

# 五行

## Wu Xing The “Five Elements” Game

For 2 to 6 Players

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### WU XING : THE “FIVE ELEMENTS” GAME

*Wu Xing* is a game of luck and skill based on the Chinese Five Elements, Twelve Animals and Ten Heavenly Stems.

These symbols form the basis of the Chinese theories of Feng Shui – the Elements define various characteristics of people, places or events. The 12 Animals (also known as the Earthly Branches) are assigned to the months of the year – and help to predict a person’s fortune. The 10 Heavenly Stems (two for each Element) are then linked with the Animals to form a cycle of 60 years, which also is used for prediction over a person’s life.

Feng Shui for Modern Living Magazine has taken these symbols and created a delightful game, where the players are trying to claim sets and series of these symbols – and prevent their opponents from doing so!

The aim of the game is to get the highest score from a set of collected tiles. The tiles are claimed by matching the dice shown on the tile with the dice thrown by the player. Bonus points are gained for sets of tiles with matching Element colours or for collecting a complete series of Elements, Animals or Stems.

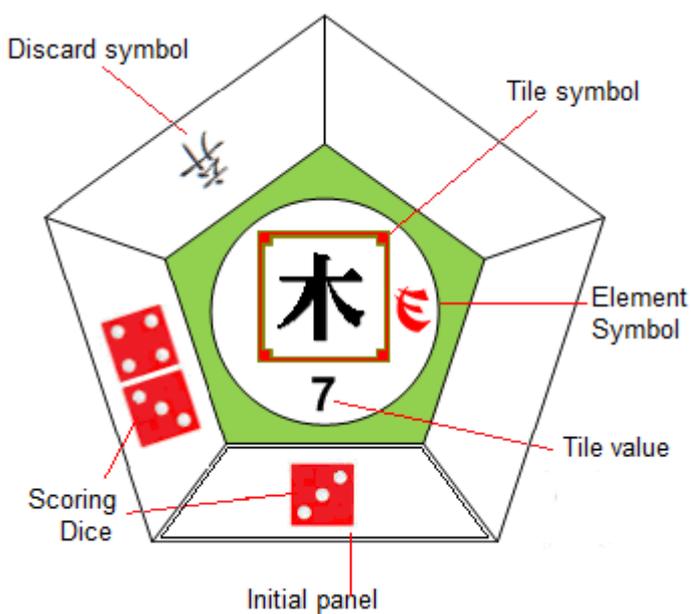
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The game consists of the following items:

- 1 Game Board with three pentagonal spaces for the Tiles in play
- 27 Tiles – 5 Elements, 12 Animals and 10 Heavenly Stems
- 18 Ying Yang tokens – 3 of each colour for up to 6 players

### SYMBOLS AND TILES

Each of these symbols is shown on a Pentagon shaped tile:



**Tile symbol** – the Chinese symbol for the Element, Animal or Stem

**Element Symbol** – represents Elements , Animals  or Stems . (See 3.1)

**Tile value** – the scoring value for the tile

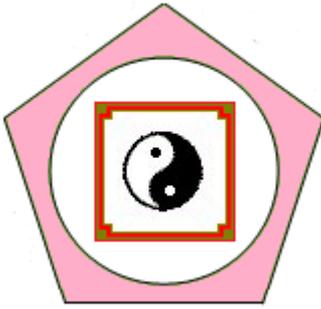
**Initial panel** – the panel at the bottom of the tile when it is first placed on the board

**Scoring Dice** – the dice that must be matched with the player’s throw

**Discard symbol** – when this appears at the bottom the tile is discarded

**Background colour** – which represents the Element of the Tile Symbol

## THE TOKENS



Each player is given 3 “Yin Yang” tokens.

The tokens can be used, at any point during the game, to add 1 to a dice throw, subtract 1 from a dice throw, or allow 1 dice to be re-thrown. Once used the Token is discarded and cannot be re-used.

Addition or subtraction is cyclic – so 6 may become 5 or 1, and 1 become 2 or 6.

The tokens can also be used to prevent “Capture” of a Tile (see 2.2)

## 1. START OF GAME

All the tiles are shuffled and placed face down in a stack in the middle of the playing area.

Each player has two standard dice (1-6), and a set of three Yin Yang tokens (they will need to choose a matching set of one of the six colours available).

The first player is chosen by whatever arcane rules make sense to the assembled company.

At the start of the game, the top three pentagon tiles are placed face up on the playing board, one in each of the pentagon spaces – with the initial dice panel at the bottom of the pentagon (this panel has a double outline). The Playing Board is handed to the first player.



Play passes round the table clockwise.

## 2. PLAYER'S TURN

The first player throws his two dice, and attempts to claim one of the face-up tiles. A player can only claim one tile per turn. The player may use one (or more) of his Yin Yang tokens to add 1 or subtract 1 from a dice throw, or re-throw one dice. The token is then discarded.

If he does not choose to use his dice to “Claim” a tile, he may then attempt to “Capture” an opponent’s tile.

A player may only perform one of the actions (Claim or Capture) during his turn.

## 2.1 CLAIMING TILES

The player may claim a tile from the Game Board when his thrown dice (with or without adjustments using the Yin Yang tokens) match the dice on the current bottom panel of one of the tiles on the Playing Board as follows:

1. If there is only a single dice on the panel, such as , then the player must throw a 5 on either of his dice.
2. If three dice (a triple) are shown on the tile, then the player's two dice must match two of the three dice.

For example, if the bottom tile panel shows  (3, 4, 5) then the player can claim the tile if he has thrown 3&4, 3&5 or 4&5

3. If there are two dice (a pair) on the bottom panel, such as  (2, 3), then the player must throw 2&3 to claim the tile.

If none of the player's dice match the dice shown on the bottom panel of any of the tiles, then he cannot not claim any dice.

## 2.2 CAPTURING TILES

If the player has not used his thrown dice to claim a tile, then he may attempt to capture an opponent's tile.

If his thrown dice match a paired dice on the opponent's tile, the player may capture the tile and add it to his set of claimed tiles. Paired dice have only two dice in their panel – Elements and Stems have one paired dice, Animals have two. The single dice or triple dice cannot be used in capturing a tile.

The player whose tile is being captured may spend one of his Yin Yang tokens to prevent the Capture. The token is then discarded.

## 2.3 ROTATING AND DISCARDING TILES

As the final act during the player's turn he must rotate all the displayed tiles anti-clockwise.

If any tile shows the DISCARD symbol  in the bottom panel, it must be discarded.

## 2.4 REPLACING TILES

Any empty pentagon spaces on the Playing Board are filled with tiles from the Draw Pile. If the Draw Pile is empty, then the Discard Pile is shuffled and turned face down to form a new Draw Pile.

If there are only three tiles left and the Discard symbol appears after the tile is rotated, the tile is replaced on the game board with the initial panel at the bottom.

When there are no tiles left, the Game ends.

## 2.5 NEXT PLAYER

The Playing Board is passed to the next player (clockwise) to start his turn.

### 3. WINNING THE GAME

The game ends when there are no tiles left in Draw or Discard Piles, and the player with the highest total will win.

The score consists of the total of the numbers on each of the player's tiles plus any bonus points – see below.

#### 3.1 BONUS POINTS

When counting his score, a Player gets Bonus Points for sets of tiles with the same background colour.

Number of Tiles with same colour	Bonus Points
3	5
4	7
5	10
6	15
7	25

Further Bonus points are scored if the player is able to claim all of the Elements or Animals or Stems:

Set	Number in Set	Symbol	Bonus Points
Elements	5		25
Animals	12		15
Stems	10		10