



The Way Rule Set

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**Components**

1x Board

4x Uniquely colored pawns

<u>Original Deck (100 Cards)</u>	<u>Expansion Deck (?? Cards)</u>
<p>12x Air Singles 3x Air Doubles 1x Air Dual 3x Air All</p> <p>12x Earth Singles 3x Earth Doubles 1x Earth Dual 3x Earth All</p> <p>12x Fire Singles 3x Fire Doubles 1x Fire Dual 3x Fire All</p> <p>12x Water Singles 3x Water Doubles 1x Water Dual 3x Water All</p> <p>3x Void Singles 3x Wild Singles 3x Void All 3x Wild All</p> <p>12x Assorted Duals: Air-Water, Water-Air Earth-Water, Water-Earth Fire-Water, Water-Fire Earth-Fire, Fire-Earth Air-Fire, Fire-Air Air-Earth, Earth-Air</p>	<p>9x Void Singles 9x Wild Singles 3x Void Doubles 3x Wild Doubles 1x Void Dual 1x Wild Dual</p> <p>18x Assorted Duals: Void-Wild, Wild-Void Earth-Wild, Wild-Earth Air-Wild, Wild-Air Fire-Wild, Wild-Fire Water-Wild, Wild-Water Earth-Void, Void-Earth Air-Void, Void-Air Fire-Void, Void-Fire Water-Void, Void-Water</p>

### **Setup for Versus Play**

Place the board on the table.

Place one player piece for each player in the center of the board.

(In a 2 player game, each player may place 2 player pieces.)

Shuffle the card deck and deal 4 cards to each player.

### **Versus Play**

On each player's turn, they may perform one of the following actions:

1) Draw a card.

2) Play a card:

This can affect any piece.

This cannot result in a piece exiting the board anywhere but its gate.

A player piece does not move if:

It would move off the board (other than through its gate).

It would move into a space occupied by another piece.

It is in the void (center) and is directed to move towards the void.

Cards work by targeting 1, 2, or all player pieces.

This is represented by the number of borders on the card:

1 set of borders

Cards with 1 set of borders will have 1 or 2 symbols, representing how far in the direction of the symbol to move the player piece.

2 sets of borders

Cards with 2 sets of borders will have 1 symbol in each set of borders, representing that the player may make 2 independent moves.

This can be:

One target twice.

Two targets once.

4 sets of borders

Cards with 4 sets of borders will have 1 symbol, representing 1 movement for ALL player pieces in the direction of the symbol.

Wild cards may move each piece in a different direction.

3) Discard a card to draw two cards.

### **End Conditions**

A player piece is moved off of the board through its gate.

A player piece can only exit the board from its own gate.

### **Win Condition**

The first player piece to move through its own gate wins.

### **Setup for Cooperative Play**

Place the board on the table.

Place each of the 4 player pieces outside the gate opposite of its own.

Shuffle the card deck and deal 4 cards to each player.

Any void or 4 border cards (these are considered "events") are played immediately (from the first player, going left, if any order is required) and replaced until no one has any events left and 4 cards.

### **Cooperative Play**

Each player starts their turn by drawing a card.

If that card is an event, then resolve that event immediately and replace the card.

On each player's turn, they may perform actions the same as a in the versus game mode.

Each player ends their turn by "burning" cards. They draw and discard 2 cards from the draw deck for each player piece that is not currently in its objective position.

Discard these cards to a separate "burn pile".

### **Arc 1 End Conditions**

All player pieces are moved to the center of the board.

The card deck is depleted: everyone loses.

### **Arc 1 Win Condition**

All player pieces are moved to the center of the board.

### **Arc 2**

To extend gameplay, the players can try to move the pieces through their gates before the deck runs out. Shuffle the discard pile (but not the burn pile) back into the draw pile.

### **Arc 2 End Conditions**

Each player piece is moved off of the board, through its own gate.

The card deck is depleted: everyone loses.

### **Arc 2 Win Condition**

Each player piece is moved off of the board, through its own gate.

### **Symbols**

There are 4 basic and 2 advanced symbols that represent directions on the board:

Air: Moves a piece towards the yellow gate.

Earth: Moves a piece towards the brown gate.

Fire: Moves a piece towards the red gate.

Water: Moves a piece towards the blue gate.

Wild: Moves a piece in the direction of the player's choice.

Void: Moves a piece towards the center.