

DANILO SABIA

WENDAKE

INTRODUCTION

Wendake is the name that the Wyandot people use for their traditional territory. This population, also known as the **Huron Nation**, lived in the Great Lakes region, together with the tribes who formed the Iroquois Confederacy, and many others. In this game, you will explore the traditions and everyday life of these tribes **during the 1756–1763 period**, when the Seven Years' War between the French and the English took place in these territories.

But this white man's war is only a marginal aspect of the game; the focus is on **life in the native villages**, fields, and forests. In this game, you won't find the traditional tipis, which were used by southwestern tribes who moved their camps to follow the bison herds. The natives of the Great Lakes were more sedentary, **living in longhouses**. The women farmed beans, corn, and pumpkins, while men hunted beavers in the forests, mainly to sell their pelts as leather.



COMPONENTS

GAME BOARD PANELS

you will use 3 of them in each game: 2 to create the map and 1 as the ceremonial mask board



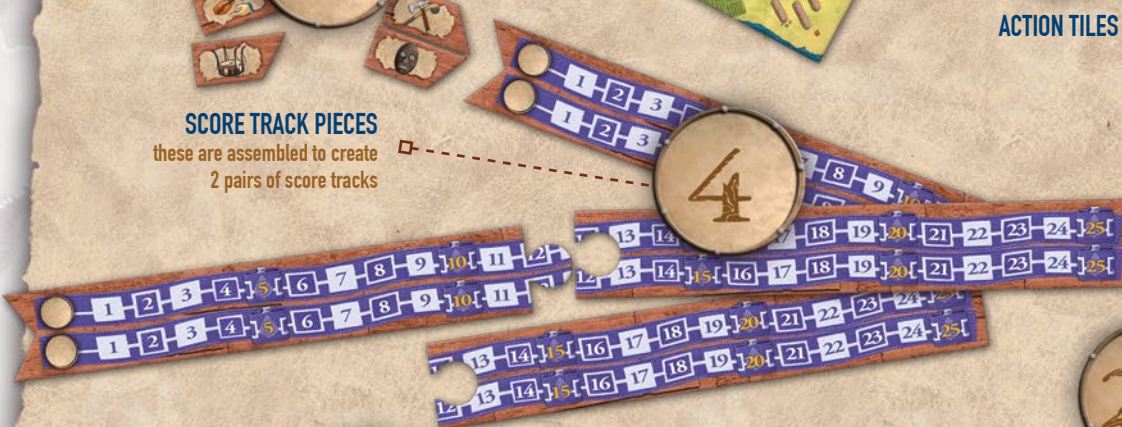
SCORE CATEGORY TILES

these are placed with the score tracks



SCORE TRACK PIECES

these are assembled to create 2 pairs of score tracks



PROGRESS TILES

these can be bought by players to score points and activate special effects



VILLAGE BOARDS

used by players to organize their action tiles, action markers, natives, and resources



ACTION side

RITUAL side

ACTION TILES

basic tiles (9 per color)

LEVEL 1 tiles (brown)

LEVEL 2 tiles (purple)

Ottawa Sacred Fire tile

WOMAN TOKENS

(7 per color)

HUNTER TOKENS

(7 per color)

WARRIORS

(7 per color + 1 black Mohawk)

CANOE

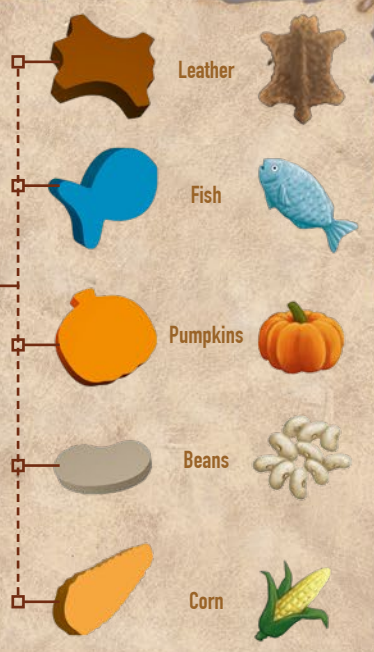
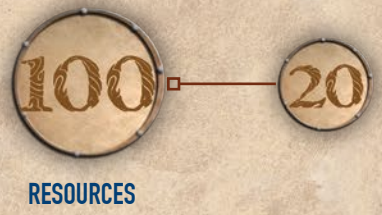
(5 per color)

TRIBE DISKS

(5 per color)

ACTION MARKERS

(4 per color + 1 black Ojibwa)



SUMMARY TILES

RESOURCES



SACRED FIRE TOKENS

SWAP TOKENS



CAYUGA TOKEN



YEAR MARKER



mask cards



ghost cards



TURTLE TILES

BEAVER TOKENS



tribe cards

CARDS

summary cards



MULTIPLIER TOKENS



PROGRESS PRICE TOKENS



FLAG TOKENS



TURN ORDER MARKERS

GAME OVERVIEW

In **Wendake**, you step into the shoes of a chief of a Native American tribe. You will have to manage the most important aspects of your tribe's daily existence, thereby earning points on the Economic, Military, Ritual, and Mask tracks.

The core of the game is the action selection mechanism: you will have the opportunity to choose better and better actions over 7 years (i.e., rounds), and the winner will be the chief who finds the best combinations of actions and uses them to lead their tribe to prosperity!

GAME TERMS

As you read these rules and play the game, keep these important definitions in mind.

- » **NATIVE:** General term for any member of a player's tribe. The 3 types of natives in the game are hunters, warriors, and women.
- » **TERRITORY:** An area of the map that can be occupied by natives.
- » **LAKE:** An area of the map that can hold canoes.
- » **HOME:** The starting territory of a tribe, which cannot be entered by natives of opposing tribes.
- » **PRODUCTIVE AREA:** A space inside a territory that can be occupied by a woman (to harvest vegetables) or a hunter (to hunt beavers). It can instead be occupied by a warrior, if no woman or hunter is there yet.
- » **VEGETABLE RESOURCE:** General term for beans, corn, and pumpkins.
- » **ANIMAL RESOURCE:** General term for fish and leather.
- » **RESOURCE:** General term beans, corn, pumpkins, fish, and leather. Beavers are NOT resources.

SETTING UP THE GAME

1. Create the map by placing 2 game board panels together (chosen by player count). Flip over an unused panel to serve as the ceremonial mask board and place it next to the map.



2. Assemble the score tracks and place them on either side of the board. Randomly assign 1 of the 4 score category tiles to each score track. (For your first few games, we recommend that you assign the Mask and Military category tiles to 1 pair of score tracks and the Economic and Ritual category tiles to the other pair.)
3. Sort the progress tiles into groups by level, then shuffle each group. Create 3 face-up rows of random progress tiles next to the board: LEVEL 1 tiles in the bottom row, LEVEL 2 tiles in the middle row, and LEVEL 3 tiles in the top row. Each row must have a number of tiles equal to 2 times the number of players (e.g., in a 4-player game, 8 tiles in each row, or 24 total.) At the left end of each row, place the appropriate progress price token, as a reminder of the costs. Return the leftover progress tiles to the box. (If at least 1 ALLIANCE tile was included, place the 2 flag tokens nearby.)
4. Shuffle the 36 mask cards and place this mask deck face down in its designated space on the ceremonial mask board. Reveal the top card and place it face up beside the deck, as the start of the discard pile.



13.

10.

12.

14.

- Randomly determine the initial turn order and distribute the turn order markers to the players accordingly.
- Each player chooses a home territory on the map, then takes a village board and the following player pieces in their color:
 - 9 basic action tiles
 - 7 women
 - 7 hunters
 - 7 warriors
 - 5 canoes
 - 4 action markers
 - 5 tribe disks
 - 1 sacred fire token
 - 1 swap token
 - summary tile & card



NOTE: THERE ARE 5 SWAP TOKENS IN THE GAME. ONE WILL ALWAYS REMAIN IN THE BOX UNLESS THE SENECA TRIBE IS IN PLAY.

7. The players now choose tribe cards. Decide as a group whether you want to use the card backs (which are identical) or the card fronts (which specify different starting materials and special abilities).



If you're using the card backs, each player takes the same set of starting materials: 1 leather, 1 fish, 1 vegetable of the type produced in their home territory, 2 beaver tokens, 1 mask card.

If you're using the card fronts, shuffle the tribe cards and reveal 1 more than the number of players (e.g., 4 cards in a 3-player game). In reverse turn order, each player chooses 1 of the available tribe cards and takes the starting materials listed on that card, as well as any additional components needed for their tribe ability (see **Tribe Abilities**, p. 16). Return all unused tribe cards to the box.

- Arrange your player pieces as follows:
 - Place 1 canoe in any lake on the map.
 - Place 5 warriors outside the productive areas of your home territory.
 - Place 5 women and 5 hunters (in 2 piles) on the matching productive areas of your home territory
 - Keep your remaining 2 warriors, 2 women, and 2 hunters (grey side up) in the longhouse area of your village board, and keep your other 4 canoes nearby.



- Place your Sacred Fire action tile in the center space of your village board. Shuffle your 8 other basic action tiles and place them randomly around your Sacred Fire action tile, forming a 3x3 grid. All 9 tiles should be ACTION side up (i.e., RITUAL side down).
- Place 1 of your tribe disks on the start space of each score track. These are known as your "score markers."
- Place your 4 action markers on the designated spaces along the left edge of your village board.
- Place your last tribe disk in the restore area of the ceremonial mask board. This is known as your "mask disk."



13. Shuffle all of the LEVEL 1 advanced action tiles, face down. Randomly select 17 of these tiles for a 4-player game, 14 tiles for a 3-player game, or 11 tiles for a 2-player game. Return the rest of these tiles to the box without revealing them. Repeat the same procedure for the LEVEL 2 tiles. Then reveal the first 6 LEVEL 1 tiles and place them face up near the board, easily visible to all players. Set the LEVEL 2 tiles aside for the moment; they will be used later in the game.



14. Sort the turtle tiles into 9 stacks by type, as shown on the ceremonial mask board. Within each stack, randomly select a number of turtle tiles equal to the number of players. Return any leftover turtle tiles to the box without revealing them. Finally, place the stacks face up in their designated spaces on the ceremonial mask board.



15. Place the year marker on the "1" space of the year track on the ceremonial mask board.



Wendake is played over 7 rounds, known as "years." Each year is divided into 2 phases, which occur in order:

1. Player Turns Phase

The players take turns, 1 at a time in turn order, until all players have taken 4 turns. On your turn, you must choose 1 of these 2 options:

- » ACTIVATE AN ACTION TILE
- » RESERVE TURN ORDER

2. Restore Phase

After all individual player turns have been taken, prepare for the next year by carrying out these 5 steps:

- » ADJUST TURN ORDER
- » CYCLE ACTION TILES
- » RESTORE MASKS
- » REFRESH PROGRESS TILES
- » ADVANCE YEAR MARKER

1. Player Turns Phase

During this phase, you will take individual turns, starting with the first player and following the sequence of the turn order markers. Continue taking turns in this way until all players have had 4 turns.

Each turn, you must place 1 of your action markers, choosing 1 of these 2 options:

1.A. ACTIVATE AN ACTION TILE

Choose 1 of the action tiles on your village board and place your action marker on it. Then you **MAY** immediately perform any or all of the actions shown on that action tile.

When activating an action tile, you must follow these rules:

- The first time you activate an action tile each year, you may choose any tile. The second and third time that year, you must choose another action tile in the same row, column, or diagonal as your previously selected tile(s).

NOTE: AT THE END OF THE YEAR, ALL 3 OF YOUR ACTION MARKERS MUST FORM A LINE IN A SINGLE ROW, COLUMN, OR DIAGONAL.

- If the action tile you chose shows more than 1 action, you must perform the actions in the order shown, from top to bottom. (Performing each action is always optional.)

NOTE: ACTION TILES CAN BE CHOSEN IN ANY ORDER. YOU ARE NOT REQUIRED TO PLACE THE MARKERS IN SEQUENCE FROM TOP TO BOTTOM OR FROM LEFT TO RIGHT.

The actions are described in detail on page 8.

1.B. RESERVE TURN ORDER

Instead of activating an action tile, you may place an action marker on the turn order track of the ceremonial mask board, to reserve a position in the new turn order.



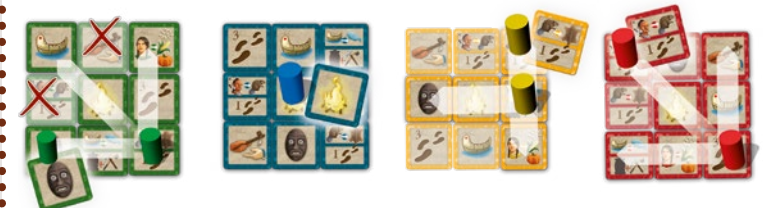
You must place your marker on the empty position furthest left. The new turn order will become effective at the beginning of the Restore Phase.

NOTE: EACH YEAR, YOU MUST CHOOSE OPTION "A" 3 TIMES AND OPTION "B" ONCE. YOU DECIDE THE ORDER IN WHICH YOU CHOOSE THESE OPTIONS.

EXAMPLE: The turn order is **Ringo, Paul, John, George.**



Ringo activates the **Tan Pellets + Move 1** action tile, so he places an action marker on it and immediately performs those actions, in order. Then **Paul** chooses to reserve the "1" position in turn order, so he places his action marker on the "1" position of the turn order track. **John** activates the **Fish + Military** action tile. **George** activates the **Move 3** action tile.



It's **Ringo's** turn again. He can choose any tile in the same row, column, or diagonal where he placed his first marker, so he could activate any action tile except **Trade** or **Hunt + Move 1**. He activates the **Mask Ceremony** action tile. **Paul's** grid is still empty so he can choose any tile. He activates the **Sacred Fire** action tile. **John** placed his first marker on the center of a side, so he can

2. Restore Phase

After the last player has placed (and resolved) their fourth action marker, the Restore Phase begins. This phase is composed of 5 steps:

2.A. ADJUST TURN ORDER

- Redistribute the turn order markers to the players, according to the new positions of their action markers on the turn order track of the ceremonial mask board.
- Return those action markers to the players. The new turn order takes effect immediately.



EXAMPLE: After Phase 1, the new turn order is **Paul**, **Ringo**, **George**, **John**.

2.B. CYCLE ACTION TILES

All players remove the action markers from their tiles, flipping over the tiles they activated this year to their opposite side.

NOTE: THIS MEANS THAT A TILE ON THE RITUAL SIDE IS FLIPPED BACK TO THE ACTION SIDE, AND VICE VERSA.

All players then slide their action tiles down, so that the top row of their 3x3 grid is empty and the 3 tiles from their bottom row are now outside the grid. If any of these 3 tiles is RITUAL side up, flip it back to the ACTION side.

In the new turn order, each player may set aside 1 of the 3 tiles that was just cycled out of their grid and replace it with 1 of the 6 advanced action tiles near the board OR with any action tile they had already set aside in a previous year.

Playing Hint: Normally, it's not a good choice to take back an action tile you had previously set aside, since the advanced tiles are usually better. But sometimes you may want to do so, depending on your strategy.

only choose from 4 actions (2 in the same row and 2 in the same column). He activates **Tan Pelts + Move 1**. **George** activates **Hunt + Move 1**.



On his next turn, **Ringo** reserves turn order, so he places his marker on the "2" position of the turn order track. **Paul** placed his first marker in the center of his grid, so he can choose any other action tile. He activates **Trade**. **John** can only activate **Harvest**, as it's the third action tile in his right column. **George** reserves the "3" position in turn order.



Now, **Ringo**, **Paul**, and **George** must each place their last action marker on the last action tile available to them (based on their earlier choices), while **John** reserves the "4" position in turn order.

NOTE: YOU MAY LOOK AT THE ACTION SIDES OF YOUR TILES AT ANY TIME, EVEN WHEN THEY ARE RITUAL SIDE UP.



EXAMPLE: **Paul** decides to set aside the **Trade** tile from his grid. He takes the **LEVEL 1** tile **Hunt + Move 1 + Trade**.

The new tile is added to the tiles below the player's grid. Then (whether a new tile was taken or not) the 3 tiles that are below their grid are shuffled and placed randomly in the top row of their grid, all ACTION side up.

Playing Hint: If fairness is a concern, the players can agree to have their tiles shuffled by the player before them in turn order, then take them back after they're shuffled.



EXAMPLE: **Paul** has reshuffled his tiles and placed them randomly in the top row of his grid.

If that player took an advanced action tile, draw a new tile of the same level, so that there are 6 available again. Then, the next player in turn order does the same. Repeat this process until all players have replaced a tile (or decided not to).

ONLY AT THE END OF YEAR 3: After the last player has replaced a tile (or decided not to), remove all of the LEVEL 1 advanced action tiles near the board and replace them with 6 random LEVEL 2 advanced action tiles.



2.C. RESTORE MASKS

Return all of the mask disks from the ceremonial mask area to the restore area.

All players take the mask cards they used during the year back into their hands (see **Mask Ceremony**, p. 9).

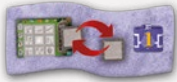
2.D. REFRESH PROGRESS TILES

Flip any progress tiles that were used this year back over, so that they are face up again (see **Progress Tiles**, p. 14).

2.E. ADVANCE YEAR MARKER

Move the year marker 1 space to the right on the year track. If the year marker was already on "7," the game ends.

SPECIAL ACTION: SWAP TILES



Once per game, at any time, you can swap any 2 free tiles on your 3x3 grid (i.e., the tiles must not have action markers on them). If

you do so, return your swap token to the box.

If you don't use your swap token, you will score 1 extra point at the end of the game.

THE ACTIONS



CANOE: Put 1 canoe into play in any lake. (There is no gameplay difference between the lakes.) Canoes increase the efficiency of your Fish, Military, and Trade actions.



MOVE: Move your warriors, in any combination, a total number of steps up to the number shown on the action tile. Follow these rules:

- Your warriors can move into any adjacent territory except an opponent's home territory.
- When your warrior enters a territory, you must decide either to place it in a productive area (as an outpost) or outside of the productive areas (as a guard).
- If there are any of your opponents' natives in the territory, you may decide to fight.
- Women and hunters are never moved directly, but they can replace warriors in productive areas.

See **Moving Warriors** (p. 11) and **Fighting** (p. 12) for details and examples.



HARVEST: Each productive area where you have a woman produces 1 vegetable resource of the indicated type, which you gain from the supply.



HUNT: Gain 1 beaver token for each productive area where you have a hunter.

NOTE: YOUR HOME TERRITORY ALSO HAS PRODUCTIVE AREAS, SO YOU CAN ALWAYS GAIN AT LEAST 1 VEGETABLE AND 1 BEAVER, UNLESS YOU DECIDE TO LEAVE THEM EMPTY BY TRANSFERRING THE LAST NATIVE (SEE PAGE 11) OR DUE TO SMALLPOX (SEE PAGE 9).

NOTE: EVEN IF YOUR HOME TERRITORY'S PRODUCTIVE AREAS HAVE MORE THAN 1 WOMAN OR HUNTER, EACH PRODUCTIVE AREA STILL PRODUCES ONLY 1 VEGETABLE OR BEAVER.



TAN PELTS: Discard all of your beavers and gain 1 leather for each beaver discarded.



FISH: Gain 1 fish for each canoe you have in play.

NOTE: THERE'S NO LIMIT TO THE AVAILABLE RESOURCES AND BEAVERS IN THE GAME. IF THE PROVIDED COMPONENTS RUN OUT, USE THE MULTIPLIER TOKENS.

Playing Hint: We recommend that you don't accumulate too many resources, as hoarding is not very useful in the game. This population had great respect for nature and its fruits, and didn't take more than they needed!



EXAMPLE: In this situation, **George** could **Harvest** 2 corn, 1 pumpkin, and 1 bean; **Hunt** 2 beavers; or **Fish** for 3 fish.



MILITARY: This action is split into 2 steps, which must be performed in order:

- First, you may claim turtle tiles. Count the productive areas occupied by your women and hunters and your canoes in play to see which turtle tiles you are eligible to claim. See **Turtle Tiles** (p. 13) for details and examples.

NOTE: YOU CANNOT CLAIM 2 IDENTICAL TURTLE TILES. HOWEVER, YOU MAY CLAIM UP TO 1 TURTLE TILE OF EACH CATEGORY (WOMEN, HUNTERS, AND CANOES) PER ACTION.

- Then, score 1 Military point for each territory in which you have the most guards (see **Moving Warriors**, p. 11), including your home territory. Do not count territories in which you are tied for the most guards.



EXAMPLE: **George** performs the Military action. He has no turtle tiles yet. First, he counts the productive areas that are occupied by his hunters or women. He only has 2 hunters in productive areas, so he cannot claim any turtle tiles related to hunters. He has 4 women in productive areas, so he can claim either the "3 women" or the "4 women" turtle tile. He chooses the "4 women" tile. Then, he counts his canoes in play: He has 3, so he claims the "3 canoes" tile.

Finally, he scores 2 Military points because he has the most guards in 2 territories, 1 of which is his home territory. (In another territory he and **Ringo** each have 1 guard. Since they are tied, **George** does not score a Military point for that territory.)



MASK CEREMONY: This action is split into 2 steps, which must be performed in order:

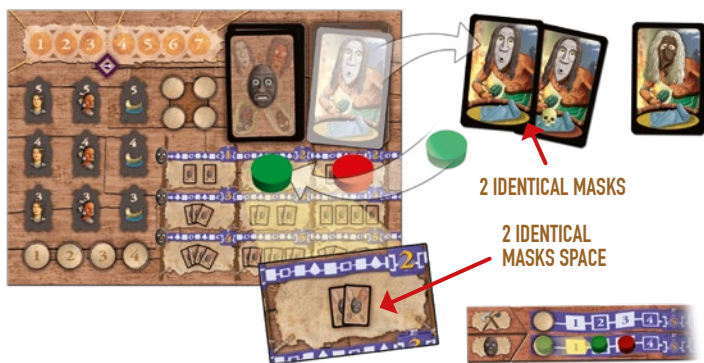
- First, draw 1 mask card. You can either draw the top card of the deck or the top card in the discard pile. If you draw the last card from the discard pile, replace it by revealing the top card of the deck. If the mask deck runs out, reshuffle it to create a new deck, then reveal the top card to start a new discard pile.
- Then, you may play a combination of mask cards from your hand that matches an empty space (i.e., where there are no mask disks) in the ceremonial mask area. Move your mask disk to that empty space and immediately score the indicated number of Mask points. Leave the mask cards you played in front of you, face up.

NOTE: DURING A YEAR, YOU MAY TAKE THIS ACTION MORE THAN ONCE. EACH TIME, YOU DRAW A NEW CARD AND ADD IT TO YOUR HAND, THEN YOU MAY MOVE YOUR MASK DISK TO AN EMPTY SPACE USING ONLY THE CARDS IN YOUR HAND. IN OTHER WORDS, YOU CAN ONLY USE EACH MASK CARD ONCE PER YEAR.

NOTE: THE SPACE WITH YOUR MASK DISK IS NOT EMPTY, SO YOU CANNOT PLAY THE SAME COMBINATION TWICE IN A ROW.



George performs the **Mask Ceremony** action and draws the top card of the mask deck. Now he has 3 different masks and moves his mask disk to the space for that combination, scoring 2 Mask points.



Ringo performs the **Mask Ceremony** action, too. If he decides to draw the top card of the mask deck, he could end up with 3 different masks, but that space is already occupied by **George's** disk. Instead, he draws the top card of the discard pile, and plays only the 2 identical mask cards, keeping the third card in his hand. He moves his mask disk to the matching space and scores 2 Mask points. Then he reveals the top card of the mask deck to start a new discard pile.



TRADE: This action is split into 3 steps. Each step can be performed only once, but none of them are mandatory. The steps must be performed in the following order:

- You may exchange resources with the supply. You may exchange 1 resource for each canoe you have in play. You can exchange any type of resource for any other type. They can be the same or different, in any combination. The only limit is the number of canoes you have in play.



UNINFECTED BLANKET

Smallpox! Exchange represents a trade between your natives and the white man. If you exchange at all, you must reveal the top card of the mask deck and look at the blanket section.



INFECTED BLANKET

If the blanket is infected by smallpox, you must remove 1 of your natives (of your choice) from the board, returning it to your longhouse. If the blanket is not infected, nothing happens. Either way, place the revealed card face up on the discard pile.

NOTE: THE BLANKET ICONS DON'T HAVE ANY EFFECT DURING THE MASK CEREMONY ACTION.

- You may buy 1 progress tile. The costs of progress tiles are indicated by the progress price tokens:
 - LEVEL 1 progress tiles each cost 1 leather, 1 fish, and 1 vegetable of your choice.
 - LEVEL 2 progress tiles each cost 2 leather, 2 fish, and 2 different vegetables of your choice.
 - LEVEL 3 progress tiles each cost 3 leather, 3 fish, and 3 different vegetables (i.e., 1 per type).

When you buy a progress tile, you gain 3 benefits:

- You immediately score 1, 2, or 3 points on the Economic track, as shown on the tile.
 - You immediately score 1, 2, or 3 points on another score track, as shown on the tile. If the tile indicates your "highest" or "lowest" track, and you have multiple score markers tied for that status, you choose which of those tied score markers to move.
 - Each tile also provides a special ability, which you can use once per year. When you use the ability, flip the tile face down to show that you used it. It will be refreshed in the Restore Phase later in the year.
- You may buy Economic points. To do this, spend up to 5 different resources (of your choice), returning them to the supply, and then score an equal number of points on the Economic track.

EXAMPLE: George has 4 leather, 1 fish, and 4 corn. He has 3 canoes in play.



A. EXCHANGE RESOURCES

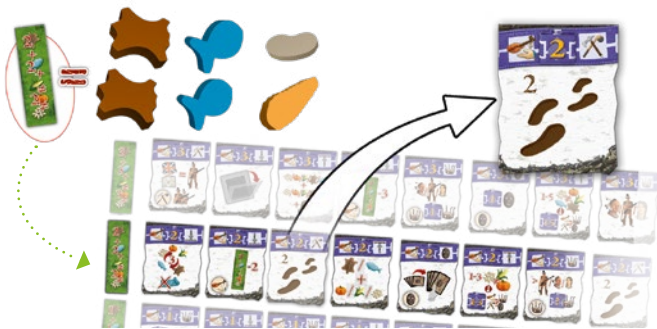
First of all, he can exchange as many resources with the supply as he has canoes in play, which is 3. He decides to give up 2 leather and 1 corn to take 1 fish and 2 beans.



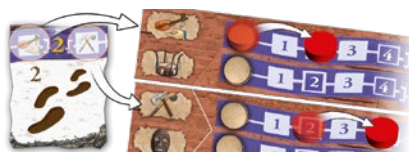
He then must reveal the top card of the mask deck and look at the blanket section: If it's uninfected, nothing happens. But if it has smallpox, **George** must remove 1 of his natives from the board and return it to his longhouse. In either case, his Trade action continues.

B. BUY A PROGRESS TILE

Then he can buy a progress tile. He decides to buy a LEVEL 2 tile. It costs 2 leather, 2 fish, and 2 different vegetables (in **George's** case, 1 corn and 1 bean).



Buying this tile allows **George** to immediately score 2 Economic points and then 2 Military points. From now on, he can use the tile's ability once per year to move his warriors up to 2 steps.



C. BUY ECONOMIC POINTS

Finally, he decides to buy economic points by spending 2 different resources (1 corn and 1 bean). He scores 2 Economic points. He cannot spend his second corn because all the resources must be different.



SACRED FIRE: When you select this action tile, you activate any other action tile in your grid (including Rituals) except the 2 other tiles in the row, column, or diagonal you have already activated or that you wish to activate for the current year. Place your sacred fire token on the activated tile to remember that you cannot select it later.

NOTE: THIS MEANS THAT YOU CANNOT ACTIVATE THE SAME ACTION TILE TWICE IN THE SAME YEAR.

If you performed this action, when cycling your action tiles during the Restore Phase, the tile marked with the sacred fire token is NOT flipped. Simply remove the token from it. The Sacred Fire action tile itself is flipped, as normal.



RITUAL: This action does not appear on the ACTION side of any action tile, but is always present on the RITUAL side of all action tiles. It has 2 steps, which must be performed in order:

- First, move any 2 natives of your choice (the same or different) from your longhouse to your home territory.
- Then, score Ritual points equal to the least common type of native (hunters, warriors, or women) in your home territory.

Playing Hint: If you perform 2 Ritual actions in a row, you could score more points with the second action than with the first, because the number of natives in your home territory has increased.



EXAMPLE: **John** has 2 hunters, 1 woman, and 5 warriors in his home territory. He decides to perform the Ritual action and moves 1 hunter and 1 woman from his longhouse to his home territory, so he now has 3 hunters, 2 women, and 5 warriors. He scores 2 Ritual points (since women are the least common in his home territory).

MOVEMENT

Only warriors can be moved. Your other natives cannot be moved directly, but they can replace warriors who have already reached productive areas.

A warrior can be positioned in a territory in 2 ways:

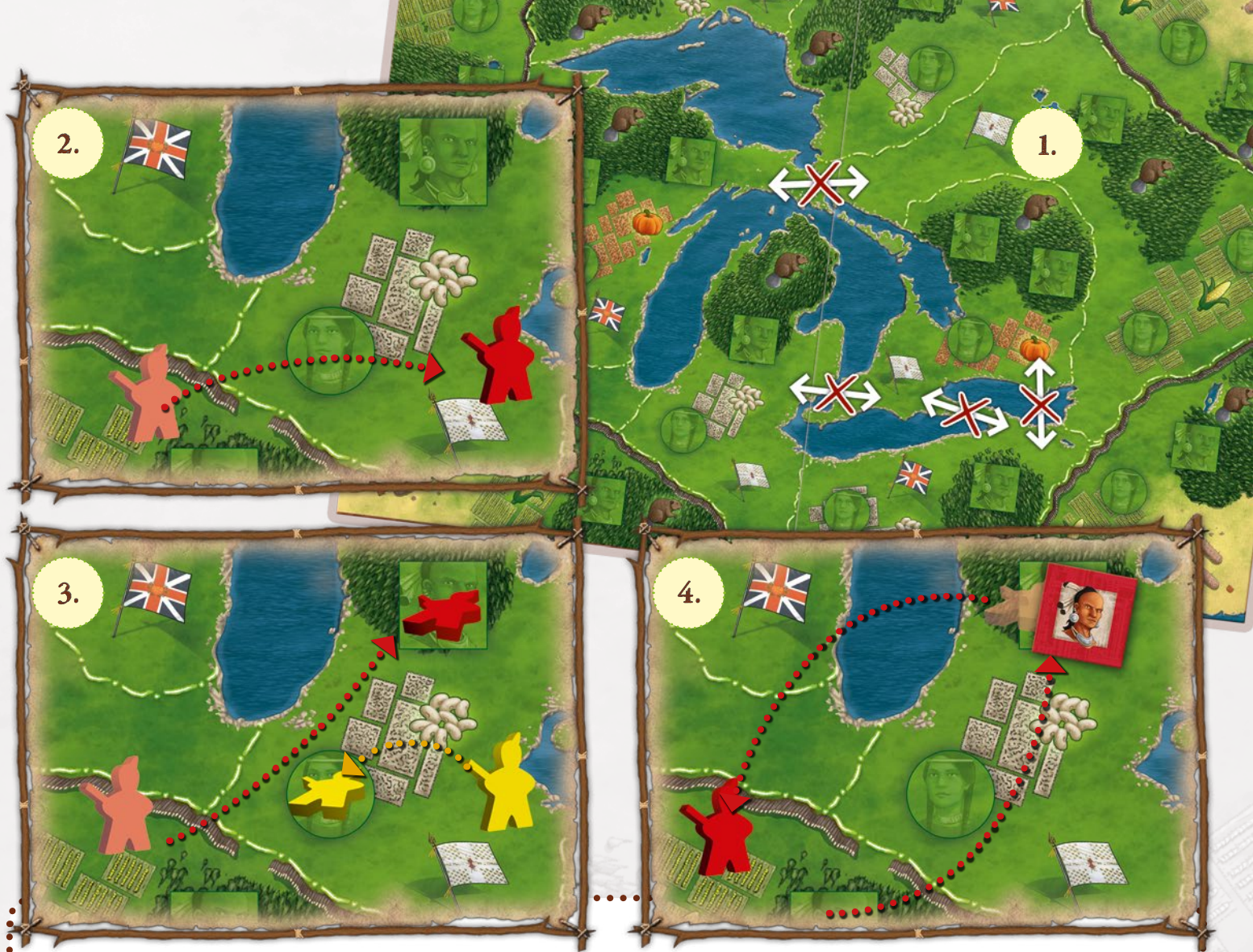
- Laid down inside** a productive area as an "outpost." Each productive area can only contain 1 outpost at a time. Outposts cannot be moved.

Playing Hint: During your turn, your outposts can be replaced by women or hunters at any time after the end of your Move action.

- Standing up outside** of the productive areas as a "guard." There's no limit to the number of guards you can have in a territory.

Playing Hint: Your guards can protect your outposts, women, and hunters from your opponents' attacks.

You can use action tiles or progress tiles to move your warriors, as follows:



EXAMPLE: 1. Examples of illegal movement. 2. **George** moves a warrior into an adjacent territory and places it as a guard. 3. **George** moves a warrior directly into a productive area in an adjacent territory and places it as an outpost. **John** moves his warrior into a productive area in the same territory, and it becomes an outpost. 4. **George** transfers an outpost back to his home territory and replaces it with a hunter.

1 MOVING WARRIORS

You may move your warriors up to the total number of steps indicated on the corresponding action or progress tile. You can distribute these steps among all your warriors on the board (except outposts, which cannot move).

For example, with a Move 3 action tile, you could move 3 different warriors 1 step each, or move a warrior 1 step and move another warrior 2 steps, or move a single warrior 3 steps.

Each step can be used to move a warrior in 1 of 2 ways:

- Into an adjacent territory (except an opponent's home territory). The warrior can then be positioned as a guard or an outpost in that territory.
- Inside the territory they occupy. A warrior positioned as a guard can be moved into a productive area in the same territory to become an outpost.

NOTE: THE LAKES AND RIVERS BETWEEN TERRITORIES ARE IMPASSABLE. WARRIORS CANNOT MOVE ACROSS THEM.

2 TRANSFERRING NATIVES

At any time during your turn (except in the middle of an action), you may transfer any outpost you control back to your home territory and immediately replace it with a woman or a hunter (depending on what is depicted in the productive area that the outpost occupied).

IMPORTANT RULES ABOUT TRANSFERS:

- You can transfer natives at any time during your turn except during an action. In particular, you cannot position a warrior as an outpost, transfer it back to your home territory, and then move it again during the same action.
- You may transfer your outpost back home but leave the productive area empty if you wish (i.e., without replacing the outpost with a woman or a hunter).
- Each productive area can contain only 1 native at a time. (Home territories are an exception to this rule.)
- Transfers can be performed only in this way. You are not allowed to transfer a woman or hunter from a productive area back to your home territory.

FIGHTING



Fighting can only occur during a Move action (initiated by an action tile or a progress tile), and only if your warrior is currently in, or moves into, the same territory as an opponent's natives (warriors, women, and/or hunters), following these rules:

1. You can attack an opponent's guard with your warrior. Both warriors are injured and return to their longhouses.
2. You can attack an opponent's native in a productive area with your warrior.
 - If your opponent's native is a woman or a hunter, it is injured and must return to your opponent's longhouse. Your warrior remains inside the productive area as an outpost.
 - If your opponent's native is a warrior, both warriors are injured and must return to their respective longhouses.
3. If a native who occupies a productive area has 1 or more guards in that territory, you must attack all of their guards first. All guards are warriors, so when you injure a guard, your attacking warrior will be injured as well. Return all injured natives (both yours and your opponent's) to their respective longhouses.



EXAMPLE: Ringo has a hunter in a productive area with no guards to defend it. George attacks it with a warrior. The hunter is injured and returns to Ringo's longhouse. George's warrior remains in the productive area as an outpost.

EXAMPLE: Ringo has a hunter in a productive area and 1 guard to defend it. George cannot attack the hunter, so he uses a warrior to attack the guard instead. Both George's warrior and Ringo's guard are injured and return to their respective longhouses. Then George attacks Ringo's hunter with a second warrior, as in the previous example.

QUICK SUMMARY

YOU ARE ALLOWED TO...

- » Move a warrior into an empty productive area, regardless of your opponent's guards.
- » Place warriors as guards without attacking an opponent's guards (if you don't want to).
- » Attack your opponent's guards even if you don't want to occupy a productive area in that territory.
- » Use a movement step to attack an opponent's native using a guard who is already in the same territory.
- » Before or after any action on your turn, transfer any of your outposts back to your home territory and replace them with women or hunters (as required by the productive areas your outposts occupied).
- » Before or after any action on your turn, transfer any of your outposts back to your home territory and leave those productive areas empty.
- » Move a warrior (via an action tile) and position them as an outpost, transfer the outpost back home, then move it again (via a progress tile) and transfer it back home again on the same turn. Or vice versa, since you can use progress tiles before you activate an action tile on your turn.

YOU ARE NOT ALLOWED TO...

- » Move an outpost.
- » Attack an opponent's native in a productive area if they have 1 or more guards in the same territory.
- » Move a warrior, transfer it back home, and then move it again within the same action even if you have movement steps remaining.
- » Remove a woman or a hunter from a productive area outside your home territory (except due to smallpox).





The game ends at the end of the seventh year.

ADDING UP YOUR SCORE

1. Reveal your turtle tiles and score the points on the indicated score tracks. Note that LEVEL 5 turtle tiles allow you to choose between 2 score tracks.
2. For each pair of score tracks, you only count the **lower** of your 2 scores toward your final total.
3. Add together your lower scores from each pair of score tracks.
4. Add 1 point to your total if you did not use your swap token.

The player with the highest total is the winner! In case of a tie, the winner is the tied player who has the lowest numbered turn order marker (i.e., who was earliest in turn order during the Restore Phase of year 7).

HOW TO SCORE POINTS

You can score points in 3 ways:

1. By performing actions:
 - Economic points: **Trade** action.
 - Military points: **Military** action.
 - Mask points: **Mask Ceremony** action.
 - Ritual points: **Ritual** action.
2. By claiming turtle tiles.
3. By buying progress tiles.

NOTE: THE MAXIMUM SCORE ON EACH TRACK IS 25 POINTS. ANY FURTHER POINTS YOU WOULD SCORE ARE FORFEITED.



EXAMPLE: Only **Ringo** used his swap token. **Paul** scores $19+18+1 = 38$ points. **George** scores $16+21+1 = 38$ points. **Ringo** scores $17+19 = 36$ points. **John** scores $18+15+1 = 34$ points. **Paul** is the winner because his turn order marker is lower-numbered than **George's**.


TURTLE TILES


You can claim turtle tiles by performing the Military action. They allow you to score points at the end of the game.


When you perform the Military action, count your canoes and natives in productive areas (including those in your home territory) to determine which tiles you are eligible to claim.

Always take the topmost tile from the stack when claiming a turtle tile.


LEVEL 3 tiles: Each grants 1 point on the indicated score track.


 You can claim this turtle tile if you have women in 3 or more productive areas.


 You can claim this turtle tile if you have hunters in 3 or more productive areas.

 You can claim this turtle tile if you have 3 or more canoes in play.


LEVEL 4 tiles: Each grants 2 points on the indicated score track.


 You can claim this turtle tile if you have women in 4 or more productive areas.


 You can claim this turtle tile if you have hunters in 4 or more productive areas.

 You can claim this turtle tile if you have 4 or more canoes in play.

LEVEL 5 tiles: Each grants 2 points on either (not both) of the score tracks indicated.

 You can claim this turtle tile if you have women in 5 or more productive areas.

 You can claim this turtle tile if you have hunters in 5 or more productive areas.

 You can claim this turtle tile if you have all 5 canoes in play.

ADDITIONAL RULES

1. You can only claim 1 turtle tile of each of the 9 types.

EXAMPLE: **George** already has a LEVEL 3 turtle tile for women. One of his women gets injured, so he now has only 2 in productive areas. If in the future he has 3 women in productive areas again, he cannot claim another LEVEL 3 turtle tile for women.

2. You can claim multiple turtle tiles with a single Military action, but you can only claim up to 1 tile of each category (women, hunters, canoes) per action.

EXAMPLE: **Ringo** already has 2 hunters and 2 women in productive areas, and he has 4 outposts in 3 other productive areas for hunters and 1 productive area for women. Before performing the Military action, he transfers all his outposts back home and replaces them with hunters and a woman. Now he has 5 hunters and 3 women in productive areas, so he can claim the LEVEL 5 tile for hunters and the LEVEL 3 tile for women. The next time he performs a Military action, he could claim the LEVEL 4 tile for hunters if he still has at least 4 hunters in productive areas.

3. The number of turtle tiles you have is public, but the points they grant you must be kept secret until the end of the game! You only reveal them during final scoring. You can look at your own turtle tiles at any time.

PROGRESS TILES

Progress tiles can be bought with the Trade action. (For details, see **Trade**, p. 9.) Each progress tile has 3 effects:

1. When you buy it, you score 1, 2, or 3 points on the Economic track, as shown on the tile.
2. When you buy it, you also score 1, 2, or 3 points on another score track, as shown on the tile. If the tile indicates “highest” or “lowest,” you score those points on the score track that has your highest or lowest score marker. (This could be the Economic track again.) In case of a tie, you choose which of those tracks to score the points on.

The points scored on the Economic track must be assigned before you check for highest or lowest.

NOTE: IF YOU HAVE A SCORE MARKER AT 25, AND WOULD SCORE POINTS ON YOUR HIGHEST TRACK DUE TO BUYING A PROGRESS TILE, THOSE POINTS ARE FORFEITED.

3. Once per year, you may flip the progress tile to use the ability it provides (see below). Some tiles are usable only at specific moments, while others can be used at any point during your turn. All used progress tiles are refreshed during the Restore Phase.

LEVEL 1 PROGRESS TILES



MILITARY

At any point during your turn, you may move a warrior 1 step.



MILITARY

Alliance! Take a flag token from the supply. (If you already have a flag token, skip this step.) When you perform the Military action, flip this tile to treat your ally's territories as if you have 1 extra guard there.



RITUAL

At any point during your turn, flip this tile to perform the actions on your chosen action tile in any order you want, instead of from top to bottom.



RITUAL

When you perform the Ritual action, score +1 Ritual point. Then, you may move a warrior 1 step.



MASK

When you perform the Mask Ceremony action, draw 2 mask cards instead of 1. Then, discard any 1 card from your hand. (It does not have to be 1 of the 2 cards just drawn.)



MASK

When you perform the Mask Ceremony action, you may place your mask disk on a space that is already occupied (including the space your mask disk is currently occupying).



LOWEST

When you perform the Trade action, spend 1 less resource (of your choice) if you buy a progress tile.



LOWEST

When you perform the Trade action, you may exchange up to 2 more resources. In addition, do not draw a mask card to check for smallpox.



HIGHEST

At any point during your turn, gain 1 animal resource (of your choice) from the supply.



HIGHEST

At any point during your turn, you may spend 1 or 2 different animal resources to score an equal number of points on any 1 score track.

LEVEL 2 PROGRESS TILES



MILITARY

At any point during your turn, you may move your warriors up to 2 steps total. (You must move them at the same time.)



MILITARY

When you transfer natives, you may reposition 1 of your outposts in its current territory as a guard, instead of transferring it back to your home territory.



RITUAL

When you perform the Ritual action, score points equal to the most common type of native (hunters, warriors, or women) in your home territory, instead of least common.



RITUAL

At any point during your turn, you may give up 1 point on any score track to gain 1 point on a different score track.





MASK

Before performing the Mask Ceremony action, take back into your hand all the mask cards you already played this year.



MASK

When you perform the Mask Ceremony action, you may treat 1 of your Mask cards as if it was the type of your choice.



LOWEST

At any point during your turn, you may exchange up to 3 resources without performing a Trade action. (You do not have to check for smallpox.)



LOWEST

When you perform the Trade action, spend 2 fewer resources (of your choice) if you buy a progress tile.



HIGHEST

At any point during your turn, gain any 1 animal resource and any 1 vegetable resource from the supply.



HIGHEST

At any point during your turn, you may spend up to 3 different vegetable resources to score an equal number of points on any 1 score track.

LEVEL 3 PROGRESS TILES



MILITARY

At any point during your turn, you may move your warriors up to 3 steps total. (You must move them at the same time.)



LOWEST

When you perform the Trade action, spend 3 fewer resources (of your choice) if you buy a progress tile.



MILITARY

Alliance! Take a flag token from the supply. (If you already have a flag token, skip this step.) When you perform the Military action, flip this tile to treat your ally's territories as if you have 1 extra guard there AND to win ties in all territories.



HIGHEST

At any point during your turn, gain any 2 resources and 1 beaver from the supply. (The 2 resources may be identical or different.)



RITUAL

When you perform the Ritual action, you may move any 1 additional native from your longhouse to your home territory. Then, score +1 Ritual point.



HIGHEST

At any point during your turn, you may spend up to 5 different resources to score an equal number of points on any 1 score track.



RITUAL

At any point during your turn, you may move any 1 native from your longhouse to your home territory.



MASK

When you perform the Mask Ceremony action, you score +1 Mask point (even if you don't play any combination of mask cards).



MASK

When you perform the Mask Ceremony action, you may score as if you have any 1 additional mask card in your hand.



LOWEST

At any point during your turn, flip any 1 of your action tiles to the opposite side.



TRIBE ABILITIES



CAYUGA: During setup, take the Cayuga token and place it in your longhouse. When attacked by opponents' warriors, your women return to your home territory instead of to your longhouse.

NOTE: THIS ABILITY DOES NOT APPLY TO SMALLPOX.

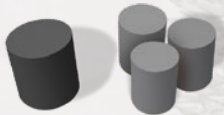


FOX: When you perform the Trade action, you may buy 2 progress tiles (instead of 1).



MOHAWK: You start the game with the Mohawk warrior (black) in play, in addition to your 5 normal warriors. If he fights an opponent's warrior, the Mohawk warrior returns to your home territory instead of to your longhouse. (The other warrior is injured as normal.)

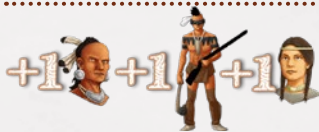
NOTE: IF THE MOHAWK WARRIOR FIGHTS AN OPPONENT'S WARRIOR, HE RETURNS TO YOUR HOME TERRITORY, BUT HE CANNOT MOVE AGAIN DURING THE CURRENT ACTION.



OJIBWA: During setup, replace 1 of your action markers with the Ojibwa action marker (black). When you use the Ojibwa action marker each year, you can immediately use another action marker, before the next player takes their turn.



ONEIDA: You start the game with a LEVEL 1 or LEVEL 2 progress tile, which you choose from among those not selected during setup. You have that ability, but do not score any points for that progress tile.



ONONDAGA: You start with 6 natives of each type in your home territory (instead of 5).



OTTAWA: Your Sacred Fire tile is never flipped to the RITUAL side.



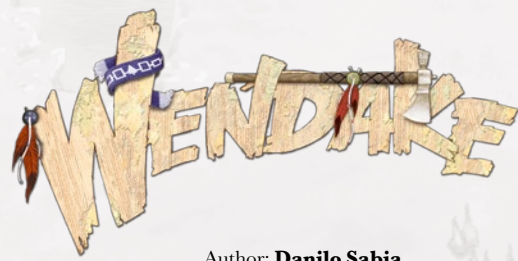
SENECA: You start the game with 2 swap tokens (instead of 1). Each unused swap token is worth 1 point at the end of the game.



SHAWNEE: You start the game with only 4 warriors in your home territory (instead of 5). You need 1 less woman, hunter, or canoe to claim turtle tiles.



TUSCARORA: Leave your hunters grey side up even when they are in play. If your hunter is attacked by an opponent's warrior, the attacking warrior is also injured and must be returned to your opponent's longhouse.



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Danilo Sabia

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Franco, Sandro, Mario, Matteo, and Marco



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WENDAKE

HISTORICAL HANDBOOK

Written by **Post Scriptum**

Consultant: **Angelo Lacerenza**

English translation by **Mario Sacchi & William Niebling**



In **Wendake** we wanted to honor some tribes of Native Americans who lived in the Great Lakes region. This short section will tell you something about these peoples and their fascinating costumes, and clarify where we took creative license to make the game more fluid.

Wendat or Wyandot is the name the Hurons used to indicate themselves; Wendake is the name they gave to the territory where they lived. We chose this term for its evocative strength, but in the game we considered also the Iroquois Confederacy: we mixed together the traditions of different tribes so that they would fit with playability and balance. After all, this is a board game and we put rules and mechanisms above all.

However, here are some details about the theme and setting.

TRIBES

In the game, in addition to the Wendat, there are 10 other Great Lakes tribes. There were many others there, similar to these, but primarily we wanted to include the tribes who formed the Iroquois Confederacy (Cayuga, Mohawk, Oneida, Onondaga, Seneca and, later, Tuscarora) and then we chose other tribes based on historical images we had and — why not — based on the simplicity of pronouncing their names.

VILLAGE

Natives who lived in these tribes were not nomads. Those who lived in tipis and followed the bison herds were much farther south. The Iroquois and Huron lived in longhouses, so called because they could reach 60 meters in length, host several families, and serve as a recovery zone for the wounded (as in the game).

COUNCIL

The four sages along the left side of each village board symbolize the tribal council. In our simulation, the player represents the village chief, who must make final decisions among those actions discussed and proposed by the council.

Note: Older women had a very important role in ruling the village, and they could also divest the village chief.

HARVEST

Since these tribes were not nomads, they cultivated their land: young women harvested beans, corn, and pumpkins — commonly named the “Three Sisters.” In the game, we chose three very recognizable icons, even if the most commonly harvested varieties were others.

HUNT

Hunting beavers was a common way to obtain leather, cherished by white men, to whom the pelts were traded. The natives also hunted other species for food (deer, bears, turkeys, etc.). The men were in charge of this, and hunting expeditions could last for months.

WARRIORS AND BATTLES

In the game, we made a distinction between warriors and hunters, and we decided to never kill any native, for balancing reasons. In reality, all the adult men fought: males were trained from childhood to bear pain, use the bow, and hunt. During battle, it was normal to kill or be killed, and if someone was imprisoned they would often be tortured before being put to death.

FISHING AND CANOES

In the game, we tied the Fish action to canoes. In reality, fish were usually captured from the riverbank with harpoons. We intended that canoes were used to navigate rivers and reach the most fish-laden waters. Canoes were the most important vehicles for these tribes, as the entire Great Lakes region was covered by thick forests and is home to more than 3,000 lakes tied together by creeks. It was easier to travel by river than to move overland.

EUROPEAN PRESENCE

This area was one of the battlegrounds of the Seven Years’ War between the English and the French. In the game, these groups’ presence is limited to the possibility of trading and to the *military alliance* progress tiles. The French army used many different flags during this war. We chose the white flag because it’s the easiest to distinguish from the English flag.

TRADE

Trade with white men was very common. Europeans were in search of pelts, and the natives wanted rifles and knives.

SMALLPOX

We wanted to insert this detail in the game to remember one of the worst effects of the European influence on these populations. There’s only one documented case in which smallpox was used as a bacteriological weapon: in 1763, the English, on the initiative of Capt. Jeffery Amherst, intentionally donated infected blankets to spread smallpox. Though this was an isolated case, the natives were killed off by huge epidemics, spread unconsciously by white men.

RITUALS

Iroquois rituals normally took place in closed spaces and consisted of songs and litanies that nobody knows. For this reason, we chose the drum as icon, since it was used in longhouses.



WAMPUM

Wampum was an Iroquois custom: it’s not present in any other area or tribe. The bearer of wampum was a mediator, a negotiator who tried to solve every kind of controversy. The bearer was treated with reverence and respect, almost as a sacred person.



MASKS

The mask ceremonies were typically Iroquois. They were used by the False Face Society to officiate magical healing rituals, through dances that represented spirits. The masks were made of limewood, and they always showed distorted and suffering features. There were also masks made of corn leaves, which represented the Straw Face Society and were worn mainly by women. The

hair of male masks was made of horsehair, while the hair of female masks was made of interlaced corn leaves.

Today, you cannot find Iroquois masks in museums or buy them in stores. They are considered sacred to the Iroquois, who have reclaimed them for use in their ceremonies.

TURTLE



The turtle represents the creation of the world and the birth of humanity, and it is considered to be the queen of all animals.

It is very common in native legends among the tribes of Canada and the Great Lakes region.

SACRED FIRE

This bit is artistic license. We termed it this way to help players grasp its importance, but it's not totally correct to speak about the sacredness of the fire. However, in the bigger longhouses where many families lived, there was often a "firekeeper" who would make sure the fire never went out.



In the game, we use it as a "wild" action, to represent the place where the tribe would gather to hear the words of their sages.

RULES FOR SOLITAIRE PLAY


By **Danilo Sabia** and **Marco Garavaglia**

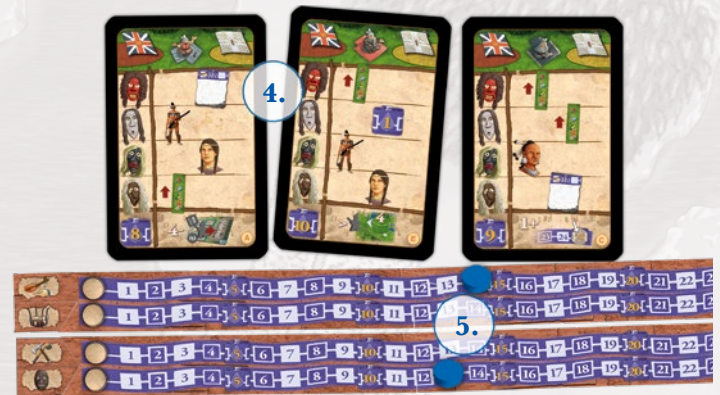
In the solo game, you compete against a **Ghost** player. To win, you must beat its score, which is mostly known at the beginning of the game, but could increase while you play.



4. Shuffle the 4 Ghost cards and randomly place 3 of them in a row on the table. These cards can show either side and can be placed in any order. Put the remaining card in the box.

Setting Up the Game

1. Decide the difficulty level of the game: Easy, Medium, or Hard (see **End of the Game**, p. 20).
2. Prepare the main board and all the pieces of your color as you would in a 2-player game. Exception: Put only 1 turtle tile of each type into play.
3.  Take the pieces of another color to represent the **Ghost** and place all its natives (i.e., 7 per type) in your opponent's home territory.



5. Place 2 Ghost tribe disks on any 2 score tracks, so that their total equals the point total indicated by the 3 Ghost cards.

EXAMPLE: The cards in play are A (8 points), E (10 points), and C (9 points). The total is 27, which is the **Ghost** score you must beat to win. Place a Ghost tribe disk on "13" and another on "14" on any 2 score tracks.

- If you want to use a tribe card, randomly draw 2 of them and choose 1. (The Ghost does not get a tribe card.) Using a tribe card makes the game easier.
- Place 1 Ghost tribe disk next to the LEVEL 1 progress price token, which is next to the progress tiles.
- Place 1 Ghost tribe disk on the first mask space.
- Place 1 Ghost tribe disk below the first advanced action tile.
- Place 3 Ghost action markers on the sage spaces on the Ghost cards.



- Place your fourth action marker on the "1" position of the turn order track and the Ghost's fourth marker on "2."

How to Play

The game lasts 7 years, as normal. At the beginning of each year, randomly draw 1 mask card and place it below the Ghost card furthest to the left that doesn't have a mask card already. The line that matches the mask card just drawn shows which 3 actions the Ghost will take this year, in order, from left to right, starting with the card you just placed the mask below.

You and the Ghost alternate taking turns, as in the normal game. In the first year, you go first.



EXAMPLE: After **Ringo** takes his first action, the **Ghost** performs the action on card A (in the same line that matches the drawn mask card). It's now **Ringo's** turn again, and he performs an action following his strategy. Then it's the **Ghost's** turn again, who performs the action on card E, and so on.

1. Player Turns Phase

YOUR PLAYER TURN

Your turns work as normal, with the following exceptions:

- You only have 3 action markers. You can activate action tiles, but cannot reserve turn order.
- When you injure a Ghost native, it always returns to the Ghost's home territory instead of to the longhouse.

GHOST PLAYER'S TURN

On each Ghost turn, move the next Ghost action marker down onto the appropriate mask line of the Ghost card, and perform that action for the Ghost. Start with the Ghost card above the mask card you drew this year and proceed to the right, eventually restarting at the left edge after you reach the last card. Proceed in this way until the Ghost takes 3 actions.

After the third and sixth rounds, remove all the mask cards under the Ghost cards and place them **at the bottom** of the discard pile.



2. Restore Phase

The Restore Phase is composed of 5 steps:

2.A. Adjust Turn Order

Unlike in the normal game, the turn order does not change during this step.

2.B. Cycle Action Tiles

For you, this phase works as in the normal game. The Ghost removes from the game the action tile that has its tribe disk below it, then moves its tribe disk 1 tile to the right.

2.C. Restore Masks

Return your mask disk to the restore area. The Ghost's mask disk moves to the next mask space (i.e., at the beginning of the fourth year, it will move down to the second row).

2.D. Refresh Progress Tiles

Flip your used progress tiles so they are face up again.

2.E. Advance Year Marker

Return the Ghost's action markers to the sages, flip face down the mask card you most recently placed below the Ghost cards (or, if it's the third or sixth year, remove all of them), and swap the action markers on the turn order track. This means that whoever played first this year will play second next year. Finally, move the year marker 1 space to the right on the year track. If the year marker was already on "7," the game ends.

End of the Game

The game ends after the seventh year. Add up your score as in the normal game, then add points for each objective you completed, based on the difficulty of the game:



- **3 points** per objective for an Easy game.
- **2 points** per objective for a Medium game
- **1 point** per objective for a Hard game.


If your final score is higher than the Ghost's score (i.e., the sum of its 2 score markers), you win!


NOTE: WE RECOMMEND THAT YOU ADD THE POINTS GRANTED BY LEVEL 3 AND 4 TURTLE TILES DURING THE GAME, AND ADD ONLY THE POINTS GIVEN BY LEVEL 5 TILES AT THE END.


GHOST ACTIONS

The Ghost takes the action that has its action marker above it. The possible actions are:

  Move the Ghost tribe disk next to the progress price tokens up to the next level. If it's already at LEVEL 3, nothing happens.

 Eliminate from the game the progress tile furthest to the left in the level indicated by the Ghost tribe disk. If that level has no more progress tiles, eliminate a tile from the next level down. Then, return the Ghost tribe disk to LEVEL 1.

 Advance a Ghost score marker by 1 space on either score track. The Ghost's total score is increased by 1.

 The Ghost moves a native of the indicated type into a territory that has the flag indicated by the oval on the mask card drawn this year (red oval = English; yellow oval = French).

For each flag, there is a territory "near" the Ghost's home territory and a territory "far." The natives are moved as follows:

WARRIORS

If the number of guards the Ghost has in the near territory is equal to or less than those in the far territory, it places a guard in the near territory.

If the number of guards the Ghost has in the near territory is higher than those in the far territory, it places a guard in the far territory.

NOTE: WHEN THE GHOST MOVES WARRIORS, IT NEVER ATTACKS YOUR NATIVES.



WOMEN

If the number of women the Ghost has in the near territory is equal or less than those in the far territory, it chooses the near territory.

If the number of women the Ghost has in the near territory is higher than those in the far territory, it chooses the far territory.

If there is at least 1 empty "harvest" production area in the chosen territory, the Ghost places a woman there.

If there are no empty "harvest" productive areas in the chosen territory, but there is at least 1 "harvest" production area occupied by 1 of your natives, the Ghost will attack you:

- If your native is a woman, she is injured and must return to your longhouse. The Ghost then places a woman in that productive area.
- If your native is an outpost, he is injured and must return to your longhouse. The Ghost doesn't place any native.
- If your native is protected by at least 1 guard, the guard is injured and must return to your longhouse, but your native in the productive area remains where it is.

NOTE: IF ALL THE "HARVEST" PRODUCTIVE AREAS IN BOTH TERRITORIES WITH THE DRAWN FLAG ARE OCCUPIED BY THE GHOST'S NATIVES, IT DOESN'T PLACE A NATIVE.



HUNTERS

Movement rules for hunters are similar to those for women. Exception: The far territory with the English flag has 2 "hunt" productive areas, while the near territory has only 1. So if the Ghost has a single hunter in each territory, it will place a hunter in the far territory.



OBJECTIVES

Each objective (indicated by a letter on a Ghost card) presents a condition. If you meet the condition at the end of the game, you will score additional points (1, 2, or 3) based on your chosen difficulty level.

- You must have no more than 4 natives in your longhouse.
- You must have all 9 types of turtle tiles.
- At least 1 of your score markers must be at "25."
- You must have at least 6 progress tiles.
- You must have the majority of guards in at least 4 territories, including your home territory. **NOTE: MILITARY ALLIANCES CANNOT BE USED TO COMPLETE THIS OBJECTIVE.**
- Your women and/or hunters must occupy at least 8 productive areas, including those in your home territory.
- The Ghost must have no more than 5 natives in play outside of its home territory.
- You must have at least 6 mask cards.

