

# HAMPI

## & the Sun Jewel



### THE SUN JEWEL

Lost for centuries, a precious stone of the Sun God is hidden somewhere in the city of HAMPI. The precious stone is a powerful Jewel of the Sun God who gifted it to a devoted seeker. The stone was passed on and protected by mighty kings. The stone is believed to have made the person who owns it wise and powerful. The stone that was lost centuries ago has now resurfaced and is to be found in HAMPI.

### HAMPI

A historical city of India was the capital of Vijayanagara kings. A land of prosperity, with abundant farms, ponds, markets and temples; that attracted people from all walks of life; from farmers, traders & workmen to scholars of repute. Hampi was a seat of power. Over the centuries, Hampi was broken down and its wealth looted. It is now time for you to rebuild the landscape of the prosperous city to find the precious

### IN THIS GAME...

In this game, you will recreate the beautiful landscape of Hampi with roads, villages, farms and ponds. In turn, you win the hearts and support of the wise people of the land. Only those who make judicious placements will gather the support required to win the game. The people you gather in building Hampi will help you to acquire the Sun Jewel. True to its nature the Sun Jewel passes among the players to finally reach its true seeker - who wins the game and will make Hampi prosperous.

## Welcome to the world of Hampi.

This rule book is designed for you to learn and play the game easily & explain to others. Let's begin by introducing the Components of the game, Setting it up, explaining "How to play" & an example scenario to help understand the game easily. *Enjoy the game.....!*

### (A) COMPONENTS

#### 96 Land Tiles ▼

Local name - Bhoomi



#### 120 Support Cards ▼

Local name - Bembaligaru



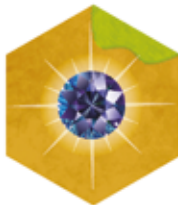
Miner Merchant Lady Elder Priest Farmer

The most important pieces of Hampi are Land tiles. They depict roads, drylands, farms, ponds, temples, villages & mines. They also indicate the local support/ opposition with images and numbers (in circles) called 'Support points'.

Support cards depict 6 local influencers of Hampi. They are the Miner, Merchant, Lady, Elder, Priest and a Farmer. The cards show the 'Support points' in numbers 1,2,5 &10, indicating actual supporters from the influencer group.

#### 1 Sun Jewel Tile ▼

Local name - Syamantaka Mani



Victory tile

The Jewel tile depicts the precious stone. It is always mixed into the first stack of the Land Tiles. Player who picks this card keeps the card in the first round. As the play progresses, it passes on to any player as directed by condition cards. The player with this tile at the end of the game is the winner.

#### 40 Marker Cubes ▼

Local name - Shasana



You will find 40 cubes in 5 colours - Red, Green, White, Blue & Yellow. Distribute 8 cubes of a color, of their choice to each player, as their personal supply. Don't forget to give yourself a set well. Return any unused cubes to the box.

#### 7 Jewel Condition Tiles ▼

Local name - Mani Tarka



These seven condition tiles show conditions, directing the ownership of the jewel tile, indicating who the jewel should belong to. Due to its power, it is believed that Jewel moved between people, who are fighting to acquire it. These tiles are mixed with the Land Tiles in round 2 and 3.

#### Elements on the land tiles ▼



## (B) SETUP YOUR GAME

1. Shuffle the Land Tiles and divide it into 3 equal stacks. Keep stacks, facing down easy for all players to access. Each Stack becomes a "ROUND" of the game\*. (*Note 1*)
2. Now take the Sun Jewel Tile, add & shuffle it in Stack 1.
3. Take the Condition Tiles and mix them in Stack 2 and Stack 3 by shuffling. The 7 cards may get distributed randomly in any number between the 2 Stacks.
4. Assign a player as the Banker to distribute the Support Cards based on the support points gained by players during the game.
5. Each player chooses colour of Marker Cube and takes 8 cubes of the same colour.
6. One Land Tile is drawn from each of the 3 stacks and placed face-up to Continue the Landscape\* (*Note 2*). The tiles must be placed in such a way that it has to touch a minimum of 2 sides of the hexagon. If the tiles do not match, they may be replaced with another from the same stack to match the landscape.
7. Only Stack 1 will be used for Round 1. Keep away stack 2 & 3 to be used for rounds 2 & 3 respectively.
8. Determine the first player, e.g. the youngest or the oldest.

The game is played in clockwise order. Starting with the first player, the player does the following actions listed in the next sections, after which it is the next player's turn and so on.

Well done! Now you are all set up to play the game. It's good to know the goal of the game and ways to play for it so that you can enjoy the game play.

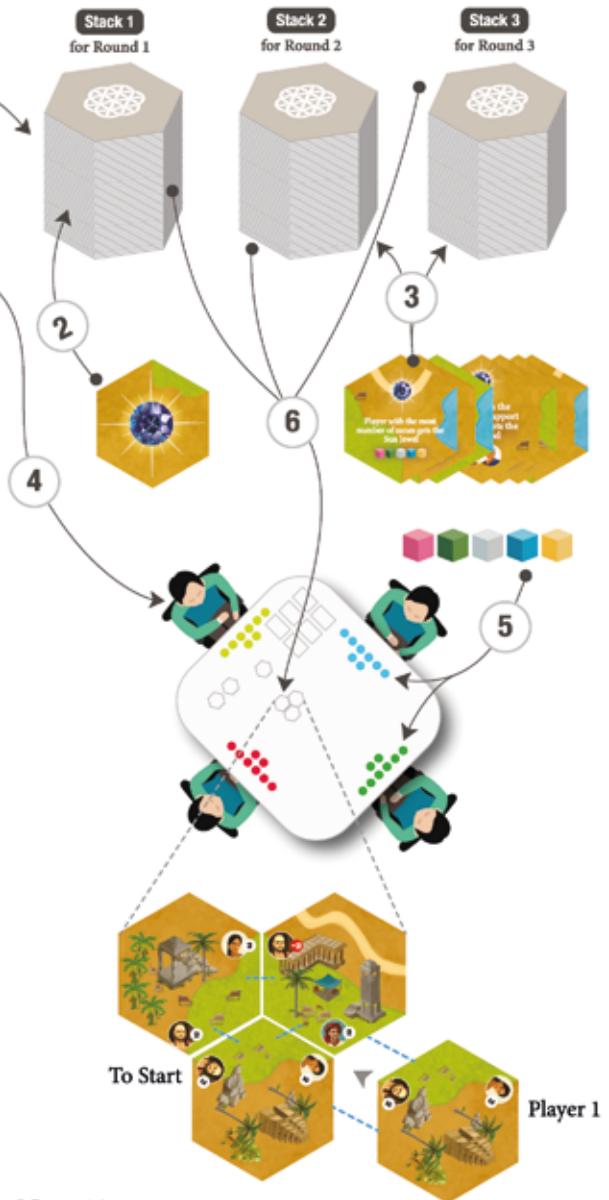
### GOAL

The goal in Hampi is to win the Sun Jewel (Tile) and own it at the end of the game. Players can choose to play a quick game of 2 rounds (30 mins) or a complete game of 3 rounds (45 - 60 mins).

Players, in their turn, draw a Land Tile from the stacks (starting with the 1st stack and continuing till the stacks finish) and place it face-up to continue matching the landscape to create zones to gather their Support Cards. Players with high support points from the Support Cards have a higher chance of winning.

Zones are formed when ponds, roads, farms and villages are complete. Each round ends when all the tiles in a stack are played. Players follow the requirements of condition tiles mixed in the 2nd and 3rd stack, to win the jewel.

The game ends when the 7th condition tile is picked and all players tally their support points. The player matching the requirement of the 7th condition, gets the Sun Jewel (Tile) and is the Winner of the game.



### Note 1\* :

There could be chances that you may pick up condition cards that are mixed in stacks. In such cases, pick any other Land tile, and reshuffle by mixing the condition cards back into stack.

### Note 2\* :

Tiles are said to 'Continue in Landscape' when the sides of the hexagon matches the color of the landscape. In the above example, the green farms touch each other. The lands, ponds and the roads should match to continue the landscape.

## (C) HOW TO PLAY (BASIC)

1



### PLACE A TILE

The player draws 1 tile from the current stack and places it face up to continue the landscape

2



### PLACE A MARKER CUBE

The player may place a marker cube from their supply on the tile that they have just placed to 'complete' a zone

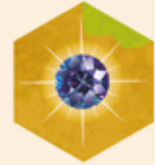
3



### SCORE SUPPORT

The player scores Support Points when zones are complete and claimed by the marker cube

4



### WIN THE JEWEL

The player follows the condition tiles. Player who meets the condition of the 7th tile wins the game!

## 1. PLACE A TILE

The first player draws exactly 1 Land Tile from the first stack and places it face up to continue the landscape.

### TURN CONDITIONS

Player must place the hexagonal tile in such a way that it touches minimum of 2 sides of the hexagon. **If the tiles do not match, you may replace it with another tile to match.** The next player repeats the same. If a player picks the Sun Jewel Tile, they miss their turn, but owns the jewel tile, till another player wins it, based on the Condition Tiles.

## 2. PLACE A MARKER CUBE

After placing a tile, players may look at marking zones to score support from locals of Hampi. A player may place their marker cube on a land, pond, farm or an end village.

The player scores only when the **Zone is complete**.

- Land** - when both ends of the roads are close, the land in the middle of the looped road is complete.
- Pond** is complete when it is surrounded by land & no gaps
- Farm** is complete when it is surrounded by land & no gaps
- An End Village** is complete when a road connects it to another end village.

### ROUND CONDITIONS

- In the first round, players place a marker cube **ONLY** after they complete a land, a pond, a village or a farm.
- In **ROUND 2 & 3**, player need not wait till the zone is complete. Player may choose to place the marker cube on your tile and **on their turn**. Player with most marker cubes in a zone scores, as it gets completed. **If 2 players have equal marker cubes, then the 'Support points' gets equally divided between the two when the zone is complete. Any remaining odd points are returned to bank.**
- In **round 2**, players can use only 3 of their markers.
- Players cannot remove their markers once placed. If a player finishes all 8 marker cubes, they may withdraw & re-use their marker cube only from any unclaimed zone.

## COMPLETING A ZONE (e.g.)



### Land

Here, a player completes a LAND. Road covers 3 tiles  
Player scores support points  
Priest: 2+2 = 4  
Miner: 2  
Merchant: 2-2 = 0  
Elder: 2  
Total support points = 8



### Pond

Player completes a POND. Pond covers 3 tiles  
Player scores support points  
Priest: 2  
Farmer: 2+2 = 4  
Lady: 2+2 = 4  
Elder = 2  
Total support points = 12



### Farm

Player completes a FARM. Farm covers 4 tiles  
Player scores support points  
Priest: 2+2-2 = 2  
Farmer: -2 (you owe)  
Lady: 2+2 = 4  
Miner = 2  
Merchant : 2  
Total support points = 8



### End Village

Player completes an END VILLAGE. The road connecting the end villages covers 3 tiles  
Player scores support points  
Farmer: -2-2 = -4 (you owe)  
Lady: 1+1-2 = 0  
Merchant : -2+2=0  
Total support points = -4  
You can place the cube on any one end village you wish

### 3. SCORING SUPPORT POINTS\* Refer Pg 4 for examples

Scoring occurs only when a player completes a zone.

1. Player counts the number of land tiles that contain the completed Land, Pond, Farm or Village.
2. Player counts the 'Support points' of local influencers are gained or lost as mentioned on the tiles.
3. Player adds all the 'Support points'. (minus the negatives) Player reaches out to the Banker to collect his 'Support Cards equal to support points'. **In case of negative points, if a player does not have the support point from a local influencer, they will owe it to the bank and replace it when they get one.**

### 4. FOLLOW THE JEWEL

When a player draws a Condition Tile, the indicated condition must be followed for the Sun Jewel Tile to be passed to the player that matches the requirement of the Condition Tile. There are 7 condition tiles, mixed over round 2 & 3. **On picking the condition tile, the player misses their chance to place a tile, but will own the Sun Jewel tile.**



E.g.: When a player draws the tile shown, he announces the condition and all the players count their support points gathered by women. The tile gets passed to the player with highest support.

**In case of a TIE, the jewel card shall be shared by the players until the next condition tile**

### 5. GAME ENDS

The game ends when any of the players draws the 7th Condition Tile. The players proceed to count all the support points. The player with support points matching the conditions of the last condition tile, gets the Sun Jewel & is the winner of the game.

**Thank you for playing Hampi.**

**Next time, try playing the ADVANCED game play (pg 6) to increase your strategic possibilities and 4X more fun.**

### EXAMPLE SCENARIO

One day, Ani, Neha, Bunty, Shashi and Charu play HAMPLI. Ani drives the setup. He picks the Land Tiles, shuffles them and stacks them into 3 equal parts. He mixes the Sun Jewel Tile into the first stack and shuffles it. He then mixes the 7 Condition tiles into stack 2 & 3 and shuffles them both. Charu agrees to be the banker. Ani picks 3 cards from each stack and places it on the table in such a way that at least 2 sides of the tiles touch each other and continues the landscape. The setup is complete and the game begins.

In the **FIRST ROUND**, Neha (1st player) picks a tile from the first stack and places it to continue the landscape and touch two sides of tiles. The round continues with Bunty, Shashi and Charu completing their turns. So far, no one has completed a zone. In his next turn Shashi gets a tile that completes a pond. He wins a zone.

He marks it with his marker. The pond he has completed has four tiles. He counts the number of supporters and opposers in all the four tiles that complete the pond and asks Charu (Banker) for the Support Cards. In his turn, Bunty picks the Sun Jewel Tile and gets to own it. Now, he is a potential winner but not a winner yet. Bunty loses his turn to place a tile and the next player plays their turn.

As the game continues, Shashi & Charu win some Zones and gather their points through Support Cards. They know every support point counts.

In the **SECOND ROUND**, players are allowed to use only 3 of their marker cubes, which can be placed before completing a zone. Which means that the players have to be careful in choosing the zone they occupy because others may do the same. Shashi soon uses 2 of his marker cubes on 2 unclaimed farm and pond zones.

Bunty on his turn, likes Shashi's zone as he may score well and places his marker cube in Shashi's zones. Now the game gets tense and fun. There are 2 players bidding for the same zone. If Shashi uses his last marker cube and adds it on the same zone, he can claim the zone when it is complete. That's because the player with the highest marker cubes in a zone wins all the support points. The other player gets nothing.

While fighting it out, Charu picks a Condition Tile which says *'Pass the Sun Jewel (tile) to a player who has the maximum support points'*. Bunty has to obey and pass Sun Jewel (Tile) to Shashi. Similarly, play continues till the last tile of the second stack is placed. A quick game ends here, with Shashi still owning the Sun Jewel and winning the game.

They all decided to continue to play the **THIRD ROUND**, players now can use all their marker cubes, which they can place before or after they complete the zone. It is a full-on contest!... Finally, Charu picks the 7th Condition Tile. This is the decking moment. She reads out the condition that says - *The player with maximum support of the women gets the Sun Jewel(Tile)*. The conditions have changed in each play. And Neha who seems to have the maximum women support cards, **WINS** the game!!!

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## ADVANCED GAMEPLAY FASTER SCORING, MAXIMUM FUN!

If you are reading this, it means that you have already played a few games of Hampi and you wish to increase the strategic options to your game. What would life in Hampi be without the temples, markets and villages? We try to answer this question by including them into the scoring, as we did with the lands, ponds, farms and end villages. But this time the conditions change to maximise the excitement in the play

### 1. PLACE TILE ( SAME AS BASIC GAME PLAY )

### 2. PLACE MARKER CUBES & SCORING

After placing a tile, the player may place a Marker cube from their supply, on the tile that they just placed; on a Temple or a Market. This is in addition to the land, pond, farm or an end village of completed zones.

If there are multiple marker cubes in a single zone, the player with the most marker cubes wins all the Support points, all other players receive nothing. If there is a tie, both players share the support points (E.g. If the total support points in a zone is 13 points, and 2 players have their marker cubes in the same zone, then each player gets 6 each equally, 1 point is odd, is returned to bank. The rules shall remain same in all 3 rounds)

In this gameplay, players CAN REUSE the marker cube as soon as a Zone is complete. After scoring, he may withdraw the marker back to his lot and use them to claim more zones.

1. A temple is completed when it is surrounded by 6 tiles.

2. A market is completed when it is surrounded by 6 tiles.

Scoring support points and following the Jewel card is similar to previous gameplay. If a temple (with marker cube) is surrounded with 6 tiles, player wins a zone. He counts all the 6 surrounding tile + his temple tile. He gathers support from all the 7 tiles. Game ends when a player picks the 7th condition and player matches the 7th condition card similar to previous gameplay.

### 3. SCORING SUPPORT POINTS\* (SAME AS BASIC)

### 4. FOLLOW THE JEWEL (SAME AS BASIC)

### 5. GAME ENDS (SAME AS BASIC)



*The Sun Jewel protects the winner, governing peacefully the great land of Hampi into prosperity....*

Again, We thank you and we hope that you will find many hours of enjoyment with this game. Share your experience with your friends or online & tag us : [Instagram/tacitgames](https://www.instagram.com/tacitgames)

### TEMPLE ▾



Here, a player completes a TEMPLE. Player scores support points from 6 surrounding tiles including the temple tile.

Miner: 2, Merchant: 2+2=4, Elder: 2+2 =4,

Lady: 1+1+1-2 =1, Farmer: -2.

**Total support points = 9**

### MARKET ▾



Here, a player completes a MARKET. Player scores support points from 6 surrounding tiles including the Market tile.

Merchant: 2+2=4,

Elder: 2+2+2 =6, Lady: 1+1+1+2 =5, Farmer: -2.

**Total support points = 15**



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