

Tribes

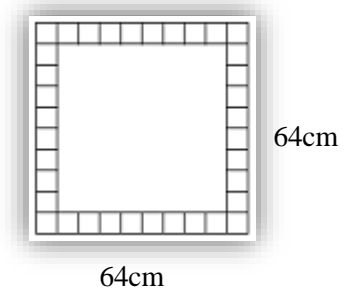
You are a native American indian warrior, son of a great indian chief.
You are on a journey to prove that you are worthy of taking over after him as the tribe leader.
To do this you have to prove yourself in battle, hunting and trading.
You also need to find and bring back 10 horses to your tribe as a show of respect.
Your path has taken you to an unknown valley that you need to explore.
Your first task should be to find other indians and train them to be warriors under your control.
They will be a valuable help in your quest to reach your goals.
In the game, all other players are hostile tribes that fight for the control over the valley.
Good luck and may the spirits be with you...

Game setup

Before the game can start it needs to be setup. Take out all the map cards from the box.
Shuffle the cards and hold them face-down in your hand. Now place 36 of them like a frame of cards
in the same way as shown on the picture here to the right...

All cards shall be placed face-down.

This will be the border of the map and no map tile can be placed
outside this area. Place the remaining 64 map cards in a pile on the table.



- Each player takes a donkey card. (Donkey with a bag on it)
- Each player takes the pawns in the colour he wants to play with (One chief and 8 warriors)



- Each player takes the 5 moving cards in the same colour as his pawns.



- Each player picks a starting point from the 36 placed cards and place their chief on this map tile (Players cannot have the same starting point).

All players start with a chief and 2 warriors, but you can choose if you want to start with more.
All left to do now is to choose a "Spirit Chief" and then the game can start...

Spirit Chief

Before the game can start the players have to select a “spirit Chief”. The player that is selected as the “Spirit Chief” will take the “Spirit Chief” card and place it in front of himself on the table. He will now be the player that will move his tribes first, each round in the moving cycle. When he has made his move, it is the player to his left that will move and so on. A moving cycle lasts 5 rounds and when a moving cycle is over, the “Spirit Chief” card will be passed over to the next player in turn (Player sitting on left side of the old “Spirit Chief”) This player will now be the “Spirit Chief” and the player that starts all rounds in the next moving cycle. The “Spirit Chief” card will then be passed on after every moving cycle accordingly.



Trophy cards

Collecting the trophy cards is a part of winning the game because you must collect all 4 of them. You can only win one of each type and you gain them by doing following:



Get buffalo hide

Steal a wagon

Mine gold

Defeat a chief

The Donkey

This is the sweet little worked out donkey that carries all you stuff (except for your horses). All horses you trade for are placed in front of you on the table. You can never lose the horses you have. All other items you collect are carried on the donkey, but it only has room for 4 items.



Indian Chief

All players have a Chief that rule over all his tribes. The Chief is the only indian that can collect items, craft items, and add warriors to the game. In a battle the Chief counts as a warrior but a Chief can never attack another tribe on his own (but he can always be attacked). A Chief can never be killed. If your Chief gets defeated in a battle you directly move him to an indian camp of your choice. If all indian camps on the map are still hidden, you place him on a turned over (discovered) tile of your choice. If your chief gets defeated you have to give the player that defeater you, one supply you have on your donkey (If you want to play the game “hardcore” you let the attacker pick).

Crafting and training new warriors

This can only be done when you have played the campsite moving card. You can see all the details on the card.

Moving cards

The movement of tribes is made into moving cycles that include 5 moving rounds.

Each player has his own 5 moving cards (black, red, blue, white). Each moving card will say how many steps the player can make with his tribes and it is up to each player to decide what card he wants to play before each moving round. A player can decide to use all the steps on the card, on one single tribe or split the steps up between all his tribes. (Except for the chief. The chief can never move all the steps on a moving card. Its stated on the moving card how many of the steps the chief can go).

A moving card can also give advancement in attack and defence.

(Read more under “*attack and defence bonus*”)

All players start a moving round by looking at his moving cards and chose one of them and place it, face-down on the table. All players then turn their moving card over at the same time. The spirit Chief start to move his tribes and then the other players follow in turn clockwise. Played moving cards stays on the table and cannot be played again until all moving cards has been played. When all players have played their last moving card and moved, they all pick their cards up again and a new moving cycle will start. A player can choose not to move all his steps and if the chief add an item to his cargo donkey, he cannot be moved any more this moving round.

Moving

In the start of the game all players turn over the map card they have picked as their starting point and place that card in the way they chose. It is up to the players to form the landscape and they do so by moving on the map. When a player moves to a border tile of the map, he turn over the card that is placed there. He then moves his tribe to it. When a player moves to an empty space, he draw a map card, place it on the map and then moves his tribe to it.

It is up to each player to place the tiles they move to, in a way they see fit, but they can never cross mountains. Tiles that have a mountain that covers one or two entrances must be placed so the player can move to the tile without crossing over these.

A player can never cross over a mountain when moving from one tile to another and he never move diagonally.

A tribe can be everything from 1 warrior up to 8 warriors and a chief. A player can choose to move a tribe all the steps he has but he can also choose to split a tribe up into two, three or four tribes and move each tribe in different directions. That of cause depends on how many steps he can make acc to the card he played.

For example: You have 4 warriors on a tile. These warriors are now a tribe. You have played a moving card that allows you to go 4 steps.

You can now move all 4 warriors as a tribe, 4 steps together or you can split them up.

Split examples:

- *You can move 2 warriors, 2 steps to the left and 2 warriors, 2 steps to the right. You have now split up your tribe into 2 tribes and you have made your 4 steps.*
- *You can choose to move 3 warriors as a tribe, 4 steps and leave one warrior on the tile you started from. This also split the tribe up into 2 tribes.*
- *You can move the 4 warriors as a tribe 2 steps to a tile you already have 2 warriors on, and then move all 6 warriors together 2 more step. You have now joined 2 tribes into one.*

As soon as warriors are move to the same tile, they are a tribe and can all be moved together.

Battle

When a player moves a tribe to a tile that has another players tribe on it, a battle will take place.

In a battle a warrior always takes out a warrior so to win and still have warrior left on the tile, you must have more warriors in your tribe then the other player has in his tribe. If you for example move a tribe of 2 warriors to a tile that has a tribe of 2 warriors, they will take each other out leaving no warrior left on the tile (except if you have attack or defence bonus. Read more under “Attack and defence bonus”).

Attack and defence bonus (Axe & Shield)

Bonus on the moving cards

Attack bonus:

If you play a moving card that has a charging indian in the corner, all your tribes go into berserk mode.

You will this round have one extra attacking warrior in each of your tribes (when attacking).

If you are in berserk mode and attack with 2 warriors, a tribe that has 2 warriors, he will lose his 2 warriors, but you will only lose 1 warrior.

So, attacking tribes that only have 1 warrior in them, can be good thing to do this round since you will not lose any warriors doing so. (unless the attacked tribe has the defence bonus).



Attack



Defend



Total protection

Defence:

If you play a moving card that has an Indian on a horse, with a spear, it means that all your tribes dig down in defence formation. You will have one extra defending warrior in each of your tribes this round (when attacked).

If you are dug down with 2 warriors and a player attack you with 2 warriors, he will lose his 2 warriors, but you will only lose 1 warrior. Attacking a dug down single warrior with only 1 warrior would be a bad thing to do (unless you have attack bonus).

Total protection:

Last, we have total protection. If this icon is on your played card, the tribe that has your chief in it cannot be attacked and no tribe can move through your camp.

But your warrior tribes can still be attacked.

Bonus on map cards

In the game there are tiles that is good to attack from and tiles that is good to defend from.

On tiles that are good to attack from you can see charging Indian on a horse, printed in a corner on the map tile. On tiles that are good to defend from you can see an Indian on a horse with a spear, in a corner on the map tile. (same icons as on the moving cards)

The bonus from these map tiles work in the same way as the bonus from the moving cards does.

And have in mind that if you can benefit from both the moving card and the map tile at the same time.

For example: You will have 2 extra warriors defending if you have played a moving card in the start of the round that has a defending indian and you have the attacked tribe located on a map tile that gives bonus in defence.

To sum up:

Each bonus on a moving card or on a map tile will end up saving you the loss of a warrior. But if a battle has bonus vs bonus, the bonuses will take each other out.

Land tiles

There are many different land tiles in the game and many of them have things to collect, attack, hunt, or trade on them. If one of the corners of the land tile has a dreamcatcher, it means that you can collect something from this tile. You will see inside the dreamcatcher what it is that you can collect. If the land tiles also have a cargo donkey in a corner it means you must give something to be able to collect the item in the dreamcatcher.

Feathers, stones, sticks and indians do not cost anything to pick up *but you can max pick up 2 of them at the same time.*

(No need to pick up more since you will need other items as well to be able to craft something and you can only hold 4 items)



Hide, gold and horses will cost you items to collect. For example, if you want to hunt for hide it will cost you a bow to get the hide. The donkey on the land tile will show you what you need to give up if you want to collect the item in the dreamcatcher.



Wagon will also cost you. But you cannot trade for a wagon, you attack it and take it by force. This will cost you 2 warriors instead of any items. *(You can max have 2 wagons)*

Horse farms are places you can trade for horses. They will take gold, wagons or hides in trade for a horse.



Example for the wagon tile here above

When placed as it is you cannot move a tribe up when going to next tile.

You cannot enter this tile from above. You can mine gold to the cost of 1 axe for 1 gold.

(if you have 2 axes you can mine 2 gold)

You can chill out enjoying the nature...

Important rules about the land tiles:

- You can never move from one tile to another by crossing a mountain.
- You can never move diagonally on the map.
- You are not allowed to place more than 4 tiles in a row, so they end up being a 5 tile mountain block on the map. (this is a very important rule)

Items in the game

Carried on you donkey:



Kept by the player and can't be lost once traded for:



Horse

The winner

To win the game you must be the first player that collect 10 horses and receive all the 4 different trophy cards.

Extra rules

US Army



There are 2 cavalry men in the game. When a moving cycle are over the spirit chief gets to place these 2 men out. He can place them both on the same tile or he can place them on two different tiles, but he cannot place them in indian camps. These men can be attacked in the same way as warriors and chiefs. Defence bonus has same effect on these men. If someone defeats them, they are taken out of the game for the remaining time of the moving cycle. Once a moving circle are over, the spirit chief collects them both and place them out wherever he wants to. (*Hardcore version is that the spirit chief receives them at the start of the moving cycle and can place them out at any time he wants*)

If you want to play a faster game, you can decide to collect less horses than 10. You can also have a limit in how many warriors that can be used in the game. Have fun and let the spirits be with you.

