



Rulebook

W.A.V.E.S



Components & Setup



Game mode

To start, decide if you want to play a **Team mode** or **All vs All** game. **Team mode** is recommended for your first experience.

Then, from the 7 **Council cards**, find the one for the chosen game mode and player count. The number of icons indicates the player count.



Teams mode

Council card for a 5 player Teams game. The icons indicate the seating order.



All vs All mode

Council card for a 6 player All vs All game.

Seating order for Team mode:

Split into 2 teams of equal size. At 5 players, select one player to play solo. Every player takes a seat between 2 opponents. You can also reference the back of the Council card for the seating order.

- A** Place the **Council card** face up near the center of the table.
- B** Shuffle all **100 base cards** into a facedown deck. Deal 5 cards to each player and place the rest within reach of everyone.
- C** Draw one card from the deck for each player and place it face-up in front of them. Move these cards close together to form the Council.
- D** Pick a random player to receive the **Wave token**.
- E** Place the **5 Rule Tablets** near the rest. For your first game, use the sides depicted in the image on the right. Choose which tablets and sides to use in subsequent games.
- F** Place the **5 Ceremonial Shells** close to the center of the table.

Example: set-up for 4 players

1 Scholars

All Scholars have 6 Power (instead of 1)

6

2 Keepers

Agents need an equal or lower power to collect Elders



3 Knights



4 Seers

⚡
Rotate Elders one player counterclockwise



5 Nobles



E

1	
2	
3	
4	
5	

A



F



C



D



B



Each player receives 5 cards

Special Set-ups



Team mode - 5 players

The Solo player receives 6 cards instead of 5.
For this player, the maximum handsize remains 6 (see Gameplay).

All vs All mode - 3 players

During Set-up, place one extra face-up card in the Council, between 2 players, for a total of 4 Elders. This Elder is not associated with any player, but will affect **Open and True Majority** and **some Rule Tablets** (see Gameplay).



Overview & Terms



Players take on the role of powerful House leaders who compete for control of the majestic city of Atlantis. The key to reaching this goal, is by gaining influence with the **Council of Elders**.

During the game, players will play cards called **Agents**, who will try to persuade these **Elders** to support their interests. Knowing which Agents to play and in what manner is key to success.

Strategic communication with your team is crucial, factoring in player order and the number of available **Shells**. But above all, you must work together to try get the Council to put forth the **Rule Tablet** that works in your advantage!

Elder

The card that is face-up in front of you is referred to as your **Elder**. All **Elders** in play together form the **Council**.



Class & Power

Elders come in 5 different classes, with Power 1 through 5. Power is often changed by Rule Tablets

Agent

Each round, you will play one or more cards face down at the **Elder** in front of you. Cards played from your hand are referred to as **Agents**.



Followers

Agents can be played as Followers, represented by the Fish icon.

Rebels

Agents can also be played as Rebels, represented by the Crab icon.

Rule Tablet

In each round, one Rule Tablet will be active. Elders and Rebels influence which Tablet will be activated.



Direct

Rules with the lightning symbol should be applied directly. All others are active during the entire round.



Goal

As soon as a team, or individual player, collects the amount of **Elders** indicated below, they immediately win the game. The round does not continue!



Team mode - 4 or 6 players

A team wins as soon as they collect:

- All of the **5 different Elders**.
- Or a **total of 7 Elders**.



Team mode - 5 players

A team wins as soon as they collect:

- All of the **5 different Elders**.
- Or a **total of 7 Elders**.

The solo player wins when they collect:

- A **total of 4 Elders**.



All vs All mode - 4 or 6 players

A player wins as soon as they collect:

- **4 different Elders**.
- Or a **total of 6 Elders**.



All vs All mode - 3 players

A player wins as soon as they collect:

- All of the **5 different Elders**.
- Or a **total of 7 Elders**.



Gameplay



Waves is played over a number of rounds, consisting of the following phases. These are the same for every game mode.



Open Majority

At the start of each round, determine which class of Elder has the majority in the current Council. Simply observe which class has the most amount of cards. Ties are broken in favour of the class with the highest Power. Then, consult the Council card to determine how many Shells should be placed in the center of the Council.

Example: Open Majority

1	
2	
3	
4	
5	

The Open Majority of this Council goes to the Seers [4].
2 Shells are placed in the center of the Council.



Playing Agents

Starting with the player holding the **Wave Token** and going clockwise around the table, players take turns placing one or more Agents from their hand facedown at the **Elder** in front of them.

You can play **Agents** in 2 ways:

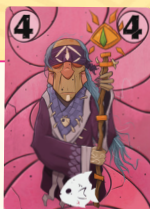
- As a **Follower**. To do so, place one card from your hand beneath the Elder in front of you, with the Fish icon upright.
- As a **Rebel**. To do so, place any number of cards **from the same class** partially over your Elder. Obscure the Elder's Fish icon with the Agent's Crab icon. Make sure the other players can see how many cards you've played.

Note: you can never play **Agents** at another player's **Elder**.



Play as a
Follower

*Followers get the
first opportunity to
collect Elders*



Play as a
Rebel

*Rebels influence
the Council's
True Majority*



! Communication in team mode !

Each round, players are allowed to openly communicate with their team, until they have played their **Agent(s)**. After that, they may not communicate in any way until the last player placed their **Agent(s)**.



True Majority

After the last player placed their Agent(s), all Rebel Agents are revealed. Follower Agents are kept facedown.

Now, determine which class has True Majority from all the cards open on the table. Look at both Elders and Rebel Agents. In case of a tie, True Majority goes to the class with the highest Power.

Take the Rule Tablet associated with the class that has True Majority and place it close to the Council. This is the active rule for this round.

If the active rule conflicts with a base rule, always follow the active rule.

Example: True Majority



1 Scholars

All Scholars
have 6 Power
(instead of 1)

6

After revealing the Rebel Agents, it turns out the True Majority in the Council is held by the 3 Scholars [1].

The Tablet associated with the Scholars is placed near the center of the table, to indicate that it is active.

Discard extra Rebels

Extra Rebel Agents only help to obtain True Majority.

After establishing True Majority, extra Rebel Agent cards are discarded, face up, until **each player has just one Agent card left**. Keep this card over the Fish icon of the Elder to indicate that you have rebelled.



1st Wave - Followers collect

Starting from the player who holds the Wave token and going clockwise around the table, the players who Followed reveal their **Agent** and check if they collect their **Elder**.

Elders are collected when:

1. There is still at least one **Shell token** available in the Council.
2. The **Agent** has a higher Power than the **Elder**.
3. The active Rule Tablet allows you to collect your **Elder**.

If you collect an **Elder**, remove a **Shell token** from the center of the Council. Keep collected **Elders** clearly visible, so that other players can keep track of your (team's) progress.

If you **do not collect your Elder**, take the card into your hand instead.



2nd Wave - Rebels collect

After all the Followers took their turn, the Rebel players will now have a chance to collect their **Elder**. Start again from the player holding the Wave token and go clockwise around the table.

The same rules for collecting **Elders** apply.

Example: Collecting Elders

The Scholars have True majority, so this is the active Rule

1 Scholars

All Scholars have 6 Power (instead of 1)

6



1st Wave: Followers

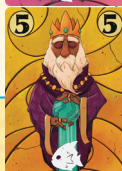
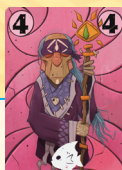
*The first Follower Agent is a **Knight** [3].*

*Because of the current rule, the **Scholar** has a Power of 6, so the Agent's Power is not high enough collect the **Elder**. The **Elder** is taken into the player's hand.*



*The second Follower Agent is a **Noble** [5].*

*Neither the **Agent**, nor the **Elder** is affected by the current Rule. So the **Elder** with Power [4] is collected and remove a Shell from the Council.*

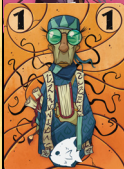


2nd Wave: Rebels

*The first Rebel Agent is a **Scholar** [1].*

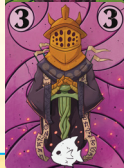


*Because of the active Rule, the **Scholar** counts as a [6]. So it collects the **Elder** [4] in front of them. A second, and final Shell is removed.*



*The second Rebel Agent is a **Knight** [3]*

*This **Agent** has more power than the **Elder** [2]. However, there are no Shells left in the Council, so the **Elder** is not collected and is taken back into the player's hand.*





Preparing a new round

- Move the Wave token to the next player in clockwise order.
- Each player draws 1 card from the deck.
- All players discard down to 5 cards in hand if needed. Cards are always discarded face up. **The solo player in 5-player team games discards down to 6 cards.**
- The Agents that were played this round move to the center. They become the new **Elders** and form the new Council for next round. **In 3 player games, discard the unassociated Elder and draw a new one to add to the Council.**
- The Rule Tablet is no longer active. It can be placed back with the rest.

Continue with a new round.



In Team games, players may openly communicate up to the end of their turn. Once their Agents are played, they may no longer communicate in any way.



If you have played multiple Rebel Agents, you will likely have to play the next round(s) with less cards in your hand.



Deep dive: Rule Tablets

Beginner: Calm Tablets

The Tablets for the Knights and the Nobles have 1 side without any text.

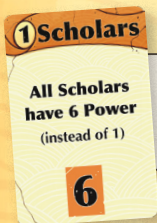
If these Tablets are active on a round, there are no special rules that apply.

Use these for your first game(s) to lower the game's complexity.



Base Tablets

All Tablets with a black title have a medium complexity. Simply decide as a group which side you want to use for your game.



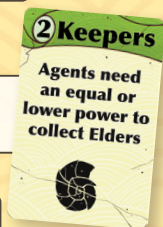
All Scholars, both **Elders** and **Agents**, have 6 Power instead of 1 this round.

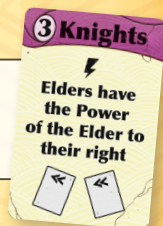
This means **Elder Scholars** cannot be scored.



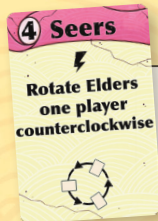
If your **Agent** has a higher Power than your **Elder**, it does not collect your **Elder**.

This round, all **Rebel Agents** collect **Elders** in the first Wave. **Follower Agents** collect Elders in the second Wave.





Your Elder has their Power changed to the Power printed on the Elder to its right. Determine this before cards are collected.



The **Elder** in front of each player is placed in front of the player to their right. The **Agents** remain with their owner.



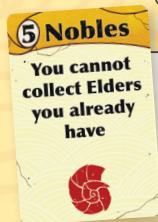
Follower Agents have their Power decreased by 2.



Starting with the player holding the Wave token, both Waves continue with the player to their right, instead of the player to their left.



The first time an Elder would be collected this round, that Elder is returned to the player's hand instead. Don't remove a Shell.



If the **Elder** in front of you already has been collected by you or your team (even in the same round), it cannot be collected.

Advanced Tablets

Each Class has one side with a white title on their Rule Tablet. These offer a bit more complexity in gameplay than their counterparts. It is recommended that these sides are not used when playing with players unfamiliar with Waves.

You can slowly add complexity to the game by introducing only one new expert Tablet at a time.

1 Scholars

Followers have
3 Power
Rebels have
6 Power



Instead of their original Power, every **Agent** played as a **Follower** has 3 Power.
Every **Rebel** has 6 Power.

3 Knights

Agents have the
Power of the
Agent to their
right



All Keepers, both **Elders** and **Agents**, have their Power increased by 2 for every Shell currently in the Council. Their Power drops as Shells are removed.

The Power of your **Agent** is equal to the number printed on the Agent card of the player your right.

Reveal that Agent card if needed.

5 Nobles

Set the amount
of Shells to
the amount of
Followers



You can only collect your **Elder** if there are no other Elders of the same class in the Council. Disregard open Agent cards for this.

Add or remove Shell tokens until there are as many as there are Followers this round.
This can be zero if no player followed.

2 Keepers

All Keepers
have +2 Power
for each Shell
left in the
Council



4 Seers

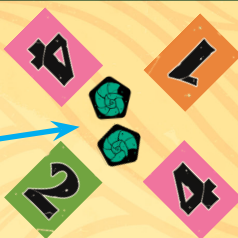
Only Unique
Elders can be
collected



Round overview

1. Place Shells

based on **Open Majority**



2. Play Agents

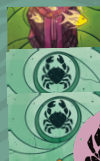
as either **Followers** or **Rebels**



Turns go clockwise, starting with the Wave token holder



Follower



Rebel

3. Reveal Rebel Agents

and activate **Rule Tablet** based on **True Majority**



4. Followers collect first, then Rebels



if there is still a **Shell** available..



..Agent has more Power than the Elder..



..and the active **Rule Tablet** allows it

5. End round

- Wave token moves clockwise
- Each player draws a card
- Discard down to 5 cards
- Agents become new Elders