Wo War's Mini

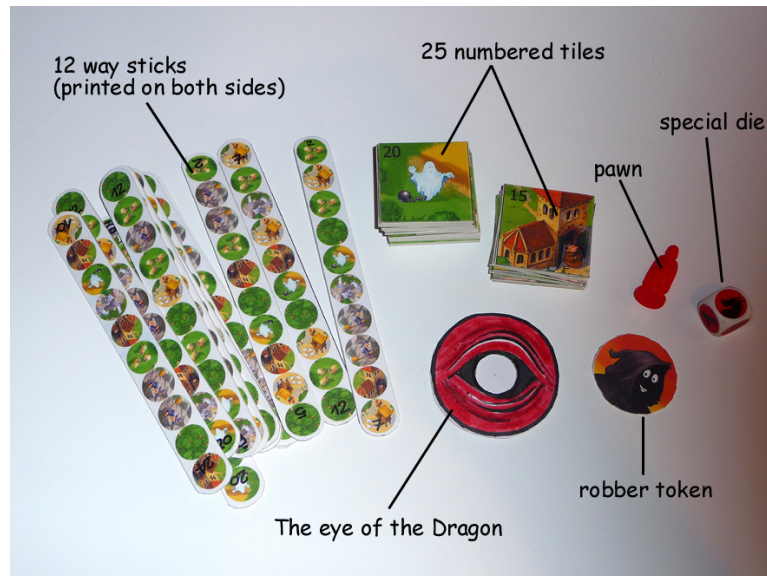**A cooperative mini Wo War's for 2 to 6 players, from 5 to 99 years**

Rules of the game

MATERIAL

AIM OF THE GAME

There is an invisible robber in this part of the kingdom. The only who's able to locate it, is the Red Dragon (The friend of the people). He's able to reproduce the sounds of the squares crossed by the robber. At the end of the game the players win if they reach the final square where is the robber.

PREPARATION

At first you have to dispose the board as indicated below and following the disposition of the numbered squares (from 1 to 25). Place the red pawn where you want.

One of the players is the Red Dragon and he takes the Eye of a dragon and a way stick, that he disposes as indicated on the picture beside, in the way to have the first numbered circle exactly in the eye (Starting position of the invisible robber).

Of course, he has to do that secretly.

During the game the "Dragon player" will have to reproduce on a loud voice and progressively, the sounds which are on his stick. So, for that, at the beginning of the game, it's better to do all the 7 type of sounds to be clear for all the players.

Sorcerer : *"Hihihihi!!"*
Forest : *"Cuicuicuicui!"*
Ghost : *"Houhouhouhou!"*
Sheeps : *"Bêêbêêbêêbêê!"*
Cock and hens : *"Kikirekiki!"*
Church : *"Dongdongdongdong!"*
Wolves : *"Aouououou aouououou!"*

THE GAME

The "Dragon player" starts the game and reproduces the first sound which is in the eye of the Dragon. After that, the next player throws the die and moves the red pawn on the board from the corresponding number (1 or 2 squares, or Dragon result).

The red pawn can only move vertically or horizontally (never diagonally).
With the Dragon result the player can place the Red pawn on the square he wants.
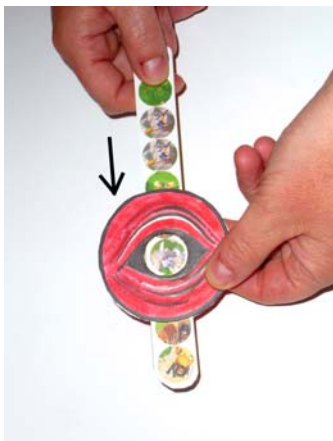
After that, the "Dragon player" slides the way stick from one square, in the eye of the Dragon (Always in the same direction), and he reproduces the next sound, etc…

Another player can throw the die and move the red pawn, and so on, until the end of the way stick.

You are always obliged to use all your points.

Of course, as it's a cooperative game, the players which are moving together the red pawn can discuss about the opportunity to move it at right, or left, etc…

As in the big "Wo war's game" the players will have to follow the sequence of sounds to try to identify where is moving the invisible robber.

2
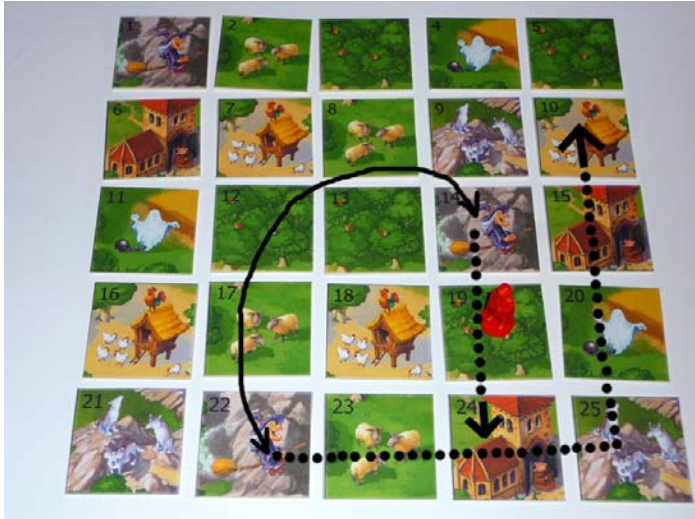
If you heard only ONE Sorcerer sound (*"Hihihihi!!")*, the robber is just crossing a Sorcerer square, without using it, but if you heard TWO consecutive sorcerer sounds (*"Hihihihi!!", "Hihihihi!!")*, the robber flies with the Sorcerer and immediately reaches another Sorcerer square.

There are 3 Sorcerer squares on the board.

THE END OF THE GAME

The game stops when the "Dragon player" slides the way stick in the last square (Which is also numbered), says, *"It's the last sound!"* and reproduce it. After that the newt player can throw the die and move the red pawn the last time.


After that, the "Dragon player" will have to place the robber token on the arrival square which correspond to the last numbered position he has in the eye of the Dragon.

In the example beside, the robber finish his adventure on the square n°24 (Church).

If the red pawn is exactly on the arrival square of the robber, the players win the game, if not, the robber wins, and the players will have to play again!

THERE IS 48 GAME POSSIBILITIES !
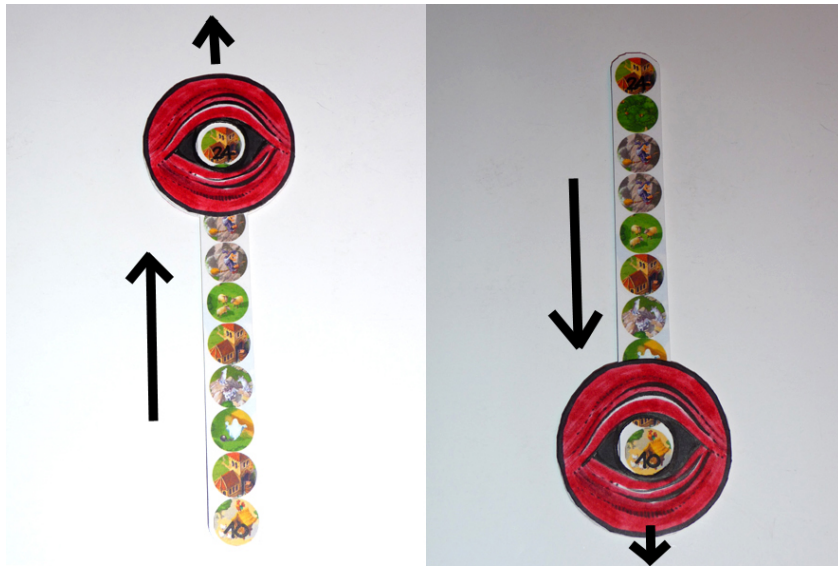
As you have 12 « Way sticks » which are each one, printed on both sides (With different ways), and as you can start by the extremity you want (Sliding it, up or down, as in the picture above), you have:

12 x 2 x 2 = 48 possibilities to play.

And I think, with this quantity of possibilities, it's impossible to remember all the arrival positions.