

HELLO

Welcome to WURRM World!

This is a risk simulator. Are you risky or do you play it cool?

Pick a pyramid. This is you.

Pick a lucky number by presenting that number on your pyramid.



The lucky number in this diagram is 4

In WURRM World, your lucky number can be 1, 2, 3, or 4.

The first player to reach a Sleep Space wins. Sleep well!



This is a Sleep Space

BOARD SETUP

This game is flexible. See the reverse side of this sheet for the recommended setup, but you can do whatever you want.

PLAYER ORDER

The person with the next birthday goes first. Happy Birthday.

The first player places their pyramid on one of the start spaces that have these symbols.



The number of symbols is how many GEMS you start the game with.

Clockwise, each other player places their pyramid on a

start space. Turns then go clockwise for the rest of the game.

GEMS

GEMS are the economic units of WURRM World. This game came with GEMS, but you can use whatever you want. Socks, water, credit, frogs - anything.

Designate a player to be gem lord. Praise the gem lord. The gem lord keeps order over the use of GEMS.

You can run out of GEMS. This game only came with 27 gems.

ROLL & REROLL

- ROLL the 6 six-sided dice
- REROLL any lucky numbers
- Pick a wish

1 One	2 Twos	3 Threes
4 Fours	5 Fives	6 Sixes

- REROLL any number of dice
- REROLL any lucky numbers

Spend a gem to REROLL any number of dice. Spend as many GEMS as you'd like.

If your wish came true, that is the amount of value you achieved. Great work! If your wish fails, better luck next time. Your value is zero.

TURN ORDER

- Pick a lucky number
- ROLL & REROLL
- Move the amount of spaces of value you achieved rolling
- Experience SPACE EFFECTS
- End your turn

SPACE EFFECTS

As you move through WURRM World, you will touch and land on spaces. Experience the space effect as described here. The space you finish your turn is where you land.



Deep Space
Nothing happens here



Gem Space
Collect 1 Gem when you touch or land here



Attack Space
See reverse side for ATTACK rules if you land here



Void Space
All Void Spaces are adjacent to each other (warp)



Frozen Space
You can't land here



Sleep Space
Land here to win the simulation!



BORDERS

You will encounter borders as you move between spaces. Movement is only between adjacent spaces.



Open Border
You can move freely between these borders



TollTax Border
You must pay a gem to move through these borders



Hostile Border
These borders are dangerous and can't be crossed

ATTACK

Select a player to ATTACK

ROLL & REROLL

Take from the selected player the amount of gems equal to the value you achieved.

If your value is zero, give all your GEMS to the selected player.

BUMP

If you land on another player, move that player to any legal adjacent space. You have bumped them.

The bumped player experiences SPACE EFFECTS as if they have landed on their new space.

Bumped players must pay border fees.

You may BUMP players into other players. The player whose turn it is controls all bumps.

A player may only be bumped once a turn.

OPTIONS

Add any or all of the following variants to season WURRM World to your liking.

!BUMPERS!

Add 1 to all value achieved.

!BRIBERY!

Collect an additional gem at Gem Spaces.

You may bribe a player with any amount of GEMS you own to not ATTACK you.

The attacker can deny your bribe.

You may pay 6 GEMS to cross a Hostile Border.

!REVERSE!

Touching an Attack Space reverses Player Order.

!PETITION!

Attack spaces now initiate a petition.

The petitioner selects a player and petitions to the table a number of gems. All players vote. If the vote passes, the petitioner takes that many gems from the selected player. Tied votes fail.

!LUCKY!

If a player owns 13 gems, they win the game. Good job!

