

# Tivanaku

Roger's Rules: Firedrake/BGG  
Last edited 2024-03-19

## Goal

- Have the highest points at the end of the game.

## Setup

- each player gets (7 – players) meeples, a score marker, and four Diversity pawns which go

An n-space region contains one of each crop numbered 1 to n. Two crops of the same value (in different regions) do not abut orthogonally or diagonally.

Divine again later). Continue until all players have passed. Then each player makes one final Offering with whatever Offering tokens they have. Ties are broken by total advances on the Diversity board.

## Placement Rules

Each region consists of 1-5 squares of the same terrain, connected orthogonally. Regions of the same terrain do not abut orthogonally or diagonally.

If you end your turn without an incorrect Divination, you may make an Offering.

To make an **Offering**: discard as many Offering tokens as you like, and gain  $n(n-1)/2$  points.

## End Game

When the final terrain tile is placed, the end game begins. After this turn, the only available options on your turn are to Divine with a single meeple (losing or losing points) and Offering tokens as usual but not making an Offering), or to pass in which case you may not

- on the bottom row of the Diversity board.
- place one Offering of each type per player in a pile on the main board
- stack all Crop tiles on the main board
- close both windows on the Wheel.
- choose a disc and make a supply of terrain tiles containing exactly the tiles listed.
- place starting terrain tiles and crops on the board as indicated.
- insert disc into Wheel.

## Player turns

Take turns in rotation. Either Explore or Divine.

**Explore:** move one meeple orthogonally on the gameboard (or bring one from supply on at the edge, or take one off the board to supply). You may not enter a space with an opponent's meeple.

- if the new space has a Crop tile, you may change direction, and you may continue to move.
- if it has a meeple of your colour, you may change

direction and you *must* continue to move.

- if it has neither of those things, your movement ends here.

If the final space has no Terrain tile, use the Wheel to find the correct Terrain tile and add it to that space. Advance your Diversity pawn for that terrain by one space, and score points equal to the total of your Diversity pawns at that row.

You may now make an Offering.

make an assertion about the crop. Use the Wheel to check.

- if you are correct, gain points equal to the crop number, place the crop tile in the space, and gain an Offering token of that type (unless you already have one). You may make another divination if you have a meeple on a space with terrain but without crops.

- if you are incorrect, place the correct crop tile in the space and lose points equal to its number. Your turn is over.

**Divine:** choose a meeple with no crop tile on its space, and