

TACITGAMES

Hampi & the Sun Jewel

Gameplay Variations & Tips



VARIATION 1

I want to score more support points and play till all the land tiles are completed.

- ◆ Place a tile (Same as basic)
- ◆ Place marker cubes (Same as basic)
- ◆ Score support points (Same as basic)
- ◆ **Follow the Jewel**
 - When a player WINS a condition in round 2 & 3, he gets to score 6 extra points of each supporter each time he wins the condition.
 - Also when you are shuffling stack 3 to insert condition cards, place one condition card at the end.
- ◆ Game ends when the player meets the condition cards **kept in the last of the stack**

VARIATION 2

I don't want to follow conditions, just want to score more and block others to maximise my chance to win.....

- ◆ Remove condition cards during set-up
- ◆ Place a tile (Same as basic)
- ◆ **Place a marker cube**
In this variant, you may **Re-use the marker cubes from completed zones** in Round 3.
- ◆ Score support points (Same as basic)
- ◆ Follow the Jewel
 - Keep the Jewel out of all the stacks.
 - Winner still gets the Jewel card - as a symbolic gesture

- Since there are no condition cards, players just build and do not follow the Jewel
- ✦ **Player with the highest score wins. Game ends when the last tile is scored.**

VARIATION 3

I want more choice than just placing 1 tile each time so that I get more options to complete a zone and strategise

- ✦ **During set up, distribute 3 land tiles to each player from stack 1. Players do not reveal their cards to other players.**
- ✦ **First player starts by drawing 1 tile from the first stack. He may now choose to place any 1 out of his 4 land tiles in his hand to continue the landscape.**

- ✦ Rest of the game remains the same as Basic or one of the above variants.

VARIATION 4

I don't want others to memorise all the condition cards while I don't know the conditions

- ✦ During set up, **keep away any 2 condition cards out of the game without seeing them.** Do not reveal the condition cards to any of the players. Shuffle stacks and mix the remaining 5 conditions in stack 2 & 3.
- ✦ **But keep one condition at the end of stack 3.** Rest of the game is the same as Basic or one of the above variants.

VARIATION 5

I want to use more marker cubes to score more but still play with the condition cards

- ◆ Place a tile (same as basic)
- ◆ Place a marker cube
 - In a 2-4 player game, you can distribute the left-over marker cubes equally to players. After finishing your original set of marker cubes, you can continue to play with borrowed set to extend the game.
 - OR, in Round 3 - You may re-use the markers provided you mark your completed zones by using other meeples/ markers or record the details of your completed zones by taking a photograph on your phone. (Esp important for Ponds, farms and Temple conditions)

- ◆ All other steps remain as in Basic or Variation 1.

Hope you enjoy these variants. Thanks to our awesome community of players for suggestions and helping us improve the game play. This is not the end, we are always learning from our players and the community.

Please reach out to us if you have an exciting variant and we will publish it for all our players.

We also made a list of strategies that may help you build your strengths during the play. This tip list may help you to plan your moves and win! :-).

A FEW TIPS TO WIN IN HAMPI & THE SUN JEWEL

1. Complete smaller zones to score fast (farms, ponds, road loops)

Smaller zones get good points of supporters. Early wins help you to monopolise the zones. Ponds and farms are big scorers in many games.

2. Use 'Marker cubes' efficiently

They are your only renewable resource. Use them wisely. In the first round, you can plan for 4 to maximise early gains, since in the second round it's fixed as 3 and you cannot use more and in round 3 you may want to keep 3 to negotiate conditions. If you are playing Variation 2 or 5, this may

change. You may want to keep 4 or more in round 3 to maximise your scoring potential of large zones which may have formed due to continuous building.

3. Blocking your opponent

Though many prefer to play Hampi cooperatively and that's how it's designed to be, we observed that blocking increases fun and is more challenging.

- Using tile to block - You can block your opponent in many ways in the game. While placing tile you can add a tile to open the zone than closing and make your opponent wait for more turns to complete.

- Knowing your tile combination helps in blocking an opponent by creating an impossible situation for closure. Especially when a player/s are bidding for a large zone in round 2. It will lock their markers without gains till the end of the game.
- Using marker cube - In round 2 & 3, you may place your marker cube on your turn on zones where opponents have placed theirs. This will reduce their scoring by half and increase yours by half.

4. Get your marker cubes back quickly

This is especially when you are playing variation 2, do not place the marker cubes in the

zones that are more likely to get stuck till the end of the game.

You want each marker to do maximum work as possible rather than being stranded in incomplete farms, ponds, villages and roads.

Put your marker cubes on Zones that get complete easily. Complete as many zones to maximise points and start RE-USING them in Round 3 to complete more zones. Don't forget to surround and complete temples and score all the tiles plus the temple card.

5. Closing road loops

When you close a road loop, you change the winning situation in the game. Large loops score the highest in any

game. Many winners plan to close a large road loop to score maximum especially in round 3.

In case of overlapping loops, the shortest loop which has not been occupied by other players is to be considered.

6. Knowing your tiles

On each turn there are always multiple ways to maximise score depending on where you place the tile. If you can match the position to maximise support points you gain. Knowing your elements - farm, village, pond, road helps you to place tile more effectively and also block your opponent cleverly.

7. Things you have to keep reminding yourself when you play

- How many support points will you plan to earn with this move?
- How many more moves are left in the game?
- How many condition tiles are left in the game
- Which are the remaining conditions left in the game and What kind of support points should I plan for ?
- How many zones can be completed ?
- How many ways can I block the player who is winning ?
- How many large road loops can I complete?
- How many marker cubes are left with me?

Hope the above tips give you more power and more ideas to play Hampi & the Sun Jewel with more fun! Waiting to get your feedback.

Drop in a mail to games@tacit.in

Thankyou.

Team TACITGAMES

www.tacitgames.in/hampi

We will be very happy to have you with us at our studio, if you are interested to play test our exciting upcoming games.

Write to us on games@tacit.in