



The Way Rule Set

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## **Setup**

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

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

## **Play**

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

- Draw a card.

- Play a card:

  - This can affect your piece.

  - This can affect pieces belonging to other players.

  - This cannot result in a player exiting the board through another player's side of the board.

  - 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.

- Discard a card to draw two cards.

## **End Conditions**

A player is moved off of the board.

A player can only exit through their own gate.

The first player to move through their own gate wins.

## **Symbols**

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

- Air: Moves a player piece towards the yellow gate.

- Earth: Moves a player piece towards the brown gate.

- Fire: Moves a player piece towards the red gate.

- Water: Moves a player piece towards the blue gate.