

PAITITI

Exhibitions - Adventurers - Artifacts

Number of players: 2-4
Duration: 60 minutes
Age: 7+

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Game idea:

After the conquest of the Incan Empire by Francisco Pizarro, the last Indian resistance fighters retire into the Mountain Fortress of Vilcabamba. From there they fought a guerrilla war against the Spanish Occupation for several years. 1572 Spanish Conquistadors conquered Vilcabamba and killed the last Inca Chief Túpac Amaru. At that point in time the fortress had been nearly abandoned, the inmates had taken refuge in the impenetrable rain forests with the riches of the reigning Incan caste and are rumored to have founded the legendary city of Paititi there.

This city could - according to lore - have been situated in a Peruvian mountain chain of impressive volcanos - the Cordillera Volcánica. During an eruption of those volcanos the city could have been destroyed and buried. In the game you embody an archeologist searching for the legendary treasures of Paititi!

card Explanation:

Excavation cards

Excavation cards always depict **pickaxes and shovels**; you must decide if you want to use cards for pickaxes or for shovels.

Excavation cards depict 1 to 3 pickaxes and 1 to 4 shovels in varying combinations.



This Excavation card shows 2 pickaxes and 3 shovels.

Material:

- 64 Excavation cards
- 40 Artifact cards
- 16 Exhibition cards (Including 1 Stop card)

Artifact cards

Artifact cards show **5 different types of artifacts** in categories: Vases, Llamas, Statues, Tiles and Discs. An Artifact card can show 1, 2 or 3 artifacts in one of those categories. In addition to those 5 categories there are also 2 Artifact cards which show only Shards.



1 Vase



2 Statues



3 Llamas



2 Tiles



3 Discs



Shards

On the backside Artifact cards show a combination of pickaxes and shovels.

Exhibition cards

There are **3 different types of exhibitions**:

- Exhibition Opening
- Permanent Exhibition
- Traveling Exhibition

Each exhibition is always dedicated to one category of artifacts. Exhibition Openings appear only on the 5 cards for Exhibition Opening, all other Exhibition cards always show 1 Traveling Exhibition in the top half and 1 Permanent Exhibition in the bottom half.

Traveling Exhibition



Exhibition Opening



Permanent Exhibition

Game preparation

The oldest player is the first dealer and shuffles the Excavation cards. He deals **6 Excavations cards** to each player. Now the dealer shuffles the Artifact cards. He displays **3 Artifact cards** face-down and stacks the rest face-down for a draw pile.

Then he displays the **5 cards for Exhibition Openings** face-up, shuffles Exhibition cards of Phase C and the Stop card and stacks them face-down. Then Exhibition cards of Phase B are shuffled and stacked on top of Phase C cards. Those cards are the draw pile for the Exhibition cards.



The 5 Exhibition Opening cards and the draw pile of Exhibition cards to their right.



3 face-down Artifact cards, and to their right, the draw pile for Artifact cards.



Draw pile of Excavation cards to the left and discard pile of Exhibition cards to the right.

Game play

Turn order is clockwise. The player to the left of the dealer starts the game. Each player has only one action in his turn, chosen from four actions:

- Draw 2 Excavation cards from the draw pile
- Display 1 Excavation cards open-faced for pickaxes
- Excavate an artifact
- Arrange Exhibitions

■ Draw 2 cards

You draw **2 Excavation cards** face-down from the draw pile.

Attention: At the end of his turn a player can hold a maximum of 8 Excavation cards in hand. Surplus Excavation cards must be discarded.

■ Display 1 Excavation cards for pickaxes

You display **1 Excavation card** from your hand. The shovels depicted on the card are disregarded for the rest of the game and are valueless.

In your next turn you can add another Excavation card to those already on display, in a way that leaves all pickaxes visible.



If, for instance, you display an Excavation card showing 3 pickaxes and 3 shovels, you command 3 pickaxes for the action "excavate artifact".

If you display the Excavation card 2 pickaxes and 2 shovels on top of the already placed card 3 pickaxes and 3 shovels you now command 5 pickaxes for "excavate artifact".



Please note: There is no limit to the number of Excavation cards in your display.

■ Excavate Artifact

You may take one of three face-down Artifact cards or the top Artifact card from the draw pile, provided there is a minimum of pickaxes on display that equals the number of pickaxes shown on the back side of the Artifact card. You must also play at least the number of shovels from your hand demanded there.



If you, for instance, choose an Artifact card that demands 5 pickaxes and 10 shovels, you must have at least 5 pickaxes on display and play 10 shovels from your hand.

Both the Excavation cards on display for pickaxes and the Excavation cards from your hand for shovels must be discarded.

Attention: When the Artifact cards shows fewer pickaxes than are on display you need not discard all Excavation cards, but you cannot change the order of Excavation cards on display and must always use the Excavation cards that were put down earliest.

Please note: It is possible to spend more pickaxes or shovels than demanded by the Artifact card.

When you have excavated an Artifact you reveal it so that all players can see what you have found.

- If you found **Shards** you must discard this Artifact card to the **discard pile** for Artifact cards and may immediately draw **2 Excavation cards from the draw pile** for Excavation cards.
- All other Artifact cards are stored **face-down** and you can, as soon as you own 2 or more Artifact cards, use them for Exhibitions.

■ Arranging Exhibitions

For arranging exhibitions you must own a **minimum of 2 Artifact cards**.

Please note: You can, if you want, use only one Artifact card for exhibitions.

For choosing the action “Arrange exhibitions” you score 1 victory point. All victory points are noted on a score sheet. You choose one of the open-faced Exhibition cards. Your fellow players can take part in the chosen exhibition. To do so, all players secretly choose all artifacts that they want to use in the exhibition. As soon as all players have chosen all players reveal their cards.

Now the exhibitions are scored for victory points for all players. Then all players must, if necessary, discard the respective Artifact cards.

Please note: You need not use all artifacts you own in a category for an exhibition.

Attention: When a player mistakenly uses artifacts that are not in demand on the current Exhibition card, he does not score victory points, but can take back his artifacts.

When the exhibitions have been scored, you set aside the Exhibition card that was used and replace it with the topmost Exhibition card from the draw pile.

Please note: Each player may always take part in both exhibitions.

Exhibition Openings:

All 5 Exhibition Opening cards show 2 exhibitions for different types of artifacts. **Each artifact used** in such an exhibition scores **1 victory point** for the player. All players may take back their Artifact cards that were used.

Please note: Each player may always take part in both exhibitions.



When all players have chosen their Artifact cards for exhibitions, the cards are revealed simultaneously and the exhibitions are scored.



You have chosen the Exhibition Opening card depicted and scores 1 victory point. You played the Artifact cards depicted on the left and score 2 victory points for the Artifact card showing 2 statues, 1 victory point for the Artifact card with 1 Llama and 2 victory points for the Artifact card with 2 Llamas. You note your score of 6 on your score sheet.

Traveling Exhibitions:

For a Traveling Exhibition all players discard all Artifact cards that were used and score victory points according to the scale on the Exhibition chart.



If you choose the Exhibition card shown here you score 1 victory point. If you did play this card for the Traveling Exhibition you score 25 victory points for those 5 tiles, according to the Chart. You note a score of 26 on your sheet.

Permanent Exhibitions:

In case of a Permanent Exhibition, each player who participates with a minimum of 1 Artifact must **discard one of his artifact** used for this.

Attention: You must discard 1 Artifact card, even when this card shows several artifacts. If you used more than one artifact you may decide which Artifact card you discard.

For each artifact a player scores **3 victory points**.

The player who scores **most victory points** for this Exhibition must **discard an additional Artifact card**. In case of a tie all players involved in tie must discard an additional card.

Attention: Each player participating in a Permanent Exhibition discards one of his Artifact cards he used; the player who scored most victory points for this exhibition, discards an additional card, that is, a total of 2 Artifact cards.



When you take part in the Permanent Exhibition shown on the left and plays those Artifact cards, you note 9 victory points on your score sheet.

End of game

The game end is triggered when the Stop card is revealed. You turn over no more Exhibition cards, so that there are only 4 Exhibition cards left in the display. Players now can use 2 of those Exhibition cards for exhibitions. After the second action "Arrange exhibition" the game ends.



Determine the winner

First each player sums up the victory points for all Artifact cards he still owns.

Those victory points are added to the victory points from scoring individual exhibitions.

The player with most victory points is the winner.

In case of a tie you win if you have more victory points on Artifact cards.

If there is still a tie, all players involved in the tie win together.