

RUMIS™

CREATED BY STEFAN KÖGL



RUMIS, meaning “stones” in the ancient language of Quechua, is the game of geometric strategy based on the wondrous architecture of the Inca. More than 500 years ago, the Inca built massive buildings using enormous stones, some weighing as much as 200 tons, transported over rugged mountain terrain. Inca builders fit these huge stones together so precisely that no mortar was needed. Just like the ancient Inca, RUMIS players use their stones to construct replicas of these structures. But who is the cleverest craftsman? You’ll find out using the stones in the smartest way.

Contents

- 44 RUMIS “stones” in 4 colors
- 4 game boards—building plans of Inca structures (wall, pyramid, stairs, tower)
- 1 turntable



WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.

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Getting Ready to Play

1. Each player chooses a set of 11 RUMIS stones, all the same color.
2. Place the turntable on a flat surface.
3. Choose one of the game boards—the Pirka (wall), the Coricancha (pyramid), the Pisac (stairs), or the Chullpa (tower)—and place this building plan on the turntable. Insert the game board so that it doesn't shift.

Height Restrictions

Depending on the structure you have chosen to build and the number of players, the following restrictions are placed on the maximum height of each structure (the height is given in number of cubes):

	With 2 players	With 3 players	With 4 players
Pirka (wall)	2	3	4
Coricancha (pyramid)	4	4	4
Pisac (stairs)	4	5	8
Chullpa (tower)	4	6	8

Note: The Coricancha (pyramid) and the Pisac (stairs) are multileveled buildings. The maximum height per row of stones is indicated by numbers on the corresponding game boards.

Starting the Game

The First Round

1. The first player starts by placing a stone on the game board. The stone must stay within the perimeter of the building plan and not exceed the height limitation of the structure. (FIGURE 1)
2. The remaining players place their first stones within the building plan so that they touch at least one face of any previously placed stone(s) and the game board. (FIGURE 2)

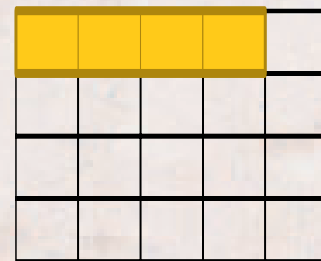


FIGURE 1

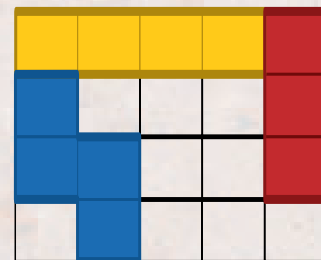


FIGURE 2

Subsequent Rounds

3. After the first round, all stones must be placed so that they touch at least one face of a stone of the **same color**. (FIGURE 3)

For example, a yellow stone must be placed so that it touches at least one face of another yellow stone.

Important: This stone can also touch the faces of red, blue, or green stones as long as at least one yellow face touches another yellow face.

Note: Rotate the turntable before placing stones to see all placement options.

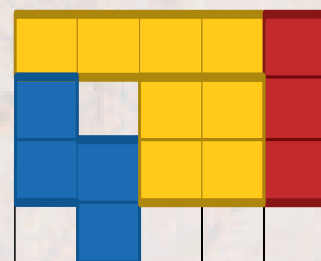
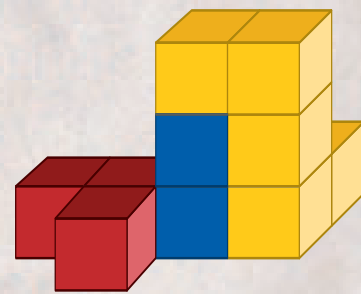


FIGURE 3

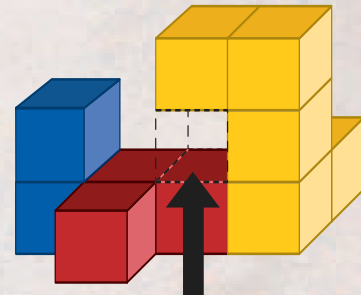
Additional Rules for Placing Stones

- Stones must be placed so that their square faces line up with the squares of each building plan.
- No part of any stone may extend beyond the perimeter of the building plan.
- No part of any stone may exceed the height limitations of the structure.
- The height restrictions for the *Coricancha* and *Pisac* structures are designated with numbers on the corresponding game boards.
- Stones should be placed so that no gaps, holes, or tunnels are created that could not be filled by stones placed from above. (FIGURE 4)
- Stones should only be placed from above.
- If a player has a move, he or she must make the play. Players cannot “pass” if a move is possible.
- If at any point in the game a player cannot place a stone on the game board, he or she may not place any more stones in that game.



Correct Placement

Open spaces can be filled by stones from above.



Incorrect Placement

Hole cannot be filled by a stone from above.

FIGURE 4

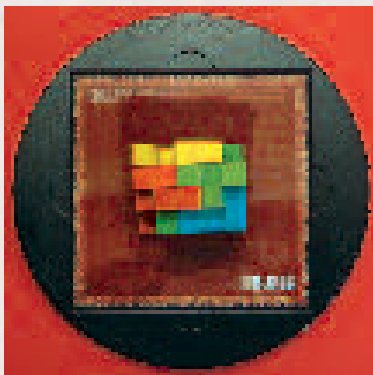


FIGURE 5

End of the Game

The game ends when players are unable to add any more stones to the structure. Each player receives points based on how many faces of their stones are visible from above. After counting visible faces, players must deduct a point for each stone that could not be placed by game's end. The player with the most points is the winner of RUMIS. In FIGURE 5 the “yellow” player earned 4 points, “red” earned 6 points, “green” earned 6 points, and “blue” earned 4 points. Red and green tied.

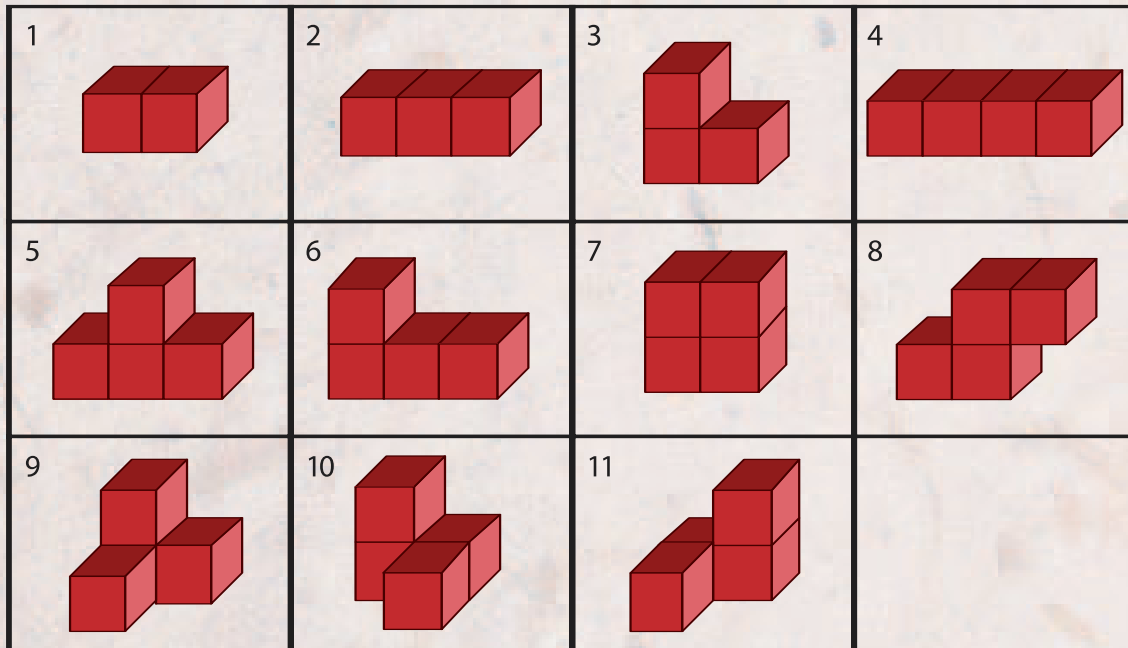
Rumis Variations

Solitaire: RUMIS can be played alone in a variety of ways. Try to build a multicolored cube in various sizes: 3 x 3 x 3, 4 x 4 x 4, or 5 x 5 x 5. Using stones of only one or two colors is trickier. How many ways do you think there are to build a 3 x 3 x 3 cube with one color? It's even more difficult to build a 5 x 5 x 5 cube using the four different colors, placing them in turn according to the RUMIS rules where stones have to touch their own color.

Game for Two: If you play RUMIS with only two players, the game will not take very long. To make the game more exciting, two players can simulate four. Each player uses stones of two colors, alternating their colors and adhering to the height limitations for four players. At the end of the game, the player with the most points for one color wins.

The RUMIS Stones

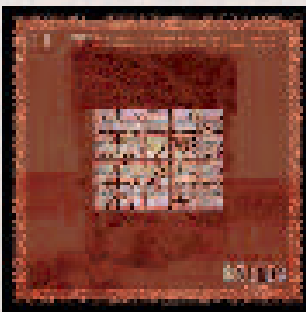
RUMIS contains eleven different configurations of stones in four different colors.



Note: To replace a lost or broken stone, contact customer service with the color and number (shown above) of the stone.

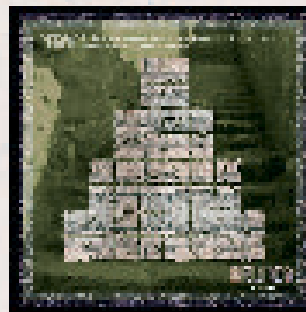
The RUMIS Structures

The building plans in this game are based on authentic Inca structures. Here are some interesting facts about these monuments:



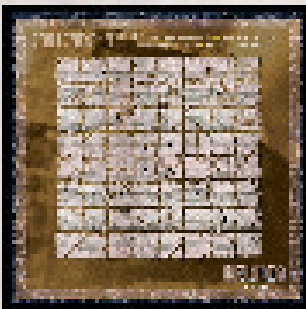
Chullpa

The tower, or funeral chamber, is known for housing mummies and their treasures for hundreds of years.



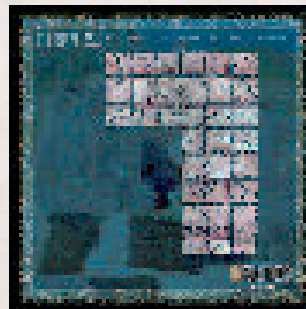
Pisac

The stairways allowed the Inca to master the steep slopes of their mountainous civilization.



Coricancha

The pyramid, known as the "Corral of Gold," was the most important temple in the Inca Empire.



Pirka

The wall design, used for less important buildings, was constructed with rough stones set in mud.

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