

WENDAKE

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Players: 1-4

Time: 60-120'

Age: 14+

English rules by Mario Sacchi & William Niebling

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 Iroquois, Shawnee, Potomac, Seneca, and many others. In this game, you will explore the traditions and everyday life of these tribes during the 1756-1763 period, when the 7-Years-War between the French and the English took place in these territories. But this white man's war is really 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 *teepees*—those were used by southwestern tribes who moved their camps to follow the herds of buffalo. The Natives of the Great Lakes were sedentary, living in *long houses*. The women farmed Beans, Corn, and Pumpkins, while men hunted beavers in the forests, mainly to sell their pelts as leather.

GAME OVERVIEW

In *Wendake*, you will be placed in the shoes of a chief of a Native American tribe. You will have to manage all of the most important aspects of their lives, earning points on the Economic, Military, Ritual, and Mask Tracks.

The core of the game is the action selection mechanic: you will have the opportunity to choose better and better actions over 7 game rounds, and the winner will be the player who can find the best combinations of actions and use them to lead their tribe to prosperity.

COMPONENTS

- 4 game board panels: you will use 3 of them in each game to create the main Board and the Ceremonial Mask board
- 4 Score Track pieces: they must be assembled to create 2 pairs of Score Tracks
- 4 Scoring Type markers: they are placed on the Score Tracks
- 24 Progress cards: these can be bought by the players to score points and activate special effects
- 40 Mask cards: these are used for the Mask Ceremony action
- 4 Summary cards
- 5 Tribe cards with special abilities for each tribe
- 4 Action Boards: used by the players to organize their Action tiles, Action markers, and Natives

- 70 Action tiles, including:
 - 36 Base Action tiles (9 per color)
 - 17 Level 1 Advanced Action tiles (brown)
 - 17 Level 2 Advanced Action tiles (purple)
- 28 Woman tokens (7 per color)
- 28 Hunter tokens (7 per color)
- 28 wooden Warriors (7 per color)
- 20 wooden Canoes (5 per color)
- 16 Action markers (4 per color)
- 20 Tribe disks (5 per color)
- 4 Sacred Fire markers
- 100 wooden cubes, divided into:
 - 20 yellow (Corn)
 - 20 white (Beans)
 - 20 orange (Pumpkins)
 - 20 brown (Leather)
 - 20 blue (Fish)
- 1 wooden Round Marker
- 36 Beaver tokens
- 36 Turtle tiles
- 3 Progress Price tokens
- 4 Turn Order tiles
- 2 Flag tiles
- 10 Multiplier tiles
- This rulebook

GAME TERMS

As you read these rules and play the game, it will be helpful to know how certain game terms are used:

- **NATIVE:** General term for any member of a Tribe—It can be a Warrior, a Woman, or a Hunter.
- **TERRITORY:** An area on the map where you can move your Natives.
- **LAKE:** An area on the map where you can place Canoes.
- **HOME:** The starting territory of a tribe. No opponent can enter another tribe's Home.
- **PRODUCTIVE AREA:** A space inside a territory that a Woman or a Hunter can occupy. The Native who occupies it can produce Vegetables or Beavers. It can also be occupied by a defending Warrior before a Woman or a Hunter reaches it.
- **VEGETABLE:** General term for Corn, Beans, or Pumpkins.
- **ANIMAL:** General term for Leather or Fish.
- **RESOURCE:** General term for Corn, Beans, Pumpkins, Leather, or Fish.
IMPORTANT: Beavers ARE NOT Resources.

SETTING UP THE GAME

1. Create the Main board by placing two halves of the map on the table, according to the number of players, as shown. Place the Ceremonial Mask board next to the Main board.
2. Place the Score Tracks near the Main Board (as shown in the illustration). Randomly assign one of the four Scoring Type markers to each Score Track, forming two random pairs.

For your first few games, we recommend that you place the Mask and Military markers on one pair of Score Tracks and the Economic and Ritual markers on the other.
3. Sort the Progress tiles by Level and mix each group of tiles. Create three rows of random Progress tiles next to the board, with Level 1 tiles in the bottom row, Level 2 in the middle, and Level 3 tiles in the top row. Each row must have a number of tiles equal to **two times** the number of players in the game (so, a total of 12 tiles in 2-player games, 18 in 3-player games, and 24 in 4-player games). Return the unused tiles to the box. If at least 1 **Alliance** tile has been included, place the 2 Flag tiles nearby.
4. Shuffle the Mask deck and place it on its space on the Mask board. Reveal the first card and leave it face up near the deck, as top of the discard pile.
5. Randomly determine the starting turn order and give the Turn Order markers to the players accordingly.
6. Each player takes an Action board, then chooses a color and takes the matching pieces:
 - a. 9 Starting Action tiles;
 - b. 7 Woman tiles;
 - c. 7 Hunter tiles;
 - d. 7 Warrior pieces;
 - e. 5 Canoe pieces;
 - f. 4 Action markers;
 - g. 5 Tribe disks
 - h. 1 Sacred Fire marker.
 - i. 1 Trade Summary card. Keep it with the “unused swap” side up.
7. The players now choose Tribe cards. First, choose which side of the Tribe cards to use. On one side, all Tribe cards are the same. On the other, they show different starting resources and possibly special abilities.
 - a. If you choose to use the back (the identical side), each player takes the starting game pieces listed:
 - i.1 Leather;
 - ii.1 Fish;
 - iii.1 Vegetable that matches the type produced by your Home territory;
 - iv.2 Beaver tokens;
 - v.1 Mask card.
 - b. If you choose to use the front (with different starting positions), shuffle the

Tribe cards and turn over one more than the number of players (so 4 cards in a three-player game, for example). Then, the *last* player (in turn order), chooses one of the face up Tribe cards and takes the starting pieces listed. The other players, going backwards in turn order, also choose cards until the “first” player selects one of the last two cards. Return all unused Tribe cards to the box.

8. Place your Sacred Fire tile in the center space of your Action Board. Shuffle your eight other Starting Action tiles and place them randomly around your Sacred Fire tile, forming a 3 x 3 grid. All the tiles must have the **Action** side up (i.e., the side that does not have the “Ritual” showing).
9. Place your four Action markers on the Sages area of your Action Board.
10. Place:
 - a. 5 Woman tiles and 5 Hunter tiles in 2 piles on the matching Productive Areas of your Home Territory
 - b. 5 Warriors outside the Productive Areas of your Home territory; and
 - c. 1 Canoe in any Lake of your choice.
 - d. Keep your remaining 2 Warriors, 2 Women, and 2 Hunters in the Long House Area of your Action Board, and your other 4 Canoes near your board.
11. Each player places one of their Tribe disks at the beginning of *each* Score Track. These will be called “Score markers”.
12. Each player places their last Tribe disk in the Restore Area of the Ceremonial Mask Board. These are called “Mask disks”.
13. In a 2 or 3-player game, you must remove some Level 1 and 2 Advanced Action tiles, as indicated on the tiles. Shuffle the Level 1 Advanced Action tiles face down, and then reveal 6 of them next to the main board. Shuffle the Level 2 Advanced Action tiles face down and set them aside for now.
14. Place the Turtle tiles on their spaces, as shown on the Mask board (4 turtles per space).
15. Place the round marker on the “1” space of the Round Track on the Ceremonial Mask board.



The definitive image will have numbers and details according to the previous list

PLAYING THE GAME

Wendake is played over seven rounds called “Years”. Each Year is divided into two parts, which must be played in order:

1. Individual Player Turns

The players take turns, in Turn Order, until all players have had four turns. On your turn, you *must* choose to

- a. Take 1 Action *or*
- b. Change Turn Order

2. Restore

After all Individual Player Turns are complete, prepare for the next Year by following these steps:

- a. New Turn Order
- b. Adjust Action Tiles;

- c. Restore Masks;
- d. Restore Progress Tiles.
- e. New Year Begins

1: INDIVIDUAL PLAYER TURNS

During this step, you will take your 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 four turns.

Each turn, you *must* place *one* of your Action markers, choosing one of these two options:

1.a - Take 1 Action

Choose **one** of the Action tiles on your Action Board and place your Action marker on it. Then you **MAY** *immediately* use any or all of the actions shown on that Action tile.

When using an Action tile, you must follow these rules:

- The first time you select 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 column, row, or diagonal as your previously selected tile(s).
- If the Action tile you chose shows more than one action, you can only use them *in the order shown*, from top to bottom (remember that using each action is always optional).

IMPORTANT: Action tiles can be selected in any order. You are not required to place the markers going from top to bottom or from left to right.

The Actions are described in the next chapter (see page 12).

1.b - Change turn order

Instead of placing an Action marker on a tile, you may place it in the Turn Order Area on the Ceremonial Mask board to reserve a place in the new turn order. You must place it on the first *empty* space from the left.

The new turn order will become effective at the beginning of Phase 2 (see page 8).

IMPORTANT: You MUST chose 3 times the option a and 1 time the option b. You can choose in which order.

Example: The turn order is Ringo, Paul, John, George.



Ringo chooses the **Tan + 1 Movement** Action tile, so he places an Action marker on it and immediately applies its effects (Tan first, then Movement). Then *Paul* chooses to become the first player and places his Action marker on the “1” space on the Ceremonial Mask board. *John* chooses the **Fishing + Military** action and *George* chooses the **3 Movements** action.



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 choose any Action tile except **Trade** or **Hunt + 1 Movement**.

He chooses the **Mask Ceremony** action and immediately performs it. *Paul's* grid is still empty so he can choose any tile. He chooses the **Sacred Fire** action. *John* placed his first marker on the center of a side, so he can only choose from 4 actions (2 in the same row and

2 in the same column). He chooses **Tan + 1 Movement**. George chooses **Hunt + 1 Movement**.



On his next turn, Ringo chooses to become the second player, so he places his marker on the “2” space on the Ceremonial Mask board. Paul placed his marker in the center of the grid, so he can choose any other Action tile. He chooses **Trade**. John can only choose **Harvest**, as it’s the third action in his right column, while George becomes the third player.

Now, Ringo, Paul, and George must place their last Action marker on the last Action tile available to them (based on their earlier choices), while John becomes the fourth player.

2. RESTORE

After the last player has placed (and resolved) their fourth Action marker, the restore phase begins.

This phase is composed of 4 steps:

2.a: New Turn Order

1. Re-distribute the Turn order markers to the players according to the position of their Action markers in the Turn Order Area of the Ceremonial Mask board.
2. 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: Adjust Action Tiles

1. All players remove the Action markers from their tiles and flip the tiles they used over

so that they show the opposite side.



2. All players move their Action tiles *down* 1 row, so that the top line of their Action grid is empty and the 3 tiles from their bottom row are now outside of the grid. If any of these 3 tiles (the ones that are now out of the grid) shows the Ritual side, they must be flipped back to the Action side.
3. The **new** first player MAY now set aside one of the 3 tiles below their grid and replace it with one of the 6 Advanced Action tiles near the board or with any Action tile they already set aside in previous Years.

Playing Hint: Normally, it's not a good choice to take back a tile you previously set aside, but sometimes it may be necessary to do it.

IMPORTANT: the players can look the action side under their Ritual tiles in any moment



*Example: Paul decides to set aside his **Trade** tile from his grid. He takes the Level 1 tile **Hunt + 1 Movement + Trade**.*

4. The new tile is added to the tiles below the player's grid. Then, whether a new tile was taken or not, they must shuffle the three tiles that are below their grid (including any new tile they just acquired) and place them in random order on the top line of their grid, all showing the Action side.

Playing Hint: The players can agree to have their tiles shuffled by the player before them in turn order and take them back after they're shuffled.



Example: Paul has shuffled his tiles and placed them randomly in the top row.

If the first player took an Advanced Action tile, draw a new tile of the same Level and place it with the ones near the board so that there are 6 again.

Now the next player in turn order can choose to replace one of their tiles, following the steps above. Repeat this process until all players have had a chance to replace a tile (or decided not to).

5. **ONLY AT THE END OF YEAR 3:** Remove all the *Level 1* Advanced Action tiles near the board and replace them with 6 random *Level 2* Advanced Action tiles.

2.c: Restore Masks

1. Return all of the Mask markers in the Ceremonial Mask areas to the Restore Area (see Mask action, pag. 15).
2. All players take the Mask cards they used during the Year back into their hands (see Mask action, pag. 15).

2.d: Restore Progress Tiles

1. Flip any used Progress tiles to the usable side (see Progress tiles, pag. 26).

2.e: New Year Begins

1. Move the Year marker one step to the right. If the Year marker was on “7”, the game ends instead (see “The End of the Game” on page 25).

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, flip your Trade summary card to the “used swap” side.

If you don't use this option, you will score 1 extra point at the end of the game.

THE ACTIONS:

- **(icon) Canoe:** You may put one Canoe into play on any Lake (the lake you choose does not change the effect of your Canoes). Canoes help you Trade and Fish.
- **(icon) Move:** You may move up to the number of Warriors shown on the tile, following these rules:
 - a. A Warrior can move to any adjacent territory **except an opponent's Home**. Each Warrior can only move once per action: You are never allowed to move the same Warrior two or more territories with a single Action.
 - b. When your Warrior enters a territory, you must decide either to place it in a Productive Area as an Outpost, to prepare for the arrival of a Woman or Hunter, or outside of the Productive Areas to act as a Guard.
 - c. If there are any of your opponents' Natives in the territory, you **may** decide to fight.
See “Moving Warriors” and “Fighting” on pages 19 and 22 for details and examples.
- **(icon) Harvest:** Each Productive Area where you have a Woman produces one of the Vegetable shown next to it, which is added to your personal supply.
- **(icon) Hunting:** You gain one Beaver token for each Productive Area where you have a Hunter.
IMPORTANT: Your Home territory also has Productive Areas, so you can always gain at least one Vegetable and one Beaver (unless your Natives get smallpox—see the **Trade** action).
IMPORTANT: Even if your Home territory's Productive Areas have more than one Woman or Hunter tile, each Productive Area still produces only **one** Resource.
- **(icon) Tan Pelts:** Discard *all* of your Beavers and gain 1 Leather for each Beaver discarded.
- **(icon) Fishing:** You gain 1 Fish for each Canoe you have in play.

IMPORTANT: there's no limit to the number of resources in the game. In caso the wooden ones are not enough, you can use the Multipliers. In any case, we suggest not to accumulate too many, as it is not very useful in this game.



Example: In this situation, **George** could **Harvest** 2 Corn, 1 Pumpkin, and 1 Bean; **Hunt** 2 Beavers; or **Fish** for 3 Fish.

- **(icon) Military:** This action is split into two steps, which must be performed in order:
 - a. First, you may claim Turtle tiles. Count the Productive Areas occupied by your Women and Hunters and your Canoes in play and compare them to the Turtle tiles available. Turtle tiles give you extra points at the end of the game. See “Turtle Tiles” on page 25 for details and examples.
 - b. Then, score 1 Point on the Military Track for each territory in which you have the most Guards (see “Moving Warriors” on page 22), including your Home territory. In case of a tie for the most, you don’t score the point.



Example: George performs the Military action. He has no Turtle tiles yet. First, he counts the number of Productive Areas that are occupied by his Hunters or Women. He only has 2 Hunters in play, so he cannot take any Turtle tiles related to Hunters. He has 4 Areas occupied by Women, so he can choose either the “3 Women” or the “4 Women” Turtle tile. He chooses to take the “4 Women” tile. Then, he counts his Canoes in play: He has 3, so he takes the “3 Canoes” tile. Finally, he scores 2 Military points because he has the most Guards in 2 territories (one of which is his Home). NOTE: in one Territory he and Ringo both have 1 Guard, so he doesn't score a Military point for that Territory.

- **(icon) Mask Ceremony:** This action is split into two steps, which must be performed in order:
 - a. First, draw one 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 and reveal the top card in the discard pile.
 - b. Then, you may play a combination of Mask cards from your hand that match an **empty** space in the Ceremonial Mask Area (i.e., where there are no Mask disks). Place your Mask disk on the space and immediately score the indicated number of points on the Mask Track. Leave the cards you played in front of you, face up.

IMPORTANT: During a Year, you may take this action more than once. Each time, you must draw a new card and add it to your hand, then you can 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.

Example: George and Ringo have these cards in their hands.



George takes the Mask Ceremony action and draws the top card from the deck. Now He has 3 different masks and places his disk on the matching space, so he scores 2 Mask points.



*Ringo takes the **Mask Ceremony** action, too. If he decides to draw the top card from the deck, he could end up with 3 different masks, but that space is already occupied by George's disk.*

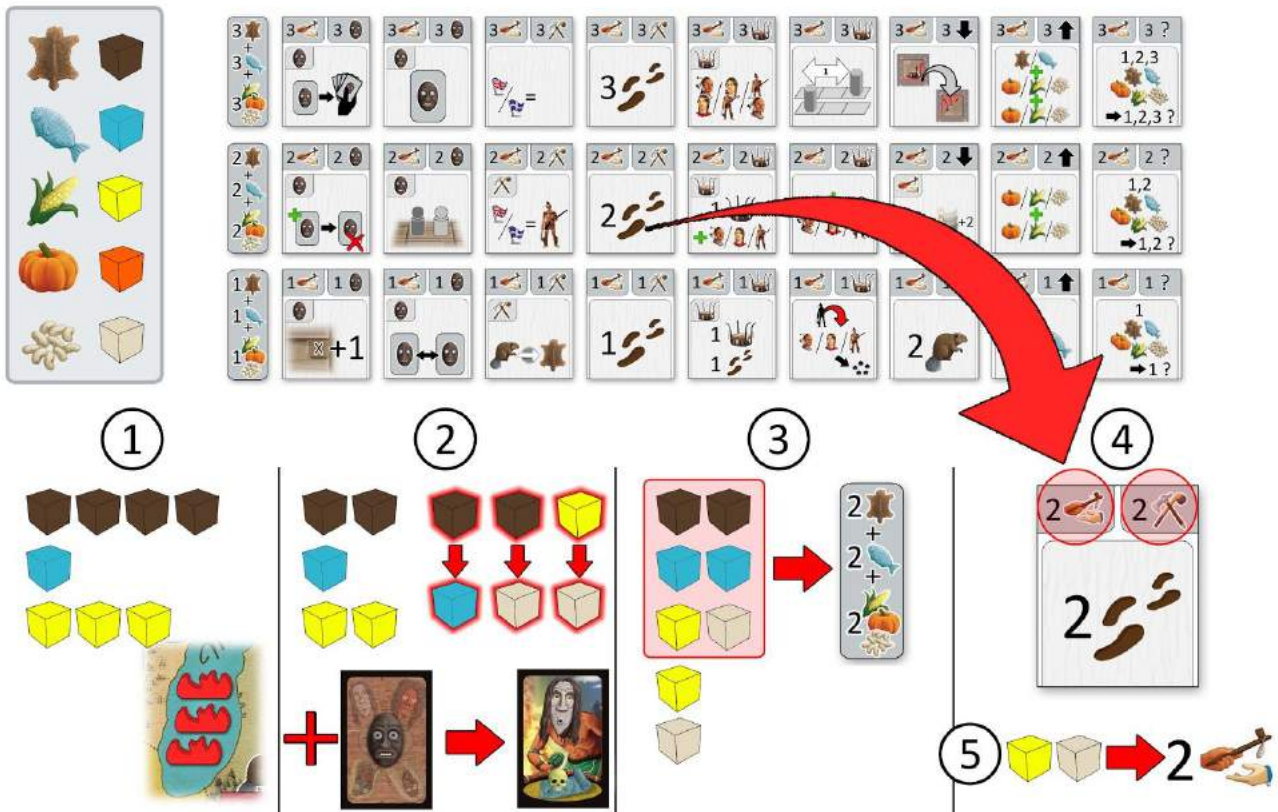
Instead, he draws the face up card from the discard pile, and plays only the 2 identical masks, keeping the third one in his hand. He places his disk in the matching space and scores 2 Mask points. Then he turns over the top card from the deck to fill the now empty discard pile.

- **(icon) Trade:** This action is split into three steps. Each step can be performed only once, but none of them are mandatory. The chosen steps must be performed in the following order:
 - a. **EXCHANGE:** You may trade Resources with the Supply. **You can trade one Resource for each Canoe you have in play.** You can trade any kind of Resource for any other kind. They can be the same or different, in any combination. The only limit is the number of Canoes.

SMALLPOX: Exchange represents a trade between your Natives and the White Man. After the trade, you must reveal the top card of the Mask deck and look at the Blanket section. If it is infect by Smallpox, you must remove 1 of your Natives (of your choice) from the board and place it in your Long House Area. If the blanket is not infected, nothing happens.
The revealed card is placed face up on top of the discard pile.
 - b. **BUY A PROGRESS TILE:** You may purchase ONE Progress tile per action. Progress tiles are divided into 3 levels: Level 1 tiles cost 1 Leather, 1 Fish, and 1 Vegetable of your choice; Level 2 tiles cost 2 Leather, 2 Fish, and 2 DIFFERENT Vegetables of your choice; Level 3 tiles cost 3 Leather, 3 Fish, and 3 DIFFERENT Vegetables (i.e., 1 per kind).

When you buy a Progress tile:

 - You immediately score 1, 2, or 3 points on the Economic Track;
 - You immediately score 1, 2, or 3 points on the track indicated on the tile. If the tile indicates your *highest* or *lowest* track, and you have 2 or more scoring markers tied for that level, you can chose which of those markers to move.
 - Each tile also has a special ability which you can use once per Year. When you use the ability, flip your tile face down to show that you used it. It will be restored in phase 2.d, later in the Year
 - c. **BUY ECONOMIC POINTS:** In the last step, you may spend up to 5 DIFFERENT Resources of your choice (return them to the supply) to score an equal number of points on the Economic Track.



This image shows the prototype version of progress cards

Example:

(1) George has 4 Leather, 1 Fish, and 3 Corn. He has 3 Canoes in play.

(2) First of all, he can EXCHANGE as many Resources with the supply as he has Canoes, so he can exchange up to 3 Resources. He decides to give away 2 Leather and 1 Corn to take 1 Fish and 2 Beans. He must then turn over a Mask card and look at the Blanket section: it has smallpox, so George must remove 1 of his Natives from the board and place it in his Long House Area. In either case, his Trade action continues.

(3) 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 + 1 Bean).

(4) The acquired 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 2 Warriors at any time during his turn. He can also use this ability immediately if he wants to.

(5) Finally, he decides to BUY ECONOMIC POINTS by discarding 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.

- **(icon) Ritual:** This action is never on the Action side of any Action tile, and is always present on the Ritual side of all Action tiles. It has two effects, which must be performed in order:
 - a. First, score 1 point on the Ritual track for each set of 1 Warrior + 1 Woman + 1 Hunter in your Home territory;
 - b. Then, take 2 Natives of your choice (equal or different) from your Long House

Area and place them in your Home territory

Playing Hint: If you perform 2 Rituals in a row, you could score more points with the second one than with the first because the number of Natives in your Home territory has increased.

Example: John has 2 Warriors, 3 Women and 5 Hunters in his Home. Decides to take the Ritual Action and scores 2 points (as he has just 2 Warriors, he can count only 2 complete sets of Natives). Then, he places 2 Warriors from his Long House to his Home, so now he has 4 Warriors, 3 Women and 5 Hunters. If he would take a Ritual now, he would score 3 points for 3 complete sets.

- **(icon) Sacred Fire:** When you select this action, you can choose to activate *any other* Action tile on your grid (including Rituals) EXCEPT the 2 other tiles in the row, column, or diagonal you have already activated or that you want to activate for the current Year. Place your Fire marker on the activated tile to remember that you cannot select it later.
During Phase **2.b—Adjust Action tiles**, the tile **marked with the Fire marker IS NOT** flipped to the opposite side. Simply remove the Fire marker from it. The Sacred Fire tile, instead, must be flipped as normal.
In short, you cannot activate the same tile twice in the same Year.

MOVING WARRIORS

Only Warriors can be moved: your other natives cannot be moved directly, but they can replace a Warrior who has already reached their destination.

WARRIORS IN TERRITORIES

A Warrior can be placed in a territory in two ways:

- **Laid down inside** a Productive Area as an “Outpost”:
Each Productive Area can only contain one Warrior at a time. **Outposts cannot be moved.**
Playing Hint: Outposts can be replaced by Women or Hunters at any time during your turn after the end of your Movement action.
- Or
- **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, as long as you have Warriors available (so, not counting the ones in your Long House Area).
Playing Hint: Your Guards can protect your Outposts, Women, and Hunters from your opponents’ attacks (see “Fighting” on page 22).

You can use action Tiles or Progress tiles to move your Warriors, as follows:

- Each Warrior can move **only once** during each Movement action. They can move **one step** (regardless of whether you used an Action or a Progress tile): The number on the Action or Progress tile indicates *how many* Warriors you can move when it is activated.
- Each Warrior can move in 2 ways:
 - Into any adjacent territory **except an Opponent’s Home**.
 - Inside the territory they occupy.

Into an adjacent territory:

A Warrior can be placed as a Guard or directly as an Outpost in any territory adjacent to the one they occupy.



*Example: **George** moves a Warrior into an adjacent territory and places it as a Guard.*



*Example: **George** moves a Warrior directly onto a Productive Area in an adjacent territory and places it as an Outpost.*

Inside a Territory

A Warrior acting as a Guard can be moved into a Productive Area in the same territory to become an Outpost.

*Example: **George** moves his Warrior into a Productive Area in the same territory, and it becomes an Outpost.*

Remember: It's forbidden to move a Warrior more than once with a single Action.

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 the Outpost occupied).

IMPORTANT RULES ABOUT TRANSFERS:

- You can perform a transfer in any time during any of your turns **EXCEPT** during an action. In particular, you **cannot** move a Warrior, perform a transfer to move it back Home, 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 (without replacing the Outpost with a Woman or a Hunter).
- Each Productive Area can have only 1 Native at a time (*Exception: Home territories, see page 12*).





Example: George transfers an Outpost back in his Home and replaces it with a Hunter.

FIGHTING

Fighting can *only* occur during a Move action (caused by an Action tile or a Progress tile), and only if your Warrior is in the same territory as another player's Natives (Warriors, Women, and/or Hunters).

1. If a Productive Area is occupied by an opponent's Native, you can attack it with a Warrior:
 - a. If your opponent's Native is a Woman or a Hunter, they are injured and your opponent must place it in their Long House Area. Your Warrior remains inside the Productive Area as an Outpost;
 - b. If your opponent's native is a Warrior, both Warriors are injured and must be placed in their Long House Areas.
2. If a player who occupies a Productive Area also has one or more Guards in the same territory, you must attack all of their Guards before you can attack the Native in the Productive Area. All Guards are Warriors, so when you injure one, your Warrior will be injured as well. Place all injured Natives (both yours and your opponent's) in their Long House Areas.
3. You can also attack another player's Guards with your Warriors. Both Warriors are injured and return to their Long House Areas.



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* Long House Area. *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 Long House Areas. Then *George* attacks *Ringo's* Hunter with a second Warrior, as in the previous example.

In short, you can:

- Move into any **empty** Productive Area, regardless of your opponents' Guards.
- Place Warriors as Guards without attacking an opponent's Guard 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 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 Outpost Warriors back Home and replace them with Women or Hunters (according to the Productive Areas the Warriors occupied).
- Before or after any action on your turn, transfer any of your Outpost Warriors back Home and leave those Productive Areas empty.
- Use one Action tile to **MOVE** a Warrior and create an Outpost, **TRANSFER** it back Home, then **MOVE** it again using a Progress tile and **TRANSFER** it back Home again on the same turn (or vice versa, since you can use Progress tiles first and an Action tile later).

You cannot:

- Move an Outpost.
- Attack an opponent's Native in a Productive Area if they have Guards in the same territory.
- Move a Warrior, Transfer it back Home and then move it again using the same Action, even if you have Movement points remaining.
- Remove a Woman or a Hunter from a Productive Area (except due to Smallpox).

The End of the Game

The game ends at the end of the 7th year.

Adding Up Your Score

1. Reveal your Turtle tiles and assign the points shown on the indicated Score Tracks. Note that Level 5 Turtles allow you to choose between 2 tracks.
2. For each pair of tracks, you only score the number of points indicated by the Score marker on the **lower** value.
3. Add together your points from the two pairs of Score Tracks.
4. Add 1 Point to the total if your Summary card shows the "Unused Swap" side.

The player with the highest score is the winner. In case of tie, the winner is the tied player who has the *lowest* Turn Order marker.



Example: *Paul* scores $17+14=31$ points, *George* scores $14+12+1=27$ points, *Ringo* scores $12+12+1=25$ points, *John* scores $13+13=26$ points. *Paul* is the winner.

How to Score Points

You can score points in 3 ways:

- By performing Actions:
 - Economic: **Trade** action.
 - Military: **Military** action.
 - Mask: **Mask Ceremony** action.
 - Ritual: **Ritual** action.
- Through Turtle Tiles.
- By acquiring Progress cards.

TURTLE TILES

You can acquire 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 to determine which tiles you are eligible for:

LEVEL 3 tiles: Each grants 1 point on the indicated Score Track

- **(image):** You can take this if you have Women in three or more Productive Areas (including the one in your Home);
- **(image):** You can take this if you have Hunters in three or more Productive Areas (including the one in your Home);
- **(image):** You can take this if you have three or more Canoes in play.

LEVEL 4 tiles: Each grants 2 Points on the indicated Score Track

- **(image):** You can take this if you have Women in four or more Productive Areas (including the one in your Home);
- **(image):** You can take this if you have Hunters in four or more Productive Areas (including the one in your Home);
- **(image):** You can take this if you have four or more Canoes in play.

LEVEL 5 tiles: Each grants 2 points on one of the two Score Tracks listed, your choice

- **(image):** You can take this if you have Women in five or more Productive Areas (including the one in your Home);
- **(image):** You can take this if you have Hunters in five or more Productive Areas (including the one in your Home);
- **(image):** You can take this if you have all five Canoes in play.

TURTLE TILE RULES:

1. You can only gain **one tile** of each of the nine kinds.
Example: George already has a Level 3 Turtle tile for Women. One of his Women is injured by Paul, so he now has only 2 in Productive Areas. If in the future he has 3 Women in Productive Areas again, he doesn't gain another Level 3 tile for Women.
2. You can obtain more than one Turtle tile with a single Military action, but you can only take up to **one** tile each for Women, Hunters, and Canoes with each 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 take the Level 3 tile for Women and the Level 5 tile for Hunters. The next time he performs a Military action, he could choose to take the Level 4 tile for Hunters if he still has at least 4 Hunters in Productive Areas.
3. The *number* of tiles you have is public, but the points they award you must be kept secret until the end of the game! You only reveal them during the final scoring. Of course, you can look at your own tiles any time you want.

PROGRESS TILES

Progress tiles can be purchased with the Trade action (see Step B under “Trade” on page 17).

Each tile has three effects:

1. When you buy it, you immediately score 1, 2, or 3 points on the Economic Track, as shown on the tile;
2. When you buy it, you immediately score 1, 2, or 3 points on the Score Track shown on the tile. If the tile says “Lowest” or “Highest”, it could be the Economic Track again. To determine your Lowest or Highest track, look for the one where your Score marker is on the lowest or highest value. In case of a tie, you can choose which of those tracks to score the points on. Remember that the points awarded on the Economic track in step 1 **must** be assigned first!
3. Once per Year, you can flip over your tile to use the ability shown on it. Some tiles are usable only at specific moments, while others can be used at any point during your turn. All used tiles are restored during phase **2.d: Restore Progress Tiles**.

Level 1 Progress Tiles

Military: At any point during your turn, you may move one Warrior.

Military: When you perform a Transfer, you may place one of your Outposts in its territory as a Guard instead of moving it back Home.

Ritual: When you perform a Ritual action, you score 1 additional point **then** you can Move one Warrior.

Ritual: At any point during your turn, you may activate this tile to perform the actions on your chosen Action tile in the order you want, instead of from top to bottom.

Mask: When you perform the Mask Ceremony action, you can place your Mask marker on a space that is already occupied (this means you could choose the same space twice in a row).

Mask: When you perform the Mask Ceremony action, draw two Mask cards instead of one, then discard one card from your hand (it does not have to be one of the two just drawn).

Lowest: When you perform the Trade action, you can exchange two more Resources during the Exchange phase. In addition, you don't have to draw a card to check for Smallpox.

Highest: At any point during your turn, gain one Animal Resource of your choice from the supply.

Level 2 Progress Tiles

Military: At any point during your turn, you may move up to two of your Warriors (you must move them at the same time).

Military: ALLIANCE: Take one Flag tile of your choice. If someone else already took one, you must take the other one. If you already have one, put the other one back in the box (you cannot be allied with both the English and the French!). When you perform the Military Action, you count all of your ally's territories as if you have one more Guard of your color in that territory. This means that you can have the majority of Guards in a territory where there aren't any Guards.

Ritual: When you perform a Ritual action, you score 1 additional point, then you may put one additional Native from your Long House Area in your Home territory.

Ritual: At any point during your turn, you may move 1 point between any two Score Tracks of your choice.

Mask: Before performing a Mask Ceremony action, put any Mask cards you already played

this Year back in your hand.

Mask: When you perform the Mask Ceremony action, you can use one of your Mask cards as if it was the type of your choice.

Lowest: At any point during your turn, you may exchange three Resources without taking a Trade action. In addition, you don't have to draw a card to check for Smallpox when making this trade.

Highest: At any point during your turn, gain one Animal and one Vegetable Resource of your choice from the supply.

Level 3 Progress Tiles

Military: At any point during your turn, you may move up to three of your Warriors (you must move them at the same time).

Military: ALLIANCE: Take one Flag tile of your choice. If someone else already took one, you must take the other one. If you already have one, put the other one back in the box (you cannot be allied with both the English and the French!). When you perform the Military Action, you count all of your ally's territories as if you have one more Guard of your color in that territory, **and** you win in the case of a tie. This means that you can have the majority of Guards in a territory where you don't have any Guards at all and your opponents each have up to one Guard each.

Ritual: When you perform a Ritual action, you score additional points equal to the *highest* number of Women or Hunters in your Home territory.

Ritual: At any point during your turn, put one Native of your choice from your Long House Area in your Home territory.

Mask: When you perform the Mask Ceremony action, you score 1 additional Mask point (even if you didn't place your Mask disk on any space).

Mask: When you perform the Mask Ceremony action, you may score as if you have one additional Mask card in your hand, of any type you choose.

Lowest: At any point during your turn, flip any one of your Action tiles to the opposite side.

Highest: At any point during your turn, gain two Resources of your choice and one Beaver from the supply. The two Resources can be identical or different.