colorful costumes.

The seven villages in P'achakuna each concentrate on one natural dye. The central village breeds white llamas, its wool ser-

ves as the starting point for each colored yarn, but is also used undyed. The colors black and brown do not have to be sourced by dyeing either, since they are also available as natural wool colors. The color green is obtained from the leaves of the „Ch'illka" shrub. Yellow originates from the yellow-orange flowers of the „Qolle" shrub. The color orange is produced from bark strips of the „Yanali" tree. Cochineal, small insects that live on opuntia (cacti), are crushed to acquire an intense red. Indigo plants and purple corn at last are used to create blue and purple.

This wide range of natural colors impressively shows the creativity and the closeness of the locals to nature. However, the list is far from comprehensive, each valley has its own colorants, and the colors are also mixed to create new colors or darker/lighter versions. The color variations realized with this knowledge are almost infinite.

P'achakuna wants to honor this tradition, therefore each game includes a handmade bag, which is sewn in Bolivia from locally produced fabric and paid fairly. The sewers are young people who were taken off the streets by the project „Luz de Esperanza". Through the project the youths can complete their school education and learn a profession.

Thank you very much for your purchase and for supporting this project. You can find more sustainable and social products in our webstore www.treecer.com/en/store.