

Wari

RULEBOOK



= INTRODUCTION =

On Iwari, there are no teeming masses, no continent-wide civilizations. Humanity is in its infancy living in scattered tribes in forest, tundra and desert.

The tribes have left their ancestral homelands to explore the vast uncharted territories, encountering other fellow tribes and exchanging knowledge, culture and wisdom.

= OVERVIEW =

Iwari is an abstract-like euro game where players represent different tribes who endeavor to define their identity by traveling and expanding settlements into five different types of territories in a strategy game of majorities.

= COMPONENTS =



1 Game Rulebook



1 Double-sided map game board



40 Plastic totems (8 for each color)



105 Wooden tents (21 for each color)



1 Score-track board

10 Territory scoring markers



4 Mountains for connection blocking

4 Double-sided 50-100 points tokens



57 Biome cards
(13 red, 12 green, 11 blue, 11 yellow, 10 orange)



1 Totem connection scoring marker
(first player token)

= SETUP =

1. Place the map game board in the center of the table.
2. Place the scoring-track board beside the map game board.
3. Each player selects a color and takes all the tents and totems of that color. Then each player place one of their tents in the initial post of the scoring-track board.
4. Depending on the player configuration, place the mountains to block certain connections on the map game board. There are four sets of two connections each marked with the following symbols. ▲▲▲▲. When placing mountains, randomly choose one of the two available connections for each set and block it by placing a mountain token on top of the connection number. All the connections covered by mountains will not score at the end of the game.

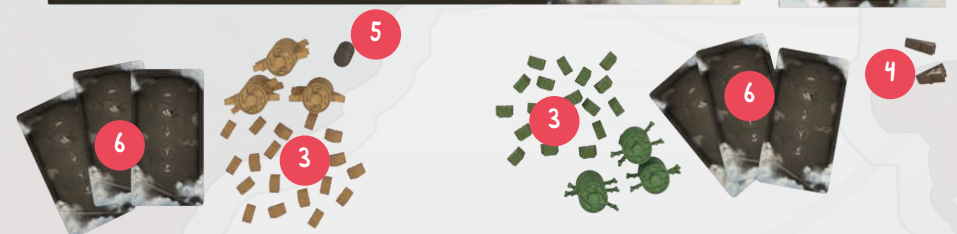
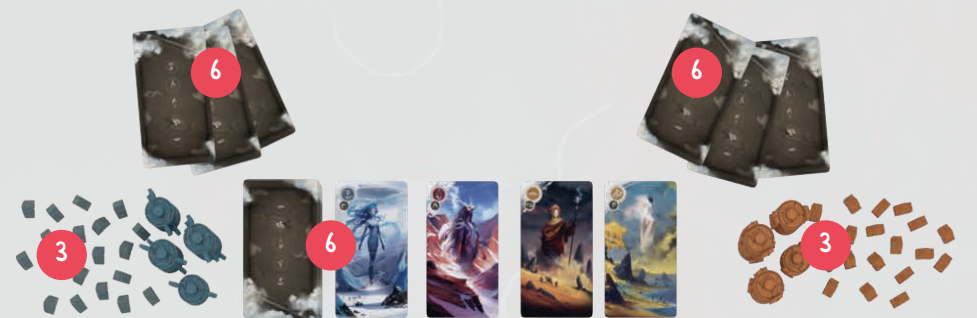
Players	▲	▲▲	▲▲▲	▲▲▲▲
5	●			
4	●	●		
3	●	●	●	
2	●	●	●	●

The player that most recently traveled is the starting player. Take the totem connection scoring marker.

5. Players take three cards as their starting hand. The starting player puts the remaining cards face down beside the board as a draw deck and draws the 4 topmost cards, placing them face up next to the draw deck. This will be considered the display.

For second time players:

Create the draw deck and reveal the display as explained above. Starting with the last player, draw your hand from the draw deck and/or display to create the starting hand. The face-up are only replenished back up 4 once a player has completed refilling his hand.



= THE BOARD =

The map shows the world of Iwari that is divided in territories that belong to the 5 different biomes.

Each territory has two types of symbols, the bigger for the totems and the smaller is for the tents.



Forest (green) Tundra (red) Coast (yellow) Glaciers (blue) Desert (orange)



The numbers on the map indicate the different connections between two territories and they are scored in number order.

= GAMEPLAY =

Starting with the first player and proceeding in clockwise order, each player takes a turn by performing one of the following actions;

1. During their turn, players may play up to three cards from their hand to place tents or totems on the board. Then, players will refill their hand back to three.
2. Discard one card and draw one card.

Whenever the draw deck is exhausted, the players score. The first time the players will only score tents majority. The second time the draw deck is exhausted the game ends. Score the tents majority again along with totem connections and settlements.

= PLAYING CARDS =

On their turn, the player may play up to three biome cards from their hand to place tents or totems on the board. The color and symbol of the biome card played indicate in which territory the player may place their piece.

After placing the piece, the player discard the cards on a discard pile in front of them.



= PLAYING PIECES =

Players must use the following rules while placing pieces on the board:

- A player may place one piece for each biome card.
- A player may only place pieces on a single territory on their turn.
- In an **unexplored** territory (that doesn't have any pieces yet) a player may place a single tent.
- In an **explored** territory (that has at least one piece of any color) a player may place up to two pieces.
- Two biome cards of the same color can be used as a joker to place a piece in another biome color.

The 3 2 1 golden rule: A player may use up to 3 cards to place up to 2 pieces into 1 territory.

The following special rules apply when placing the different types of pieces:



A **tent** must always be placed onto a tent space (smaller circles in the territories).

A tent space may not contain more than 1 tent.

Should all tent spaces in a territory be filled, then no more tents may be placed in that territory.



A **totem** must always be placed onto a totem space (bigger circles in the territories).

A totem space may contain multiple totems.

Fundamental rule: The tent majority within a territory determines the maximum number of totems that may be present in that territory. No totems may be placed into a territory without any tents; no majority exists in that territory yet.



In this example, the red tribe has the majority of tents with a total of 3, that means that a maximum of 3 totems can be placed in that territory.



On a future turn if red places another tent in the territory, the limit for the amount of totems that can be placed in that territory will increase to 4, allowing the red player to strategically place a totem during the same turn; the turn will end immediately after since the red player placed two pieces.

Even if a territory is filled up with tents, players may continue to place totems into that territory, provided they follow the placement rules.

= DRAWING CARDS =

Players only replenishes their hand back up to 3 cards once they have ended their turn.

Players may choose face-up biome cards or biome cards from the draw pile in any order and combination they wish.



The face-up cards are only replenished back up to 4 once a player has completed refilling his hand.

The turn passes to the next player in turn order.

= HALF JOURNEY SCORING =

When the draw deck is exhausted for the first time, reshuffle the discard piles into a new draw deck, the current player will finish drawing cards and interrupt the game immediately to score the tent majority. Totems and settlements are not scored.

Use the tent scoring markers to mark the territories while you score them.

= TENT SCORING =

The player with the **most tents** in a territory receives one point for each tent in the territory, regardless of color.

The player with the **second-most** tents in a territory receives one point for each tent belonging to the player with the most tents.

The player with the **third-most** tents in a territory receives one point for each tent belonging to the player with the second-most tents.

The player with the **fourth-most** tents in a territory receives one point for each tent belonging to the player with the third-most tents.

The player with the **fifth-most** tents in a territory receives one point for each tent belonging to the player with the fourth-most tents.

If a player doesn't have any tents in a territory, then he doesn't score any points for that territory.

In the event of a tie, each tied players receive the full amount of points.

All other players receive points for their position without skipping any for the tie.

Once you have scored all the **explored** territories Remove all the tent scoring markers. The turn passes to the next player in turn order.



In this example, the red tribe has majority of tents and will get a total of 6 points (1 per tent in the territory), while blue, which is the second most, will get a total of 3 points (1 point per tent of the player with the most). Finally, green will get 2 points (1 point per tent of the player with the second most).

= END OF THE JOURNEY SCORING =

The game ends when the draw pile has been exhausted for the second time. The current round is still played to the end.

Score the tents, then the totem connections and finally the settlements.

Use the tent scoring markers to mark the territories while you score them and proceed to score the tents as you did for the half journey scoring.

= TOTEM SCORING =

Here, the totems themselves aren't scored; rather, the connections between totems in two neighbouring territories are.

There are 19 possible connections, numbered on the map board from 1 to 19. The connections are scored in numerical order. Use the totem score marker to track the connections while you score them from 1 to 19.

A totem connection is only worth points when a player has the totem majority in both of the connected territories.

In the event of a tie, the tied players are all considered to have a majority.

The players with the totem majority in both connected territories receive 1 point for each totem in both territories, regardless of color.



In this example we are scoring connection #9. On the blue territory both yellow and blue have the majority, while on the red territory, only yellow has the majority.

Since yellow holds majority in both territories, the player will score 1 point per totem that belongs to the connection regardless of color, which in this case equals to 5 points. Blue won't score points because he just has the majority in one of the two connected territories.

= SETTLEMENT SCORING =



Player must have 4 or more sequential tents along the road, and will score 1 point per tent. Settlements may also cross territories.

The winner is the player with the most points at the end of the game. In the event of a tie, the winner is the tied player with the most pieces (tents and totems) remaining in his supply.

= LANGUAGES =



This rulebook is also available in several other languages on our website. You may scan the QR Code at the left for easy access on your mobile device, or you can type the following address manually on the device of your choice:

<https://thundergryph.com/rulebooks>

= SUPPORT =

We are here to help, send us an email if you have any problems:

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