

TRIBU INDIANI



RULES

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Players: 2,3,4

Difficulty: medium

Age: from 8 up.

AIM OF GAME:

Players defy one another through game cards with the aim of becoming leaders of the tribe picking up magical spheres. Spheres can be picked up organizing the most charismatic characters of the Tribe into chains, that is with a group of Diorama vases (Diorama cards) that increase the character's prestige.

"The characters that don't have any Diorama vases don't have strength to be a reference for the Tribe".

A leader is such also because he's able to prepare himself to events that jeopardize his tribe; be prepared to face the attacks of wolves or buffalos that the enemies will try to make true on your Diorama vases!

PARTS OF THE GAME:

#A manual of rules.

#A deck of cards composed of 100 cards divided into:

20 *Tribù (Tribe)* cards (4 copies for 5 types)

52 *Diorama* cards (4 copies for 13 types);

8 *Evento (Event)* cards (4 copies for 2 types);

12 *Azione (Action)* cards (4 copies for 3 types);

8 *Carte Protezione (Protection cards)* (4 copies for 2 types);

#4 *Tribe Leader* big-cards.

PLAYING AND RULES:

Each character chooses one of the *Capo Tribù* cards (with covered cards). The character that the player has chosen will be his Tribe Leader.

The dealer distributes 5 cards to each player, in a clockwise direction.

At his turn the player takes a card from the covered deck (he can take from the discard deck only if the upper card of this deck is a Diorama card); he organizes his own cards so as to create or continue Chains (he can lay down only one card per turn), or he can play an Action (Azione) card, or he activates a card on his own free Chains and if he wants, he changes one of his own active cards with another one from his hand keeping it active (he can make active on each Chain only an Evento or Protezione card or Diorama); if he hasn't played or activated or laid down any cards in a chain, the player has 6 cards, he discards a card when his turn closes and he passes the turn to the other player.

Instead of taking a card, the player in his turn can decide to attack an adversary using an Evento card if it's already activated on one of his Chains (not from his hand), or he can use an active card to continue a Chain (one only card per turn). The attacked player can defend himself if he has a Protezione card (Protection card) among his active cards that he will use when he's attacked (he can use one only active card).

The game is divided into one or more challenges; a challenge closes when a player makes 4 Complete Chains (if players are 2 or 3) or 3 Complete Chains (if player are 4). The challenge closes even when in the deck card and in the discard deck there are not any more Diorama cards.

At the end of each challenge the players count the magical spheres that have been conquered; the first one who gets 100 magical spheres, wins.

CHAINS:

A chain is made of a sequence constituted by 1 Tribù (Tribe) card and 1 or 2 or 3 Diorama cards. Diorama cards are placed after the Tribù card, respecting the order and type indicated by the **Diorama Vase** of the Tribù card.



A chain with 3 Diorama cards (with magical spheres of same or different color) is called **Complete Chain**.



A complete Chain can be protected with a TOTEM Diorama card, in this case the Chain cannot be attacked anymore by the enemies and is called **Protected Chain**; if this Chain also has all the magical spheres of the same color, is called **Magical Protected Chain**.



A Chain is therefore started first laying down the first Tribù card (Tribe) and only at one's successive turn the corresponding Diorama card; if this doesn't happen, the Tribù card is eliminated and put under the discard deck (so it is convenient to place a Tribù card when the player has already in his hands the Diorama card that can match successively the Tribù card).

If a Chain is attacked and has at the end only the Tribe card, at his turn the attacked player must place on the attacked Chain a new Diorama card (the first one indicated by the Diorama vase of the Tribe card); on the contrary the Tribù card that is left alone is eliminated together with a possible active card that is matched to the same Chain.

Rule: a Tribù card placed on the table cannot remain without a Diorama card for more than a turn. That is, the player at his turn must place the right Diorama card to the Tribù card that, already placed on the table in the previous turn, is without any Diorama card; if this doesn't happen, the Tribù card is eliminated (with the possible active card that is matched to it).

Only the Tribù card that is associated to its own Tribù leader (that is the one represented on the Capo Tribù card chosen at the beginning of the game) must not follow this rule, that is it will never be eliminated even if it is without Diorama cards.

NO DOUBLES:

Important rule: in a player's Tribù, there cannot be doubles. That is, each player can lay down on the table only one type of Tribù card, he cannot form two Chains with two identical characters.

If mistakenly two chains with double characters have been formed, these must be eliminated leaving only the double card with magical spheres that value most. The other duplicated chains must be eliminated together with the possible active cards matched to them, putting them under the discard deck.

ACTIVE CARD:

To make a card active the player must place it covered next to a Chain (saying "I activate a card").

The player can activate one only card on his own Chain placed on the table and one only card per turn.

The player can activate every kind of card **except the Tribù (Tribe) card and its Azione (Action) card.**

At his turn the player takes a card and if he decides to activate one of the 6 that he has he won't do any other moves.

He passes the turn to the other player without discarding any cards.



USING AN ACTIVE CARD:

At his turn if the player wants to use an active card **he mustn't take any card**, but he will turn an active card using to continue his own chain (if it is a Diorama card), or to attack an adversary Chain (if it is an Evento card). Once the player has used an active card, he passes the turn to the next player (without discarding). He can use one only active card for each turn.

Each player must always have in his hands only 5 cards when his turn closes.

USING AN Azione CARD (Action) card:

At his turn if the player wants to use the Azione card, he must first take a card and then can use the Azione card playing it if from his hand, then he passes the turn.

SUMMARY OF THE PHASES OF GAME:

At his turn the player must do only one of these actions:

[A] To take a card and then to discard a card.

[B] To take a card and then to play an Azione card.

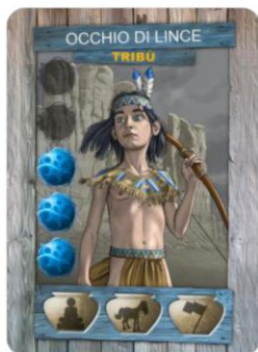
[C] To take a card and then to place a Tribù card.

[D] To take a card and then to place a Diorama card next to the Tribù card in order to form a Chain or next to a Diorama card of a Chain already started.

[E] To take a card and to activate a card next to his Chain (only 1 active card on each Chain).

[F] To take a card, to change one only active card with another one from his hand (keeping it active) then to discard or to place or to activate or to play another card.

[G] No to take any cards but to use an active card to continue his own Chain (if the active card is a Diorama card) or to attack an adversary's Chain (if the active card is an Evento card). The adversary can defend the attacked Chain only if among his active cards he has a Protezione card which he will use when he is attacked, without having to wait for his turn.



TRIBU' CARD:



In this area of the card there are the magical spheres, the player must take 100 of them to win the game and to become Capo Tribù (Tribe Leader) (in the example there are 5 magical spheres).



This other area shows the three type of Diorama

vases (matched to Diorama cards) to be placed side by side to the Tribù card to form a Chain; the Diorama cards must be placed in the same order and type in which the Diorama vases are represented in the Tribù card.



This is the first vase of this Tribù card, so the card "statua votiva (votive statue)" (red spheres) or (blue spheres) must be placed as first Diorama card.



The second Diorama card to be placed will be the card "vento del deserto (horse) (red spheres)" o "fulmine (horse) (blue spheres)" as shown by the second icon.



The third Diorama card to be placed will be the card "bandiera del sole (flag) (red spheres)" o "bandiera del cielo (flag) (blue spheres)" as shown by the third icon.

Only when all the three Diorama cards required by the Tribe card have been placed, it will possible to place the TOTEM Diorama card to get a Protected chain.



DIORAMA CARD:

On this card the Diorama vase that contains the element (in this case "flag of the sky") is represented and can be matched only to a Tribù card that represents the same icon Diorama vase, respecting the order of position.

In the area of magical spheres a number of variable ones are inserted according to the card (in the example there is one only magical sphere).



DIORAMA CARD

Multidiorama Vase:

This card can be used to replace any other Diorama cards (except the Diorama Totem) to form a Chain.

The three magical spheres are both red and blue, so they don't alter the color of the Chain.

The player can only insert one Multidiorama vase in each Chain.



DIORAMA CARD *Totem*:

The Totem Diorama card can be placed only after the three Diorama cards required by the Tribù card have been placed (one only card on each Chain). This card protects the three Diorama vases of the chain in which it is placed (so they cannot be attacked any more by the adversaries). The magical spheres of the card are 5 as represented.



PROTEZIONE CARD (*Protection*):

"Penne del coraggio" (feathers of courage) protects two vases of a Chain. "Penne della forza" (feathers of strength) protects one vase of the Chain. The player can play this card as defense from an adversary's attack if it is already activated on his own Chain, even if this is not placed directly on the Chain that has been attacked by the adversary.

The card must not be placed taking it from the cards in the player's hands, but from the ones activated on his own Chain (it is advised to activate them in advance). This card can be played only when the player is attacked, even if it is not his turn. The player can play one only Protezione card on each attack that he receives by the adversary.



EVENTO CARD *Lupo (Wolf)*:

This card is used to destroy a Diorama vase of an adversary's chain (the last vase of the chain so that the sequence is not interrupted).

The card can be played only if the player has it among his active cards (it cannot be played from the cards in his own hands). Only one card per turn can be played. If the player wants to use this card among his active cards, he must not take a card. **If the player takes a card he cannot use an active card.**



EVENTO CARD *Bisonte (Bison)*:

This card is used to destroy two Diorama vases of an adversary's chain (the last and the last but one vase of the chain so as not to interrupt the sequence). The card can be played only if the player has it among his active cards (it can't be played from the cards of his own hands). Only one card per turn can be played. To use this card from his own active card, the player must not take a card. **If the player takes a card he can't use an active card.**

The Evento cards must be played in the

following way:

The player chooses the opponent chain on which to make an attack and he puts the Evento card next to the chain, waiting for the reaction of the attacked player.

AZIONE CARDS (ACTION CARDS):

These cards can be played from the cards that the player has after he has drawn (only one card per turn). They can't be activated. When the player plays these cards, he can't make other actions.



AZIONE CARD Pesca 3 carte (Take 3 cards):

When the player takes this card, he takes 3 cards (not from the discard deck) and discards other 3 cards. The player can discard this card (on the discard deck) if he doesn't want to play it.



AZIONE CARD Blocca (Block):

When the player plays this card on any of the adversary's chains, he blocks him for a turn (that is he skips a turn). This card must be placed next to an adversary's chain; only after the adversary has skipped the turn, the adversary can remove the card Blocca from his own chain putting it in another pile next to the discard deck (deck of the played cards). If the player doesn't want to play this card, he can discard it on the discard deck.



ACTION CARD *Ruba un Diorama (steal):*

When you play this card, you steal a Diorama card from any Chain of any adversary. **The stolen card must be immediately placed in one of your chain, if this is not possible, the card cannot be stolen.** You can steal only the last card in a series and if it is not protected (no Totem). The adversary can defend themselves with a card "Protezione (Protection)". You can discard this card (on the discard deck) if you don't want to play it.

The Azione cards, if they are played, must be eliminated until the end of the successive challenge, putting them in another pile next to the discard deck, making in this way the deck of played cards from which the players cannot take anymore cards.



DECK OF CARDS



DISCARD DECK



DECK OF PLAYED CARDS

DECK OF CARDS:

When the deck of cards that can be taken is finished because all the cards have been taken, the discard deck is mixed up (leaving on the table the last card of this deck that has been rejected) to form the new deck. This operation is made until in the deck and in the discard deck there are not any more Diorama cards. The deck of played cards must not be mixed up if the challenge is not finished. The discard cards must be placed on the discard deck; the Active cards that have been used and the cards that have been destroyed from a Chain, must be placed under the discard deck, like the Tribù card that has been lost because it is remained alone for more than a turn (together with its active card that has been associated). That is, during the various phases of the game only the discarded cards must be on the discard deck, the other ones must be placed under this deck instead.

The Action cards that have been played are eliminated from the challenge discarding them in the deck of the played cards; they will be played again only in the successive challenge.

TRIBE LEADER BIG-CARDS:



At the beginning of the game every player chooses a Tribe Leader card among the 4 at his disposal next to his Chain to be formed. The card chosen represents the Tribe Leader that he wants to bring in triumph. The card protects the character for all the length of the game preventing the elimination of the Tribe card associated to the same character even if this Card remains without Diorama card.

CLOSING OF THE GAME AND SCORES:

The game is divided into one or more challenges; a challenge is closed when a player makes 4 Complete Chains (if the players are 2 or 3) or 3 Complete Chains (if the players are 4). The challenge is closed even when in the deck from which cards are taken and in the discard deck there are not any more Diorama cards. At the end of each challenge players count the magical spheres that they have conquered; the player that first earns 100 magical spheres wins.

- For each **Protected Magical Chains** that the player has made he wins **10** more magical spheres.

- If a player makes a **Protected Magical Chain with his tribe leader**, he receives **20** more magical spheres instead of 10.

The player that closes the challenge eliminates the 5 cards that he has in his hands and the active cards from his own chains, then he counts the magical spheres that he has put on the table.

Every other player counts first the magical spheres from the 5 cards in his hands and from his own Active cards, obtaining in this way the hostile magical spheres; then he counts the magical spheres that he has won from his cards on the table, from which he will subtract the number of hostile magical cards that he has previously calculated.

If the closing of the game is obtained because the Diorama cards are finished, then each player at the closing of game eliminates 5 cards that he has in his hands and the active cards from his own chains, then he counts the magical spheres won from the cards that he has placed on the table.



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