



PALAUDIS



HYDRIS



FLORIS



IGNIS



NIMBUS



LUFTLES



TUNDRIS



SILICUS

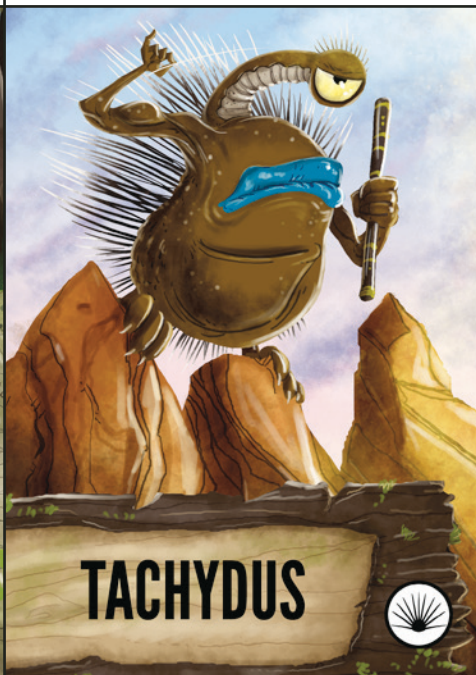


BOLETUS





TUDICUS



TACHYDUS



HUNTING NET
PLAYER ONE



HUNTING NET
PLAYER TWO



HUNTING NET
PLAYER THREE



HUNTING NET
PLAYER FOUR



HUNTING NET
PLAYER FIVE



HUNTING NET
PLAYER SIX

SETUP CONFIGURATIONS

2 PLAYER

5 Tribes are used – 2 pairs of allies and 1 non ally.
Deal 12 cards each, the rest becomes a draw deck.
Play 2 cards per turn (A,B,A,B).
Draw 2 cards after each Trick is won.

3 PLAYERS

5 Tribes are used – 2 pairs of allies and 1 non ally.
Deal 12 cards each, the remaining 4 are out of the game.

4 PLAYERS

6 Tribes are used – 2 pairs of allies and 2 non allies.
Deal 11 cards each, the remaining 4 are out of the game.

5 PLAYERS

7 Tribes are used – 3 pairs of allies and 1 non ally.
Deal 10 cards each, the remaining 6 are out of the game.

6 PLAYERS

8 Tribes are used – 3 pairs of allies and 2 non allies.
Deal 10 cards each, the remaining 4 are out of the game.

LUCKY GRETTIN (OPTIONAL)

Include 1 Lucky Grettin card per player. Deal each player 1 extra card.

ALLIANCE MODE

You may play Alliance mode at 4 and 6 players.

4 PLAYERS – A, B, A2, B2

6 PLAYERS – A, B, C, A2, B2, C2

Tricks are added together with your partner to determine scoring. If using Personal Objectives, both players should know which objective the other is using.



CHAIN OF COMMAND

Score 6 point for each straight of 5 cards
(eg. 1, 2, 3, 4, 5). Each card can only be used in one
straight.



TRIBAL UNIT

Score 2 points for each card belonging to a Tribe of your
choice.



DIVERSITY

Score 4 points for each set of cards that contain one card
from each tribe in play.
(7 points with 4-6 players)



YOUNGLINGS

Score 4 points for each Youngling.



MEETING OF THE CHIEFS

Score 3 points for each Tribal Chief.



BUILDING STRENGTH

Score points equal to the lowest value card from each
Tribe in your Village.



ADVANTAGE IN NUMBERS

Score points equal to the difference between the number
of cards in your Village and the number of cards in the
least populated village, to a maximum 15 points.



STEALTH MISSION

Score points equal to the difference between the number
of cards in your Village and the number of cards in the
most populated village, to a maximum 15 points.



PROTECT THE SCOUT

Score 15 points if you get a Scout card from a non-allied Tribe.
Otherwise, score 3 points for each Scout card from allied Tribes.



WE'LL DO IT OURSELVES!

Score 2 points for each non-allied card.



ALLIES

Choose a pair of allies.
Score 1 point for each card from those two Tribes.



CROWDED VILLAGE

2 points per Trick won, but if you win all the tricks, you score 0 points.
Max 18 points in 3 and 4 player games.



SECRET VILLAGE

Start the hand with 20 points. You lose 2 points for each Trick you win. If you lose all the tricks, you get 0 points.



A BALANCED VILLAGE

Score 16 points if you win exactly 5 Tricks.
Score 10 points if you win 4 or 6 Tricks.
Score 5 points if you score any other number of Tricks.



8



CHIEF

When played on suit, gain a Wild Luftle token



7



When played on suit, gain a Wild Luftle token



6



When played on suit, gain a Wild Luftle token

5
SCOUT

When played on suit, gain a Wild Luftle token

4

When played on suit, gain a Wild Luftle token

3

When played on suit, gain a Wild Luftle token

2

When played on suit, gain a Wild Luftle token

1
YOUNG

When played on suit, gain a Wild Luftle token

8
CHIEF

When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

7

When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

6

When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

5
SCOUT

When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

4



When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

3



When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

2



When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

1

YOUNG



When played, place your Hunting Net in front of any player. On their turn, after they choose a card, but before they play it, you may retrieve your Hunting Net to force them to play a different card.

8

CHIEF



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

7



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

6



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

5

SCOUT



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

4



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

3



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

2



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

1

YOUNG



When you win a trick with this card, all other players add a random card from their hand to the cards from this trick. Give one card from that group of cards back to each player.

8

CHIEF



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

7



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

6



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

5

SCOUT



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

4



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

3



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

2



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

1

YOUNG



When you play this card, add 1 to its value for every 2 Ignis cards already in your Village.

8

CHIEF



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.

7



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.

6



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.

5

SCOUT



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.

4



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.

3



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.

2



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.



When played off suit, take a non-lead card of your choice (from those played to the trick so far), into your hand. Discard a different card from your hand into the trick. It has no effect.



When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card.



When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card.



When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card.



When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card.



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When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card.



When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card.



When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card.

8
CHIEF

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

7

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

6

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

5
SCOUT

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

4

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

3

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

2

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

1
YOUNG

When played, this card counts as being an ally to the on suit lead card. If it is the lead on suit card, then it is allied with no one.

8
CHIEF

When played off suit, swap 2 alliance cards.





5
SCOUT

When you win a trick with this card, you may select a non Tachydus card from any one player's Village and return it to its owner's hand. That player then discards a different card from their hand.

4

When you win a trick with this card, you may select a non Tachydus card from any one player's Village and return it to its owner's hand. That player then discards a different card from their hand.

3

When you win a trick with this card, you may select a non Tachydus card from any one player's Village and return it to its owner's hand. That player then discards a different card from their hand.

2

When you win a trick with this card, you may select a non Tachydus card from any one player's Village and return it to its owner's hand. That player then discards a different card from their hand.

1
YOUNG

When you win a trick with this card, you may select a non Tachydus card from any one player's Village and return it to its owner's hand. That player then discards a different card from their hand.

0
YOUNG

When played off suit, gain a Wild Luftle Token

1

When played off suit, gain a Wild Luftle Token

2

When played off suit, gain a Wild Luftle Token

3

When played off suit, gain a Wild Luftle Token

4

When played off suit, gain a Wild Luftle Token

5

SCOUT

When played off suit, gain a Wild Luftle Token

6

When played off suit, gain a Wild Luftle Token

7

CHIEF

When played off suit, gain a Wild Luftle Token

7

This card counts as being allied to all Tribes. When this card enters your Village, you may change your chosen objective.

7

This card counts as being allied to all Tribes. When this card enters your Village, you may change your chosen objective.

7

This card counts as being allied to all Tribes. When this card enters your Village, you may change your chosen objective.

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This card counts as being allied to all Tribes. When this card enters your Village, you may change your chosen objective.

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This card counts as being allied to all Tribes. When this card enters your Village, you may change your chosen objective.



Tribal Village Print and Play

Designed by Ben and Shae Boersma

Thank you for checking out our Print and Play for 'Tribal Village'. We hope that you enjoy the game.

To play, you will need to:

- * Print out these 15 sheets of paper and cut the cards out. We suggest sleeving the Tribal cards (and Lucky Gretins) in one colour sleeve and the Objectives in another. The Tribe Alliance cards themselves do not need to be sleeved, but if you want to randomise them for each game, then sleeving them in the same colour as the Objective cards is probably best to keep them separate from the Tribal cards.
- * Provide up to six different player pieces to represent each character. This will be important to help mark which Objective you are going for and (if you are using the Hydris Tribe) which Hunting Net belongs to you. (You could use the figures from our first game Dawn if you have it).
- * 15 Tokens to stand in as Wild Luftle Tokens (you could use the Luftles from Dawn if you have it).
- * A number of tokens to use as Victory Points (or you can just track this on a piece of paper).

In exchange for this full colour print and play...

We please ask that you provide us feedback in a timely manner. This will help us with the final stages of preparing the game and allow us to be nimble in making required changes.

We will ask specific questions of our playtesters to look for feedback on particular things we are testing, however, we are always interested in:

- * Clarity of rules
- * Balance of the Tribes
- * Balance of the Objectives
- * Ease of play
- * Is it fun?

Thanks once again for joining us on this journey and becoming part of the Occulite's history. Your input and help is greatly appreciated.

Cheers,
Ben and Shae Boersma