

WAK'A

Components

80 Cards	06 Columns	01 Cloth Bag
10 Temple Tiles	01 Explorer	01 Action Overview Tile
25 Plastic Stones (5 Blue, 8 Yellow, 12 Red)	01 Sand Timer	

Setup

Randomly place the 10 Temple Tiles in a circle in the middle of the table, with their pictures face down.

Shuffle all the cards and put them face down making a draw pile in the middle of this circle. Put the Action Overview Tile close to the draw pile so everyone can see it.

Put all the plastic stones in the cloth bag and shuffle.



Randomly determine the first active player — this player takes the 6 columns and the cloth bag and places them within his reach. The next player to the left takes the sand timer — this player will be the timekeeper.

You are ready to play!

How to Play?

The active player's turn begins as soon as he is ready. The timekeeper immediately turns the sand timer over, but puts a hand in front of it so the active player can't see how much time has passed. The active player takes a random stone out of the bag and puts it on the table. Then, depending on the stone's colour, the player performs an action:

- **Red Stone:** sets it aside and does nothing else.
(it may give points at the end of the turn);
- **Yellow Stone:** draws one card and performs its task;
- **Blue Stone:** draws two cards and performs both tasks.

When the player draws a card he must immediately put it openly on the table so everyone can clearly see it.

If the player gets the blue stone he must draw one card, perform its action, and only then draw the second card to perform the next action.

As soon as the player has finished the task(s), he can draw a new stone and perform the specified action (however, he can also choose to end his turn, see below).

Important: If the player chooses to draw a stone, he must complete the action before ending the round (see below), so players must be careful - if you **draw a blue stone**, you still have to **complete both actions!**

End of a Turn

There is two ways that a player's turn can end:

- a. A player can end his turn deliberately after drawing a stone and performing its action (instead of drawing a new

stone). If this is the case, the player must shout **"Wak'a!"** and then receives all the cards that he drew during his turn (and whose actions were performed successfully, of course).

Additionally the player takes 1 card from the top of the draw pile for every two red stones drawn during their turn.

Each card gives you as many points as shown on its upper left corner.

- b. If the last grain of sand drops and time is up, the timekeeper must say **"Stop!"** ending the round. In this case, the active player doesn't receive any of the cards drawn during their turn and finishes the turn with zero points. Put these cards in the discard pile.

After the turn has ended, put all the drawn stones back in the bag. The next player in clockwise order (the one who was the timekeeper) becomes the new active player, and the next player to their left is the new timekeeper.

End of the Game

The game ends when each player has been the active player three times. The winner is the player who has the most points in total on his or her cards. If there's a tie, the winner is the one with the most cards. If the tie persists, the victory is shared.

Important: In the very rare case when the draw pile becomes depleted before each player has been the active player three times, write each player's score on a sheet of paper, then shuffle all the cards together again thus forming a new draw pile and play the game until the end. Any player who still receives the cards adds their points to the amount they had before reshuffling.

The Tasks



Throw the Stone: Take the stone you just drew from the bag and throw it in the air, at least 10 cm above your throwing hand and catch it. If you fail to catch it, try again until you manage to throw and catch it successfully.



Find the Figure: Find the Temple Tile that shows the same figure as the card that was revealed. Flip each tile one by one and if it isn't the one you are looking for, flip it down before moving on to the next tile.



Build the Monument: Take all six Columns and create the monument shown on the card. The monument has to stay upright for at least 2 seconds and then you have to take it apart again.



Rescue the Explorer: Any player in the game (the active player, the timekeeper and all the others) may grab the explorer when this card is revealed. Whoever is first gets this card and the point it provides. Put the explorer back in the middle of the table right after.



Find the Stones: Search the bag for stones of the same colours as the circles depicted on the card (you may look inside the bag) and put them on this card. Then return the stones to the bag.

Note: If the bag doesn't have enough stones to complete the task, you can't complete it (you may still end the turn as if the task was completed, but you don't get receive card and its points).

Important: After each task the timekeeper has to approve that the task has been performed correctly (for example by nodding their head or saying a short "yes").

Credits

Game Design: Roberto Fraga

Illustrations: Isadora Zeferino

Graphic Design/Art Direction: Luis Francisco



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