



**2-5 Players**

**10-20 Min**

**Age : 10+**

## 1.Game Objective

There is a tribe of people that can communicate with animals (Wanyama).

You, the player, have the ability to borrow the animals' powers.

The tribe has a law that the leader must have an extraordinary ability to communicate with animals.

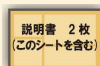
In this game, you will compete with other players to become the leader of the tribe.

The object of the game is to reach the goal with the help of the Wanyama.

This game is played by gaining points as you draw cards and play them against your opponents, you can play this game in a short time with a steady rhythm.

## 2. Components

•Game rules \*2  
(this sheet is included)



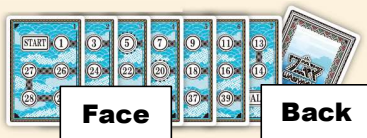
•Token \*5



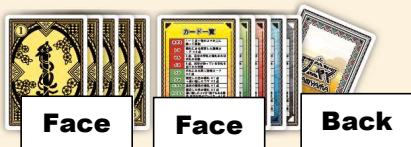
•Wanyama card \*55 (5 packs of 11 kinds)



•Score card \*7



•Order card \*5 •Reference card \*5



## 3.Preparation

**1 Put the score cards in order where all players can see.**

**2 Take the order cards for the number of players. (Put back the cards you do not use)**

**3 Shuffle the order cards face-down and each player is dealt one, and put the card face-up in front of the player.**

**4 Each player gets one reference card to be placed face-up on the table. (Put back the cards you do not use.)**

**5 Each player gets the same color token as the reference card the player received. (Put back the tokens you do not use.)**

**6 Put the tokens on the start space according to the order card received.**

**7 Shuffle the Wanyama cards and put it face-down on the table as a drawing deck.**

(There are recommended Wanyama card combinations for each number of people. Please refer to "7. Recommended Wanyama Card Combinations" for details.)

**8 Hand out 4 cards from the deck to each player. Players are not supposed to show their hands to other players.**

**9 Players must check their own cards. If a player holds three of the same card, they can show everyone their hand and then get dealt a new hand.**

**10 If the player changes their hand, they must put the hand back to the drawing deck, shuffle it and get 4 new cards from the drawing deck. (Players can change their deck only once.)**

**you're all set!**



## 4.Game Play

This game is made up of 4 phases (Selection Phase, Dash Phase, Reload Phase, and Preparation Phase) in one round, and players continue playing the round until the game is over.

### 4-1.SELECTION PHASE

For the first turn, players pick one Wanyama card at the same time, and place it in front of them face down. From the second turn, they must place the cards next to the previous card. (Wanyama cards face down on the board are called hole card)

### 4-2.DASH PHASE

Starting with the player with the lowest order card, all players must follow A and B.

**A** Flip up the Wanyama card which was placed down in the **SELECTION PHASE**. (Wanyama cards face up on the board are called layout)

**B** Check the details of the effect of the Wanyama card which was flipped up in A, and follow the effects; for example, get points, or exchange cards.

### 4-3.RELOAD PHASE

After all players finish the **DASH PHASE**, each player picks up one Wanyama card from the draw deck, and adds it to their hand.

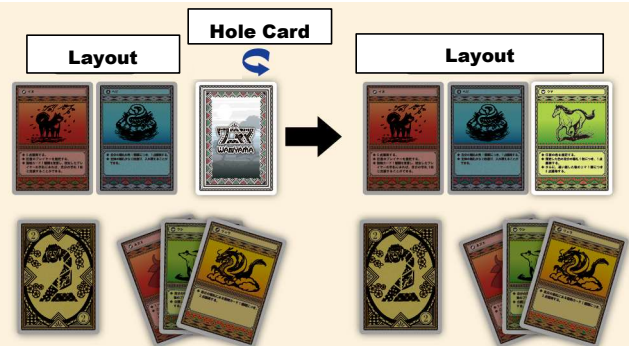
\*When there are no longer enough cards for all the players in the draw deck, this phase is not conducted.

### 4-4.PREPARATION PHASE

Redeal the order cards so that the player with the lowest score gets the lowest numbered order card. Players place the card in front of them face up.

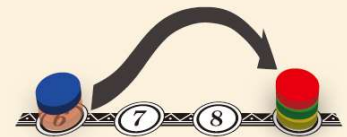
If there are players with the same scores, the player who is on top of the score card get the smaller order card.

**Repeat 1 to 4 until the game ends.**



### \*About the scoring

The scores change when you follow the rules according to the details of the Wanyama cards, and players move their token as the score changes. If there are more than two players with same score, place the token above the score card. (**DASH PHASE**)



## 5. The conditions of the game ending

The game ends when the score of one player reaches more than 40 points during dash phase even if other players have not done their dash phases.

The game can also end when all players do not have any cards for the dash phase.

## 6.Win and Lose

The player with the highest score wins. The second highest gets second.

If there are players with same scores, the player who has their token on the top gets the higher rank.

If you have any questions, please contact us.

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## **7. Recommended Wanyama Card Combinations**

**This work has a recommended combination depending on the number of people.**

**Recommended number of people: 4 to 5**  
**All Wanyama cards**

**Recommended number of people: 3**  
*mouse, tiger, monkey, dog, cow, wild boar, snake, dragon, chicken*

**Recommended number of people: 2**  
*tiger, dog, cow, wild boar, snake, dragon,*

**In addition, this work can be combined with the Wanyama cards of the previous work "Wanyama", and it will be a game where you can enjoy different strategies.**

**Here are five recommended combinations.**

### **"Runaway Sheep"**

**Recommended number of people 4-5**  
*fox, elephant, rabbit, penguin / monkey, dog, cow, horse, sheep, wild boar, chicken*

### **"Giant Battle"**

**Recommended number of people 3-5**  
*elephant, whale, penguin, hawk / mouse, monkey, dog, cow, boar, dragon, chicken*

### **"Top Speed"**

**Recommended number of people 3-4**  
*fox, rabbit, whale, hawk / mouse, tiger, cow, snake, chicken*

### **"Valley of Chihiro"**

**Recommended number of people: 2**  
*lion, Elephant, Rabbit, Penguin / Tiger, Cow, Chicken*

### **"Tiger & Dragon"**

**Recommended number of people: 2**  
*bear, elephant, whale / mouse, tiger, dog, snake, dragon*

## 8.Introduction of Wanyama cards

### What's on cards

- 1.Name of Wanyama
- 2.Icons
- 3.illustration
- 4.Effects of the card



### Icons and colors of cards

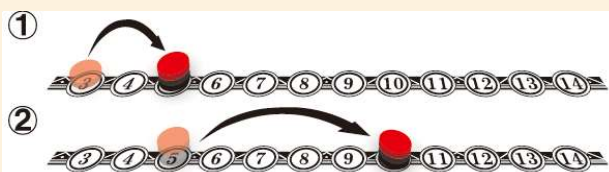
Meat icon : red  
 Grass icon : green  
 Water icon : blue  
 Wing icon : yellow

### Effects and explanation of Wanyama Cards

#### Mouse

**Color : red**  
**Icon : Meat icon**  
**Effects : the player can choose points from 1 to 2.**  
**During this round, if the lower token that is directly overlapping your piece moves, it will move with your token on it.**

**Example : (1) The player with the red token uses the mouse Wanyama card, gains 2 points, and rides on the black token.**  
**(2) The player with the black token got 5 points. The player with the red token directly on top of the black piece also got 5 points.**



#### Tiger

**Color : red**  
**Icon : Meat icon**  
**Effects : the player can choose one Wanyama. They can get 4 points for each card which is the same Wanyama they choose.**



**Example : The player places the Tiger face up. The player chooses the Mouse cards. There are 2 Mouse cards on the layout, so the player get 8 points ( 2 cards \* 4 points)**



#### Monkey

**Color : red**  
**Icon : Meat icon**  
**Effects : The player gets 3 points. The player can exchange one card in your hand with one layout or hole card from any player.**



**\*When replacing hole cards, place the Wanyama cards to be replaced face down.**  
**\*Players can also replace your own layout.**

**Example 1 : You get 3 points.**  
**You exchanged a mouse Wanyama card in your hand with another player's hole card.**





**Example 2 : You get 3 points.**

**You exchanged a mouse Wanyama card in your hand with another player's layout.**



### Dog

**Color : red**

**Icon : Meat icon**

**Effects : The player gets 3 points. The player can select another player. The player declares one kind of Wanyama card, and if it is in the designated one player's hand, it can be exchanged for one of your own hands.**



**\*The designated player should inform all players of the presence or absence of the declared Wanyama card.**

**\*Information other than the presence or absence of declared Wanyama cards (number of cards, etc.) must not be communicated.**

**Example : You get 5 points.**

**You Select any player.**

**You Declared a tiger Wanyama card.**

**Since the specified player answered "yes", the player's own chicken Wanyama card and the specified player's tiger Wanyama card were exchanged.**



### Cow

**Color : green**

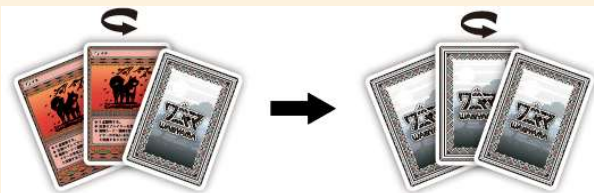
**Icon : Grass icon**

**Effects : That player reveals any one kind of Wanyama cards from their hands to all other players. For each Wanyama card revealed, the player gets 4 points.**



**\*After revealing the Wanyama card, turn it face down just like you would a normal hand.**

**Example : The player who puts the cow Wanyama card into play reveals all the dog wanyama cards in their hand. Since there were 2 dog Wanyama cards, The player got 8 points (2 cards \* 4 points). The revealed dog Wanyama cards were turned face down so that other players could not see it.**



### Horse

**Color : green**

**Icon : Grass icon**

**Effects : You can choose one color.**

**You can get 1 point for each card which is the same color your choose.**

**In addition, You get 3 points for each other player taken you overtake.**



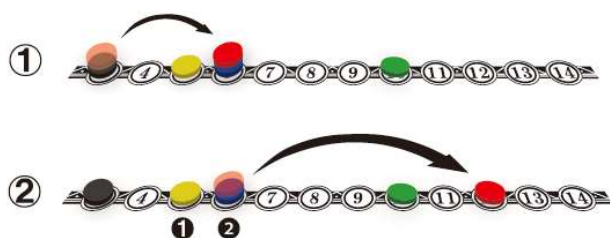
**\*"Overtake" refers to the state in which the other player taken that was ahead of your taken before scoring points is equal to or less than your piece after scoring points.**

**\*Even if you overtake when you have earned additional points, you cannot earn**

**Example:** The player with the red token flips the horse wanyama card face up and designates the color as green.

(1) Since there are 3 green wanyama cards on the tableau pile, 3 cards x 1 point = 3 points.

(2) Since I overtook 2 tokens, I got 2 additional points x 3 points = 6 points.



### Sheep

**Color :** green

**Icon :** Grass icon

**Effects :** You get 1 point for each green layout of all players.



**Example:** The sheep Wanyama card is revealed.

I checked layout of all players, and since there were 9 green Wanyama cards, I got 9 cards x 1 point = 9 points.



### Wild boar

**Color :** green

**Icon :** Grass icon

**Effects :** You can choose one color.

You can get 2 point for each card which is the same color your choose.

If you overtake even one other token, players other than yourself lose 1 point.

\*"Overtake" refers to the state in which the other player taken that was ahead of your taken before scoring points is equal to or less than your piece after scoring points.

\*In the score processing, the player who played the wild boar wanyama card gets the first score, and the points are reduced one by one clockwise from the left side of the player who played the wild boar

**Example:** The green player turns over the wild boar wanyama card and designates the color as red.

(1) Since there are 2 red animal cards in my layout, I got 2 cards x 2 points = 4 points.

(2) Because it overtook the token, the other players lost 1 point each in the order of green, yellow, black, and blue in clockwise order.



## Dragon

**Color : yellow**

**Icon : Wing icon**

**Effects : Score 2 points for each type of animal card in your layout.**

**Example: You faced up the dragon wanyama card.**

**Since there are 4 types of layout, I got 4 types x 2 points = 8 points.**



## Chicken

**Color : yellow**

**Icon : Wing icon**

**Effects : Score 2 points.**

**You can draw 1 card from the deck and add 1 card to your hand.**

**\*The more chicken wanyama cards you use, the more cards you have in your hand than the other players.**

**Example: Scored 2 points.**

**I draw 1 card from the deck and have 4 cards in my hand.**



## Snake

**Color : blue**

**Icon : Water icon**

**Effects : Score 1 point for each color of your layout.**

**You can choose 2 cards from the entire layout and replace them.**

**\*You can exchange layout between yourself and other players, or between other players.**

**Example: The snake wanyama card is turned over.**

**Since there are 3 colors in your layout, You got 3 colors x 1 point = 3 points.**

**I didn't need to swap my layout, so I swapped the other players' layout.**



### ONE PLAYER

