

Game by
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RULEBOOK
AYAKUCHO

Art by
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Introduction

An ancestral tension has long existed between Natives and Supays.

The former inhabit the world we know, with its joys and vicissitudes, its fears, wars, and rituals.

The latter, part of the Ukhu Pacha, live in an inner realm somewhere between life and death, trapped in a place they never asked to be, but which they have now come to hold dear.

These two worlds rarely intermingle, but when they do, the result is rarely peaceful.

At the start of the game, each player receives a secret role that places them on one of these two teams.

Players will discuss, deduce, lie, accuse, and do everything within their power to eliminate their foes.

Listen carefully, trust your gut and kill without remorse. A new sunrise awaits you.

(nice illustration here)

(how o play illustration)

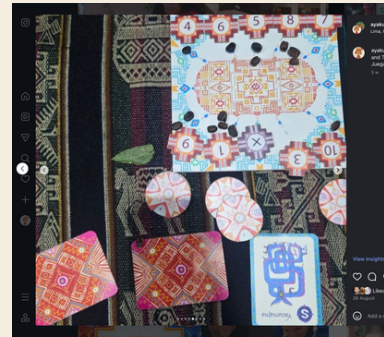
Information for artist:

An illustration that shows how the table should look during midplay:

- *game board on the middle of the table*
- *number tokens showing each player position, a couple of them are turned down, signaling dead*
- *some slow death tokens next to the number tokens*
- *some players voting at that moment, some votes already inside the vote tray (the inlay of the box bottom itself), and some in the dead tray*
- *one player taking the role of vote collector, by collecting votes*
- *two stacks of stress cards on the table, some of them have already been used*
- *players not talking anymore as discussion round is over, one of them is shutting the other with a shh sign, or maybe by placing her hand on his mouth because he cant stop talking, he has his finger pointing up as if he was about to make an observation*
- *a player reading the rulebook, maybe wearing glasses*
- *round tracker aid, role distribution aid,*
- *also booklet somewhere on the side, maybe someone reading it, eyes of wonder*

goal of this is illustration is to visually show new players:

1. how the game should look once it is all set up 2. all game components and the purpose of each.



Classic Mode

How to play | 6 to 10 Players | 25 min

Distribution				Winning Conditions	
Players	Natives	Supays	Muki	Natives win if	Supays win if
6	4	2	0	0 supays alive	1 native alive
7	4	2	1	1 supay alive	2 natives alive
8	5	3	0	1 supay alive	2 natives alive
9	6	2	1	1 supay alive	2 natives alive
10	6	3	1	1 supay alive	2 natives alive

Initial Steps:

1. Setup: Players get a secret role, a voting wheel and a number token at random that they place on the game board, so that everyone on the table can see where they are sitting. Place the stressful event cards on the table too, next to the board.
2. First Night: Players close their eyes. Players who are Supays, except for Muki, open their eyes and identify each other for 5 secods, before closing them back again.
3. Initial Intrigue: Player 1 looks at the role of Player 2 → In groups of 8 to 10, Player 2 also looks at the role of Player 3.

Hintt: Muki is a supay! but he doesnt see because, living in the dark mines, he has lost his sight and cant recognise his Supay buddies.

Hint box about discussion: Players decide how to structure their discussion best. Some ideas: Each player has 20 seconds to say something or ask something to somebody else. Players who have something to say raise their hand. Each is granted a short amount of time to speak. Free for all A mix of two of the above.

The following steps repeat until the winning conditions have been met:

- Discussion: Players discuss and strategize for not more than 3 minutes.
 - Any player is free to lie, tell the truth or remain silent.

Classic Mode

How to play | 6 to 10 Players | 25 min

1. Voting: Players use the voting wheels to vote anonymously for another players number. They place the votes, facing down, shuffle them and count the votes. The effects go as follow:
 - 1 vote: nothing happens
 - 2 votes: the voted player can look at the role of another player of their choice.
 - 3 votes: the voted player dies.

Also:

- The x value in the voting wheel counts as a blank vote.
- While 3 votes in one round kills the voted player, 6 total votes also do. Kepp track of these by placing the slow death token next to their number token.
- 3. Lastly, a stressful event card is taken and read outloud.

Hint box about being dead: because you keep voting and discussing like the rest, you don't get any privileged information. For example, if a player shows their role to another while everyone closes their eyes, you have to close them too.

Death

If you die:

- turn over your number token and reveal your role to everyone.
- You can take part on the discussions
- You keep voting, but your vote gets shuffled with the rest of the dead players votes and only one gets added to the voting pile.

Your number ceases to exist, so you are not considered during the stressful event cards. You als get no privileged information while being dead.

Hint box about being dead: because your number ceases to exist, you dont participate in stress cards that used to involve your number. FOr example, if you were player number 1, after you die, player number 2 becomes the lowest number.

Hint box about showing your role: Your role can be shown privately in different ways. If the player is near by, you can simply hand them the card. If they are far away, everyone can close their eyes while you hold the card in the air to show it to them.

Advanced Mode

How to play | 8 to 12 Players | 45 min

Distribution	Natives	Supays	Third Team	Native or Supay (random)
	3	3	2	0
	3	3	2	1
	4	4	2	0
	5	5	2	1
	5	5	2	0

Unlike the Classic Mode, the advanced mode one introduces a third team made up of Sacha and Amaru, both who have desered their teams to make a new and independent team. They've been called by many names: traitors, rebels, dissenters, defectors and heroes. For the purpose of this rulebook, we will simply call them *team three*.

What changes in comparison to the classic mode?

- Supays dont get to know each other anymore during the First Night.
- Instead, Sacha and Amaru wake up and get to know each other.
- Muki is just one more Supay.

Players	Natives win if	Supays win if	Team three
8	team three and	team three and	3 other players die (no matter if native or supay) while at least one of them—either Sacha or Amaru—remains alive /
9	2 supays are	2 natives are	after they die, neither the natives and supays have won in
10	dead	dead	2 rounds. / after they die, natives and supays reach a tie
11	team three and	team three and	3 other players from the same team die while at least one
12	3 supays are	3 natives are	of them remains alive / if, after they die, neither the
	dead	dead	natives or supays have won in 2 rounds / after they die, natives and supays reach a tie

Hint box: Sacha and Amaru are not considered as Natives or Supays anymore.

hint box: a tie could happen if, given the example situation: game of 11 players, sacha and amaru dead, 2 supays dead, 2 natives dead,

the next voting session, round one supay and one native die, a tie is reached and the third team has won

in the next voting session, 2 natives die and 1 supay dies, supays win by conclusive dominance

Discuss strategies & propose new game

modes -> ayakucho.com/rulebook

Tag us in your game
nights

->

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