

Tahuantinsuyu Clarifications

Huacas are local shrines. A *Huaca* site is in all the regions it touches. So, building a road to a *Huaca* site connects all the regions it touches to the Empire and you should turn over their Local Culture chips.

Immediately after playing a Sun Event Card during the Sun Phase, you draw one card from the deck. You should always have three cards in your hand.

In the “Build a Garrison” and “Build a City” sections of the rules the rule should state: “...Site that is connected to the active player’s Road system IN CONTACT WITH a conquered Region.”

On the “Military Superiority” Event Card, the text should read: “Every Region you conquer during the People Phase, requires ONE fewer Labor...”

A Wilderness road (see the “Wilderness Road” Event Card) may only cross one regional border. (No, you can’t connect Quito and Ranchillos with one road!)

A Wilderness road may be built across the starting regions.