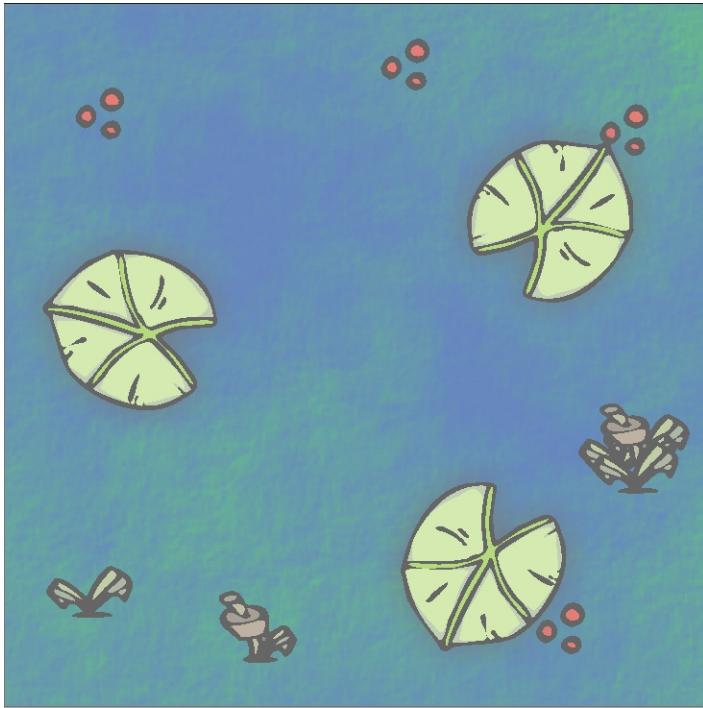


Pablo Bella

WETLAND







DIZEMO ENTERTAINMENT presents...

WETLAND by Pablo Bella

2-4 players
+6 years
30 minutes

CONTENTS:

8 Cardboard tiles
1 special cardboard tile
4 token model A (4 colors)
4 token Model B (4 colors)



INTRODUCTION:

Wetland is an abstract game where we have to move our tokens on a rotating floor tile to join them.

We will have 2 different tokens and a board made up of cardboard tiles. Each cardboard tile has 4 different colored boxes to take up for the token with the same color. Then, it moves forward around the board (remember a little to clockwork) until join our tokens. But we can also prevent future movement turning the cardboard tiles of our opponents.

The game is very mathematical, and with many possibilities, no elimination of players and is very fast game.

BOARD:

The tiles of the board are divided into 4 squares, in 4 different colors. The players can move their tokens only on the boxes with the same color in the course of the game.

The tiles of the board have an arrow on the center to indicate the direction on the rotation of the tile. Don't forget that you can also move the tiles of your opponent.

The special tile only has two colourless boxes and therefore can be used by any player; also we find the information for the extra moves.



TOKENS:

Each player chooses a color and takes the two tokens in their respective color.

These tokens can always be moved orthogonally and on the boxes with the same color.

Only you can move the tokens of your color, and move one of them cost an action.



The target of the game is to join your tokens of the same color.

PREPARATION OF THE GAME:

2 players: Board 2x2 (square) with 4 random board tiles of the 8 cardboard tiles possible.

The first player places his "A" token on the corner of the board, and the next player will place their "A" token on the opposite corner of the board. Afterwards, we placed the "B" token on the cardboard tile of our opponent. The "A" and "B" token will be place on the same color of the boxes.

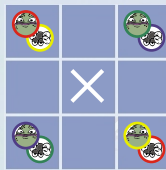


3 players: Board 3x3 (triangular) with 6 random board tiles of the 8 cardboard tiles possible.

The Board forms a triangle, and then we place our "A" token on the vertex of the board, and the "B" token on the opposite vertex of the middle like you can see in the picture.



4 players: Board 3x3 (square) places the special cardboard tile on the center, and the rest of the cardboard card forming the square randomly. It is really similar to the way with 2 players. Then, each player will place their token on the corner of the board like in the picture.



✕ Special cardboard tile

7

THE TURN:

The player's turn is based on **2 actions**, and you must choose between:

1.- Spin the cardboard tile: Always on the direction of the arrow. You can move one position.

2.- Move token: move the token orthogonally and always in the same color box than your token.

At the end of the turn, we need to check if our token meets the requirements to get an extra action.

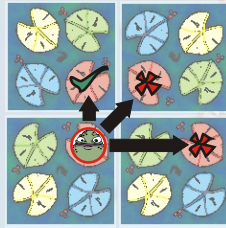
You can use the extra action in the current turn. You can get it if:

1.- On the cardboard tile of your token "A", there is at least one token of another player.

2.- On the cardboard tile of your token "B", there is at least one token of another player.

If you end your two actions and one token meet a requirement, you will have an extra action.

If your tokens meet both requirements, means than you will have two extra actions.



GROACK!



PIZZA!

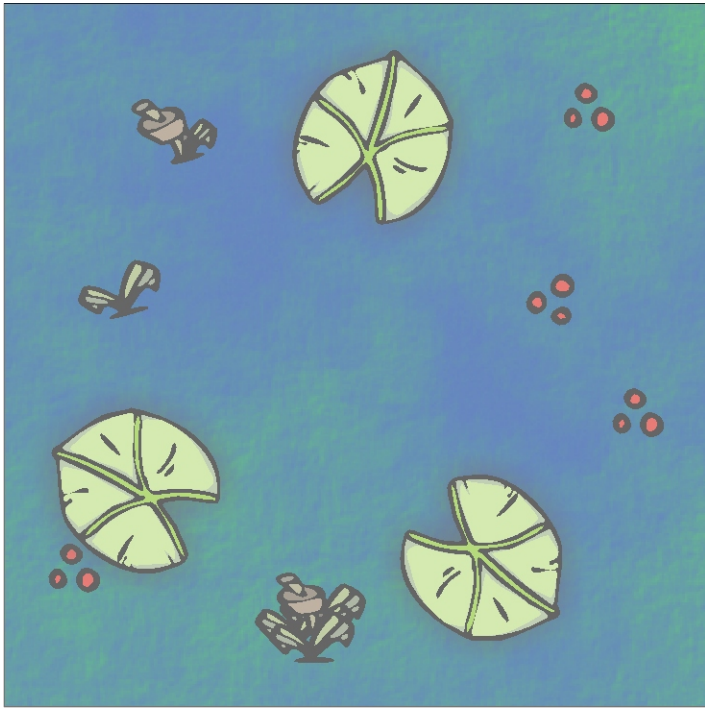


"A" token



"B" token

ENJOY THIS GREAT GAME!!!





Pablo Bella



AUTOR: Pablo Bella Dana
ILUSTRADOR: Pablo Bella Dana
TRADUCTOR: Raúl Blázquez Díaz
REDACTOR: Pablo Bella Dana
PRODUCTOR: Dizemo Entertainment

DIZEMO ENTERTAINMENT
Sevilla 35, Utrera (Sevilla), 41710
www.dizemo.com
info@dizemo.com