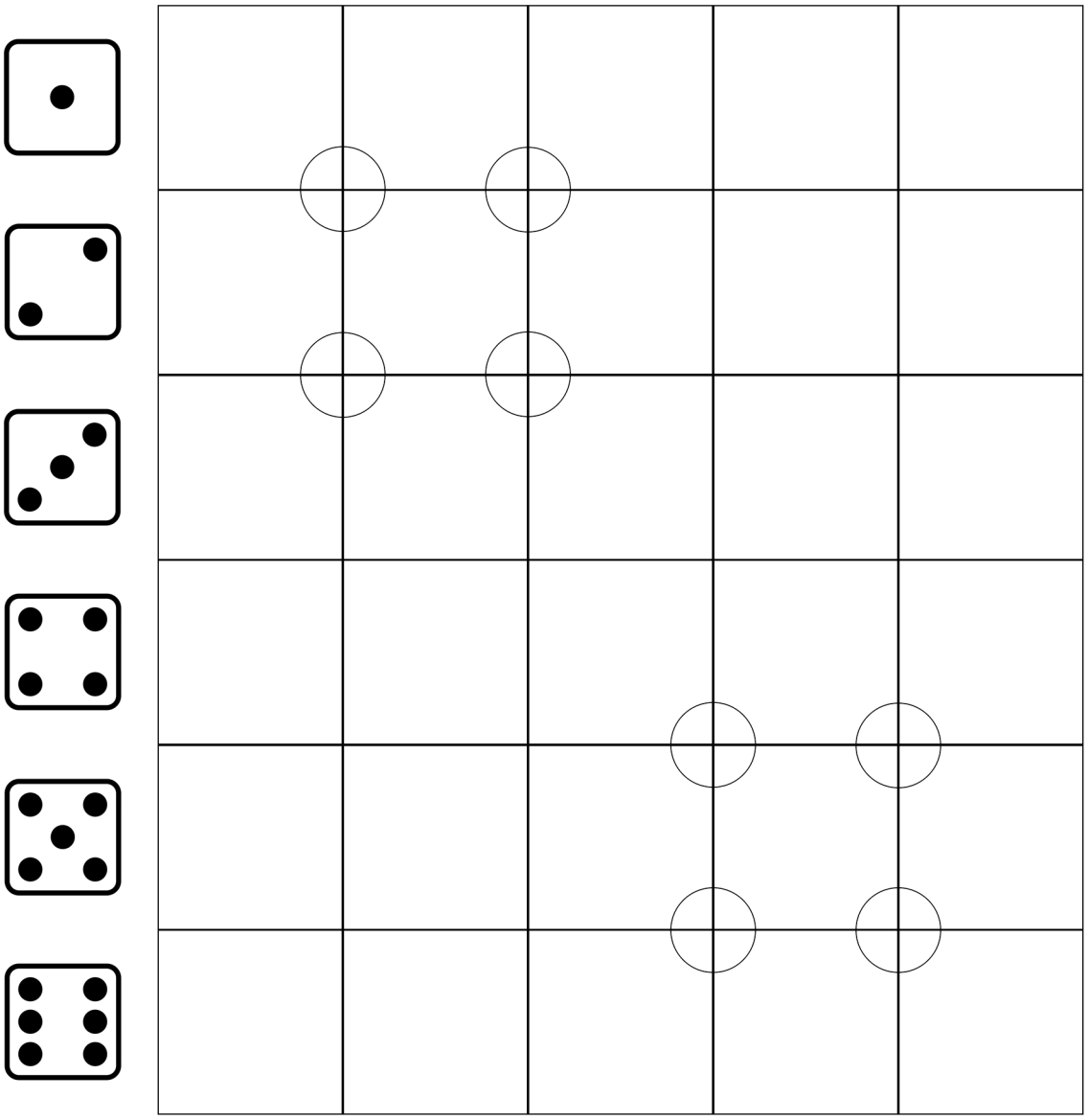
WassamassaW



+		x		
	Fire		=	+5
	Wood		=	+5
	Water		=	+5
	Earth		=	+5
	Metal		=	+5

TOTAL =

Contents

2 Player Sheets & 2 Pens, 10 Dice (2 of each element color) and 1 First Player Token

Story & Overview

You're an elemental wizard trying to bring prosperity to Wassamasaw by cultivating good Feng Shui. In "Wassamasaw" players take turns rolling and drafting dice to arrange five elements or convert them into "multiplier energy".

Game Setup

Players take their sheets and place them in front of themselves. Determine the first player by any means, then the start player takes the dice and the first player token.

Gameplay

The game consists of several rounds. Each round the players take their turns one by one, starting with the first player then alternating between players. During a round the following phases happen in this order:

A. Throw dice

B. Place or Convert an element

C. End of the round

A. Throw dice

In the beginning of a round the first player throws all dice to create a dice pool.

B. Place or Convert an element

Starting with the first player each player takes any 1 die from the dice pool (until 2 dice left) to either **Place** it or **Convert** it. A player may **Place** the die in "Wassamasaw" by drawing a picture of the element. The element must be drawn in one of the open squares in the matching row number. When **Placing** an element for the first time, you can **Place** it in any square you want. Later in the game some elements cannot be **Placed** due to restrictions:

Earth **can be** adjacent to any element.

Fire **can't be** adjacent to Water or Metal (Water extinguishes Fire and Fire melts Metal).

Wood **can't be** adjacent to Metal (Metal chops Wood).

Water **can't be** adjacent to Fire.

Metal **can't be** adjacent to Fire or Wood.

Adjacent here means both orthogonally and diagonally. Refer to the "Element Compass" on your player sheet.

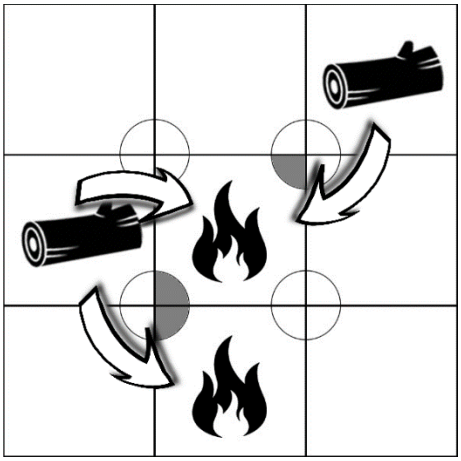
If the die you choose cannot be placed because the row is full or because of the restrictions, then it **must be** converted. Players can only **convert** a die if it **cannot be placed** in "Wassamasaw". When players **convert** a die, they draw a cross in the first of seven available squares next to the element the die represents. If you want to **convert** a die instead of **placing** it, you can choose a die you **can't place**.

Inner Circles

In “Wassamasaw” there are 8 circles, these circles help raise the total sum of elements such as: **Fire** and **Wood**. If a **Fire** placed in a square (which has a part of circle in), then a **Wood** placed adjacent to that **Fire**, players **fill the quarter part of the circle black** to show that **Fire** now counts as **Fire** +1, if there are 2 **Wood** elements placed adjacent to that same **Fire** placed, that **Fire** now counts as **Fire** +2 (if there’s an available circle part).

Remember; **Water** **feeds** **Wood** and **Wood** **feeds** **Fire**. *Refer to the “Element Compass” on your player sheet.*

The example on the right shows a part of a player’s sheet.
*The **Fire** element in the middle is fed by **Wood** on the left and the top right corner, therefore counts as 3 **Fire**.*
*The **Wood** on the left also feeds the **Fire** below, therefore that **Fire** element counts as 2.*
*In this example the player has total of 5 **Fire**.*



C. End of the round

When only 2 dice remain in the pool, players **must convert** them by taking turns. The round ends when both players **convert** the last 2 dice, then start player changes and takes the first player token and all the dice, throws them to create a dice pool, starting a new round with phase A.

End of the game

The last round is triggered when a player either

- **fills every square in “Wassamasaw”** or
- **converts a certain element 7 times in total**.

After that the players do the scoring on their sheets.

Scoring

Count the number of elements (adding up the filled inner circles) you have in “Wassamasaw” and multiply each one by the number of times it’s converted. Finally, players get majority +5 bonus points for each element they have the most in “Wassamasaw” (include the filled inner circles). In case of tie, neither of the players get +5 points.

Add all the points up, the player with the most points is the winner, if there’s a tie, the player with the most parts of the circles filled is the winner.

There are 32 circle parts in total.