

WONGAR







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For 3-5 Players

[Advanced game rules  
are noted in green]

## Contents:

1 Board

5 Score Markers in  
the player colors



6 Wooden Markers

2 ANCESTORS

2 ELDERS

1 BOOMERANG

1 SCORPION



225 Tjurungas in 5 colors: Each player receives 18 Discs, 15 Cubes and 12 Cylinders.



150 small Area cards divided into 10 sets of 15 cards.



3 Disc

1 Triple

2 Ancestor  
[remove 1]



2 Cube

2 Scorpion

2 Elder  
[remove 1]



1 Cylinder

1 Draw 4

1 Ancestor  
& Elder

43 big Ritual cards of 5 types:



Back



14 Disc



12 Cube



10 Cylinder



5 Double



2 Scorpion

1 cloth bag, 1 set of rules, 1 easy play reference sheet

# Basic Rules:

## Preparations

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Each player takes the tokens (*Tjurungas*) of one color. **All players give 4 tokens of each type** to be placed randomly on the board. Mix them in the cloth bag and draw one at a time. Beginning with the top left Area (Kangaroo) place as many tokens in an Area as there are players (e.g., 3 tokens in a 3-player game) except in the two central spaces (Hand and Foot), which receive a double amount (e.g., 6 tokens in a 3-player game).

Remove the two Scorpions [and the five Double cards] from the Ritual deck, shuffle the cards and deal 2 cards to each player. [Also give each player one Double card, and remove any remaining double cards from the game] The Scorpions are then shuffled back into the deck which is placed near the board. [The Scorpion Ritual cards are left out of the game]

Put the players' Score markers into the bag and draw two at random, one at a time. The first marker drawn determines the Start player, who takes the BOOMERANG and one ANCESTOR figure (brown). The other ANCESTOR is placed in the central Area showing a HAND. The second player takes one (beige) ELDER figure; the other is placed in the central Area showing a FOOT.



The Area cards are divided into 10 piles according to the backsides. Each pile is individually shuffled and placed face down in its matching area. [Permanently remove 1 Ancestor and 1 Elder card from each stack. Give one of each to every player.]

The player Score markers are then placed on the first space of the Score Track (marked with a symbol). The yellow Scorpion marker is placed in the bottom space of the Time Track.



## A Game Round:

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Each round begins by determining the new Start Player, who will be marked by the BOOMERANG piece. Following actions by the Ancestor and the Elder, each player will take one turn.

**1: The Duties of the Ancestor.** The new Start Player for each round is the player currently in possession of the ANCESTOR figure. The BOOMERANG is kept in front of this player during the whole round, keeping track of where the round began (because control of the ANCESTOR figure may change several times during a round).



**Exception:** The Start Player **must** change every round. If the player holding the BOOMERANG from the last round is still in control of the ANCESTOR, then both pieces are given to the player on his left.

The new Start player begins a round by turning over the top card of each Area pile not showing a face up card (all ten areas on the first round). If a Scorpion card is revealed the SCORPION

marker is moved one space up the Time Track and a new card is turned over in that pile. The penalty for drawing a Scorpion is described later. [No scorpion penalties] Used Area cards are removed from the game.

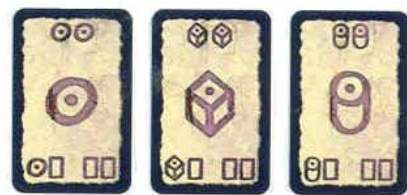
**2: The privilege of the Elder.** The player possessing the ELDER figure receives the top card from the Ritual deck. [The player picks a card of his choice from the Ritual deck.] If a Scorpion is drawn the player suffers a penalty [no scorpions], and draws a replacement card.

**3: Player turns:** In clockwise turn order, each player must choose one card from any Area still displaying a face up card and perform the actions indicated on that card. No new card is revealed in that Area this round. The card is then kept face down in front of the player until game end. When the last player has taken his turn go back to step 1 and repeat.

## Area Card Actions

### Single Tjurunga (Reinforcements)

The player taking this card must place a token of the same type in the Area he took the card from (if he can. The player may choose a card even if he doesn't have tokens of that type left. In that case he may still only draw two cards). The small illustrations display three alternatives of which the player may then choose one. The alternatives are always the same:



-  Place 2 further tokens of the matching type in *any* Area(s).
-  Place 1 token of this type in this Area, then choose one of the other options.
-  Draw 2 Ritual cards.
- Place 1 further token of the matching type in any Area, and draw 1 Ritual card.

**Note:** The players holding the majority of each type of "single" cards at game end receive a bonus of 8 victory points.

### Triple

The player taking this card (one per pile) may place 3 tokens of **any single type** in any Area(s) of his choice. The player is not forced to place any of the tokens in the Area where he took the card, and he may not draw Ritual cards instead. He may choose to place tokens of a type in which he doesn't have 3, but cannot mix the types.

### Tjurunga



### Ancestor



Each pile contains 2 cards [1 card] of the figure holding a boomerang. A player choosing this card immediately takes control of the ANCESTOR figure from the current holder. He then must move the ANCESTOR figure on the board into an adjacent Area (it can **not** stay in its present Area). A **Ceremony** will then be performed in the new Area. (Note: The Area from where the Ancestor card was taken has no relevance to the Ceremony.) The Ceremony is described later.



## Elder

Each pile contains 2 cards [1 card] of the figure holding a card. A player choosing this card immediately takes control of the ELDER figure from the current holder. He then must move the ELDER figure on the board one or two Areas (it can **not** stay in its present Area). A **Ceremony** will be performed in the new Area. (Note: The Area from where the Elder card was taken has no relevance to the Ceremony.) The Ceremony is described later.



## Ancestor/Elder

Each pile contains a single card displaying both figures. A player choosing this card immediately takes control of both figures from their respective holders. Both figures on the board are moved into the Area from where the card was taken (distance doesn't matter) and a **Ceremony** will be performed here.

## Draw 4

Each pile contains a single card displaying four cards. A player choosing this card must draw **4 Ritual cards** from the deck. Any Scorpions drawn will sting that player as described later. [No Ritual Scorpions]



## Scorpion

Each pile contains 2 Scorpion cards. Their effect is described below:



## Scorpions

The following events take place **every** time a Scorpion card is drawn. [Not Step 3]  
Resolve one card at a time:



1. Move the SCORPION Time marker one space forward (up) on the Time track. The track is divided into 3 sections of 4 spaces for scoring purposes only. Consider the 12 spaces as a single continuous track.
2. Area cards are kept face down in front of the player. The **first** Scorpion from the Ritual deck is placed next to the deck, but not in the discard pile. The discard pile plus both Scorpions are shuffled into the remaining deck as soon as the **second** Scorpion is drawn from the Ritual deck. [No scorpions in the Ritual deck]
3. The player is stung by the Scorpion: Lose as many points as there are players behind him on the score track. (e.g., a player in 2nd place in a 5-player game will move 3 spaces backwards on the Score Track. If the player now has fallen back to 3rd position a second Scorpion in the same turn will only sting him 2 spaces. Note: It is possible to pass the Starting space thus having a negative score. [No scorpion penalties]

## The Ceremony

Whenever a player picks one of the Area cards showing an Ancestor, Elder, or both, there will be a single Ceremony in the Area the figure(s) are moved into. A Ceremony is conducted by playing Ritual cards. The players having the majority of tokens of each type at the end of the Ceremony will score victory points.



Only players with a presence (at least one token of any kind) in the contested Area may participate in the Ceremony. As soon as a player loses his last token in the Area is he out of the Ceremony.

The controller of the ANCESTOR, or the first player to his left that is able to participate, begins the Ceremony, which is then carried out in standard player order among those eligible.

Each player must play 1 Ritual card in turn order or withdraw. A player who withdraws cannot participate in that Ceremony again, but remains eligible for victory points after the Ceremony ends. Played cards are placed in the discard pile after use. The Ceremony ends when no player wants to play any more cards. One player may continue to play cards alone. The contested Area will be scored immediately after the Ceremony has taken place.

### Ritual cards:

The deck of 43 cards contains cards of 5 different types. The **2 Scorpions** have already been discussed above.



There are **14 Disc**, **12 Cube** and **10 Cylinder** cards which may be used in one of three ways. Each card can only affect the type of token displayed on the card:

- A) Remove 1 token**, not in your own color, from the contested Area and return it to its owner.
- B) Move 1 of your own tokens** from the contested Area into any adjacent Area.
- C) Move 1 of your own tokens** from any adjacent Area into the contested Area.

There are **5 Double** cards displaying two of each type of tokens. The player may move or remove **two tokens of the same type** by performing one of the three options above (A, B or C). Note that it is not allowed to move one token into the Area and another one out of the Area or in any other way to split the option. If there is only a single token of the desired type in the Area may you choose to perform only that part of the action.



### Ceremony Scoring:



The Time Track is divided into 3 sections (Scorpion phase 1, 2 and 3). Below each section is a display with the points given to the majority holders of each type of token.

Note that the point awards **depend on the type of Leader card drawn**: Ancestor/Elder or Elder or Ancestor. Note that the type of award is not changed by the coincidental presence of the other leader figure.

Note also that the number of points increase as time goes, but as it can be pretty unpredictable when the game is going to end it is advisable to score whenever possible.

Each type of Tjurunga are scored in the same way: The player with the **most tokens of each type** receives the points indicated. Tie scores are awarded to the majority holder in control of

the ANCESTOR - or the player closest to him in the turn order. Obviously points will only be awarded for the types of Tjurungas present in that Area.

## Game End and Final Scoring

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The game ends when the Time marker reaches the final space (marked "X") or when the last card is drawn from an Area. The current round of turns is then completed.

The players finally reveal their collected Area cards. The players having the **largest collections of each type Tjurunga** (Disc, Cube, and Cylinder) receive a bonus of **8 points**.

Tied players all receive the 8 point bonus. The player with the highest total of points wins the game.

## Advanced Rules:

Players with a dislike for the element of luck may prefer to play with the following rules, which increase the tactical and strategic possibilities:

- **Remove 1 Ancestor card and 1 Elder card from each of the 10 Area piles.** Give each player one card of each type and return the rest to the box. The players must keep the two cards visible in front of them. In his turn a player may choose to play one of these cards instead of picking a card from an Area. Each card is removed from the game after use.
- **Remove the 2 Scorpion cards plus the 5 Double cards from the Ritual deck.** Give one Double card to each player and return the rest to the box. The Ritual card is added to the player's hand and may be used once; thereafter it is out of the game. The Scorpion Ritual cards are not used in the advanced game.
- **Each player place 4 tokens of each type on the board** following these guidelines: Beginning with the controller of the Ancestor and in turn order each player must place one Tjurunga in any Area. Continue until all players have placed their twelve Tjurungas.
- **Scorpions no longer sting!** Their sole function is to move the Time marker.
- **Ritual cards replaced by selection.** Ritual cards are not drawn randomly, but replaced by the card of the player's choosing. The holder of the ELDER selects rather than draws his privilege card. Players who use Area cards to take Ritual cards (either as part of a Tjurunga reinforcement or draw 4) select the cards of their choice.