

Wave Imbuka

History:

In a nice snowy day, the penguins of the south pole decide to invade north pole and conquer the world, so they managed to get a ship called Welle (don't ask me how) and started their trip, but they didn't know that there was a polar bear infiltrated, now the ship is broken and there's a giant tsunami on their way, the penguins need to fix the ship and continue their mission.

Players:

- 3 to 4 players.

Materials:

- 1 Board
- 48 Object Cards
 - 4 Gears
 - 4 Screws
 - 4 Screwdrivers
 - 3 Fuel
 - 3 Chains
 - 9 Bombs
 - 10 Dead Fish
 - 6 Romantic Rose
 - 5 Krill Fish
- 4 Role Cards
 - 3 Sailors
 - 1 Imbuka (Traitor)
- 1 four sided dice
- 4 Characters
- 1 Tsunami Marker

Organization:

- Each room has a number, shuffle the object cards and distribute 4 for each number on a separate place from the board.
- All player start on the engine room without cards
- Each player draws a role card which will define if he is a sailor or a imbuka (traitor)

Objectives:

Sailors:

- The sailors must find all pieces necessary to fix the engine before the tsunami reaches them, or find and throw away the traitor.

Traitor:

- The traitor's main object is to get all the pieces necessary to bomb the engine and escape, or be the last survivor of the ship.

How to play:

- The game works with an overall turn, so as soon as everybody play their turns the tsunami marker adds 1 to the total and everybody goes again, if the counter reaches 10 all players lose.
- The player on their turn plays a 4 sided dice and adds 1 to the total, this number is the number of actions that he can do.
 - An action can be:
 - Walk (Enter and leave rooms)
 - Search (Draw an object card from the pile of the room he's in)
 - Arrest another player (To be able to do that he needs the chain card and be on the same room as that person, after using his card he must discard it) The person arrested must remain 2 turns without doing anything (Except eating)
 - Trade cards with another person that is on the same room as you (1 card per action)
 - As soon as someone is arrested it is possible to create a vote to throw the person off the ship, but that only happens if everybody agrees.
 - When a sailor completes his engine kit (1 gear, 1 screw, 1 screwdriver, 1 fuel and 1 chain), he can go to the engine room and fix it, bringing the victory to the sailors.
 - When a traitor completes his BOOM kit (4 bombs and 1 fuel), he can go to the engine room plant the bomb, and must leave the ship on the lifeboat, winning the game by himself.
 - When collecting 3 roses, the player can discard them to see the cards of a player.
 - Each player has a limit of 5 cards on their hands, so as soon as you draw a new card you must discard something from your hand
 - During the turns, if two or more players are on the same room and one of them use an action like "trade" or "search", all player in that room can see the cards traded, drawn or discarded.
 - From the fifth round, the hunger starts to get to the player, so on the end of the fifth round, seventh and ninth, each player must discard a food card (dead fish, krill fish) otherwise they die (remember it is possible to trade cards).

Victory conditions:

- If the traitor is caught and throw on the sea, the sailors win.
- If all sailors die and the traitor survives he wins
- If the traitor explode the engine and gets to the lifeboat, he wins.
- If the tsunami reaches the ship, both lose.

Credits:

Bianca Emi Takagui
Eduardo Kenji Karakawa
João Miguel Coletto Zattar
André Traleski de Campos

Patrocínio:

MAKUYA