

## **TAMBO GAME (Posta), from the coast to the Inca Palace in the Andean Ranges**

**A treasure hunt, based on pre-Columbian Inka culture**

This game is based on precolonial Andean costumes and traditions. It has been developed to simulate in a ludic way the relevant work 'chasquis' used to do in the Inca Empire, which consisted in taking messages (via 'quipus'), goods and a shell (to announce the arrival to the next chasqui) from one 'tambo' to the next. Chasquis could cover up to 240km a day. Please see images below.

### **Aim of the game:**

- each group of chasquis will teamwork and run the Posta game. Each sub group has to find clues on the way and pass the information to the following group of chasquis. The last group of chasquis has to bring the complete information and the breakable good to the Inca. The group that has the correct message and the intact goods in the shortest time is the winner. If time allows, the groups will swap in the same order to the next 'cancha' (court)

### **Requirements:**

- 3 grass fields, preferably big! Each field has a dedicated theme (Field 1: Inka foods, Field 2: Inka precious metals and stones, Field 3: Inka costumes and animals)
- 8 bases, only 7 bases have 3 javelins per base (=21 javelins per field and string to tie them together at the top), plus the sign "Tambo # 1", to #7
- 7 x 50 metre runs (if space is scarce, we can distribute runs in a parallel fashion)
- 1 backpack per group, with a 'surprise breakable delicate gift to the Inca Emperor'
- 1 Quipus per group
- 1 head ornament per group and 1 visible armband.
- 7 hidden papers with a clue message per tambo. The clue message consists of e.g. the name of a fruit in Spanish and the photo of the object with a piece of the related colour of the wool in the quipus.
- For the 8 runs x 3= 30 witches hats, 9 bands for the legs, 15 spoons and 15 potatoes, 15 potato sacks.
- 3 sports chronometers, if possible.

### **Game pre-instructions:**

- Each field will have 8 bases. Each stop (but the first one 'largada') consists of a stand (tripod) made out of three javelins. From each tripod we hang a sign with the word 'tambo'. Inside the sign there is a folded paper with a clue. Between each stop there should be about 50 metres distance.
- In this sport/ game workshop we divide the double group in three, so that we have three groups of 35 children maximum in each group.
- Each facilitator divides each group in 7 (about 5 children per sub-group).
- Each subgroup has a student leader.

### **Game instructions:**

- Game is explained to the children.
- Each leader gets a special band on the arm and a backpack with a 'delicate' surprise gift to the Emperor and a headpiece.
- Each group will walk to a pre-chosen themed field with one of the facilitators.

- Each sub- group walks to one of the 7 stands “Postas”. The first one (‘largada’) does not have a stand.
- On the ‘preparados, listos ya’, the first group starts running to the first posta stand with the quipus. Once they arrive to the tambo, they will find a clue on the sign, that will complement the information in the quipus. Once the group has the answer, they will pass the quipus, the crown, the band and the backpack to the next group.
- The next group starts running/ jumping/crawling and has to do the same as the previous group.
- So it goes, until the last group arrives to the Inca Palace and has to give the Inca the intact good in the backpack, the quipus, the crown and the complete message gathered.

### Skills from Tambo to Tambo:

- Largada to Tambo#1: normal running
- Tambo#1 – Tambo#2: every second chasqui runs blindfolded and needs a helper to arrive to Tambo#2
- Tambo#2 – Tambo#3: Slalom with witches’ hats
- Tambo#3 – Tambo#4: 3-legged run
- Tambo#4 – Tambo#5: Potato sack run
- Tambo#5 – Tambo#6: On all fours
- Tambo#6 – Tambo#7: Everyone with a potato on a spoon
- Tambo#7 – Tambo#8: Run backwards

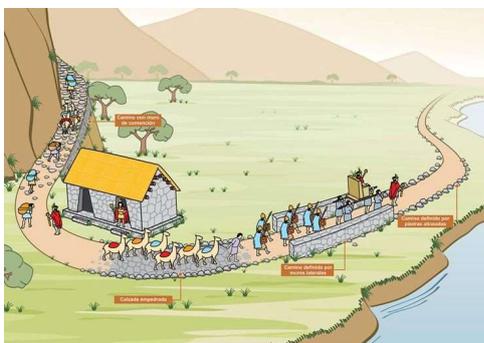
### Vocabulary:



Chasqui wit quipus and pututu



Quipus



Tambos



Chasqui trails

**Canchas (fields):**

**Field 1: Foods**

1. Choclo = verde
2. Pez = azul
3. Quinoa = amarilla
4. Tomate = rojo
5. Cacao = marrón
6. Papa = morada
7. Yuca = blanca

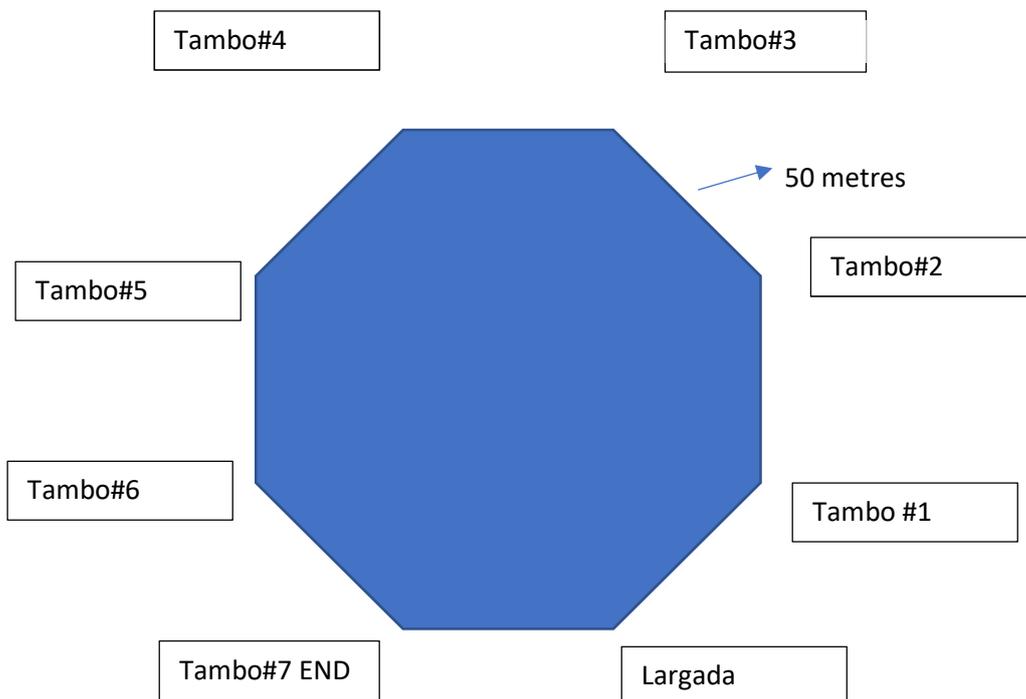
**Field 2: Metals and Stones**

1. Oro = dorado
2. Plata = plateado
3. Bronce = amarillo
4. Cobre = rojo
5. Obsidiana = negro
6. Cuarzo = blanco
7. Lapiz Lazuli = azul

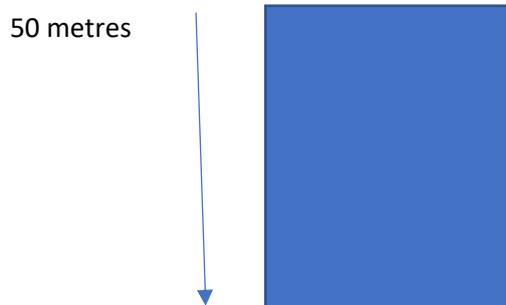
**Field 3: Clothes and Animals**

1. Chuyo = multicolour
2. Poncho = rojo
3. Alpaca= negra
4. Cui = amarillo
5. Chanclas = amarillas
6. Tumi = dorado
7. Túnica = blanca

**Cancha Layout:**



If space is scarce the Posta can have this shape and run in parallel lines



**Buena suerte con el juego**