

# ME-WE General Game Rules

## Dice/ throw Rules

- Half the throw is allowed rounded down. (for instance  $5 / 2 = 2$ )
- when a player throws three equal numbers the player is allowed to throw the dice again. The player either walks the next throw or receives the next amount.
- When an action point is occupied then the entering player only gets half the amount thrown.

## Illness Rules

- A player becomes gravely ill after acquiring 8 or more illness cards.
- A gravely ill player is launched on to their element action point. If another player is located at that element action point, that player is launched on to their starting point.
- when a player has been launched to their element action point because of grave illness (8 sick cards or more) a quarantine sign is placed on the home action point. while a quarantine sign is on an action point it is closed for the other players to enter.
- when the player on the quarantined action point has been cured fully, which means all sick cards have been returned to the stack, the quarantine sign is removed.

## Tribe/ Player Rules

- Decide on how many tribes you want to play. (NOTE: you can play with 2 players that play either 1 tribe or 2 tribes)
- Per player in every tribe, you set up a house and a barn. You start out with 10 stuff per player to be stored in the player's house.

## Storage Rules

- when the community tile lacks storage positions for livelihood tokens the additional livelihood tokens are thrown into the general waste bin.
- community tokens are stored in the community reserve located on the community tile.

## Waste Rules

- When a barn is full, garbage may be placed on an empty living tile triangle up to 6 garbage items without consequence.
- When a player has more than 6 garbage outside their barn they get a 1 sick card at every turn they have.
- Accepting garbage from another player from another tribe earns the accepting player a trophy point.

## Element Mark Rules

- The community tile is also an action point for income and waste.
- Getting better is only possible on the home element tile of your tribe.
- After visiting an Element mark and gathering community knowledge, functionality or values you must visit one of the other element marks before returning to the same one

## Action point Rules

- Each endpoint (4) can be used to gather income or take care of your waste according to the level rules in the Me-We Level booklet.
- When ill after 8 sickness cards players can only get better is on the Tribe element mark.
- You always walk off your action point and must go to another action point before you can return to the same action point.
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## Disaster Rules

- personal disaster: throwing 7 in total. The damage done is the red die. The waste goes into the player's barn according to the barn rules.
- national disaster: throwing 15 in total. The damage of the disaster is the amount of the red die. All players take the red die amount of livelihood tokens out of their house and place it in the barn according to the barn rules. The community loses the red die amount of livelihood tokens from the community reserve and puts the tokens in the waste destination.

## Donation Rules

- a donation to the community is always 6 or a multitude of 6 livelihood tokens.
- a player can ask for a donation of the livelihood tokens if [s]he lacks the necessary livelihood tokens to pay for the player's livelihood (2 tokens)
- a player may donate the livelihood tokens in full (2 or more) and will receive a trophy point in doing so

## Knowledge acquiring Rules

- Acquiring a knowledge pillar is allowed when a talent holder is on either the main element tile, the secondary element tile or on the centre tile.
- Acquiring a knowledge pillar is only viable when all talents are available among the various tribe members.
- A tribe member is allowed to hold all the required talents of a knowledge pillar.
- When a knowledge pillar is acquired it will cost the community 3 tokens which will be placed in the waste destination.
- When the community lacks the tokens to pay for the knowledge pillar acquirement than the acquirement of said knowledge pillar is blocked till the community possesses enough tokens.
- When the knowledge pillar acquirement is blocked the acquirement proposal is void.
- Every single tribe member that contributes a talent to the acquisition of a knowledge pillar receives trophy points according to the knowledge acquirement reward rules.
- When a talent holder proposes a knowledge pillar acquisition the talent holder needs to be at one of the acquisition locations.
- When at an element location after acquiring the last talent needed for the acquisition the player may suggest the acquisition of the said knowledge pillar.