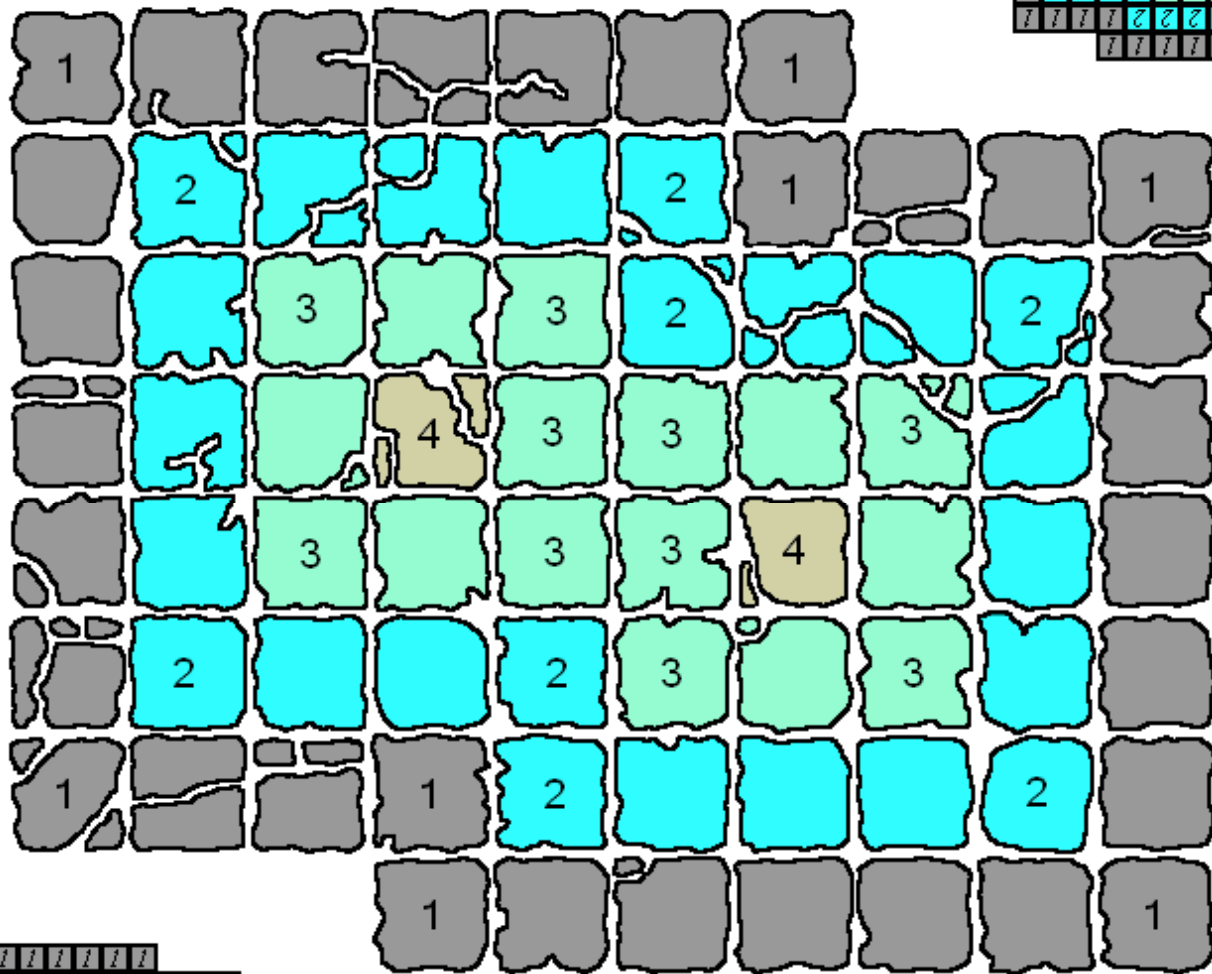


Akon Cahuak

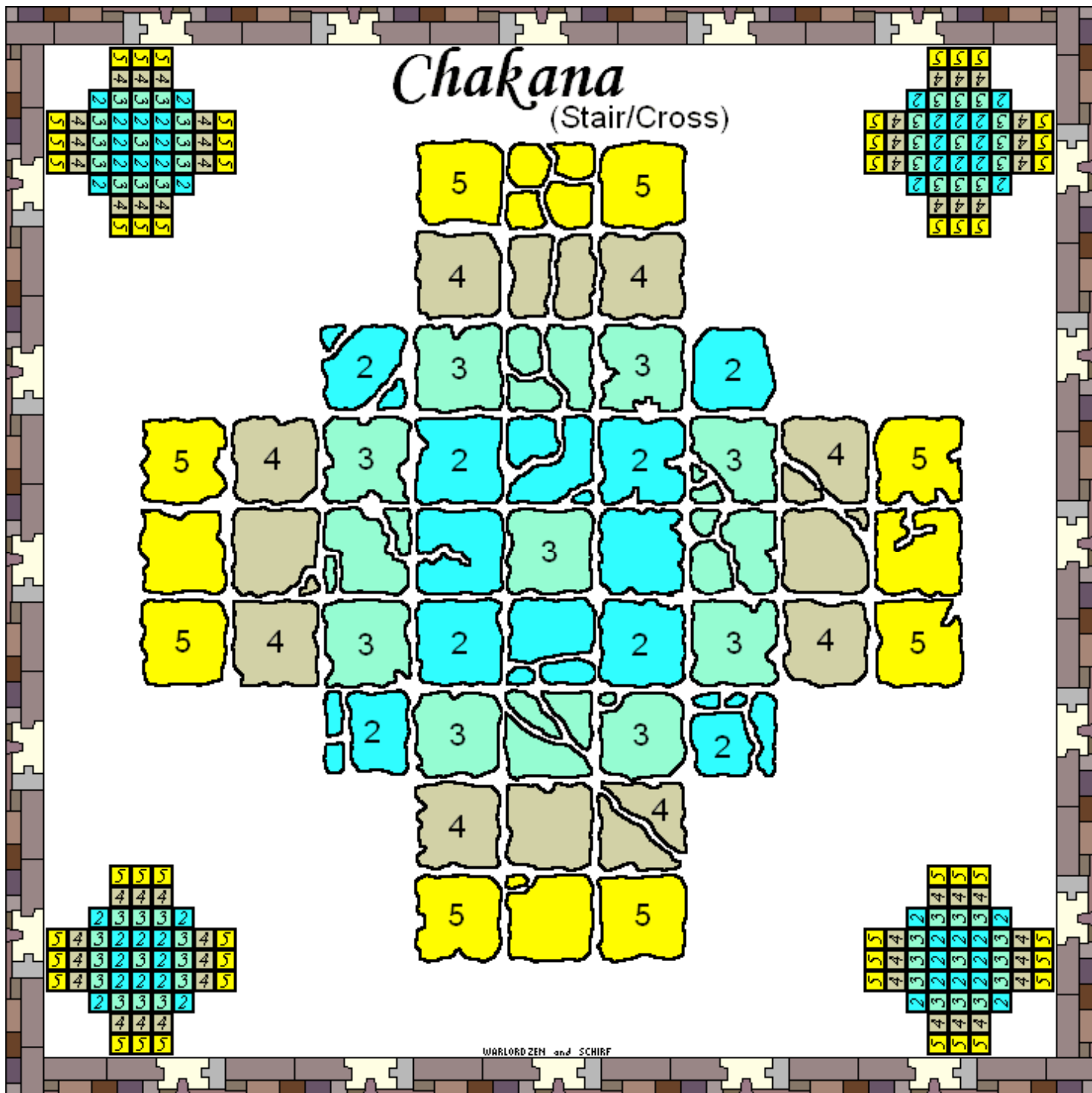
(Stone Sentinel)

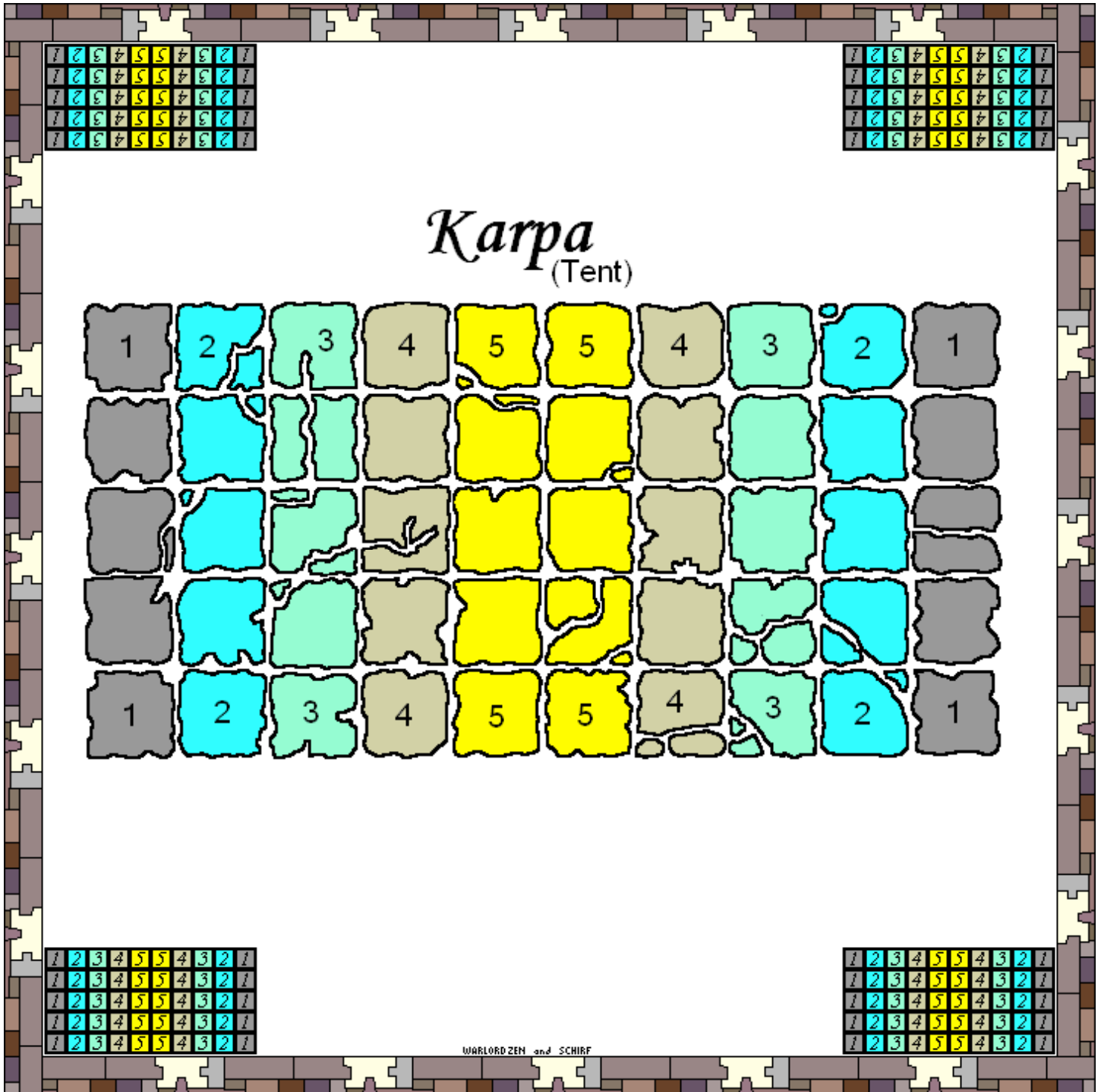


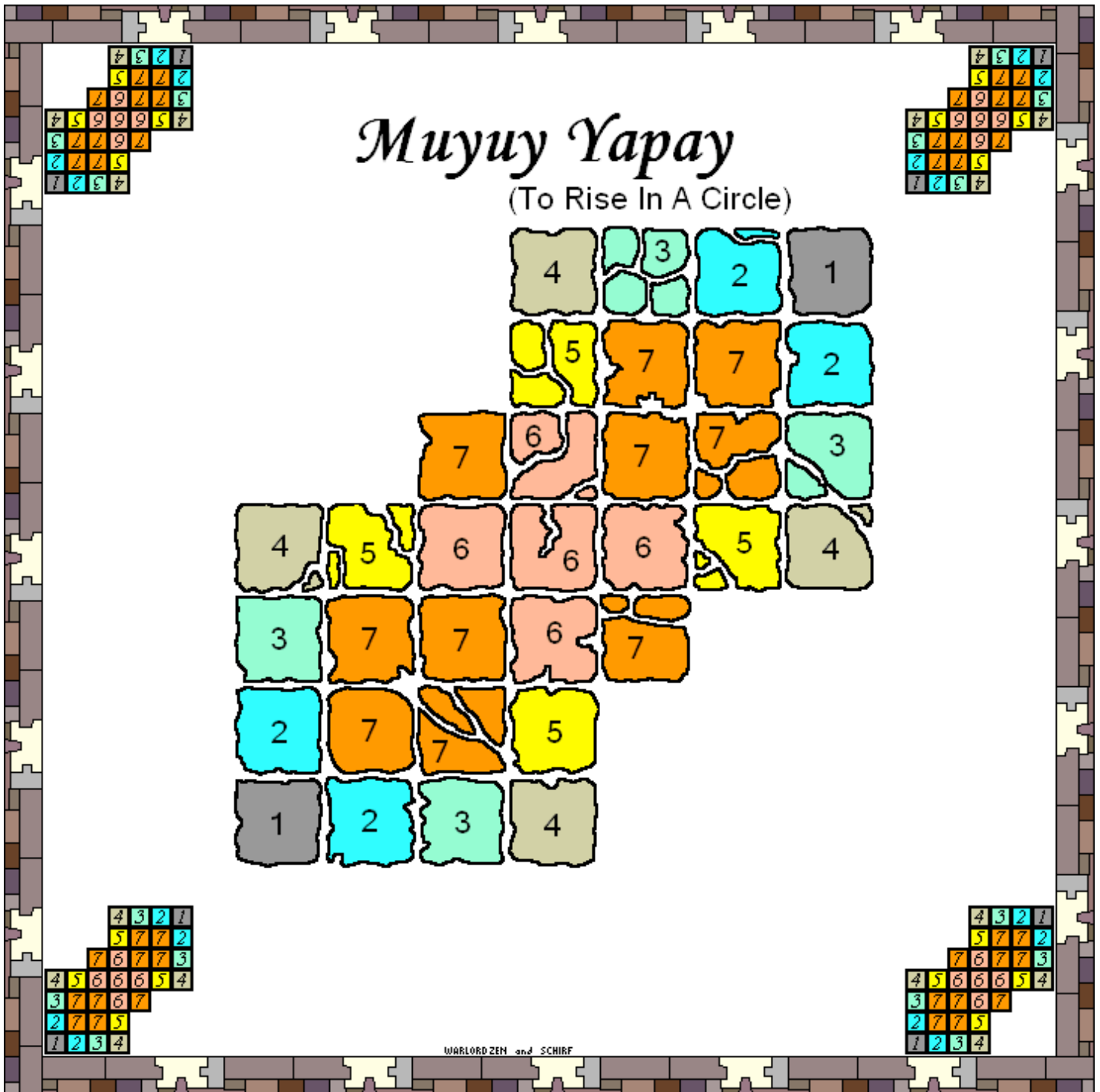
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/	2	3	4	3	3	3	3	2	/
/	2	3	3	3	3	4	3	2	/
/	2	2	2	2	3	3	3	2	/
/	/	/	/	2	2	2	2	/	/
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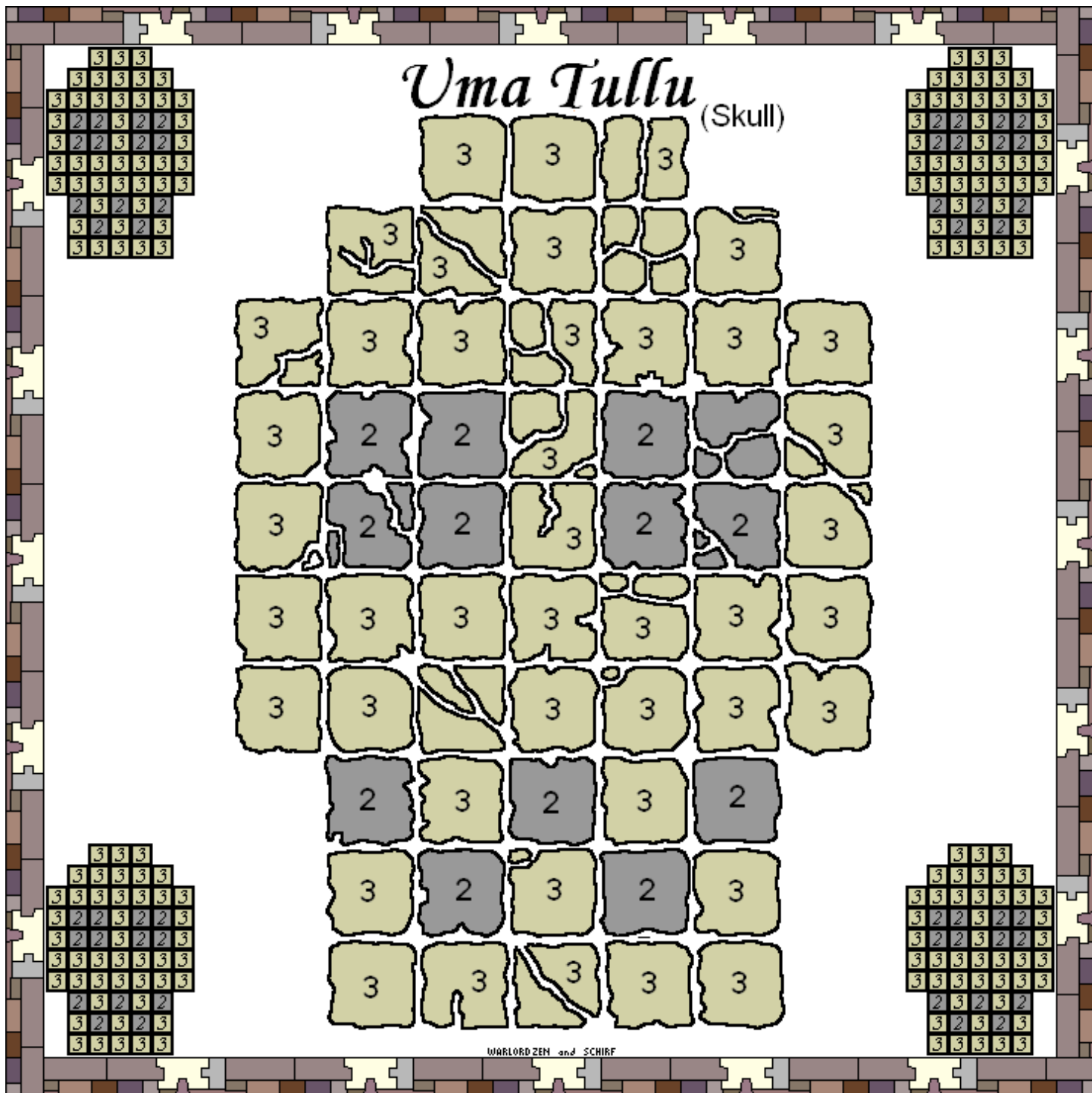


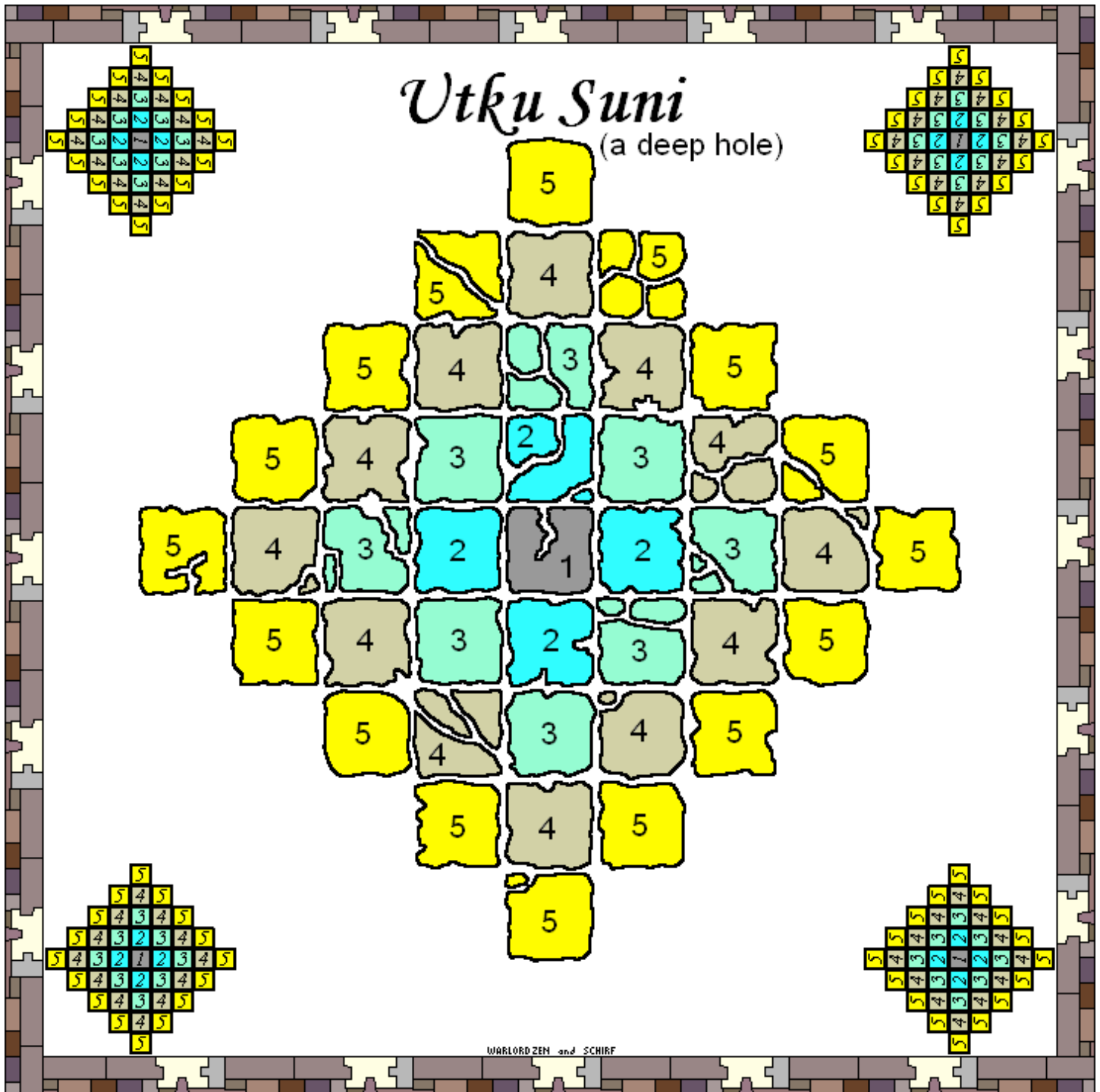


Tawantin Suyu

(Four United Regions)

WARLORDZEN and SCHIRF



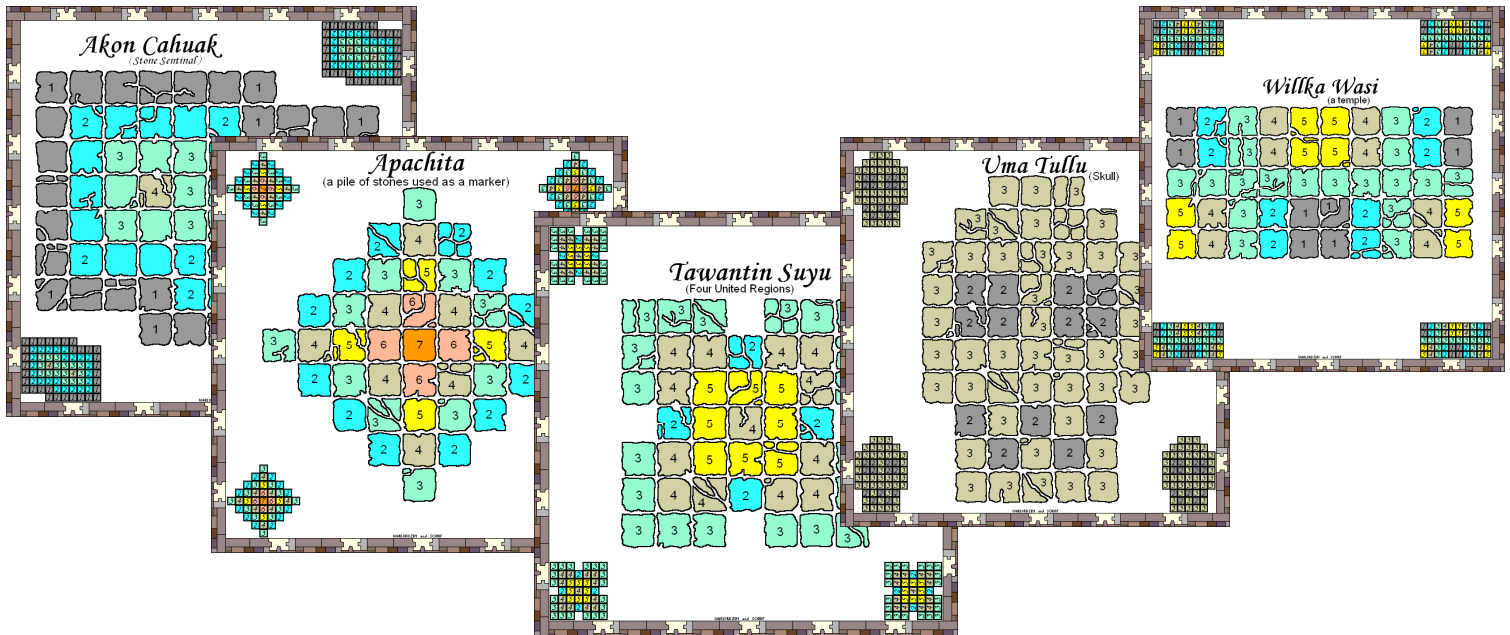


Willka Wasi
(a temple)

1	2	3	4	5	5	4	3	2	1
1	2	3	4	5	5	4	3	2	1
3	3	3	3	3	3	3	3	3	3
5	4	3	2	1	1	2	3	4	5
5	4	3	2	1	1	2	3	4	5

WARLORDZEN and SCHIRF

12 Rumis Maps designed/created by Paul Schirf and Warlord Zen



12 Rumis Maps designed/created by Paul Schirf and Warlord Zen of BGG
<http://www.boardgamegeek.com/article/773401>

All height limits are for 4 players.

- Akon-Cahuak** (Stone Sentinal)
- Apachita** (a pile of stones used as a marker)
- Chakana** (Stair/Cross)
- Chuwa** (bowl/plate)
- Karpa** (Tent)
- Llanu-Pikchu** (Pointed Mountain Peak)
- Muyuy-Yapay** (To Rise in a Circle)
- Tawantin-Suyu** (Four United Regions)
- Uma-Tullu** (Skull)
- Usnu** (Seat of the Chief)
- Utku-Suni** (a deep hole)
- Wilka-Wasi** (a temple)

Put original .gif images into PDF by **mr bass** Jan 24, 2006
formatted to 19cm x 19cm same as original Rumis Cardboard Maps.
download from <http://mr bass.org/boardgames/rumis> or
<http://www.boardgamegeek.com/game/6411>