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NATIVES

RULEBOOK





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Your goal is to make your tribe grow and prosper. Get new members for the tribe, build up reserves and praise the spirits of nature. The player who collects the most **Victory Points (VP)** will be the winner of the game.

PREPARATION FOR THE GAME

1. Separate the card "Winter is coming" ❄️ and the "First Player Card" 🎲 from the deck.
2. Shuffle the rest of the cards and put the deck in the centre of the table face down.
3. Count out ten cards from the deck and put the "Winter is coming" card on top of them. Place all eleven cards face down under the main deck.
4. Take the first five cards from the deck and put them side by side face up. The place next to the deck where cards will be laid out throughout the game is the Prairie.
5. Each player receives a mat. During the game, the cards will be placed above and under the mats, so make sure there is enough space for the cards.
6. Get a piece of paper and a pen. You will need them to calculate the VP at the end of the game.

Layout for 4 players



First player card



Player mat

Randomly choose one player who will begin this game, and give him the «First Player Card»

GAMEPLAY

Players take turns to make their moves. Every move consists of three steps: two mandatory and one optional.

Step 1: Prairie Replenishment

Take one card from the top of the deck and place it face up in the Prairie.

Step 2: Scout

This is an optional step. Open more cards from the deck to the Prairie (See occupation Scout).

Step 3: Occupations

Choose one occupation on your mat and from the Prairie take cards that you can get in this sphere of work. You cannot take more cards than the number of people of the chosen trade that you have.

Then, the turn goes clockwise to the player on the left, and he/she takes the same three steps.

Important: all cards on the mats should be visible to other players.

FUNCTIONS OF OCCUPATIONS

From the start of the game each player has one Native in every field of work. It is shown on the mats. Every time a player picks up cards from the Prairie using one Occupation of his/her choice. Remember that you can take as many cards of the same type as many Natives of the chosen trade you have. If there are fewer cards in the Prairie, you will have to settle for whatever there is.



Elder

Take from the Prairie as many Natives as many Elders there are in your tribe (or fewer). Put the new cards under those occupations that you want to develop.

Natives are very important to the tribe! The more people you have, the more useful cards you can take in your turn. These cards could be placed under the Elder occupation – it will allow you to take more cards of the Natives in the next turn. You can take cards of any color, the Natives of different tribes perform their functions the same way. Men are faithful to one tribe and have one color. Women have two colors because they are born in one tribe and get married in another. You can put all chosen Natives under one occupation or distribute among different trades.



Shaman

Take from the Prairie as many cards of Rites and Totems as there are Shamans in your tribe (or fewer). Immediately play the cards of Rites in any order.

Thanks to the Shamans you can take two types of cards – Totems and Rites. Rites are played out immediately. If there are several Rites, the player decides in which order to play them. Totems bring additional VP at the end of the game.



Put the Rites and Totem cards above the Shaman sign. Learn more about Rites and Totem on page 9.



Warrior

Take from the Prairie as many Natives as many Warriors you have in your Tribe (or fewer). Put the cards face down above the Warrior occupation – these are the scalps of the defeated.

Scalps bring VP. For example, this feature is useful in case you want to prevent other players from taking cards of their tribes.



Hunter, Fisherman, Farmer

Take from the Prairie as many cards of Bison, Salmon and Corn (Food cards) as there are Hunters, Fishermen and Farmers respectively in your tribe (or fewer).

Hunters allow the player to take Bison cards, Fishermen – Salmon cards, and Farmers give Corn cards. Put Food cards above the occupation they relate to.



Scout

During the second step, before you take any cards from the Prairie, open as many cards from the deck as there are Scouts in your tribe (or fewer).

Scouts allow you to increase the number of cards in the Prairie and provide you with the ability to choose actions for your other occupations. But in this case, you risk giving more opportunities to other players. Handle one card at a time. You can stop at any time and lay out fewer cards than the number of scouts you have.



END OF THE GAME AND CALCULATION OF VP

As soon as one of the players opens the «Winter is coming» card, the game continues until the “First Player Card” holder. That is the player sitting to the right of the first player makes the last move. Then, everybody starts calculating their VP.

While counting do not remove or move cards on your mats until all players calculate VP for their tribe. This is important since some functions of the cards are interrelated. Take a piece of paper and a pen to write down VP.

VP for Natives

Count the VP for the cards of women and men in your tribe. Men of your color bring 2 VP each, but a man from another tribe will take 2 VP away. If there is your color on the card of a woman, then this card will bring you 1 VP. If both colors are not yours, 1 VP will be deducted.

VP for Natives in other tribes

Cards of Natives of your color will bring you VP even if they are in a different tribe. Every man of your color in a foreign tribe will bring 2 VP. And every woman brings 1 VP to each chief of the tribes she belongs to.

VP for Food Cards

Add up VP for all food cards and write down the number. Each Bison card brings 4 VP, each Salmon card – 3 VP, and a Corn card – 2 VP.

VP for Scalps

Count the number of scalps. Each scalp brings 1 VP.

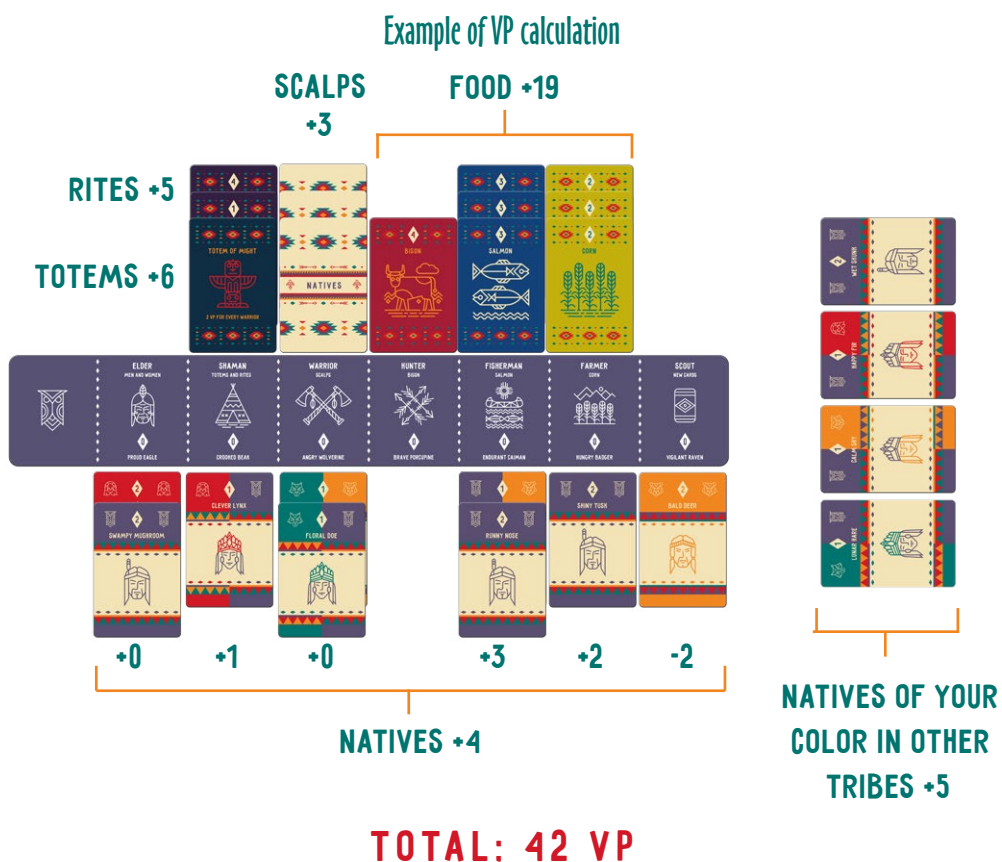
VP for Rites

Each Rite card, except the Rite of the Clear Sky, brings 1 VP. The Rite of the Clear Sky brings 4 VP.

VP for Totems

Calculate VP according to the properties of Totems.

The winner is a player with the biggest VP score. If the score is equal, the victory belongs to the player with fewer Natives in the tribe.



RITES

All the rites that a player takes from the Prairie must be played before another player makes his/her move. Rites are played out in whatever order a player chooses. If there are two identical Rites, it might happen that the second Rite will no longer have any effects because the situation is already changed.



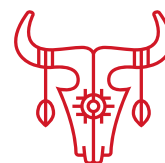
Rite of Ancestors

Players who have more Natives cards than you do are required to sacrifice one worker from the tribe of their color. These cards must be put into the box and not taken into account. At the end of the game this Rite will bring you 1 VP.



Rite of Rainmaking

Players who have more Food cards than you do are required to discard one Food card. These cards must be put into the box and not taken into account. At the end of the game this Rite will bring you 1 VP.



Rite of Sacrifice

Choose one Native from your tribe and put this card in the Scalps. At the end of the game, this Rite will bring you 1 VP.



Rite of Clear Sight

Players who have more Totem and Rite cards than you do must discard one Totem card of their choice. These cards must be put into the box and not taken into account. Nothing happens if a player does not have Totems. At the end of the game this Rite will bring you 1 VP.

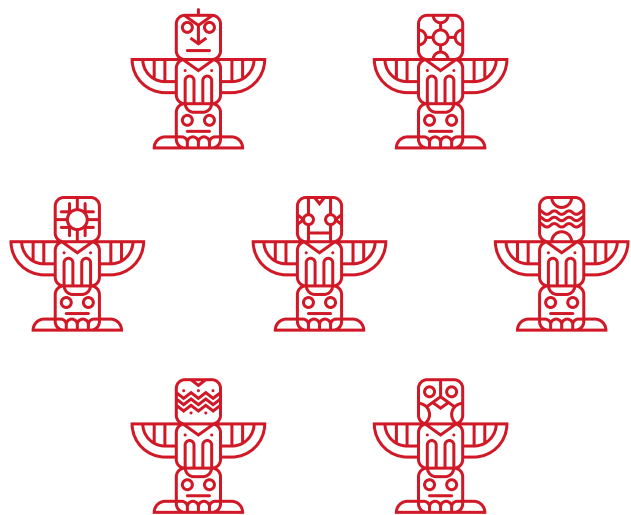


Rite of Clear Sky

Immediately add three more cards from the deck to the Prairie. At the end of the game this Rite will bring you 4 VP.

TOTEMS

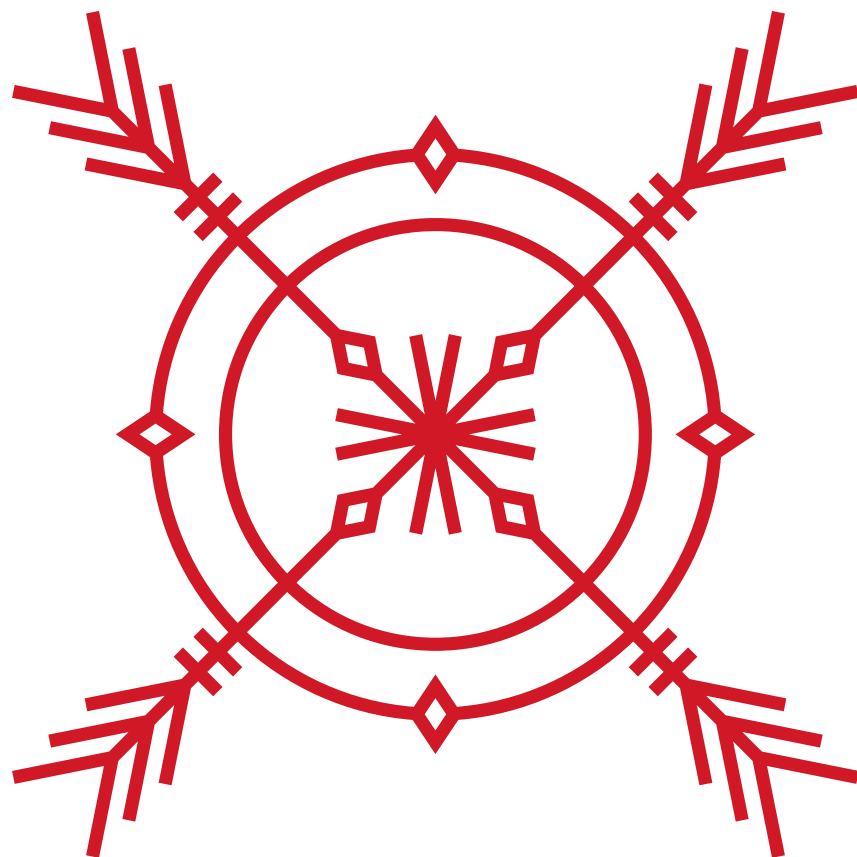
Totems bring VP at the end of the game. Totems that bring VP for the Natives in your tribe also bring VP for those Natives that were in your tribe from the start (on the mat).

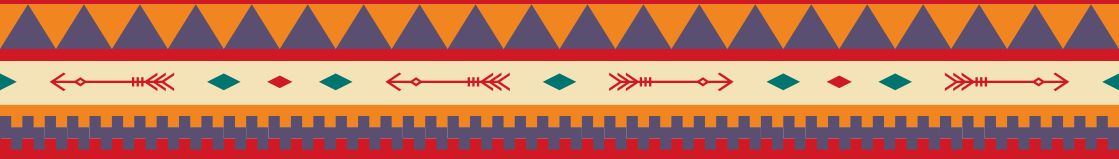


HAVE A NICE GAME!

THE AUTHORS ARE GRATEFUL TO

Anatoly Kopylov, Andrey Ionov, Sergey Afanasyev and Slim Slam Snaga.





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