

# RAWSIKO

## MATERIALS AROUND US

# RULES MANUAL

NUMBER OF PLAYERS: 3-5

RECOMMENDED AGE: 10+

RAWsiko has been developed as part of  
Raw MatTERS Ambassadors at Schools



RAWsiko was created by:



National Research Council of Italy

The digital versions of RAWsiko have been developed by:



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## BACKGROUND

The game is set in a future where China, which is the largest exporter of critical raw materials, decided to close its borders preventing any and all contact with the rest of the planet. In the face of this decision, a desperate “raw materials rush” has begun.

Each player is at the head of a huge company active in several industries (indicated by the Objective Card they receive at the start of the game), that will be allocating its Assets (represented by the in-game pawns) all over the world to secure the critical raw materials it needs and keep other competing companies away from them.

## SYMBOLS



Commercial  
Clash



Info button



Materials



Territory  
Occupation



Next Player  
button



Game Turns



Assets  
Movement



Menu button



Anonymous  
Player



Game Setup



Detailed  
Objectives  
button



Current  
Player



Action  
Phase



Chat button



Asset



Investment  
Phase



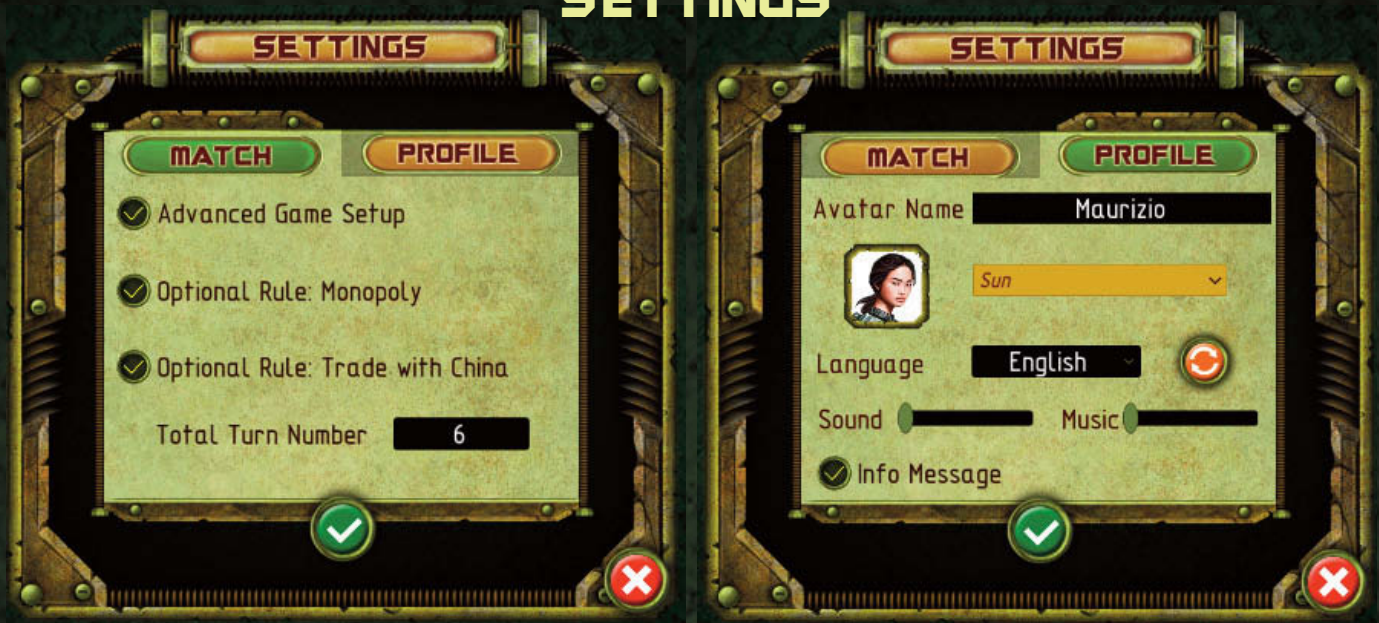
Game  
Server Status



Trade with  
China



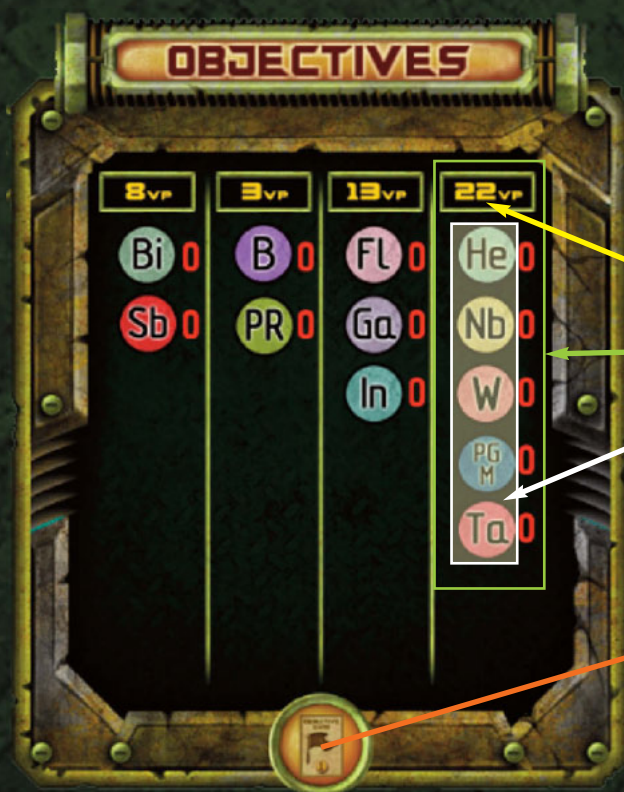
## SETTINGS



Settings Panel: (on the left) options to use in current match;  
(on the right) Player avatar info and preferences

## GAME SETUP

Each player is given a **random set of Objectives**, which consist in a list of Applications they will need to complete in order to score points and win the game. Your Objectives can be seen in the “Objectives” panel in the bottom right, and expanded by clicking on the button at the bottom of the panel.



Example of a Player Objective composed by 4 Applications: Flame Retardants (8vp), Fertilizers (3vp), Digital Cameras (13vp) and Medical Equipment (22vp) respectively

Victory Points

Application

Requested Materials



Detailed Objective

Then, all players pick their **starting Territories** on the map and place their **initial Assets**. The exact number of each, and the procedure to follow, will vary depending on the number of players and whether or not the option “Advanced game setup” is enabled.



### Starting Territories (Simple Setup)

With this setup, each player can choose quite freely in what areas of the world to start the game, in order to be as close as possible to the Materials they need for their Objectives.

Each player chooses a Continent by clicking in the empty portrait beside it, and then chooses some adjacent Territories in it by clicking on them; then the next player does the same, and so on. When all players picked one Continent and some Territories on it, everyone can pick a second Continent and do the same thing again, this time going opposite to the order of play (meaning the last player picks their first Continent, and then immediately their second as well).

If there are still unoccupied continents on the map you must always choose one of those; you can never choose a Continent where two player have already deployed, or choose the same Continent twice. Of course, you can also never pick any Territory already belonging to another player.

Depending on the number of players, the amount of Territories each will be able to pick varies:

3 players: 3 Territories in the first Continent, 2 Territories in the second Continent

4 or 5 Players: 2 Territories in the first Continent, 1 Territory in the second Continent



Example of a setup turn: Sun has chosen the Oceania like her first Continent here, then she has chosen her starting territories: Vietnam, New Guinea and Australia

### Starting Territories (Advanced Setup)

When the "Advanced game setup" option is enabled, players won't be able to choose their starting continent, and they will be given randomly and automatically by the game instead. All the other rules from the Simple Setup still apply.



### Placing Initial Assets

When all players are done picking their starting Continents and Territories, they can distribute the remainder of their initial Assets. These Assets can only be placed on Territories already belonging to their player.

Click on a Territory to place 1 additional Asset on it. The number of Assets you can still place on the map is visible on the top left Player panel.



Example of a setup turn: Sun has placed 3 her assets here, 2 on Vietnam and 1 on New Guinea respectively, and she has to place further 3 assets to complete her turn

## PLAYING THE GAME

Once the setup is completed, the game proper begins. Each game of RAWsiko is divided into Turns (you can change the number of Turns you want your games to last in the Options menu). During each Turn, all players will have, one after the other, a chance to move their Assets on the map to occupy empty Territories or take them away from another player.

In order to **control a certain Material**, a player has to be in control of any Territory on the board where that Material is present. Owning multiple copies of the same Material has no practical effect (apart from guaranteeing you will maintain ownership of the Material if you lose one Territory where it is present).

The materials you already own are highlighted in green on the game map. The materials you don't own but that you need to complete one or more of your Objectives are highlighted in orange.





Example of the materials highlighting: Sun already owns all green-highlighted materials, while she has to get all orange-highlighted materials requested by her objective

## TURNS

Each Turn of the game is subdivided into two distinct Phases.

### *Investment Phase*

*[During the very first Turn of the game only, the Investment Phase is not played]*

Every Investment Phase represents the beginning of a new Turn and is done before any other action.

All players receive and place additional Assets during this Phase. The Assets each player receives are equal to the number of different Materials in their possession at the beginning of the Turn, divided by 3 and rounding up (every Material always counts as 1, even if you control it in more Territories). You can see a preview of how many Assets each player would receive at their current standing in the next Investment Phase in the Match Status window, in the top right corner.

These new Assets can be placed by the player in any Territory that is already under their control. Just click on a Territory you own to place 1 of your new Assets on it.



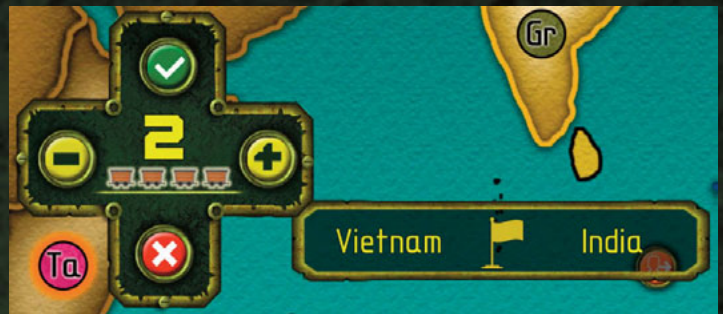
Example of an Investment Phase: Sun had 4 assets to place (on the left) and has chosen to place 2 assets on Ukraine and 2 on Turkey respectively (on the right)



## Action Phase

When all reinforcements have been placed, the first player can play their Action Phase. The player can **move their Assets to any adjacent Territory** (or one connected by sea through a dashed line on the map). Once a player completes their Action Phase the next player starts theirs, and so on.

To move your Assets from one Territory to another, first click on the starting Territory, then click on the destination Territory, then use the panel in the bottom left to regulate the number of Assets you wish to move (“+” and “-”), and finally press the “✓” button to confirm the movement. If you change your mind, press the “X” button to deselect everything.



Example of a common Action Tool state: current Player has chosen to occupy India, moving 2 assets starting from Vietnam



Example: Sun has 4 assets in total in Ukraine, but she can act only with 2 assets still

Each individual Asset **can move only once** during each Action Phase. To help you keep track of what Assets you already moved in the current Turn, two numbers are displayed on each of your own Territories: the first number shows how many Assets in that Territory did not move and can therefore still act, the second number how many Assets in total you have in the Territory. Consequently, when the first number in a Territory is 0, no actions can be performed from that Territory until your next Turn. If the Territory the player wishes to move some Assets onto is empty, they immediately gain control of it and all of its Materials. If one or more Assets of another player are already on the Territory, a **Commercial Clash** automatically

begins, to determine if the previous owner will keep the control of the Territory, or if it will be taken by the new one.

When a Clash takes place, **the maximum number of Assets both players can use is limited to 3**, even if they have more on the two Territories. The defender always automatically defends with as many Assets as possible, while the attacker can change the amount of Assets to use from the bottom left panel like usual. **The Clash is resolved automatically** by the game according to the following rules:

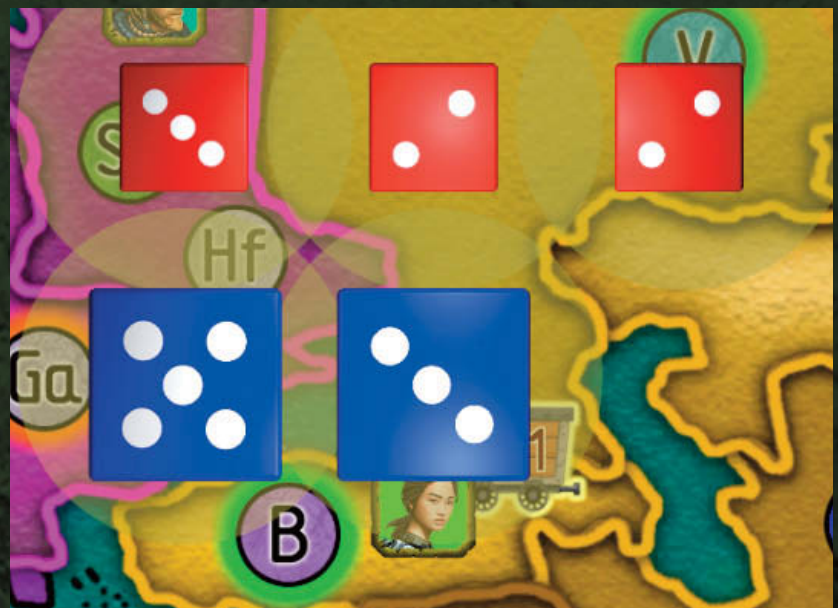
- Both the attacker and the defender roll as many dice as the number of Assets they are attacking/defending with.
- The attacker's highest result is paired with the defender's highest result; if both players rolled at least two dice, the attacker's second highest result is paired with the defender's second highest result; if both players rolled three dice, the last two results remaining are paired together.
- If a player rolled more dice than the other, all the remaining results (the lowest) are simply ignored.
- For each pair of results formed in this way, the player who scored the lowest roll loses an Asset token, which is removed from the game map entirely. In the case a pair is a tie, it is always the attacker who loses a token.





Example of Commercial Clash: Sun is attacking the Germany starting from Turkey by acting with 3 Assets. Sawyer will be able to defend with 2 assets only

If all of the defender's Assets have been destroyed during the Clash, all the surviving attacking Assets are automatically moved on the conquered Territory. If, after the Clash, the defender still has Assets on the attacked Territory, the assault is failed and the defender maintains ownership of the Territory. You can attempt to conquer the same territory multiple times per turn, as long as you have Assets that can move onto it. Please also note that an Asset that took part in a Commercial Clash that resulted in a loss for the attacked does not count as "moved".



Example of the Commercial Clash results:  
Sun has lost her attack completely.  
Her 3 assets in fact didn't win on the 2 assets of Sawyer

## PLAYER ELIMINATION

If a player is left with no Asset tokens on the Game Board, they are **immediately eliminated from the game** and won't be able to act again in any way. Being eliminated counts as an **automatic loss**, even compared to players who scored 0 points but survived until the end of the game.



### Optional Rule: Monopoly Stranglehold

If the “Optional Rule: Monopoly Stranglehold” option is active, every time a player is eliminated from the game the **Turn counter immediately advances by one** (effectively shortening the game by one Turn per player eliminated). The rule doesn’t apply if a player is eliminated during the last Turn of the game.



The “X” symbol on the hourglass shows that the Monopoly Stranglehold option is active

## END OF THE GAME

When the last Turn has been completed, the game ends and a winner is determined.

A player scores the points for each Application in their Objectives if they are **currently in control of all the Materials** required for it, as indicated in the Applications themselves (owning only some of the Materials required for an Application awards no points).

The player who scored the highest point total wins. If two or more players have an identical score, whoever completed the most Applications, then who controls the most Materials overall, and then who controls the most Territories, goes on top.

### Optional Rule: Trade with China

If the “Optional Rule: Trade with China” option is active, immediately before the player scores are calculated one extra event called Trade with China takes place.

Trade with China allows each player to gain control of **one additional Material** of their choosing for each Continent where **they have an exclusive presence** (meaning, they own at least one Territory in that Continent and no other player does). During this Phase you will be able to see what Continents have the exclusive presence of a player, if any, by looking at the portrait beside each Continent. By virtue of this rule players can choose any Material anywhere, by simply clicking on it on the game map. Materials claimed in this way will be added for all intents and purposes to the player’s owned Materials, and will therefore also contribute in completing their Applications.



Victory Points

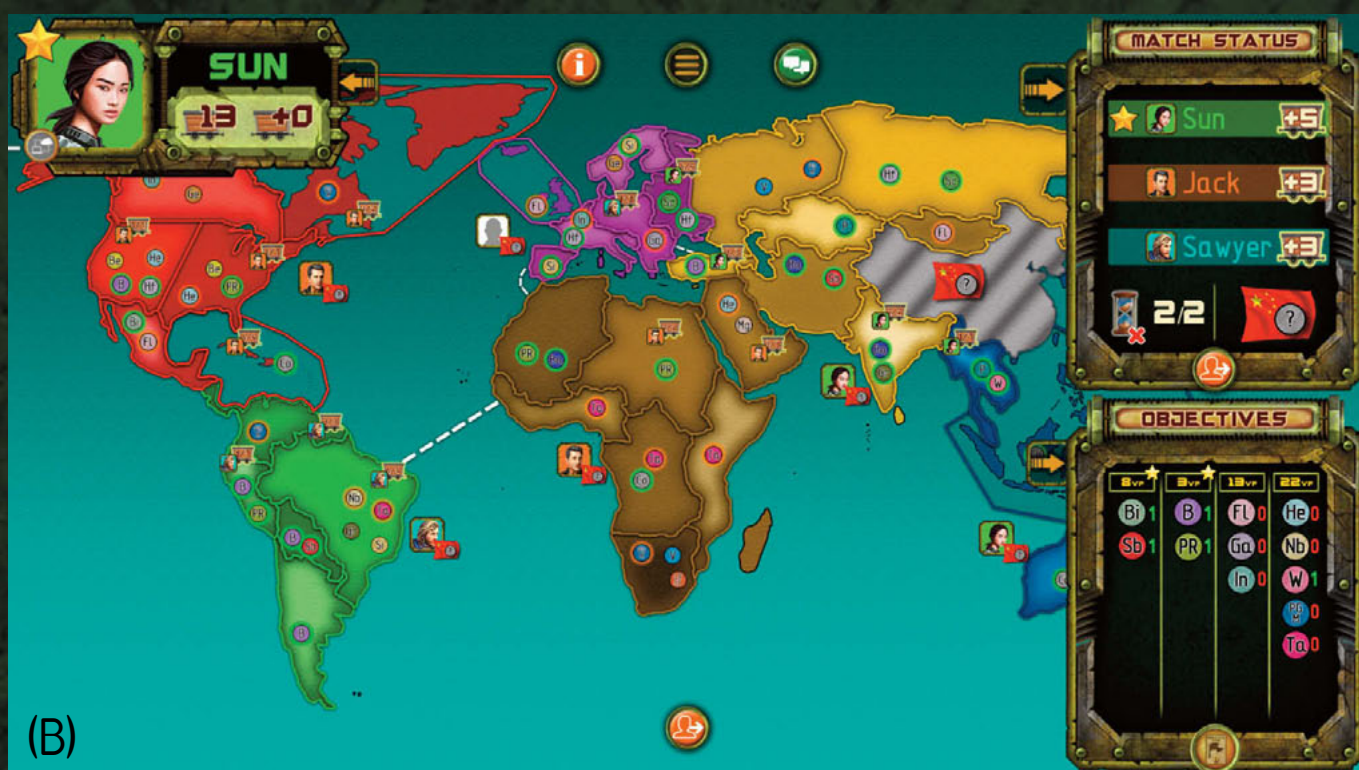
Applications

Materials

Territories

Example of a final Score





Example of a Trade with China:  
 Sun is the owner of 2 Continents and she can choose 2 Materials everywhere (A),  
 thus Sun picks up Bismuth (Bi) on Mexico and Phosphate Rocks (PR) on Peru,  
 completing in this way 2 Applications of her Objective (B)

**ENJOY THE GAME!**