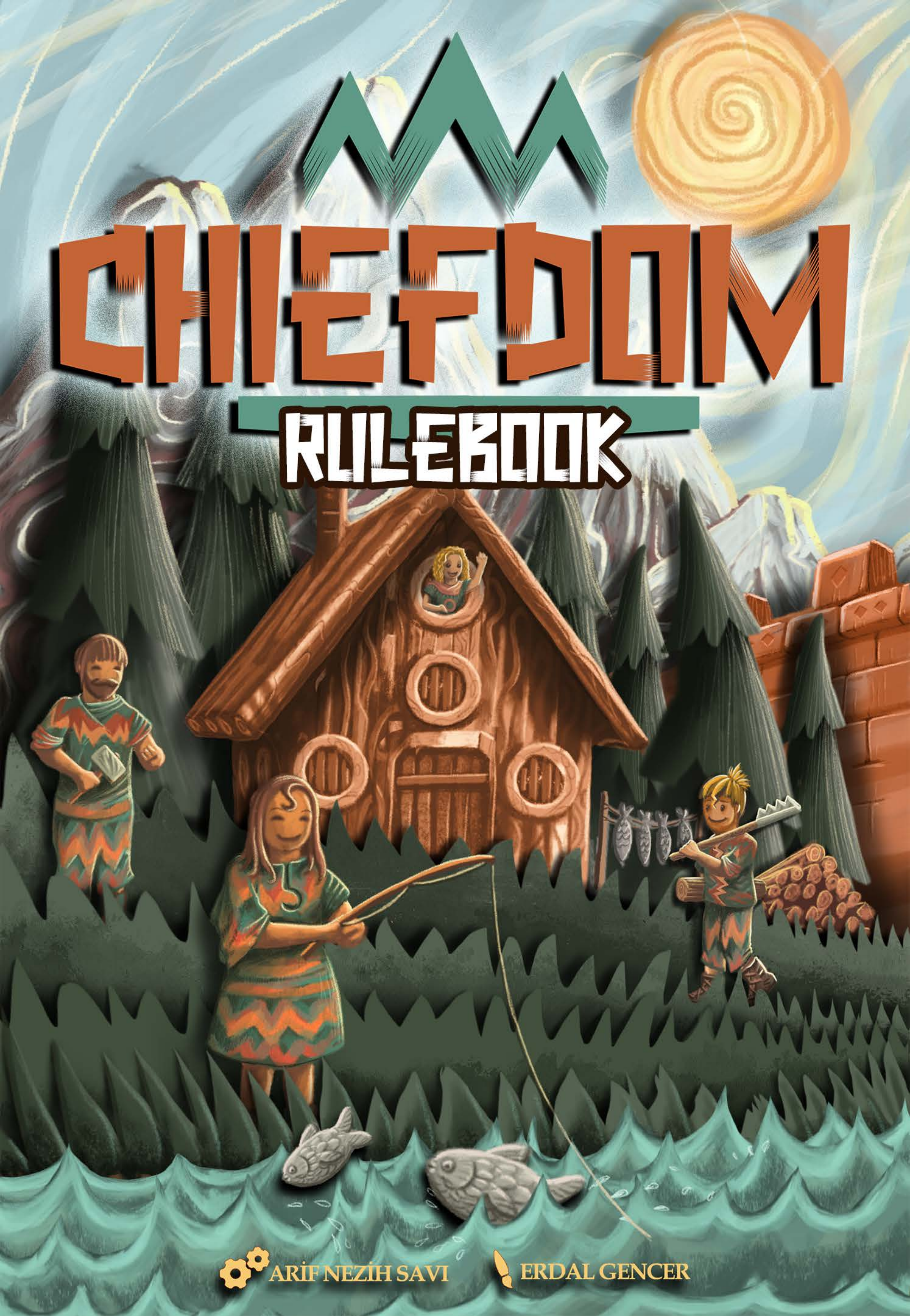


CHIEFDOM

RULEBOOK



ARIF NEZİH SAVI



ERDAL GENCER

STORY

As the sun rises over the vast and untamed wilderness, you gather with a group of chieftains from different tribes at the ceremonial gaming area. You take your place, ready to prove yourself and build the most prestigious Chiefdom. In Chiefdom, you are tasked with building up your own Chiefdom from scratch.

The game begins with an empty plan, and it's up to you to carefully choose what icons to draw and how to draw them based on the dice rolled on each turn. With a roll of the dice, the game begins. You choose your actions simultaneously with the other players, using the values rolled to determine what icons you will draw and how to place them. Will you draw a lake or a forest? Will you give your people jobs such as fishing, woodcutting, or building? Every decision must be carefully thought out to ensure a balanced Chiefdom that can provide for its people. But the competition is not just about building a functional Chiefdom.

As chieftains from different tribes, you are vying for prestige and recognition. You want to create the most impressive Chiefdom, one that will be remembered for generations to come. As you work to build up your Chiefdom, you must also ensure that your people are fed, sheltered, and employed. As the game progresses, tensions rise, and you must remain focused to outmaneuver your opponents.

Will you take risks to try and secure victory, or will you play it safe and ensure a steady rise to the top? Only time will tell as you strive to become the most respected and successful chieftain in the land.

OVERVIEW

Players play as chieftains trying to build up their initially empty chiefdoms so that they score as many points as possible. One player rolls the 3 dice on a turn and every player draws icons on their sheet. The game ends when none of the players can use any dice results on a single turn.

The player with the highest score wins the game!

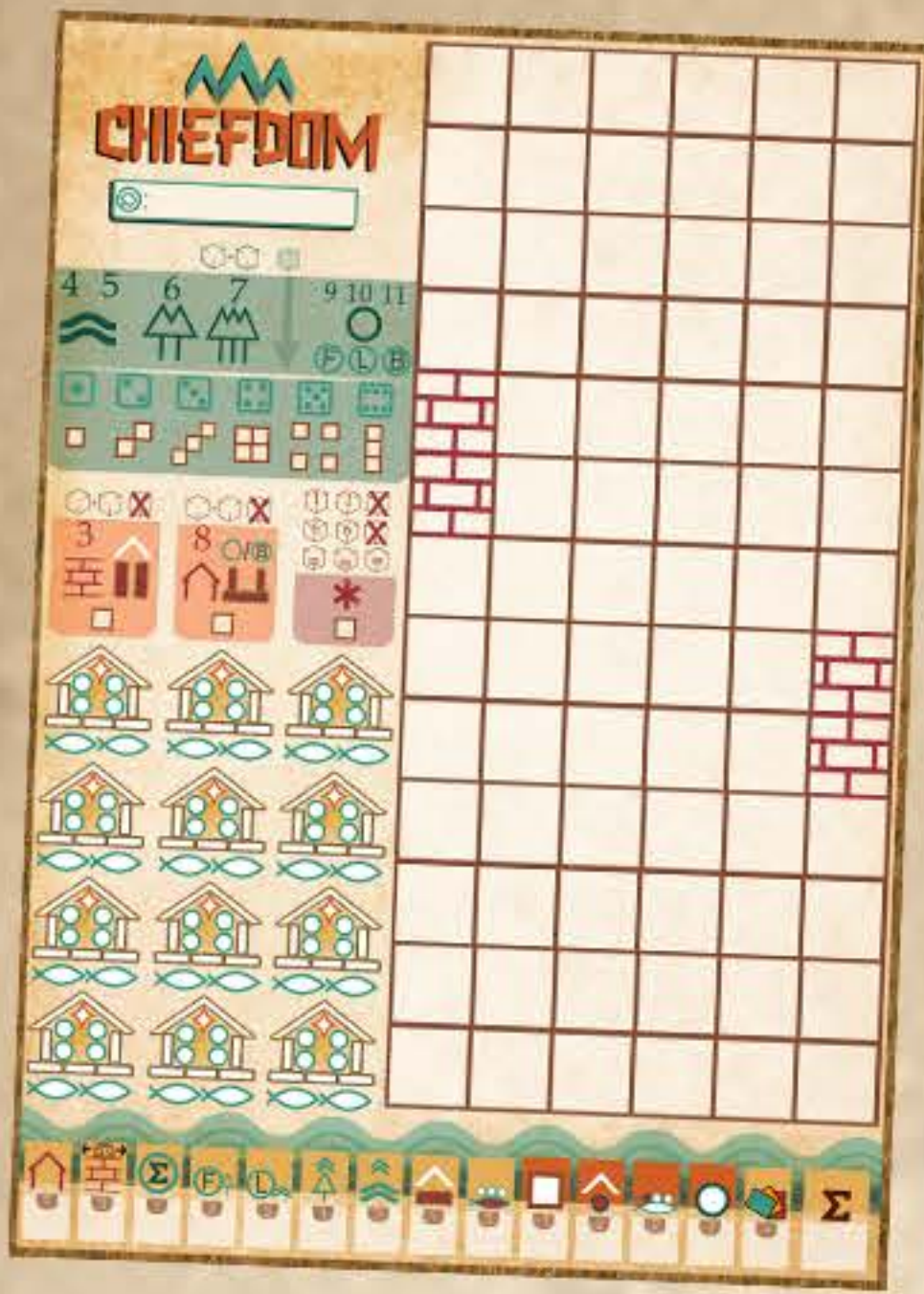
CREDITS

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COMPONENTS



1 Player Sheet



18 Advanced Scoring Cards

GAME SETUP



1. Each player gets a pen and a player sheet.
2. Each player writes their Chieftain name.



3. Give the 3 dice to the player who likes rolling dice the most.



HOW TO PLAY



The game consists of several turns.

During a turn the following phases happen in this order:

- A. One Player Rolls the Dice
- B. All the Players Take Actions



A. Rolling the Dice

One player rolls the 3 dice into the middle of the play area. It doesn't matter who rolls the dice.

B. Taking Actions

All players now use the values rolled to take actions simultaneously.

Each player chooses two dice results and add them together. That number determines what icon you will draw this turn.

The third die result determines the shape and the number of icons you will draw. Each die face uses pips to show the shape of how you draw your icons this turn. The chosen shape can be rotated and/or flipped as desired.



PLACEMENT RULES



Icons should be drawn in empty white squares. You can't draw an icon in a square that's already have an icon in it.

You must draw the entire shape shown by the third die result.

The entire shape must be in the borders of your chiefdom.

The chosen shape can be rotated and/or flipped as desired before it is drawn.

The chosen shape does not have to be drawn adjacent to previously drawn shapes.

If you can draw, you must draw.

END OF THE GAME



The game ends when none of the players can use any dice results on a single turn. Players then proceed to do scoring.

INDIVIDUAL ACTIONS



(3) The Wall



$$\text{Die} + \text{Die} = 3$$



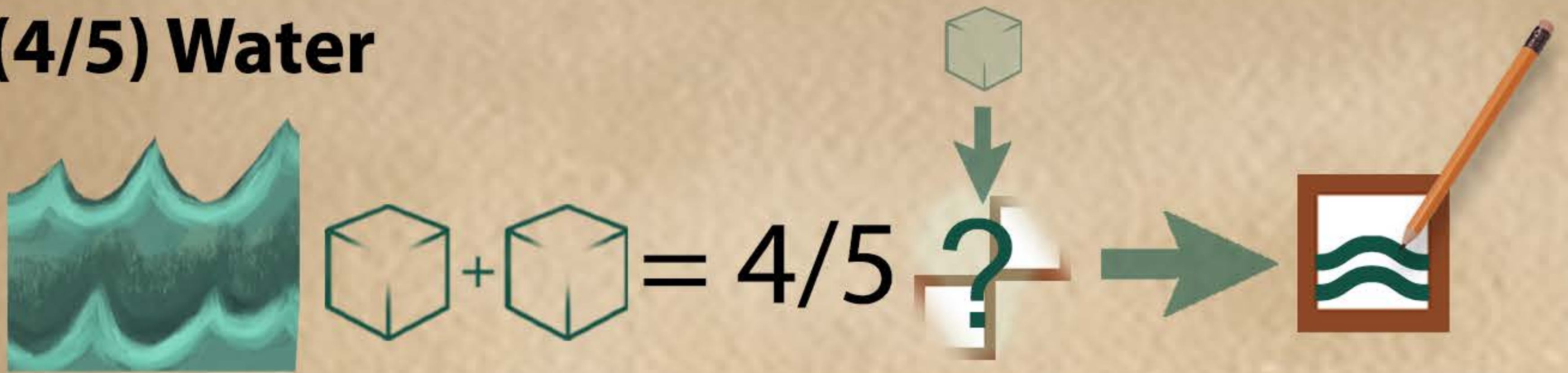
If the sum of the two dice results you choose is 3, you draw a **single** wall icon, regardless of the third die result shape. To be able to draw a wall icon, you must have at least 2 logs, you don't spend the logs.

The first wall icon should be drawn orthogonally adjacent to one of the pre-drawn walls. Each drawn wall icon must extend one of pre-drawn walls orthogonally.

Note: Only the wall icons have to be drawn adjacent to previously drawn walls.

If players build their wall from west to east to divide their chiefdom into two at the end of the game, they score +12 points in addition to the wall icons they draw (they score pre-drawn walls on the sheet too).

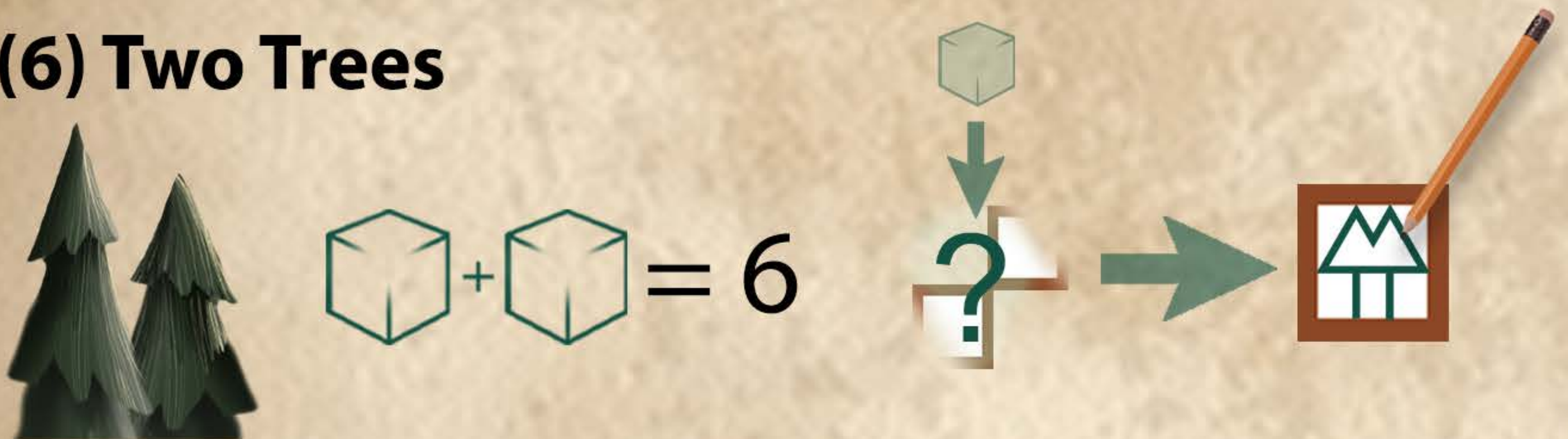
(4/5) Water



If the sum of the two dice results you choose is 4 or 5, you draw **water** icon(s), based on the third die result shape. A contiguous area of orthogonally adjacent water squares is considered a "Lake".

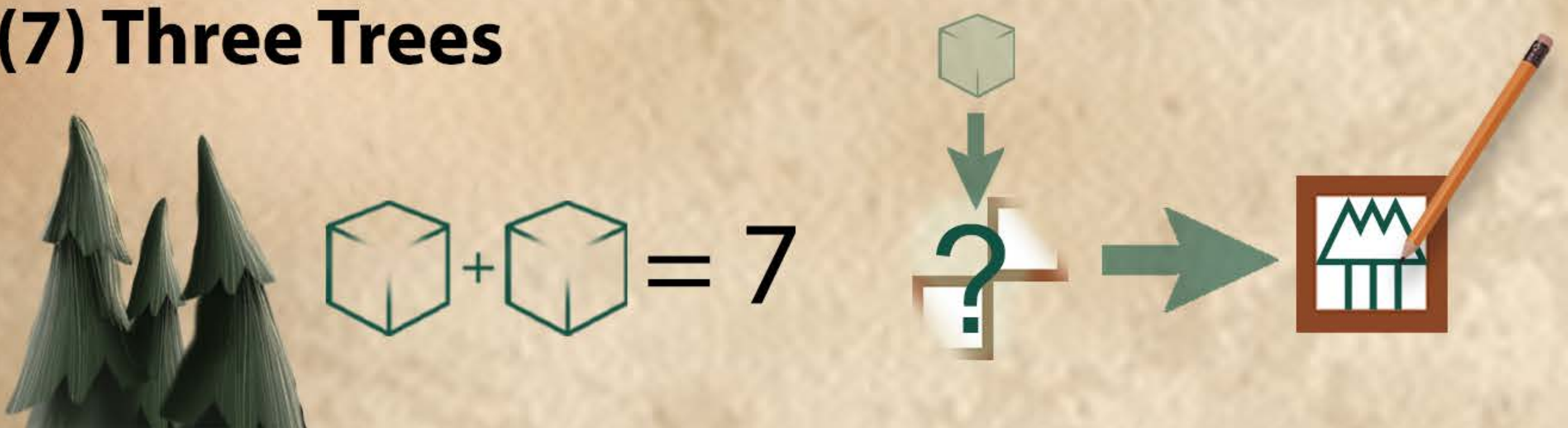
For further details please refer to the **Fishing** section on page 8.

(6) Two Trees



If the sum of the two dice results you choose is 6, you draw **two trees** per square, based on the third die result shape.

(7) Three Trees

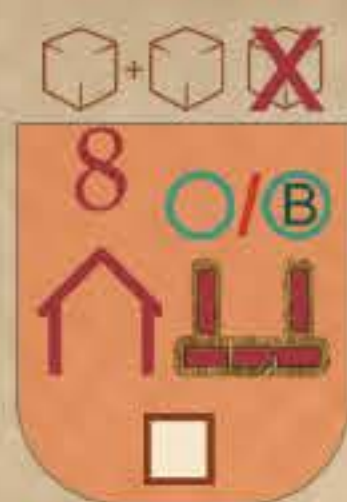


If the sum of the two dice results you choose is 7, you draw **three trees** per square, based on the third die result.

A contiguous area of orthogonally adjacent tree squares is considered a "Forest".

For further details please refer to the **Woodcutting** section on page 8.

(8) House



$$\text{Die} + \text{Die} = 8$$



If the sum of the two dice results you choose is 8, you draw **a single house icon**, regardless of the third die result.

To be able to draw a house icon, you must spend 5 logs filling in the roof. House icons must be drawn in an empty square orthogonally adjacent to a jobless person or a builder.

For further details please refer to the **Building** section on page 9.

(9/10/11) People



$$\text{Die} + \text{Die} = 9/10/11$$



If the sum of the two dice results you choose is 9, 10 or 11, you draw an empty (jobless) person icon(s), based on the third die result shape. There are four types of people in the game: **Lumberjack**, **Fisherman**, **Builder** and **Jobless**.

The type of your people depends on their surroundings:

If you draw a person in a space which there's nothing orthogonally adjacent to it, that person becomes a jobless person. As seen in the above drawing.

If you draw a tree icon orthogonally adjacent to a jobless person, he becomes a **Lumberjack** and starts working right away. Simply put the letter "L" into the circle to determine the type of people.



Lumberjack

If you draw a water icon orthogonally adjacent to a jobless person, he becomes a **Fisherman** and starts working right away. Simply put the letter "F" into the circle to determine the type of people.



Fisherman

If you draw a house icon orthogonally adjacent to a jobless person, he becomes a **Builder** and starts working right away. Simply put the letter "B" into the circle to determine the type of people.



Builder

If you draw a jobless person orthogonally adjacent to a tree, a water or a house icon, he becomes a Lumberjack, a Fisherman, a Builder respectively. If there's more than one type of surroundings, players can decide which job suits the best.

Once you have given a job to a person, it can't be changed later.

(2/12/***) Wild

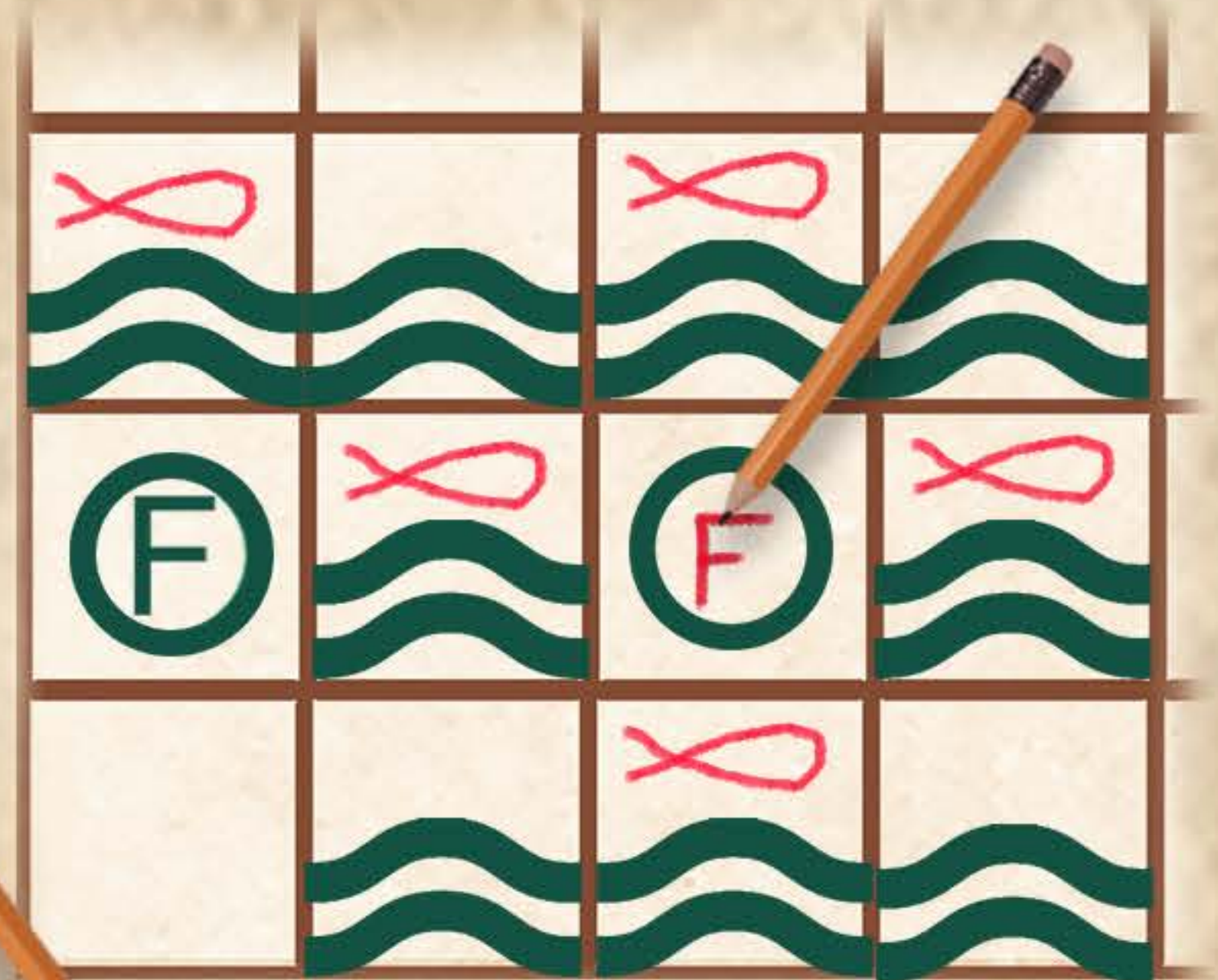
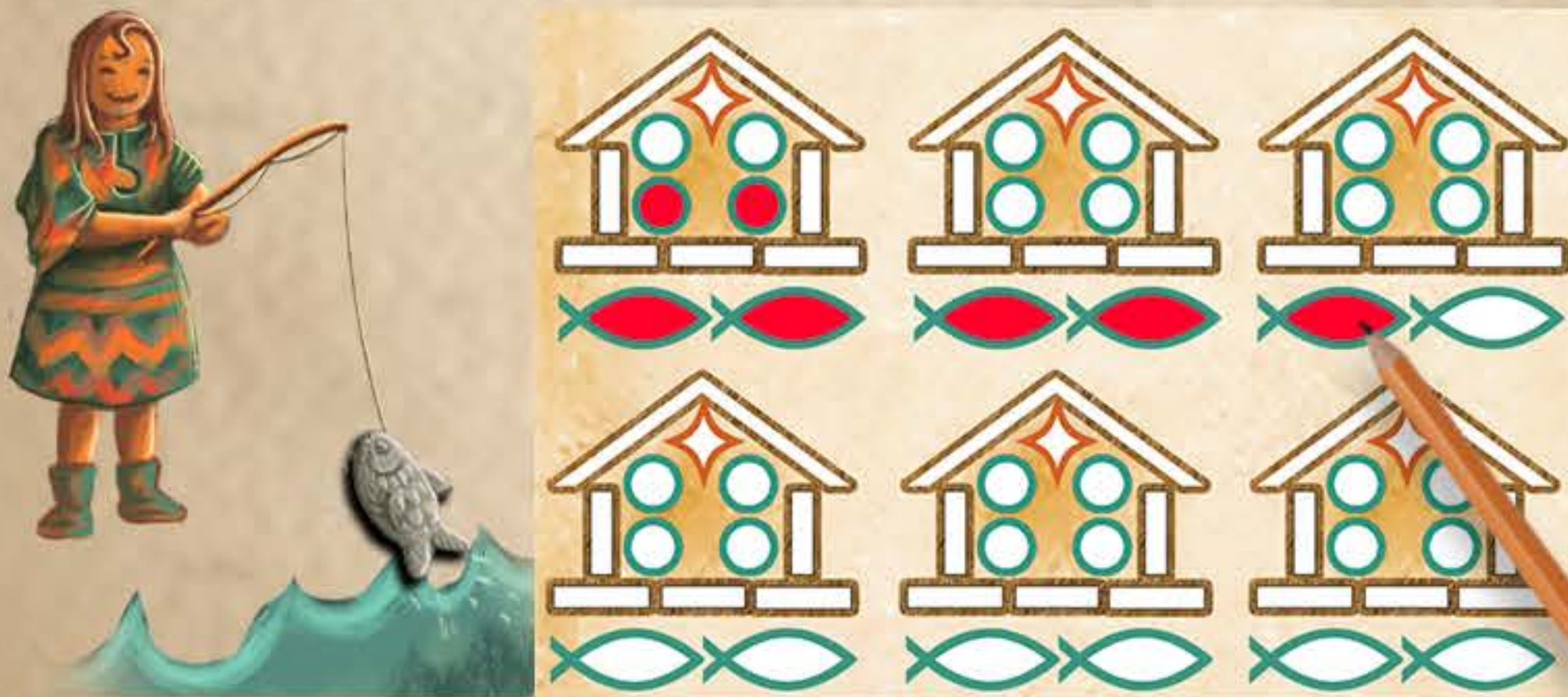


If the sum of the two dice results you choose is 2 or 12, or if you rolled triple (1,1,1), (5,5,5) etc. you can draw **any icon** available **in a single empty square**.

You still need to spend 5 logs and have a builder or jobless person if you want to draw a house icon and you must have 2 logs to draw a wall icon.

WORKING ACTIONS

Fishing



There are two ways to fish:

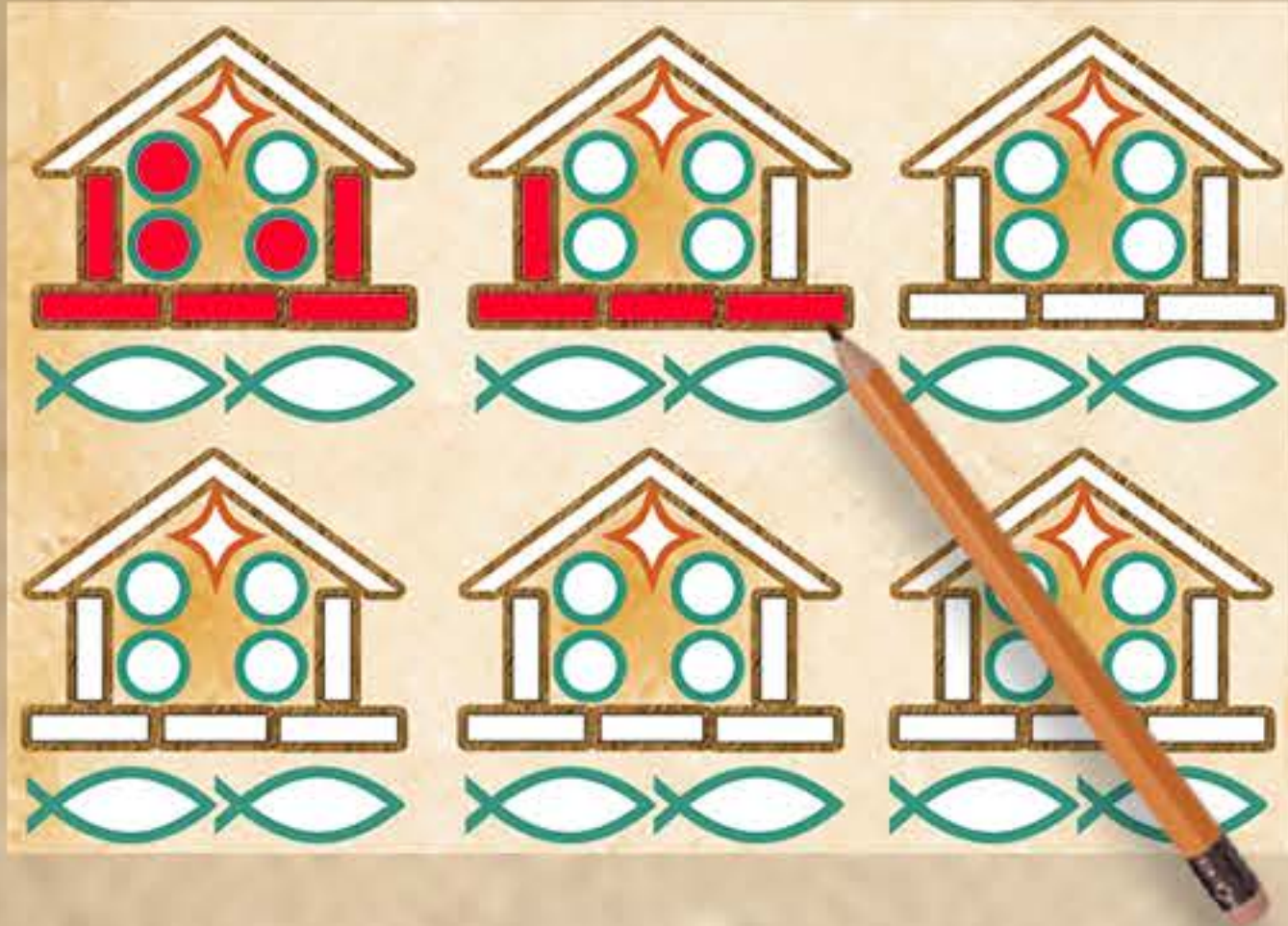
- 1) When you draw a water icon orthogonally adjacent to a jobless person or a fisherman.
- 2) When you draw a jobless person orthogonally adjacent to a water icon, that person immediately becomes a fisherman.

You immediately fish from orthogonally adjacent water icon(s) by drawing a fish icon in it, as well as marking the fish icons on your player sheet.

Each fisherman can get 1 fish from each orthogonally adjacent water icon only once.

At the end of the game, during scoring you need to feed all your people, each fish feeds 2 people. For each person you cannot feed you get minus 2 points.

Woodcutting



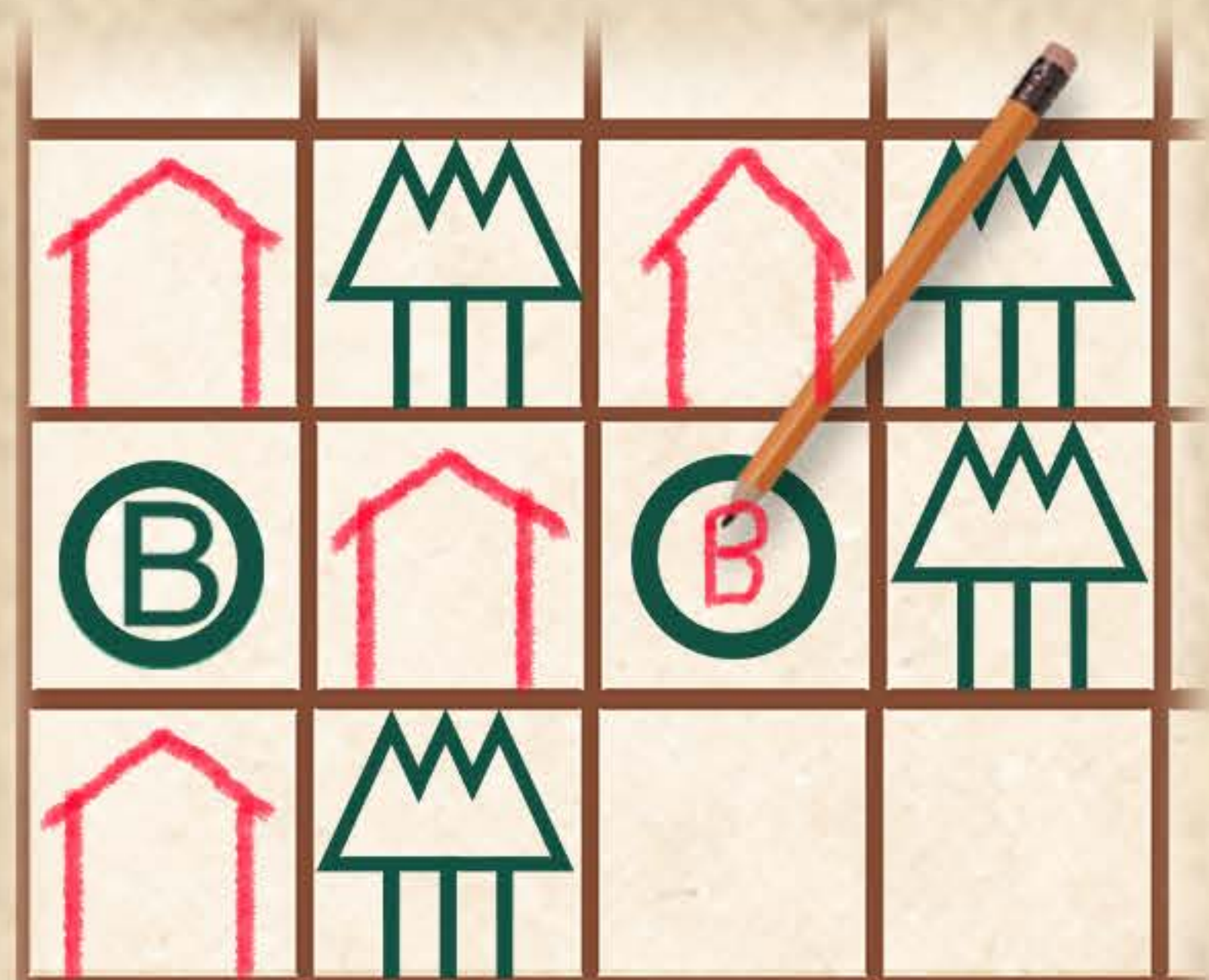
There are two ways to cut wood:

- 1) When you draw a tree icon orthogonally adjacent to a jobless person or a lumberjack.
- 2) When you draw a jobless person orthogonally adjacent to a tree icon, that person immediately becomes a lumberjack.

You immediately cut wood from the orthogonally adjacent tree icon(s) by drawing a line on it, you also need to mark the logs on your sheet to be able to keep track of how many logs you have. Each lumberjack can get 2 or 3 trees (logs) from each orthogonally adjacent tree icon.

Just like water squares, you can only harvest each tree square once.

Building



There are two ways to build a house (drawing a single house icon):

- 1) First, you need to spend 5 logs to complete a house by filling in the roof, then you draw a house icon orthogonally adjacent to a jobless person, that person immediately becomes a builder.
- 2) You can draw a house icon orthogonally adjacent to builders, if there's an empty square orthogonally adjacent to them.

Each house can shelter any 4 people in your chiefdom.

At the end of the game, during scoring, for each person you cannot shelter you lose 2 points.

Note: Fish and logs are not limited to the space on the player sheet.

WINNING THE GAME

The game ends when none of the players can use any dice results on a single turn. Sum all the points you've gained. The player with the most points wins! In case of a tie, the player with the most remaining fish wins the game. If there is still a tie, players share the victory.

SCORING

There are 13 conditions to look at when calculating the final score:



Each House:
7 points



Each wall square:
3 points
+12 points if completed



Each person in
your chiefdom:
1 point



Each Fisherman
adjacent to
a Tree Square:
3 points



Each Lumberjack
adjacent to a
Water Square:
3 points



Each Tree in your
largest Forest:
1 point



Each Water Square
in your largest
Lake: 2 points



Each Surplus
Log: 1 point



Each Surplus Fish:
3 points



Each Empty
Square: -1 point



Each Homeless
Person: -2 points



Each Hungry
Person: -2 points



Each Jobless
Person: -2 points



Points from
Advanced
Scoring Cards

END GAME EXAMPLE



Each House: 7 Points

The player simply counts each house he built. In the end game example player built 5 houses, so he scores 35 points. It's easy to count these since players had filled in the roofs for each house they built on the left side of the player sheet.



Each Wall Square: 3 Points

In the end game example, the player has built 6 walls, therefore they score 18 points. Because they completed the wall from East to West, the player can also score the pre-drawn walls on the sheet (+12 points). They score 30 points in total.



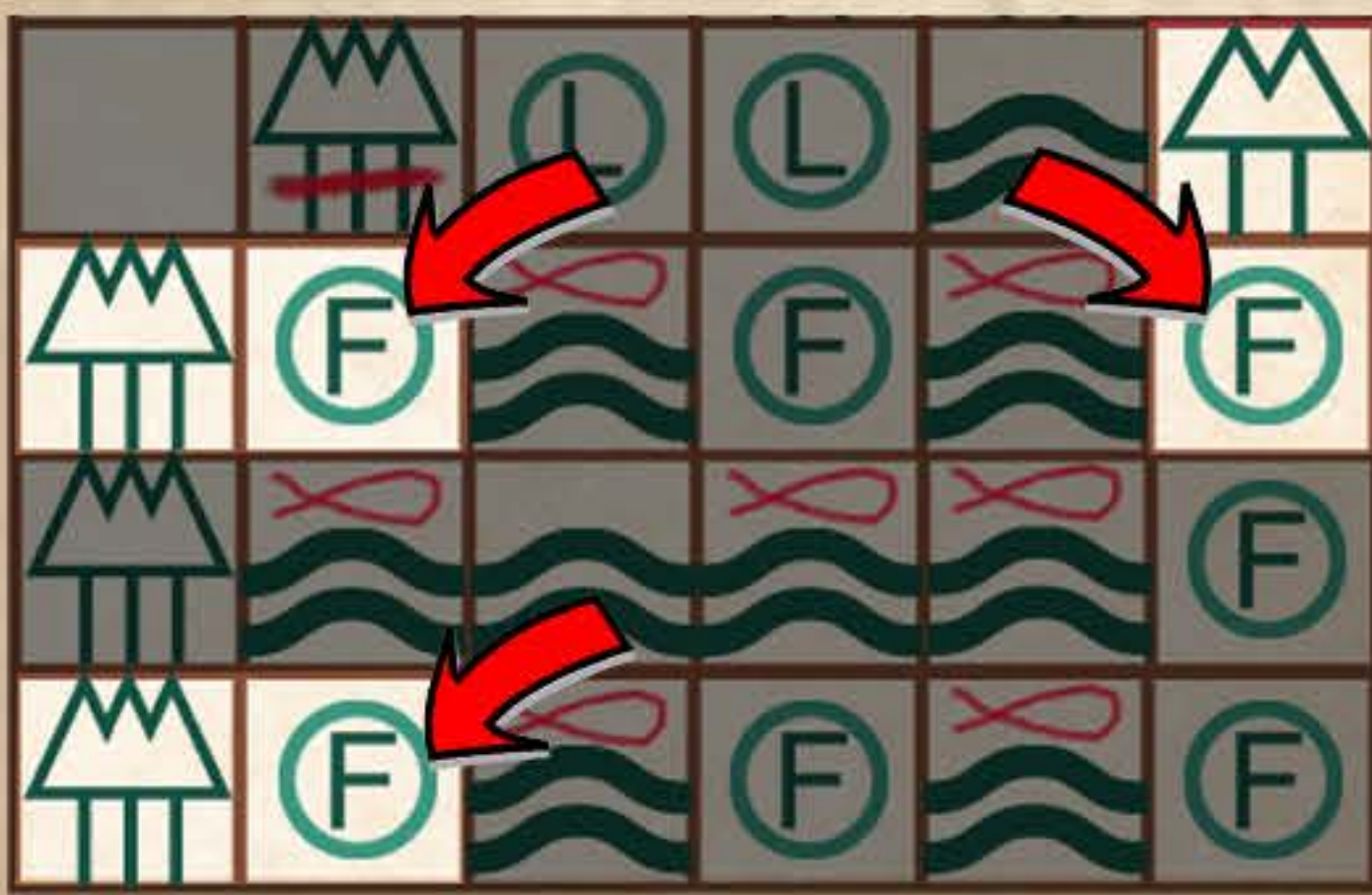
Each Person: 1 Point

The player counts every Fisherman, Lumberjack, Builder and Jobless Person on their sheet. In the end game example, the player has 23 People in total, so they score 23 points.



Each Fisherman orthogonally adjacent to a Tree Square: 3 Points

In the end game example, the player has 3 Fisherman orthogonally adjacent to Tree Squares, so they score 9 points. (See: Example 1)



Example 1



Example 2



Each Lumberjack orthogonally adjacent to a Water Square: 3 Points

In the end game example, the player has 2 Lumberjack orthogonally adjacent to Water Squares, so they score 6 points. (See: Example 2)



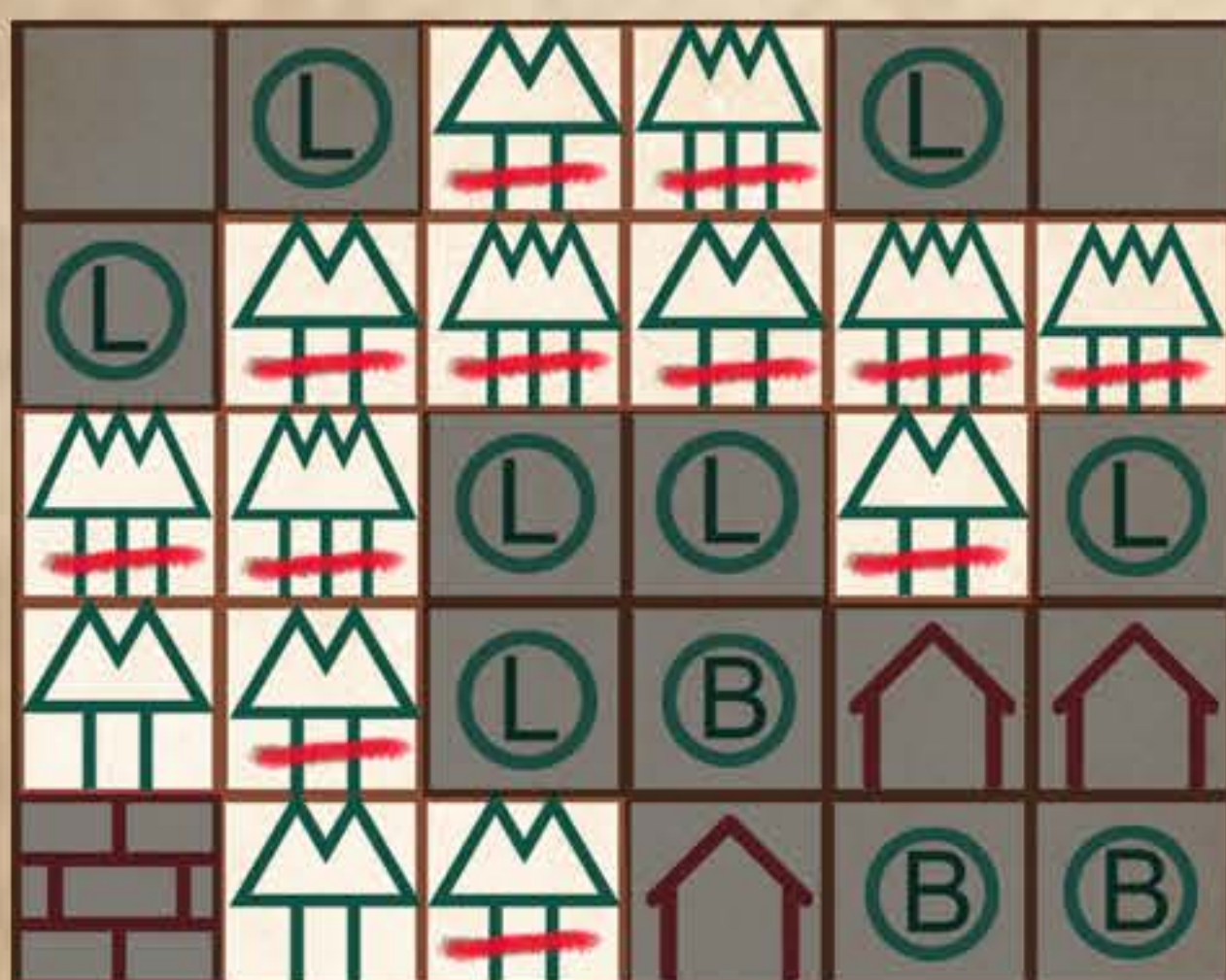
Each Tree in your largest Forest: 1 Point

The player first determines which group of tree squares is the biggest, then counts each tree in the Forest, it doesn't matter if the trees are cut down or not. In the end game example, he scores 34 points. (See: Example 4)

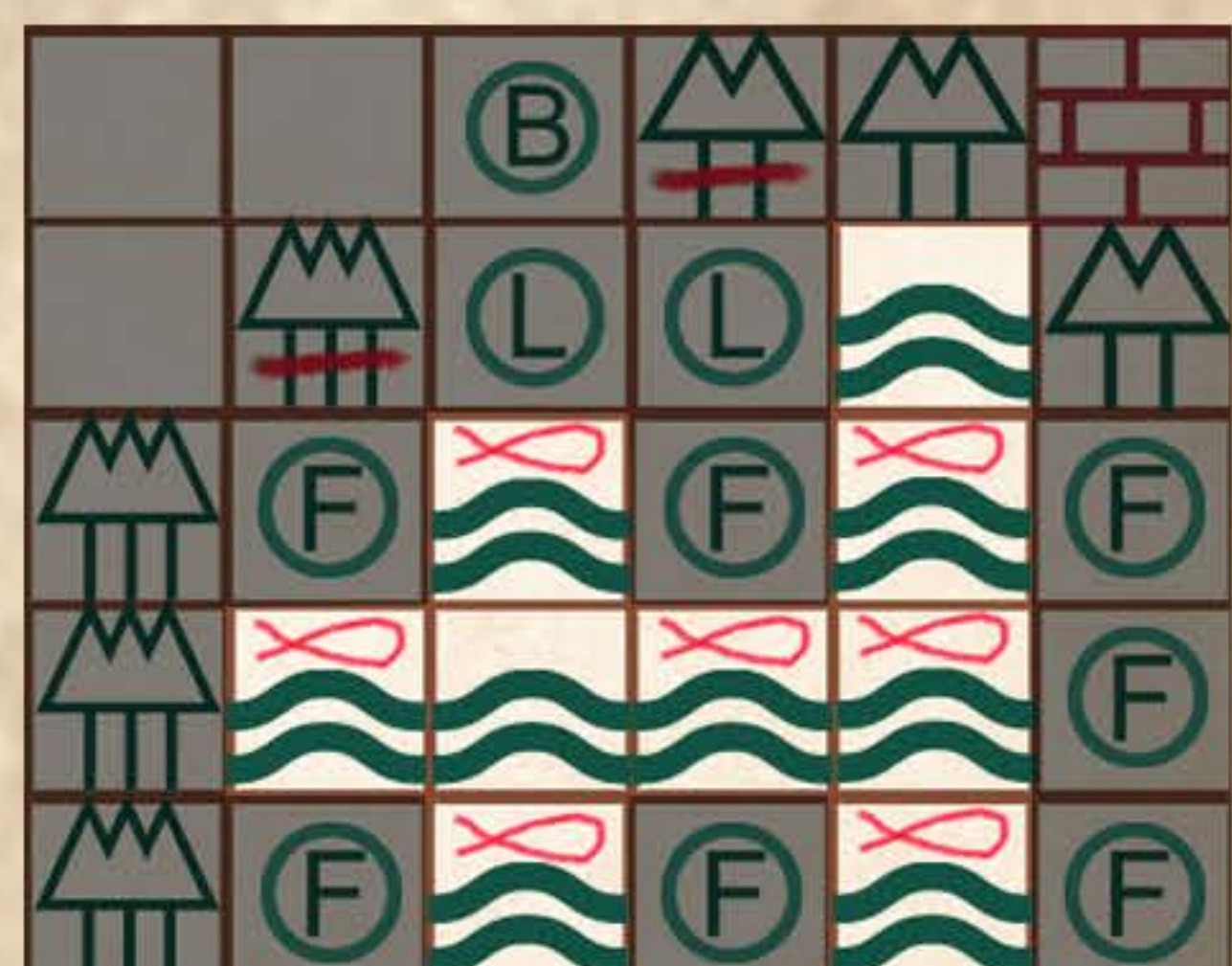


Each Water Square in your largest Lake: 2 Points

The player first determines which group of Water squares is the largest, then counts each Water square in their Lake. In the end game example, the player scores 18 points. (See: Example 4)



Example 3

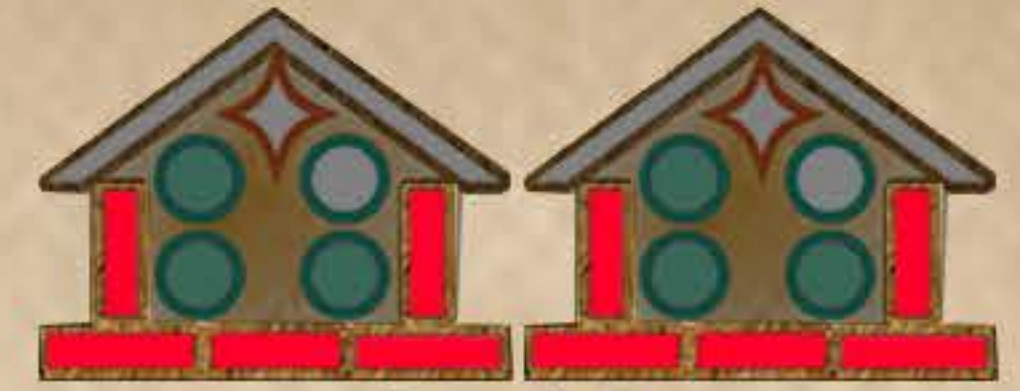


Example 4



Each Surplus Log: 1 Point

The player simply counts each log they didn't use. In the end game example, the player has 10 logs remaining therefore they score 10 points. (See: Example 5)



Example 5



Each Surplus Fish: 3 Points

The player first checks how many fish they harvested, they have 7 fish. Each fish feeds 2 people, so they can only feed 14 people. The player has a total of 23 people in his chiefdom, 9 people go hungry, they will score -18 points for that soon when scoring "Each Hungry Person". In the end game example, the player can't score surplus fish because there isn't any remaining. They score no points. (See: Example 6)



Example 6



Each Empty Square: -1 Point

The player simply counts each empty square in his chiefdom, he loses 1 point for each empty square. In the end game example, the player loses 10 points. (See: End-game example on page 11)



Each Homeless Person: -2 Points

The player checks the filled circles in their incomplete houses (without a roof filled in) to see how many homeless people they have. (See: Example 7) He could also count the houses they built first to see how many people he can shelter: He built 5 houses, each house can shelter 4 people in it, so they can only shelter 20 people. He has 23 people in his chiefdom, therefore 3 people are homeless. He loses 6 points.



Example 7



Each Hungry Person: -2 Points

Each fish feeds 2 people. In the end game example, the player has a total of 23 people in his chiefdom, he can feed 14 people with his 7 fish. Unfortunately, 9 people go hungry, he loses 18 points. (See: Example: 6)



Each Jobless Person: -2 Points

The player counts the number of jobless people in their chiefdom and loses 2 points for each. In the end-game example, he loses 4 points. (See: Example 8)



Example 8



If you are playing with the advanced scoring cards, check the objective cards and score accordingly. In the end-game example the players haven't included any modules. So they don't score any points.



Finally the player sums up all the points he gained and scores 127 points in total.



MODULES

Solo Mode

Try to get as high score as possible. Use the table below to see how successful you were.

- 0-50 Seriously? Try again!
- 51-80 Well, you should try harder!
- 81-100 You won't be a leader!
- 101-120 You're getting there young one!
- 121-150 A Khan appears!
- 151-170 A Paramount Chieftain!
- 171-199 Your story will be told!
- 200+ Too good for this Chieftain!

Advanced Mode

There are 18 scoring cards with one advanced scoring condition on each card. Before starting the game, one of the players shuffle the cards and randomly picks three of them and places them face-up on the table where every player can see. The rest of the scoring cards are not used.

In addition to the usual scoring rules, players may also score extra points based on these three cards.

#	Condition	Points	
1	Each complete row of Forest	6	
2	Each complete row of Lake	6	
3	Each group of Lumberjacks	5	
4	Each group of Houses	5	
5	Each group of Fishermen	5	
6	Each group of Builders	5	
7	Each complete column of filled squares	5	
8	Each uncut Tree Square	2	
9	Each unharvested Lake Square	4	
10	Each Lumberjack surrounded on all four sides by Tree Squares	5	
11	Each Fisherman surrounded on all four sides by Water Squares	5	
12	Each Builder surrounded on all four sides by Houses	5	
13	Have the most Lumber (used and unused)	10	Second most gets 5
14	Have the most Fish (eaten and uneaten)	10	Second most gets 5
15	Have the most Employed People	10	Second most gets 5
16	Have the most Houses	10	Second most gets 5
17	Have the most Empty Squares	10	Second most gets 5
18	Have the least Wall Squares	15	Second least gets 10

Clarifications

"Adjacent" means the squares that share a side with each other orthogonally only, not diagonally.
A "group" means three or more adjacent squares of the same type.

OPTIONAL BONUS ACTION

Whenever you build a house, you unlock a bonus action to use once per turn. This action allows you to draw one fewer icon than the number of icons you will draw after deciding which shape to place.



Eg: The dice result is (2,3,6), Chief Joseph decides that he will draw Waters (2+3) according to the shape (6). He doesn't want to draw three adjacent Water Icons, so he fills in the bonus space in his completed House, then he draws two adjacent Water Icons instead.

ICONOGRAPHY

	Player Name		House
	Sum of Two Dice		Roof: Filled in when Building Houses
	Third Die (Placement Die)		5 Logs
	Water		5 Collected Logs
	Two Trees		Each Tree in your largest Forest
	Three Trees		Each Water Square in your largest Lake
	Lumberjack		A Fish Space
	Fisherman		Each Surplus Fish
	Builder		Each Hungry Person
	Jobless Person		Two Logs Available to Build a Wall
	Each Person in your Chieftom		A Log Space
	Each Fisherman adjacent to Trees		Each Surplus Lumber
	Each Lumberjack adjacent to Water		Scoring Points
	A Jobless Person or a Builder		+12 points if the Wall is complete
	No Third Die is Used		Wall
	Rolled Triple		Each Homeless Person
	Dice Values		Advanced Scoring Cards
	Wild		Optional Bonus Action
	Empty square		End-game Total

