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WANGDO 왕도

2-4 players
30 minutes
8 years up

A long long time ago, before the age of Humans, there were four bear clans who helped the King reign over Northeast Asia. The time has now come for the old King to decide who will be heir to the throne. The clans send their princes to the world to acquire all the qualifications needed to be the next king. They travel from town to town to erect sacred bear steles and inherit knowledge of religion, education, military, and commerce in return. A new journey is about to begin. Who will next sit on the throne?

CONTENTS AND SET-UP

1 Place the **Game Board** in the middle of the table.

- With 4 players, use all parts.
- With 2 or 3 players, don't use part **P**.

2 Each player gets one of the **4 personal boards**.

- With 2 players, place it on the side with the **P** (bottom left corner)

3 Blindly shuffle the **40 knowledge tokens** and place one face up on each village.

- With 2 or 3 players, remove **8 tokens** from the game before the set-up: one of each type, with and without the Dragon Seal.



Remove these 8 tokens in a game with 2 or 3 players.

4 Take the **84 Bear Steles**:

- Place 1 Stele of the matching color on the first Altar of each Temple track.

Put all the other steles in the **Bag**, then:

- Draw 4 Steles at random and swap them with the 4 tokens showing a Bear. Then remove the tokens from the game.



- Each player draws 3 Steles and places them near his personal board.



5 Shuffle the **16 Seal cards** and place them face down near the Game Board.



6 Choose a First Player in any manner you like. That player takes the **Golden Bear token**.



You are ready to start!

AIM OF THE GAME

The first player to **complete his board** wins the game. Which means collect 2 tokens of each type (3 tokens in a 2-player game).

If several players reach this goal in the same round, the player among them with the most Dragon Seals wins the game.



GAME TURN

The game proceeds clockwise, starting from the first player. On your turn, you may perform one of these two actions:

GET NEW STELES or ACQUIRE A KNOWLEDGE TOKEN.

On top of that, you may play as many Seal cards as you wish.

GET NEW STELES

To get new Steles, you may:

- Take any 2 steles from the Temples, **or**
- Draw 3 steles randomly from the bag.

Note: If you have more than 10 Steles in your reserve at the end of your turn, you have to keep 10 and return the rest into the bag.



ACQUIRE A KNOWLEDGE TOKEN

To gain a knowledge token from a village, you must erect a sacred bear Stele. Take one of the Steles from your reserve, place it on that village space and take the token. Then, place the token on the designated space on your personal board. There are 2 rules to follow:

- You may **not** place a Stele **adjacent** to another one of the **same color**.
- The Stele you place must be adjacent (=connected by a trail) to **at least** another stele.



Here, the orange Stele may only be placed on the space circled in orange.

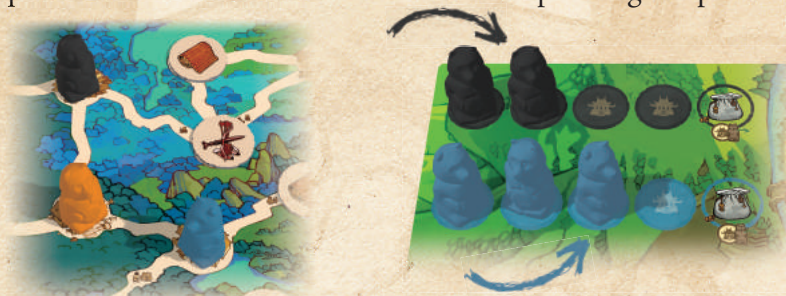
It can't be placed on the red cross at the top village as it would be adjacent to an orange Stele.

It can't be placed on the red cross at the bottom village as there is no adjacent Stele.

PAY THE COST

After raising your Stele, you must make an offering.

The price is determined by **all** the **adjacent** Steles. You must pay the equivalent in number and color to the corresponding temples.



Here, after placing the orange Stele, you must pay 1 black and 1 blue Stele, taken from your reserve. Place them on the first available altars from the left in the corresponding Temple(s).

SPECIAL CASE

If you place a Stele on the last altar of a Temple, it triggers a Ritual:

- 1) All the Steles of that Temple must be returned to the bag. The depicted bag serves as a reminder.
- 2) Then the player still on his turn may take a Stele from any **other** Temple and add it to his reserve. The depicted Stele serves as a reminder.



Notes:

- More than one Ritual may happen in a single turn.
- Sometimes you might have to perform a Ritual before continuing placing steles on the same temple.

KNOWLEDGE TOKENS

Each time you erect a stele, you get a knowledge token.

- Place it on your individual board on a space showing the corresponding type.
- You may **never** retrieve more tokens of a type than your board allows for.
- When you complete a **column**, draw the first Seal card from the pile.

The depicted card serves as a reminder.



SEAL CARDS

Cards provide special abilities which will help you during your journey. They come in two types.

A) The ones you play during a regular action, which allows you to change the rules a bit.



B) The ones that allow for an **additional** action. These cards are marked with a symbol (🌀) to remind you that action is indeed additional.



- You may own up to 4 cards (by completing all your columns and not playing out any of them).
- You may play and/or combine several cards during a same turn.
- You may **not** play a card on the same turn in which you got it.
- When you play a card, discard it.

GAME END

A player completing his 4th column triggers the game end. Finish the current round till the last player. That way, all players will have taken a same number of turns.

VICTORY



If a player alone has completed his board, he is declared **winner** and upcoming King.

If several players complete their board on the last turn, they compare their number of Dragon Seals.

The players involved add up all the Dragon Seals

- on their tokens
- at the back of their unused Seal cards,
- on the Seal card(s) that provide(s) a player with 2 Dragon Seals.



The player with the most Dragon Seals wins! In case of a tie, the players share the victory (and the throne).



In this example, the player totals 8 Dragon Seals.





FRANK CRITTIN

SÉBASTIEN PAUCHON GRÉGOIRE LARGEY

Frank has a PhD in mathematics but is more instinctive than calculating. He was born the year of the publication of Conquest.

Sébastien is a game designer at night and during the day he either plays pool, takes naps or runs his company GameWorks.

Greg is a more versatile engineer than a specialist working in an innovation center, he was born the year Connect Four was published.



Jakub was born in 1981 (Poland). Illustrator, comics creator, concept artist. Author of “Doktor Bryan” and “Ester Klemens” comics and Art Book with paintings and illustrations entitled “ELEMENT CHAOSU”.

Jakub has published short comics stories in many Polish magazines. He worked for CD Projekt RED and Flying Wild Hog creating stills for animated cutscenes for the games The Witcher 2: Assassin of Kings and Shadow Warrior. Most recently, he published fantasy comics “City of the dogs” published in France and Poland, “Namesake” and “Judas” published by BOOM!Studio in the USA.

Working on Wangdo was for me a travel in time to happy years of childhood, when I used to play board games with my brother and cousins. I had a great time working on all elements of the game, trying to build a small universe that can transport the players to fantastic realm!

JAKUB REBELKA



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CREDITS

Game Designers: Frank Crittin, Grégoire Largey & Sébastien Pauchon

Artwork: Jakub Rebelka

Producer: Kevin Kichan Kim

Art Direction: Vincent Dutrait

Graphic Design: Vincent Dutrait & Agsty Lim

Proof reading English rules: W. Eric Martin

(Special Thanks to Sébastien for his help on the rulebook!)

Bear Pawn 3D modeling: Dominique Breton (3dzeblate.com)

Grégoire: Wangdo's starting point was probably the time Frank told me about the 4-color theorem (I am actually color-blind)...

Frank: For those who don't know it, it demonstrates that 4 colors are enough to color any map so that no two neighboring regions are of the same color.

Grégoire: Correct, and even though we started off with adjacent fields, we soon switched to a network of roads...

Frank: Hence the first food-truck theme. That first version had 4 fluctuating markets at its core, with their ebbs and flows.

Seb: Yeah, this I remember, a food game with convoluted prices! At least, that's how it was when you had me play the first time in Essen.

Grégoire: A couple of weeks later, a first evening at Seb's, then later a week-end at my house and we decided to finish the game together.

Frank: Finish, finish, that's a quick way to put it! You should rather say that's when we decided to undo, redo, undo, redo, undo the game, and so forth. Working with a Swiss is complicated enough, but three at once...

Seb: True enough, we did go through quite a number of iterations before trimming the game down to the final slender version that has become Wangdo.

Concerning the final theme, look and finish, a big thank you to Kevin, Jakub and Vincent who did a great job!



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