

WAKANDA FOREVER

GAME / JEU

AGE / ÂGE
10+

PLAYERS / JOUEURS
3-5
30-60 mins.

CONTENTS: CONTENU :

- 1x Black Panther Totem • 5x Tribe Mats • 5x Tribe Shields
 - 1x Wakanda Plastic Tray • 1x Wakanda Game Card • 20x Villain Cards
 - 60x Vibranium Stones • 2x Vibranium Dice • 1x Battle Die
 - 4x Tech Upgrade Dice • 1x Dora Milaje Die • 70x Wakanda Point Tokens
 - 5x Voting Discs • 1x Villain Token • 1x Health Tracker • 5x Cups
 - Instructions
- 1 totem Panthère noire • 5 tapis de tribu • 5 boucliers de tribu
 - 1 plateau en plastique Wakanda • 1 jeu de cartes Wakanda • 20 cartes Méchant
 - 60 pierres vibranium • 2 dés vibranium • 1 dé de combat
 - 4 dés d'amélioration technologique • 1 dé de Dora Milaje • 70 jetons de points Wakanda
 - 5 disques de vote • 1 jeton Méchant • 1 barre de santé • 5 gobelets
 - Règles du jeu



VIDEO INSTRUCTIONS AVAILABLE!

Can you only read in Wakandan? Do you dislike reading in general? You're in luck, go to www.spinmaster.com/wakandaforever for a video on how to play the game! It's the best way to learn Wakanda Forever!

WAKANDA IS UNDER ATTACK!

But the Villains attacking are no match for the Black Panther, the Dora Milaje, and the Wakandan forces! In this game, players each represent a tribe in Wakanda, all protecting Wakanda from a lineup of Villains. Players are rewarded with Wakanda Points for their efforts to vanquish the Villains with weapons forged from Vibranium native to the country.

Wakanda's protector, the Black Panther, leads the fight with the highly skilled warriors, the Dora Milaje. Being the King has its perks; while you are Black Panther you'll enjoy earning Wakanda Points at a faster rate, and you'll gain powers as each threat is neutralized under your watch, making you permanently more powerful as the game progresses. However, Vibranium might be tough to acquire since you're spending all your time defending the country. In addition, not all the tribes of Wakanda will be on board with your leadership... challenges for the throne are always around the corner! If you are challenged as Black Panther, you'll have to fight in a ceremonial 1v1 battle for the throne and title of Black Panther!

The player to have both the title of Black Panther and hold the predetermined amount of Wakanda Points wins the game! That player will have proven themselves most deserving of the powers of Black Panther and is the true King of Wakanda. WAKANDA FOREVER!

HOW TO WIN THE GAME

Be the first player to reach a specified amount of Wakanda Points, based on the number of players. As soon as you reach the required amount and hold the title of Black Panther, yell "WAKANDA FOREVER" to win the game!

There are several ways to earn Wakanda Points in this game, but the most efficient and most common way is to damage the Villain. A player will gain 1 Wakanda Point for each damage they deal to the Villain.

SET UP

Take all components out of the Wakanda Plastic Tray and place the tray in the middle of the table. Place the Wakanda Game Card on top of the Wakanda Plastic Tray, covering many of the recesses in the Plastic Tray. This structure will be known as 'The Great Mound' from now on. Pour the Vibranium Stones in the recessed moat in The Great Mound, known as the 'Vibranium Mine.' Place the Wakanda Points near The Great Mound and within reach of all players.

Each player should take a Voting Disc and a Silver Cup. Next, each player picks one of the 5 Tribes by taking the flat Tribe Mat and matching foldable Tribe Shield.

Bend the Tribe Shield on the creases to create a vertical blockade in front of you, hiding a section of the play space from the view of the other players. Place the Tribe Mat on one of the 5 angled sides of The Great Mound. Each tribe has a unique bonus power located on the Tribe Mat which can be used at all points in the game, except while determining the first Black Panther.

Try to build your strategy around the power on your Tribe Mat!

Shuffle the Villain Cards and place them face down in a stack near The Great Mound. Place one Villain face up in the center of The Great Mound. Put 2 more face up to the side, one closer to The Great Mound than the other. The closer one will attack The Great Mound once the current Villain in the middle is defeated. Each Villain has a bonus power which will be granted to whomever holds the title of Black Panther when the Villain is defeated. The power has no effect when the Villain is in the center of The Great Mound, but can be used at all times when owned by a player.

Count the number of players. The player count will determine how many Wakanda Points are needed to win the game. A normal game typically takes 45-60 minutes. If your group would like to play a shorter game, approximately 30-35 minutes, pass out one Villain Card to each player at random, placing it face up in front of the Tribe Shield so all players can see it.

The charts below show the amount of The Great Mound Points needed to win a game. Besides passing out a random Villain Card in a Short Game, all other set up and game play remains the same.

SHORT GAME - Pass a Villain Card to Each Player				
Players	3	4	5	
Points needed to Win	35	30	25	

NORMAL GAME				
Players	3	4	5	
Points needed to Win	55	45	35	

DETERMINING THE FIRST BLACK PANTHER

Each player takes the 2 light blue Vibranium Dice and rolls them, disregarding any powers. Take the resulting amount of Vibranium Stones and place them behind your Tribe Shield, hiding them from the other players. The player with the least Vibranium is named the first Black Panther. That player takes the Black Panther Totem and places it in front of their Tribe Shield for all other players to see. The Black Panther also takes the red Dora Milaje Die and places it in front of them.

If there is a tie for the least amount of Vibranium, players determine the first Black Panther by each rolling 3 silver Tech Upgrade Dice. The player with more 'hits' becomes the first Black Panther. Any losers receive 1 Vibranium Stone.

GAME PLAY OVERVIEW

The game follows a basic step-by-step pattern and repeats this pattern regularly in the game, explained in detail in the rest of the instructions:

- 1. A Villain Attacks!** - If the Villain is new, set up the Villain's health and give the Villain Token to the Tribe being attacked.
- 2. Mining for Vibranium** - All players besides Black Panther roll light blue Vibranium Dice and collect Vibranium.
- 3. Powering Your Technologically Advanced Weapons** - All players 'power their tech' with Vibranium by placing Vibranium Stones under their Cups.
- 4. Defending Wakanda** - Starting with the Black Panther, each player in turn reveals the amount of Vibranium under their Cup, and rolls the purple Battle Die along with the appropriate number of silver Tech Upgrade Dice. Damage the Villain the amount rolled and score 1 Wakanda Point for each damage done to the Villain. Continue with the next player on their left until either all players have had a turn, or until the Villain is defeated.
- 5. The Villain is Defeated** - Give the defeated Villain Card to the current Black Panther, then place the next Villain in line into the center. If the Villain was not defeated, skip this step.
- 6. Voting Round** - All players have the opportunity to Challenge the current Black Panther with Voting Discs, leading to a 1v1 ceremonial battle.

The game **immediately** ends when someone has both the title of Black Panther and the required amount of points. Yell "WAKANDA FOREVER" to win!

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1. A VILLAIN ATTACKS!

If a Villain is present from a previous round, skip this step.

Place the small purple Villain Health Tracker on the number equal to the new Villain's health. Place 1 Wakanda Point on the spots marked 5 and 15. Place 3 Wakanda Points on the spot marked 0. Place a Vibranium Stone on the spots marked 10 and 20. Only place a Stone or Point if the Villain's Health is higher than that amount.

Each Villain will be attacking a specific Tribe, denoted by the Villain's background color and the colored symbol opposite their health. When the Villain is attacking your Tribe, you will not be able to mine for as much Vibranium as everyone else, explained in the next section. A Villain attacks as soon as they enter The Great Mound. Give the Tribe being attacked the flat Villain Token to remind that player to only roll 1 Vibranium Die. If no one is playing the Tribe being attacked, the Villain Token is temporarily set aside.

2. MINING FOR VIBRANIUM

This step is skipped for the first round of the game.

All players other than the Black Panther will roll the light blue Vibranium Dice and collect Vibranium Stones.

The Black Panther does not roll Vibranium Dice. If the Black Panther remains from a previous round, the Black Panther earns 1 Vibranium for each Tribe that voted to Yield in the previous Voting Round.

If your Tribe is being attacked by the Villain, you will only roll 1 Vibranium Die instead of 2. Starting with the player to the left of the Black Panther, each player rolls both Vibranium Dice and takes the amount of Vibranium Stones shown on the dice, placing them behind their Tribe Shield. Pass the Vibranium Dice to the next player after rolling. Continue passing the dice until all players other than the Black Panther have rolled.

You may never have more than 15 Vibranium in your possession at any time in the game. Any additional Vibranium is immediately returned to the Vibranium Mine.

3. POWERING YOUR TECH WITH VIBRANIUM

Players use Vibranium Stones to exchange for additional Tech Upgrade Dice. These dice will be used to attack the Villain and earn Wakanda Points in the fight to protect Wakanda. The image to the right shows the upgrade scale for the Tech Upgrade Dice, duplicated on the Tribe Shields.

All players including the Black Panther place 0-6 Vibranium Stones under their Cup and push the Cup and hidden Vibranium in front of their Tribe Shield to power their tech. Once tech is powered for the round, no Vibranium can be added or removed from under the Cup until the Villain is defeated or until the round is completed.

4. DEFENDING WAKANDA

Players have an opportunity to attack the Villain in the fight to protect Wakanda, giving them a chance to earn Wakanda Points. Starting with the Black Panther, players use the free purple Battle Die and however many additional silver Tech Upgrade Dice they powered with Vibranium in the previous step. The Black Panther also gets to roll the red Dora Milaje Die for free, as the King leads the fight with the skilled warriors of Wakanda.

On their turn, each player lifts their Cup to reveal the Vibranium Stones used underneath. Return the Vibranium Stones spent to the Vibranium Mine, and roll all the dice powered with those Vibranium Stones. The following symbols will appear on the dice:

- **Blank**- you've missed! Nothing happens.
- **Vibranium**- take a Vibranium Stone and place it behind your Tribe Shield.
- **Hits**- damage the Villain the amount of hits rolled. Take Wakanda Points equal to the amount of damage done to the Villain.

Collect any Wakanda Points earned for damaging the Villain and place them behind the Tribe Shield so no others can see how many points a player has. For each damage a player does, take 1 Wakanda Point. Players can trade denominations of Wakanda Points at any time (five 1's for one 5).

If the Villain's health passes or lands on a bonus space on the health track, the player who caused that damage earns the bonus on the space! The bonuses on 5 and 15 are one Wakanda Point and the bonuses for 10 and 20 are one Vibranium.

After rolling the dice and collecting points, that player's turn is completed and the purple Battle Die is passed to the next player on their left. If all players have attacked one time and the Villain still has health, skip the next step and move directly into a Voting Round for a chance to seize the throne.

5. THE VILLAIN IS DEFEATED

The player that causes the Villain's health to reach 0 receives 3 bonus Wakanda Points for dealing the final hit to the Villain.

Players score Wakanda Points for the amount of **damage** they do to the Villain. If a Villain only has 2 health left, the max a player can receive normally is 2 plus the 3 bonus points for dealing the final hit.

Any players with Vibranium still under their Cups takes their Vibranium back, placing it behind their Tribe Shield.

When a Villain is defeated, the Villain's card is given to the current Black Panther, NOT to the player who did the final hit. The current Black Panther places the card in front of their Tribe Shield, making the Villain Power visible to all players. This power is in effect for the remainder of the game for that player, giving them the glory of defeating a Villain under their rule, and a strategic advantage in the game.

As soon as a Villain is defeated, the next Villain in line goes into the center of The Great Mound. Immediately flip over another Villain and add it to the end of the line, so there are always 3 Villains face up. Pass the Villain Token to whichever new Tribe is being attacked.

6. VOTING ROUND: CHALLENGING THE BLACK PANTHER + THE CEREMONIAL 1V1 BATTLE

If either of the below two situations occur, all players immediately move into a Voting Round where the incumbent Black Panther can be dethroned.

1. A Villain remains alive after all players have rolled the purple Battle Die once
2. A Villain is defeated

All players have an opportunity to enter into a ceremonial 1v1 battle with the current Black Panther to try and take the throne. Simply choose either the Challenge or Yield side of the Voting Disc, and hide it underneath the Cup so no other player knows your vote. The Black Panther does not vote. When all players are ready, everyone lifts their Cup simultaneously to reveal the votes. Any player that voted 'Yield' receives 1 Wakanda Point for their loyalty. If the current Black Panther remains King in the next round, the Black Panther will earn 1 Vibranium after the ceremony for each Tribe that voted to Yield. If the King is dethroned however, the new King does not receive any Vibranium in this way. Any player that voted 'Challenge' desires to take the throne for themselves. If multiple players voted to Challenge, only the player with the most Vibranium behind their Tribe Shield gets the chance to enter the ceremony. Reveal the Vibranium Stones behind the Tribe Shield if necessary.

If there is a tie between two or more players attempting to Challenge (meaning the Vibranium behind their Tribe Shields is equal) each of the tied players rolls 3 Tech Upgrade Dice. The player with the most hits enters the ceremony. Continue rolling if the tie persists.

Both the challenger and the Black Panther power their tech with Vibranium in the same way that they would attack a Villain. The red Dora Milaje Die is not used, as the Dora Milaje do not take sides during the ceremony. Vibranium cannot be earned during a ceremonial 1v1 battle.

Both players reveal the amount of Vibranium used by simultaneously lifting their Cups. The Black Panther goes first by taking the Battle Die and however many Tech Upgrade Dice they received for Vibranium and rolls them. The only symbols that count for the fight are hits. Any dice that land on Vibranium (10) are considered blank. After the Black Panther rolls, the challenger rolls. Whoever rolls more hits is named the Black Panther!

The winning player shouts "WAKANDA FOREVER!" All other players should echo it, in respect for their King and country. The winner takes the Black Panther Totem and places it in front of their Tribe Shield, and steals 1 Wakanda Point from the loser.

END OF THE GAME

As soon as a player has both the title of Black Panther and the required amount of Wakanda Points, they immediately yell "WAKANDA FOREVER" to win the game!



Vibranium Used → 0 1 2 4 6



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