
Ivarí
RULEBOOK

= INTRODUCTION =

Humanity is in its infancy; living in scattered tribes in the Forest, Tundra, Coast, Glaciers and Desert. On Iwari, there are no teeming masses, no continent-wide civilizations.

The tribes have left their ancestral homelands to explore the vast uncharted territories, encountering other fellow tribes and exchanging knowledge, culture and wisdom.

= OVERVIEW =

Iwari is an abstract-like Eurogame where players represent different tribes who endeavor to define their identity by traveling and expanding settlements into five different types of territories in a strategy game of majorities.

= COMPONENTS =



1 Game rulebook



1 Double-sided map game board



40 Plastic Totems (8 for each color)



105 Wooden Tents (21 for each color)



1 Scoring-track double-sided board



12 Territory Scoring Markers



4 Mountains for connection blocking



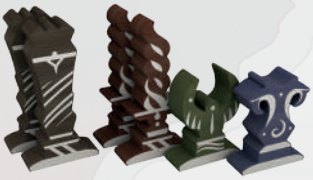
5 50/100 double-sided point tokens



57 Biome cards
13 Tundra (red), 12 Forest (green), 11 Glaciers (blue), 11 Coast (yellow), 10 Desert (orange)



1 Totem Connection Scoring Marker (first player token)



6 Wooden Feats



5 Player aid cards

= SET-UP =

1. Pick one of the two sides of the map game board and place it at the centre of the table.
2. Place the scoring-track board beside the map game board.
3. Each player selects a color and takes all of the Tents and Totems of that color. Then, each player places one of their Tents on the top of the scoring-track board, on the number zero. In a two player game, choose a third color and put all of the pieces on the side of the board. Refer to the two player game rules in the gameplay section.
4. Depending on the number of players, the set-up of the mountains on the map game board changes. There are four sets of two connections, each marked with the following symbols: ▲▲▲▲
   When placing mountains, randomly choose one of the two available connections for each symbol and place a mountain token on it. All connections covered by mountains will not score at the end of the game. Place the mountains following the scheme below:

Players	▲	▲	▲	▲
5	●			
4	●	●		
3	●	●	●	
2	●	●	●	●

5. The player who most recently traveled is the starting player. The first player takes the Totem connection scoring marker (first player token).
6. In a 5 player game, use the entire deck.
   In a 4 player game, remove 1 Biome card of each color.
   In a 2/3 player game, remove 2 Biome cards of each color.
7. Players take three cards as their starting hand. The starting player places the remaining cards face-down beside the board as a draw deck, and draws the 4 topmost cards, placing them face up next to the draw deck. These 4 cards will be considered as the display.

After your first game you can follow these rules:
Create the draw deck and reveal the display before drawing the starting hands. Then, starting with the last player, all players draw their starting hands from the draw deck and/or display. The display gets replenished back to 4 face-up cards every time a player has completed refilling their hand.



= THE BOARD =

The map shows the world of Iwari, that is divided into territories corresponding to each of the five different Biomes.

Each territory shows two types of circles. Tents must be placed on top of the smaller circles, while Totems must be placed on top of the larger ones.



Forest (green) Tundra (red) Coast (yellow) Glaciers (blue) Desert (orange)



The numbers on the map indicate connections between territories. During scoring, connections are scored in numeric order.

= GAMEPLAY =

Starting with the first player and proceeding in a clockwise order, each player takes a turn by performing one of the following actions:

1. Play up to three cards from your hand to place Tents or Totems on the board. Then, refill your hand back up to three cards.
2. Discard one card and draw one new card.

Whenever the draw deck is exhausted, the players score. The first time the draw deck is exhausted, players will only score Tent majority. After shuffling all discarded cards back into a new draw deck, score Tent majority. The second time the draw deck is exhausted, score the Tent majority, Totem connections and settlements. After this scoring the game ends.

= PLAYING CARDS =

On their turn, the player may play up to three Biome cards from their hand to place Tents or Totems on the board. The color and symbol of the Biome cards played indicates in which territory the player may place their pieces.

After placing the pieces, the player discards the used cards onto a discard pile in front of him.



= PLAYING PIECES =

When placing pieces on the board, players must follow these rules:

- Place one piece for each Biome card.
- On each turn pieces can be placed only in a single territory, corresponding to the Biome card played.
- In **unexplored** territories (without pieces yet) only a single Tent can be placed.
- In **explored** territories (containing at least one Tent of any color) up to two pieces between Tents and/or Totems can be placed.
- Two Biome cards of the same color can be used as a wild card to place a piece in another Biome color of your choice.

The 3-2-1 golden rule:
A player may use up to 3 cards to place up to 2 pieces into 1 territory.

The following special rules apply when placing the different types of pieces:



A **Tent** must always be placed onto a Tent space (the smaller circles in the territories).

Each Tent space may not contain more than 1 Tent.

When all Tent spaces on a territory are occupied, no more Tents can be placed in the territory.



A **Totem** must be placed onto a Totem space (the larger circles in the territories).

A Totem space may contain multiple Totems.

Fundamental rule:
The Tent majority within a territory determines the maximum number of total Totems (of any color) that may be present in that territory. No Totems may be placed on a territory without any Tents yet.





In this example, the Tundra tribe (red) has Tent majority on the Glaciers territory (blue) with a total of 3 Tents, which means that a maximum of 3 Totems in total can be placed in that territory.

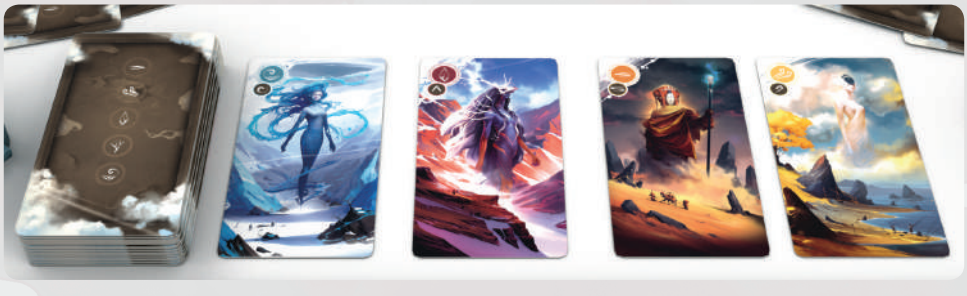
On a future turn the Tundra tribe (red) places another Tent in the territory, the limit for the amount of Totems that can be placed in that territory will increase to 4, allowing the Tundra tribe to strategically place a Totem during the same turn by following the base game rules (remember the 3-2-1 rule).

When all of the Tent spaces of a territory are filled, players may continue to place Totems on that territory, provided that they follow the Totem placement rules.

= DRAWING CARDS =

Players only replenish their hands back up to 3 cards once they have ended their turn.

Players may pick Biome cards from the display or from the top of the draw deck in any order and combination they wish.



The display gets replenished back up to 4 once the player has completed refilling their hand.

After replenishing the display, the turn passes to the next player.

= 2 PLAYER ADDITIONAL RULES =

Players will be sharing a third tribe during the game.

On their turn, after performing their normal action, players must play a turn as the third tribe before drawing new cards; this is done by using at least one of the remaining cards in their hand after their own turn. If players don't have any remaining cards to play as the third tribe, the turn of the third tribe doesn't take place.

Every action performed for this tribe could help with your strategy, but this tribe will accumulate points like any other player. If the third tribe wins, both players lose the game.

= HALF JOURNEY SCORING =

The half journey scoring happens when the draw deck is exhausted for the first time and consists of the following steps:

- Reshuffle all discard piles into a new draw deck and interrupt the game immediately (if while creating a new draw deck, the player still needs to finish the replenishment of their hand, he will draw the remaining cards needed from the new draw deck and interrupt the game immediately after).
- Count the Tents scoring.
- Totems and settlements are not scored.
- Proceed with the next turn.

= TENT SCORING =

Use the Territory Scoring Markers on the map to keep track of the territories while you score them. Once you have scored all territories, you can remove the Territory Scoring Markers from the board.

The player with **the most Tents** in a territory receives one point for each Tent in the territory, regardless of color.

The player with the **second-most** number of Tents in a territory receives one point for each Tent belonging to the player with the most Tents.

The player with the **third-most** number of Tents in a territory receives one point for each Tent belonging to the player with the second-most number of Tents.

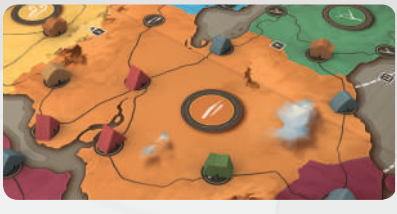
The player with the **fourth-most** number of Tents in a territory receives one point for each Tent belonging to the player with the third-most number of Tents.

The player with the **fifth-most** number of Tents in a territory receives one point for each Tent belonging to the player with the fourth-most number of Tents.

If a player doesn't have any Tents in a territory, he won't score any points for that territory.

In the case of a tie, players with the same amount of Tents receive the full amount of points following the rules mentioned above. All other players receive points as mentioned above without skipping a position.

In this example:



- *The Tundra tribe (red) has the Tent majority in the Desert territory (orange) and will get a total of 7 points (1 for each Tent in the territory).*
- *Glaciers tribe (blue) which holds the second-most number of Tents, will get a total of 3 points (1 point for each Tent of the tribe that holds the majority in the territory).*
- *Forest tribe (green) and Coast tribe (yellow) are tied and hold the third-most number of Tents, each of them will get a total of 2 points (1 point for each Tent of the tribe who achieved the second-most number of Tents).*

= END OF THE JOURNEY SCORING =

The end of the journey scoring happens when the draw pile has been exhausted for the second time, or when a player has no Tents left:

- The current round goes on until all players have played an equal number of turns.
- Count the Tents, Totems and Settlements scoring.
- The game ends.

= TOTEM SCORING =

Totems themselves aren't scored; rather, the connections between Totems in two neighbour territories are. A Totem connection is only worth points when a player has the Totems majority in both of the connected territories, in the event of a tie, all tied players are considered to have the majority.

The players with the Totem majority in both connected territories receive 1 point for each Totem in both territories, regardless of color.

There are a number of different connections in each map, which are numbered and should be counted in ascending order.

Use the Totem Connection Scoring Marker on the map to track the connections while you score them starting by placing the Totem Connection Scoring Marker on top of the connection number 1. Once the first connection has been scored proceed in ascending order.

Once you have scored all connections, you can remove the Totem connection scoring marker from the board.

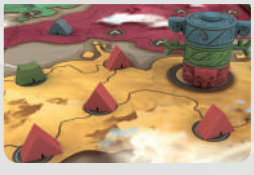


Example of Totem scoring:

In this example we are scoring connection number 7. On the Glaciers territory (blue) both Glaciers tribe (blue) and Coast tribe (yellow) hold the majority of Totems. However, on the Tundra territory (red) the Coast tribe (yellow) has the majority of Totems.

Since the Coast tribe (yellow) holds majority in both territories, the player will score 5 points (1 point for each Totem within both territories). The Glaciers tribe (blue) does not score any points, since it only has Totem majority in one of the connected territories.

= SETTLEMENT SCORING =



A settlement is formed by 4 or more Tents of the same tribe that are uninterruptedly connected by one or more paths. Settlements may also cross territories, and will score 1 point per Tent.

= GAME END =

The winner is the player with the most points at the end of the game. In the event of a tie, the winner is the player with the most unused pieces (Tents and Totems).

= FEATS =

At the end of the game, Feats will multiply the base Tent or Totem scoring, according to how many and which Feats are placed on the territory that is being counted.

1 Feat	x2
2 Feats	x3
3 Feats	x4
4 Feats	x5

By accomplishing certain tasks, players are allowed to place Feats on the map by following specific Feat placement rules.

You can use one or more of these Feats as an addition to the base game.



UNION: Only the first and second player to complete a Settlement can place one of the two Union Feats, which can be placed in one of the territories where the Settlement lies.

Score multiplier: Tent scoring.



DISCOVERY: Only the first and second player to place a Tent on the last available Tent space of an explored territory can place one of the two Discovery Feats, which can be placed in any territory of the map excluding the one where the last Tent was placed.

Score multiplier: Tent scoring.



HONOUR: Only the first player to have the Totem majority on a connection by land can place an Honour Feat, which can be placed on top of that connection only.

Score multiplier: Totem scoring.



RESPECT: Only the first player to have the Totem majority on a connection by water can place a Respect Feat, which can be placed on top of that connection only.

Score multiplier: Totem scoring.

Example of Tent scoring with Feats:

The Tundra tribe (red) holds the majority of Tents and will score a total of 5 points. The Coast tribe (yellow) holds the second-most number of Tents and will score 3 points.

Because of the presence of two Union Feats, the base Tent scoring will be multiplied by a total of x3.



Red tribe will get a total of 15 points (5x3) and the yellow tribe will get a total of 9 points (3x3).

CREDITS

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