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WUTAKI



RULEBOOK

THE STORY OF WUTAKI

There is turmoil in the small village of Wutaki!

The villagers worship Buka, a gigantic monster living under the mighty volcano, as their god. Now exactly this volcano is threatening to erupt in a giant explosion. The Wutakians believe they have angered the sacred creature.

To appease Buka's wrath, the leaders of the rival tribes send subordinate workers to various locations in the kingdom to collect offerings and sacrifice them to the creature. Each tribal leader wields power over a mighty tower that controls one of the four elements: fire, water, wind and earth.

At the same time, doubts are spreading among the Wutakians: Is Buka not a god at all, but only a creature living in a terrible mountain?

Dark omens make their way to Wutaki and divide the tribes. Some tribal leaders long for the end of the world to put an end to the old beliefs. The great battle for the future of all Wutakians has begun!

Take on the role of one of the powerful tribal leaders. Use the elemental powers to your advantage and face the challenges that await you!

Use your workers skillfully to gather resources and omens, increase your followers, upgrade your tower of power and the places you visit, fulfill pacts and outplay the other tribal leaders strategically.

**Which path will you choose:
Faith or pure destruction?**

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HOW TO WIN?

The goal of the game is to have collected the most victory points (VP) after triggering the games end conditions.

Victory points are earned primarily by fulfilling claimed pacts and climbing the Pyramid of Doom.

GAME COMPONENTS

1 Gameboard



4 Playerboards



4 Masterboards (double-sided)



4 Cost Marker



135 Resource Marker



6 One-Time Skill Marker



4 Element Cards



9 Towerupgrade Cards



20 Secret Pact Cards



68 Pact Cards



45 Omen Cards



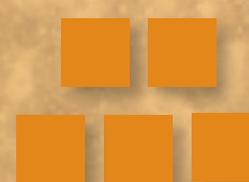
19 Revenge Cards



20 Round Cards



5 Neutral Markers



1 Starting Player Marker



16 Loyal Workers
4 per color



16 Additional Workers
4 per color



4 Special Workers
1 per color



24 Upgrade Markers
6 per color



4 Victory Point Markers
1 per color



PLAYER SETUP

GENERAL

Place the game board in the center of the table. Separate the different types of cards and shuffle them well. Place the Pact, Round, Omen, and Revenge cards face down on the designated markers on the game board.

The remaining materials are placed next to the game board accessible to each player.

GAME MATERIALS

Choose your player color and take the corresponding game materials.

Each player receives:

- 1 Playerboard (see page 9)
- 4 Loyal Workers (large game piece)
- 4 Additional Workers (small player figure)
- 1 Special Worker (small game piece)
- 6 Upgrade Markers (disc)
- 1 Victory Point Marker (die)
- 1 Resource Token each (gold, sheep, wood, oil, stone)

ADDITIONAL MATERIALS

The receiving of the following materials is described below:

- 1 Element Card
- 1 Secret Pact Card (draw 2/discard 1)
- 1 Cost Marker
- 2 Omen Cards
- Starting Player Marker (1 player)
- 1 Masterboard
- 2 Pact Cards



Place the **victory point markers on the 05** of the victory point counter that follows around the board. Place the **pact marker on the 0** of the pact counter. The other game materials remain in your private supply.



ELEMENT CARDS

Each player draws a random element card and places it face down on the top of the playerboard. Keep this information to yourself. Unselected element cards are put back into the box unseen.



SECRET PACT CARDS

Each player draws 2 secret pacts, one of which he chooses and keeps. The other, unselected secret pact is shuffled back into the deck. (see page 15)

COST MARKERS

The 4 cost markers are placed face down. Each player draws a marker and places it on his player board (top right marking) with the resource side up. (see page 13)

OMEN CARDS

Each player draws 2 omen cards from the deck, places them in his private supply and keeps them secret.



STARTING PLAYER

The player who was the last to shear a sheep becomes the starting player, gets the starting player marker and will start each game round, if the starting player marker is not claimed.

MASTERBOARDS

Symmetrical variant: Each player receives a master board and uses side A. All A sides are identical.

Asymmetrical variant: Lay out the 4 masterboards with side B face up. Each player now chooses one of the masterboards, starting with the starting player.

PACT CARDS

Place 4 pact cards face up on the designated markings on the board. Each player, starting with the starting player, chooses 2 pacts from the open display and places them in his private supply. Fill the empty spaces with new pacts immediately after a player chooses 2 pacts.

COMMON SUPPLY

All remaining resources for wood, oil, sheep, stones and gold are collected in a general supply.

The resources are limited. Once the supply is used up, no more resources can be obtained.

100 VP TRACKER 05 10 15 **END CONDITIONS & END SCORING** 20

WUTAKI
PACT CARDS

ROUND CARDS

PLAYER ACTIONS

OPENLY DISPLAYED PACTS

OMEN CARDS **REVENGE CARDS**

PACT COUNTER

PRIVATE SUPPLY PER PLAYER



COMMON SUPPLY



GAME OVERVIEW

Play clockwise in an unspecified number of rounds until one of the end conditions is met. Start each round with the starting player. At the beginning of a new round, first reveal a new round card and follow the instructions on it.

Each player has 2 actions available during his turn in the following order:

1. Place a worker

Place a worker in a designated worker space and perform the displayed action.

2. Optional: Fulfill Pacts

Fullfill as many claimed pacts from your personal supply as you want.



END OF ROUND

The current game round ends when no player has any more available workers in his private supply. Players may finish their rounds before other players depending on the number of additional workers (incl. special worker) they recruited.

Follow these 3 points before starting the next game round.

1. Starting player marker

Check whether the starting player marker was claimed. If it wasn't claimed the playing order remains unchanged.

2. Retrieve workers

Retrieve all deployed workers back to your private supply. Additional workers are **not** returned to the playerboard.

3. New round card

Reveal a new round card and follow the instructions on it.

END CONDITIONS

If a player meets one of the end conditions, any other player has one final turn before the final score is determined, if they still have workers available. This is followed by the final scoring.

100 Victory points

One player has reached at least 100 victory points.

Pyramid of Doom

The top level of the Pyramid of Doom was climbed.
(See page 11)



FINAL SCORING

Scoring order per player

1. Evaluate received revenge cards.
2. Evaluate unfulfilled pact cards.
Deduct 8 VP for each unfulfilled pact card.
3. Evaluate the secret pacts cards.
4. Score the elemental bonus and penalty of claimed and fulfilled pact cards.
5. Evaluate your permanent omen card, if any.
6. Get 1 VP per fulfilled pact card of your controlled element of other players.
7. Get 3 VP for every 5 resources of the same type in your stock, but a maximum of 15 VP.



WINNER DETERMINATION

The player with the most collected victory points wins the game and will decide the future of Wutaki.

TIEBREAKER

In case of a tie the player with the most collected resources wins. If there is still a tie the player with the most upgrades wins.

If there is still a tie the current starting player decides which player is more worthy.

SCORING EXAMPLE

The player (e.g. Lisa) has reached 110 VP on the victory point tracker during the game and thus initiated the end of the game.

1. REVENGE CARDS



Lisa has fulfilled more than 4 pacts and loses 6 VP. Since she has less than 5 stones in her supply so she ignores the second revenge card.

2. UNFULFILLED PACTS



Lisa has one unfulfilled pact at the end of the game so she loses 8 VP.

3. SECRET PACTS



With 5 fulfilled fire pacts Lisa has fulfilled the most pacts of this element and receives 10 VP.

4. FULFILLED PACTS



5 fulfilled fire pacts: 15 VP (5 x 3 VP)
1 fulfilled water pact: -5 VP (1 x -5 VP)
1 fulfilled earth pact: 0 VP

Lisa receives 10 VP.

5. PERMANENT OMEN CARDS



Including this permanent omen card, she receives 1 VP for each omen card. Lisa has another 9 omen cards in her hand and receives 10 VP.

6. PACTS OF OTHER PLAYERS



The other players fulfilled a total of 4 fire pacts so Lisa gets 4 VP because she controls the fire element.

7. RESOURCES



Lisa has collected 5 oil and receives 3 VP.

For the remaining resources (4 wood, 2 stone and 2 gold) she receives no further points.

Lisa adds up all the points and finishes the game with a total of 133 victory points.



ELEMENTS

ELEMENTS

In the game you will find 4 different elements on various cards. First of all you will find them on the element cards, secret pact and pact cards. In Wutaki each tribal leader controls the power of one of these elements:



ANTI-ELEMENTS

Every element has an element that counteracts it: the anti-element

For example, if a player controls the fire element he receives negative points for the water element at the end of the game in return. These anti-elements are noted on every element card.



Here you find the counteracting elements:

Fire in counteraction to **Water**

Earth in counteraction to **Wind**

ELEMENT CARDS



On each element card you find 3 important information:

- 1 The element that the player controls.
- 2 The bonus that the player receives at the end of the game for fulfilling pacts of the controlled element.
- 3 The penalty that the player receives at the end of the game for simply claiming pacts of the anti-element.

EXAMPLE:

Element card with the element Earth:

Elemental bonus:

For each earth pact fulfilled, this player receives 3 victory points.

Elemental penalty:

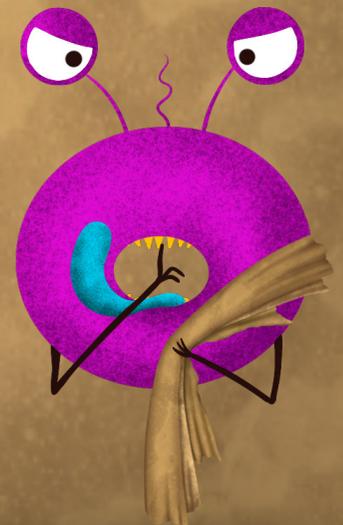
For each wind pact claimed or fulfilled, this player loses 5 victory points.

Reminder:

In the final scoring, 8 VP are deducted for each unfulfilled pact. If a pact also belongs to the anti-element, another 5 VP are deducted, for a total of -13 VP.

Important:

The element card and with it the controlled element should be kept secret!



PLAYERBOARDS

The playerboard shows the respective player color (e.g. green) and has 3 card markings and 2 additional areas:



1 Marking cost marker:

Place your cost marker face up here.

2 Top card marking:

Place your element card face down here.

3 Left card marking:

This marking provides space for a tower upgrade: Element upgrade

4 Right card marking

This marking provides space for a tower upgrade: Resource upgrade

5 Lower spaces:

These spaces provide room for the **additional workers** that can be recruited in the current game. The field highlighted in red provides space for the **special worker** (see page 15).

Place the additional workers on their respective spaces until they are recruited in the current game (see page 12).

Side B (Asymmetrical)

Each playerboard provides a side B and thus space for a unique One-Time Skill Marker (1) that can only be used once in the entire game. Turn the marker over after use to indicate this.



Perform a worker space action twice. (No special worker!)



Play one of your omen cards from your hand. (no worker necessary)



Place a worker on an already occupied worker space.



Discard up to 6 omen cards from your hand. Receive 2 VP per card.



Shuffle one of your revenge cards back into the deck.



Fulfill one of your claimed pact cards without sacrificing resources.

MASTERBOARDS

Side A (Symmetrical)

MASTER OF NEUTRALITY



In this symmetrical version all 4 masterboards are constructed in the same way. Each player therefore has the same boni during the game. Put a neutral marker (orange) on the space 0. Move the marker one space each time you fulfill a pact.

If a symbol is covered, you receive the bonus shown on that space in the respective amount.

The different boni

Fulfilling the following pacts you will receive:

Pact 1: 2 gold

Pact 3: 2 omen cards

Pact 5: 2 resources of your cost marker

Pact 7: 1 secret pact card

Pact 9: 5 VP

MASTERBOARDS

Side B (Asymmetrical)



MASTER OF ARCHITECTS

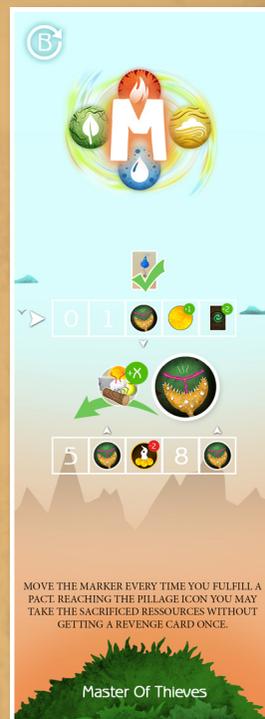
Visit this special location to perform an upgrade with a discount of 3 gold. For this upgrade however you will only receive 1 VP instead of the usual 4 VP.

Passive ability:

Place a neutral marker (orange) on the space 0. Advance the marker each time you fulfill a pact. If a symbol is covered, receive the depicted bonus in the respective amount.

Attention: With the 8th fulfilled pact you will receive a revenge card.

Tip: Always try to use the upgrade action on the game board, before you use the upgrade on this masterboard. Doing this you can possibly perform several upgrades per game round.



MASTER OF THIEVES

Passive ability:

Place a neutral marker (orange) on the space 0. Advance the marker each time you fulfill a pact. If a symbol is covered, receive or pay the depicted bonus in the respective amount.

If you reach the monster symbol you can steal the sacrificed resources once without penalty (revenge card). This action is a passive action and is only available at the moment of fulfilling the pact and can not be saved for later. The resources just sacrificed may not be stolen!

Tip: Try to have a feasible pact ready to be fulfilled at the right time so that enough resources have been sacrificed before. The 3 pillage actions should be used effectively.

MASTER OF INTELLIGENCE

Place a neutral marker (orange) on the space 0. Visit this special location and sacrifice an additional worker from your supply along with 3 omen cards to increase this multiplier. This is used to increase bonus points of fulfilled pacts by other players.

Example position 3 (4x):

At the end of the game you get 1 VP for each fulfilled pact by other players that matches your controlled element. These victory points are increased using this multiplier.

For example, if you get 4 VP: You get them 4x which results in 16 VP.

Tip: Try to get other players to fulfill pacts matching your element. This way you increase your bonus at the end of the game.

Recommended for 3 or more players.



MASTER OF FATE

As you move up the Pyramid of Doom, you have the choice of sacrificing an additional worker from you supply to discard one of your revenge cards.

The discarded revenge card is shuffled back into the deck.

Tip: Try to steal sacrificed resources from the monster as often as possible and play omen cards where you receive revenge cards as a penalty. If a revenge card limits you too much, you can get rid of it via this action. Up to 4 revenge cards can be discarded this way.

Recommended for 3 or more players.



LOCATIONS & WORKER SPACES

Each location is attributed with worker spaces. If a location is visited with a worker the respective player receives the bonus or may perform the action shown. Only one worker may be placed on a worker space at a time.

Some worker spaces are only used in games with 3 or 4 players.

- 
- 1 Worker spaces independent of player amount
 - 2 Additional space with 3 Players
 - 3 Additional space with 4 Players

1. THE PYRAMID OF DOOM

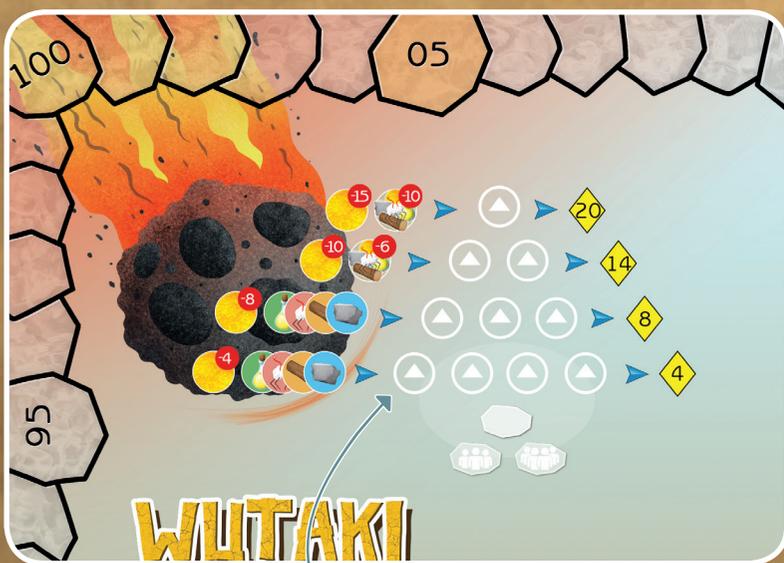
It consists of 4 levels. Less spaces, but higher VP, are available the higher the pyramid is climbed. Each player must start at the lowest level and go through each level to move up the pyramid.

If the worker space is visited the player places one of his 6 upgrade markers on an empty pyramid space and pays the resources listed on the left to get the corresponding victory points on the right.

Each player may place only 1 upgrade marker in the pyramid. If the player visits the pyramid again his marker is simply moved up.

If a player reaches the 4th level, damnation is triggered and thus the end of the game.

Attention: The Pyramid of Doom does not count as an upgrade. The markers cannot be replaced or removed by omen cards.



PYRAMID SPACE



2. CHASE AWAY

Chase away any additional workers (including special workers) of any one player that are in one location and place them back on the respective playerboard. Draw a revenge card to do this. You may then place your worker on the affected location and perform the action. Loyal workers cannot be chased away.

3. CLAIMING A PACT

Choose one of the 4 pact cards from the open display. Put it face up in your private supply. You will receive the gold bonus printed above the card.

4. GIVE AWAY A PACT

Give away 1 pact card from the open display to any player. Not yourself! Loose 2 VP.

5. RENEW PACTS

Discard the 4 pact cards on display and lay out 4 new pact cards from right to left. Now claim one of them and put it into your private supply. You do not get a gold bonus.

Whenever a card slot is empty, pact cards move up to the right and are replenished from the deck!

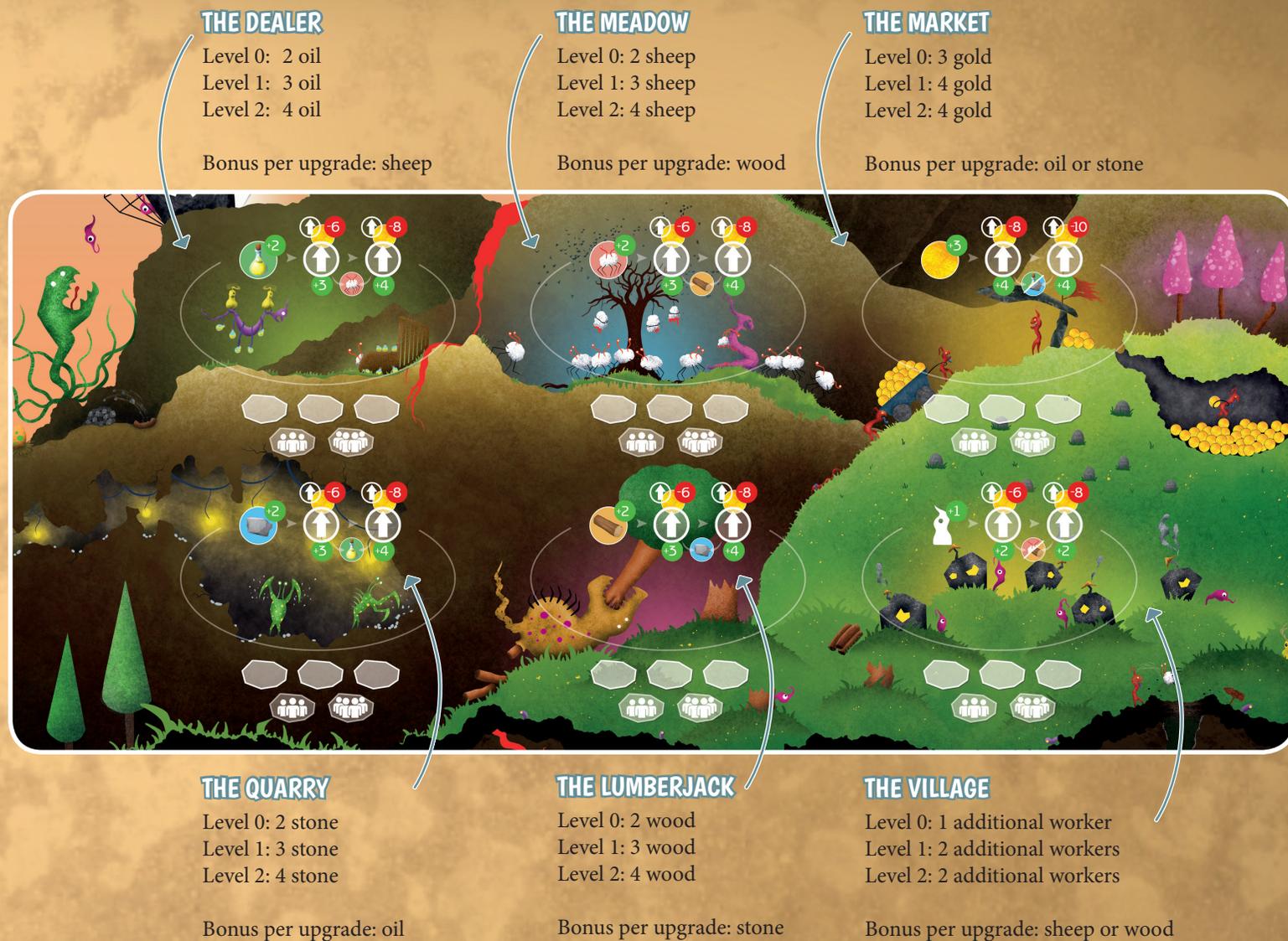
6. PERFORM UPGRADE

Perform a location or tower upgrade and increase the effectiveness of the location. For an upgrade of any kind, pay cost X and initially receive 4 victory points.

The different upgrade options are explained on page 14.

7. STANDARD LOCATIONS

These 6 standard locations offer the possibility to collect resources or recruit additional workers. All standard locations can be upgraded twice. Place a worker on an available worker space to collect the displayed resources of the respective level. (Upgrade Boni are explained on page 14.)



8. RECRUITING ADDITIONAL WORKERS FROM YOUR PLAYERBOARD

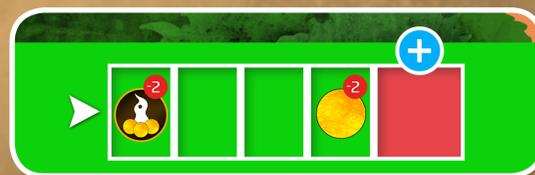
If additional workers are to be recruited via the village or e.g. a pact/omen card, they must be paid for with the resources displayed on the playerboard. The additional workers are placed onto the spaces of the playerboard and cover the costs at the beginning. (Example: green playerboard)

Worker 1: The first additional worker can be recruited free of charge and reveals the costs for further additional workers.

Worker 2-4: Per worker 2 resources have to be paid. The resource is determined by the cost marker.

Special worker: Recruiting the special worker (red marking) costs an additional 2 gold.

The **recruiting order** must be maintained from left to right i.e. the special worker must be recruited last.



9. OMEN CARDS

Discard and draw pile for omen cards

10. REVENGE CARDS

Draw pile for revenge cards

11. VP/PRESENT

Receive 3 VP or pay any 10 resources to give away 1 of your revenge cards to any other player.

12. PILLAGE

Take all sacrificed resources from the monster into your private supply. Draw a revenge card as penalty.



13. PLAY OMEN CARDS

Play an omen card and follow the instructions on the card.

14. DRAW OMEN CARD

Draw an omen card and take it onto your hand.

15. TRADE

Exchange resources at a ratio of 1:1 with the general supply (e.g.: 5 wood to 5 oil) **or** sacrifice X VP to get X resources from the general supply. Resources can be mixed.

16. STARTING PLAYER

Claim the starting player marker and get 2 resources from your cost marker. The marker switches at the end of the current round.



17. MONSTER

Place all sacrificed resources into the throat of the monster.

18. GENERAL PACT TRACKER

At the beginning of the game the marker is placed on space 0. Advance this marker as soon as a pact is fulfilled. The marker advances for each fulfilled pact, even if several pacts are fulfilled in succession. First fulfill the pact and receive the respective reward. Then advance the pact marker and deal with any effect.

2-3 players: Note the spaces limited by the number of players. In a 2 player game, only the 6 white squares are to be used and the 2 squares for higher player numbers are to be skipped. In the 3 player game, the field marked with 4 players is skipped.

Position 1: Draw an omen card

If the marker is advanced to position 1, all players, starting with the starting player, draw an omen card and take it into their hand.



Position 5: Pay additional workers

If the marker is advanced to position 5, all currently recruited additional workers must be paid, regardless of whether they have already been used or not. Each player has to pay 1 resource (determined by cost marker) per recruited additional worker.

Unpaid workers turn away and must be placed back on the player board. They are no longer available and must be recruited again.

The first to turn away are the workers already placed on the gameboard, then those from the private supply, but the special worker is always the first to turn away.

The marker never stops to be advanced in a circle motion.

LOCATION UPGRADE

(6 standard locations)



Select one of the 6 standard locations. (Example: the quarry)

At the start of the game each standard location is at level 0. When visiting it, the player receives the resources from the top left of the supply. (e.g. 2 stones)

Next to them are 2 **upgrade spaces**: Level 1 and level 2. The costs for the respective upgrades are shown above the upgrade spaces (red circle). (here 6 gold for level 1 and 8 gold for level 2) Below it is the amount of resources that can be collected there after an upgrade. (here 3 stone for level 1 and 4 stone for level 2)

Place your worker on the „Perform Upgrade“ worker space to perform an upgrade. Pay the cost of the first free upgrade space, and receive 4 VP. Place one of your 6 upgrade markers on the designated marker. ⬇️



Visit after upgrade: If an upgraded location is visited, all players can now collect more resources (here 3 or 4) no matter who performed the upgrade.

Bonus per Upgrade: For each upgrade marker, players receive the depicted bonus from the general supply (if possible) as soon as that location is visited. It does not matter which player visits this place. (Here 1 oil per performed upgrade)

TOWER UPGRADE

Each tower (playerboard) offers 2 spaces for 2 different types of upgrades. To perform a tower upgrade visit the location „Perform Upgrade“. Pay the cost X (here 8 or 10 gold) and get 4 VP. Select an available towerupgrade card and place it face up on your playerboard. Place one of your 6 upgrade markers on the designated marker. ⬇️

Each upgrade card is only available once.

1. ELEMENTAL UPGRADE:

An elemental upgrade allows you to gain power over another element or to strengthen an already controlled element. By generating additional bonus points at the end of the game. Also the penalty for the anti-element is increased.

Example for Fire Elemental Upgrade:

+1 VP for each fulfilled fire pact

-2 VP for each claimed/fulfilled water pact



2. RESOURCE UPGRADE:

A resource upgrade card allows the player to collect +1 resource at the respective standard location.

2. Example for Sheep Resource Upgrade:

If the player now visits the meadow he gets an additional sheep resource.

IMPORTANT:

Tower upgrades are absolutely binding and cannot be destroyed by other players!

THE WORKERS

There are 3 types of workers in Wutaki: The loyal, the additional and the special worker. The workers function basically in the same way but each worker type is special.

LOYAL WORKER (BIG, 4X):



Each player controls 4 loyal workers, which are always available to him from the beginning of the game.

These loyal workers do not have to be paid and cannot be chased away.

ADDITIONAL WORKER (SMALL, 4X):



Each player can recruit up to 5 additional workers. Of these 4 are normal workers without any other special features.

However these additional workers must be paid at different times and can be chased away by other players.

SPECIAL WORKER (SMALL, 1X):



The special worker is the fifth additional worker and costs an additional 2 gold coins. He is always considered an additional worker as well.

The special worker amplifies worker actions, but doesn't have to. He collects twice the amount of resources or carries out any action twice. Any costs must also be paid twice.



PACT CARDS

Players instruct their workers to gather resources and to sacrifice them in the form of pacts; hoping to soothe the wrath of the giant monster. At the same time, they collect important victory points.

CLAIMING PACTS

In order to claim a pact the corresponding worker space below the openly displayed pacts must be visited. There are also other ways to claim a pact e.g. by omen cards, round cards or compulsively by other players.

Place claimed pacts face up in your private supply. As long as it has not been fulfilled (i.e. the resources shown have not been sacrificed) the pact is considered „unfulfilled“.

Unfulfilled pacts incur the monster's wrath and result in the deduction of victory points at the end of the game.

FULFILL PACTS (BONUS ACTION)

If a player has claimed a pact he is well advised to fulfill it and make the required sacrifice. Collect the necessary resources (wood, oil, stone, sheep, gold and omen cards) and sacrifice the indicated amount into the monster's throat to appease it. Omen cards are placed on the discard pile. You instantly receive the reward shown below.

Completed pacts are placed face down next to the player board and collected for the final scoring. Players do not have to give any information about their already fulfilled pacts! Fulfilling pacts of any amount is possible on each turn as a 2nd action (bonus action) after placing a worker.

Example:

This fire pact requires 5 gold, 3 resources indicated by the cost marker and 1 omen card to be sacrificed. As a reward, the player immediately receives 13 victory points.



Important:

Some pacts are harder to fulfill than others. They offer the possibility to slow down other players.

OMEN CARDS



Omen Cards (Playable once)

Use the omen cards cleverly to give yourself an advantage or use them to slow down other tribal leaders. You can also use them as a resource when fulfilling pacts.

Example:

Sacrifice any 8 resources to receive 5 VP.



Omen Cards (Permanent Effect)

Some omen cards have permanent effects. Place these cards face up in front of you after you have activated them by playing them.

Each player may activate only one permanent omen card. If this card is to be replaced, the already activated card must be discarded.

Example:

Receive 2 VP per revenge card in your private supply.



REVENGE CARDS

Revenge cards inhibit players in their game. If a player does not stay under the limit set by the card, victory points are deducted in the final scoring.

Example:

Fulfill max. 8 pacts or lose 9 VP.



ROUND CARDS



For each round of the game a new round card is revealed, which always affects the game in a slightly different way. For example you can generate an instantaneous bonus, new locations to visit or receive a free upgrade.

Example:

New location: Visit this location and collect these resources.



New Round Card

If this symbol is shown on a round card, follow the instructions on it and reveal a new round card. This can trigger several times in a row.

SECRET PACT CARDS

Secret pacts allow players to generate hidden points at the end of the game. The respective condition must be fulfilled at the end of the game. In case of a tie, the condition is not fulfilled!

The secret pact does not count towards the scoring of unfulfilled pacts if it is not fulfilled.

Example:

Complete the most pacts and receive a reward of 10 victory points at the end of the game.



Example:

Own an upgrade at the location shown and receive 5 victory points at the end of the game.



GAMEBOARD EXTREME

What does the backside offer?

THE PYRAMID OF DOOM

When visiting the pyramid, you can now also play/draw omen cards, receive and can finally give away a revenge card.

PACT DISPLAY & GIVING PACTS AWAY

Openly displayed pacts can now cost 1-2 gold if they slide too far to the right and to give away pacts you now have to accept a revenge card instead of losing victory points.

NUMBER OF WORKER SPACES

The number of worker spaces for resource locations have been limited to a maximum of 3 spaces, while the number of worker spaces for playing omen cards has been increased to a maximum of 5.

EFFECTIVITY OF LOCATIONS

Effectiveness of the following locations changed:

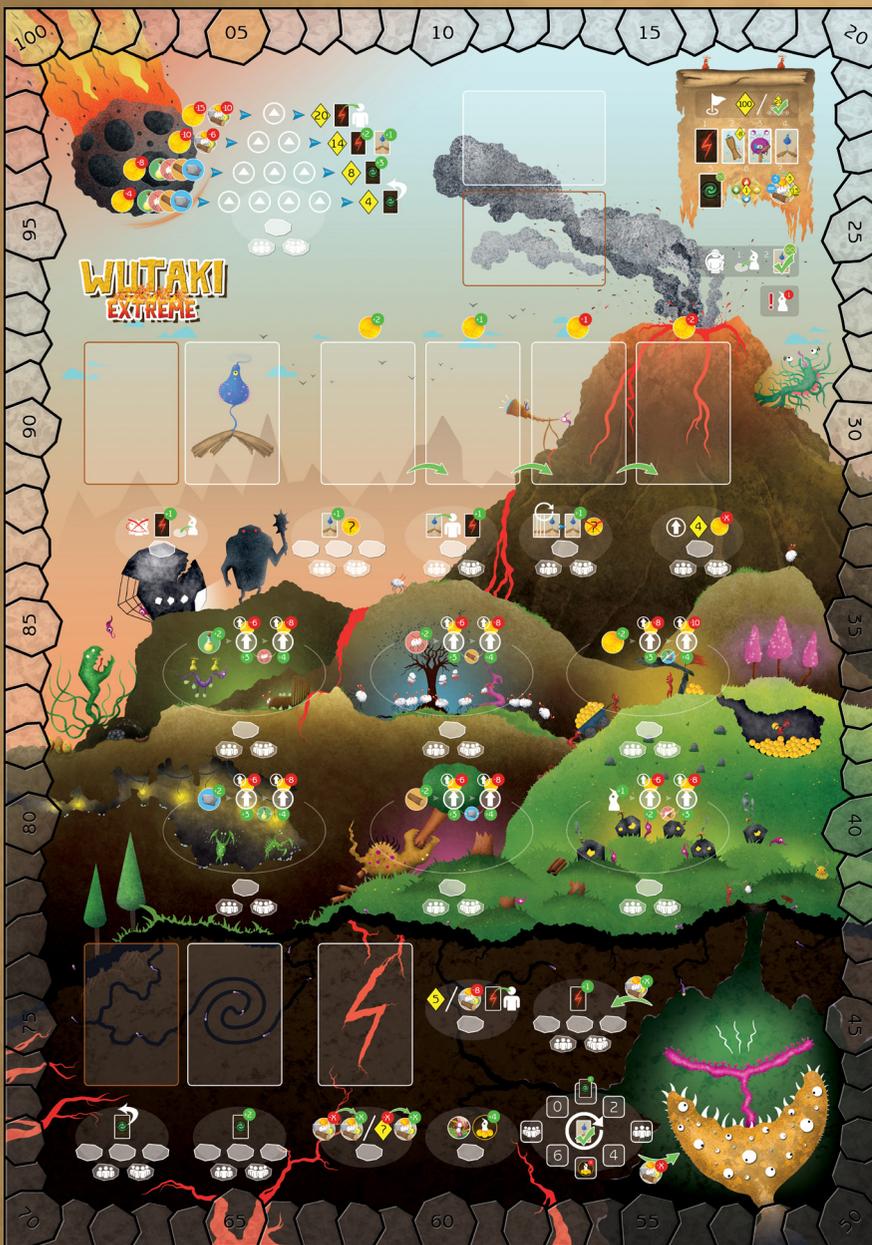
Gold Market: +2 / +3 / +4 gold instead of +3 / +4 / +4.

Village: recruit up to 3 additional workers

Draw Omen Cards: +2 instead of +1 draw omen card

Starting Player Marker: get +4 instead of +2 resources of the cost marker

Give away a Revenge Card: 5 instead of 3 SP / -8 instead of -10 resources



The back of the game board offers a more extreme game variant, which we recommend to experienced players to rediscover Wutaki.

Attention:

For this game variant, put the first of your additional workers back into the game box.



BEGINNERS TIPS

ASYMMETRICAL OR SYMMETRICAL MASTERBOARDS?

For a first game we always recommend playing with the symmetrical masterboards. Some masterboards require the understanding of all game mechanics to gain an effective playing style.

WHICH TACTIC IS THE BEST?

In general, every way of playing is goal-oriented and Wutaki offers so many different ways to gain victory points. There is no best tactic!

GENERAL GAME TIPS:

To get started faster, we recommend doing some upgrades to the standard locations to be able to collect resources more effectively.

Players should secure some high-value pacts, but not too many, as only fulfilled pacts will really earn victory points later on. At the beginning, pacts are very useful, where additional workers can be recruited. Though these workers need to be paid so plan carefully.

The omen cards are very powerful and a good selection of those is essential for an always variable gameplay.

Keep an eye on the amount of sacrificed resources. Pillaging these resources at the right time can drastically change the course of the game.

The chasing away action is very powerful and helps to use worker spaces that are already occupied. Pay attention to what kind of workers are deployed to certain locations. Don't give your fellow players a chance to chase away your additional workers.

Keep an eye on the amount of your revenge cards. You should not be afraid of these cards. However, if a player doesn't pay attention, he will clearly feel the revenge of Buka.

Early entry into the Pyramid of Doom is important, but an upgrade marker must be sacrificed here. Think carefully about this move.

The elemental upgrade for your tower makes sense later in the game. This open information provides opportunities of attack for your enemies.

Keep an eye on the board's general pact tracker and prepare to be able to pay your additional workers.

Being the starting player often offers strong advantages because some actions have very limited use. Especially in combination with the round cards, this often offers extremely potent opportunities.

Keep an eye on which elements are included in the pacts your opponents claim. If you can determine which element they control, you will know

which anti-element is assigned to them. There are many ways to take away options from your opponents or even actively harm them.

What happens when the „chase away“ action is performed with the special worker? The player may first perform the „chase away“ action and then place his special worker on the cleared worker space. Then the action may be performed twice.



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PLAYTESTERS OF THE FIRST HOUR

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SYMBOLS EXPLAINED

ELEMENTS



Earth



Fire



Water



Wind

RESOURCES



Stone



Wood



Sheep



Oil



Gold



Any Resource



Cost Marker/Paying add. Workers
(depending on the interaction symbol)

PLAYER & WORKER



1 Player



Each Player



1 Worker



Group of additional workers
of an opposing player



Starting Player Marker

INTERACTION SYMBOLS



Own X



Receive X



Pay X



Sacrifice X resources (place on monster)



Playable once



Permanent effect



Draw new round card

UPGRADES



Space for 1 Upgrade Marker



Upgrade

VICTORY POINTS



Positive Victory Points



Negative Victory Points

CARDS



Pact Card



Secret Pact Card



Omen Card



Revenge Card



Round Card

WORKER



Loyal Worker



Additional Worker



Special Worker