

Wadi - The Watchmen

Mini-expansion for Wadi

Wadi - The Watchmen is an expansion that can only be played together with Wadi. It makes Wadi more strategic.

Contents

4 Watchmen (1 per colour).

Object of the game

Every player owns a Watchman. Players can use their Watchman to temporarily block strategically interesting areas and 'reserve' these areas for themselves.

How to play?

Players should play Wadi with the normal game rules as before. The following rules are only extra rules and do not replace any rule of the basic game.

Without Building rule B

To make the most of the strategic effect of Wadi – The Watchmen you can best play this game by using the variant 'Wadi without Building rule B'. This variant is explained at the end of these game rules.

Forbidden area

Nothing may be changed at the land tile with the Watchman on it. The same applies to the land tiles bordering directly on the Watchman horizontally and vertically. These land tiles are referred to as the forbidden area.

Wadi tiles (river tiles) are never included in a forbidden area. Watchmen never have an influence on them.

Shadoofs and water pawns already inside the forbidden area remain where they are. However, players are not allowed to place a new shadoof or Watchman inside the forbidden area. Players are also not allowed to pump water pawns from or to land tiles inside the forbidden area. This also applies to the player whose Watchman controls the forbidden area.

Pumping

A shadoof inside a forbidden area is allowed to pump (but only from and to tiles outside forbidden areas).

Placing Watchmen

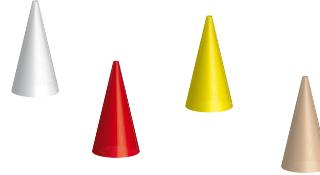
At the end of the first round there is a special 'reverse round' (anti-clockwise) in which the players must place their Watchmen onto the land tiles. The player who had the last turn, is the first to place his Watchman. The player who had the last turn but one, is the second to place his Watchman, and so on.

Watchmen can only be placed at empty land tiles. A Watchman can never be placed on a land tile with a shadoof, water pawn or other Watchman on it.

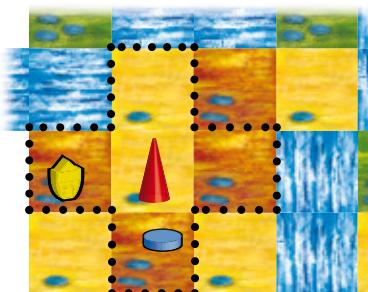
A player is not allowed to place the Watchman in a 'zone' if that 'zone' includes his own shadoof. These zones are limited by the wadi tiles and the edge of the game board (see example).

When every player has placed his Watchman, playing is reversed again back to the normal mode (clockwise) and the players continue with the next round.

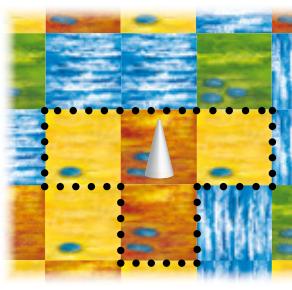
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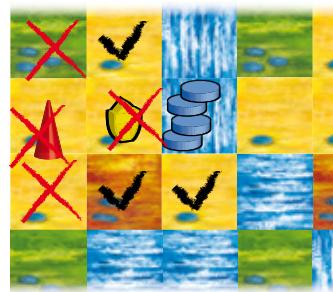
Forbidden area – The forbidden area of the red Watchman.



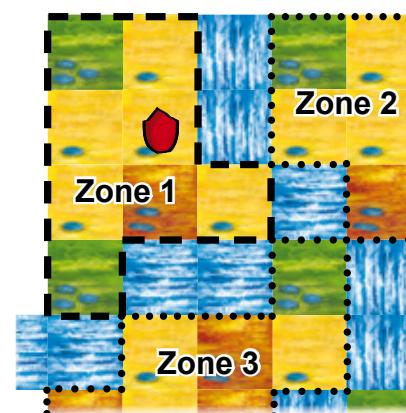
Forbidden area – A Watchman does not have any influence on wadi tiles.



Pumping – The yellow shadoof can pump a water pawn to one of the land tiles that are ticked off (V). The yellow shadoof is not allowed to pump to one of the land tiles with a red cross.



Zones – Red is not allowed to place his Watchman in zone 1 (inside the dashed lines). However, he can place it in zone 2 or 3 (inside the dotted lines) or somewhere else on the board.



Move

In the second round and every round thereafter, at the start of his turn, every player is obliged to move his Watchman. It is not allowed to leave the Watchman stationed where he is.

A Watchman can only be moved to an empty land tile (one without a shadoof, water pawn or another Watchman). It is not allowed to move the Watchman to a land tile within the forbidden area of another Watchman.

Contrary to the rule about placing a Watchman, a player is allowed to move his Watchman to a zone with one or more of his own shadoofs in it.

After the player has moved his Watchman, he carries out the rest of his turn following the rules of the basic game (so build a shadoof and/or pump).

Withdrawal

Instead of moving his Watchman, the player can also choose to withdraw his Watchman from the game board. However, the Watchman cannot be used again in the game after this.

Important: As soon as there are no more water pawns on any wadi tile, players are not allowed to redraw their Watchman. Watchmen still have to be moved at the start of their turn, however.

If, at any given moment, there is no land tile available to move the Watchman to, the player withdraws his Watchman. Even if there are no water pawns left at the wadi tiles.

Scoring

The player who withdrew his Watchman first receives 2 points. The player who withdrew his Watchman second receives 1 point. Other players who withdrew their Watchman receive no points.

Every player whose Watchman is still standing on a land tile at the end of the game, receives 4 minus points.

Every player forced to withdraw his Watchman while there were no more wadi tiles with water pawns on them, receives 4 minus points. And no plus points.

Of course all players still score points according to the normal rules of the basic game.

4 Players

When playing Wadi – The Watchmen with four players, I advise using all the land tiles. With fewer land tiles, the game becomes even more strategic and can lead to players being unable to build shadoofs and/or pump in their turn.

Wadi without Building rule B*

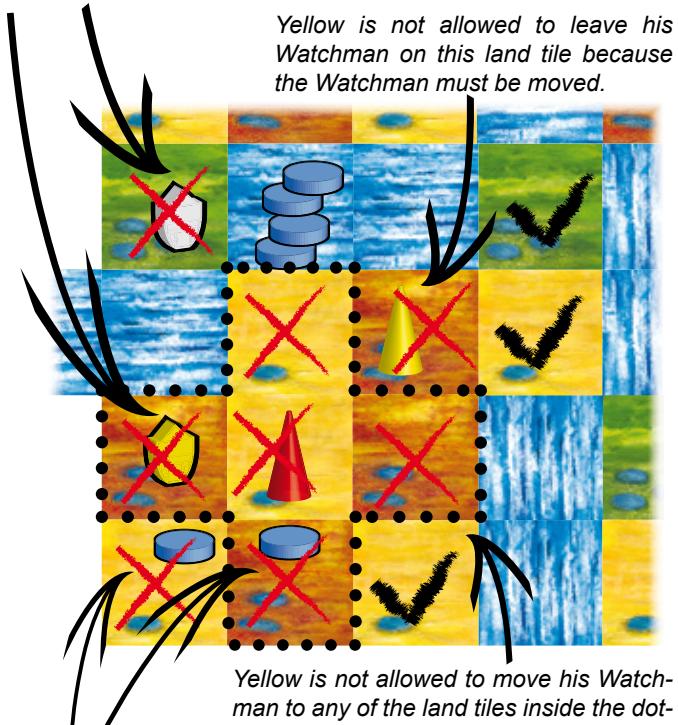
In order to gain maximum profit from the strategic effect of Wadi – The Watchmen, you can best play this game without Building rule B. In this variant, a shadoof is not allowed to border directly on another shadoof, neither horizontally nor vertically. This is not even allowed if the player whose turn it is does not have any possibility to pump water out of the wadi.

*Note: If you have downloaded the new game rules of Wadi (available since October 2009), just play the advanced rules with the Spreading rule.

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Move – Yellow must first move his Watchman before he can carry out the rest of his turn. He can move the Watchman to one of the land tiles that are ticked off (V) – or to another area of the game board.

Yellow is not allowed to move his Watchman to any of these land tiles because there are already shadoofs on it.



Yellow is not allowed to move his Watchman to any of the land tiles inside the dotted lines because it is a forbidden area (because of the red Watchman).

Yellow is not allowed to move his Watchman to any of these land tiles because there are water pawns lying on them.

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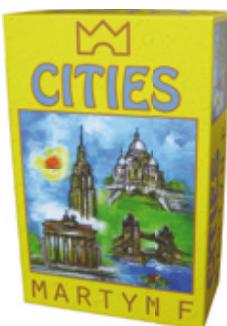


Not recommended for children under 3 - small parts may be inhaled or swallowed.

Other games of Martyn F

Cities

Cities is a fast, tactical placing and positioning game. It takes about fifteen to thirty minutes to play. Cities has been nominated for the Dutch Game of the Year 2009 and is on the German list of recommended games of "Spiel des Jahres" 2009.



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More info: www.martynf.com