



TRIBAL VILLAGE

A 'RISE OF THE OCCULITES SAGA' GAME

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WELCOME TO YOUR NEW VILLAGE!

You have each been tasked with the difficult job of establishing your very own village to help break up the long travel between the larger cities throughout the Occulite lands. By using the strengths of the Tribes and their alliances, you will welcome new residents to your village who will in turn, help you to achieve your objectives.

Are you up for the task?

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11 Tribal Alliance Cards

11 sets of Tribal Cards (8 cards in each set)

6 Lucky Gretin cards

6 Hydris Hunting Net cards

14 Objective cards

15 Wild Luftle Tokens

6 Player Tokens

10 Victory Point tokens

TERMINOLOGY

Before reading through the rules, you will need to understand some terminology.

TRICK - The cards that have been played during a turn and subsequently won by the player that played the highest On Suit card and placed in their Village.

HAND - The series of Tricks that are played out with the cards that each player starts with.

ON SUIT - A card played that matches the Tribe of the first played card in the Trick (or it's Ally).

OFF SUIT - A card played that does not match the Tribe of the first played card in the Trick (or it's Ally).

VILLAGE - A pile of cards made up of Tricks won by a player.

TRIBAL DECK - The Tribe cards that are used for that game.

ALLIES - Cards that will count as being On Suit for the Hand.

This is determined by how the Tribal Alliance cards are paired up at the start of each Hand.

UNALLIED - The Tribal Alliance card that is not paired with any other Tribal Alliance cards.

LEAD PLAYER - The first player to play a card in a Trick.

GOAL OF THE GAME

Tribal Village is played over three hands, with each hand consisting of a number of tricks. A hand ends when everyone has played all their cards. Each player totals up their points by checking their Objective card against the cards in their Village and then a new hand is set up and played. After three hands, players total up their points from all hands. The winner is the player with the most points. Their Village is then officially named and added to the world map.

SETUP

Taking notice of the player counts below, gather the Tribal Ally cards and randomly select a number of these and set them up, then shuffle up the Tribal cards that match those Ally cards and deal them out:

2 PLAYERS - 5 Tribes are used - 2 pairs of allies and 1 unallied.

Deal 12 cards each, the rest becomes a Draw Deck.

3 PLAYERS - 5 Tribes are used - 2 pairs of allies and 1 unallied.

Deal 12 cards each, the remaining 4 become the Wandering Stalk deck.

4 PLAYERS - 6 Tribes are used - 2 pairs of allies and 2 unallied.

Deal 11 cards each, the remaining 4 cards become the Wandering Stalk deck.

5 PLAYERS - 7 Tribes are used - 3 pairs of allies and 1 unallied.

Deal 10 cards each, the remaining 6 become the Wandering Stalk deck.

6 PLAYERS - 8 Tribes are used - 3 pairs of allies and 2 unallied.

Deal 10 cards each, the remaining 4 become the Wandering Stalk deck.

LUCKY GRETIN - You may use the Lucky Gretin rules and include 1 Lucky Gretin card per player. Simply deal 1 additional card to each player if you do.

When setting up the Tribal Ally cards in the centre of the table. Two cards are considered allied if they are placed next to each other. Unallied cards are placed on their own. You can see below an example of a 2 or 3 player setup. Palaudis and Hydris are allied. Ignis and Boletus are allied. Luftles are unallied.



Shuffle the 14 Objective cards together and randomly deal 5 of them to the middle of the table. Each player then chooses a Player Token and places it on the objective they wish to aim for (more than one player may opt for the same Objective). Satisfying the objective that you choose is the main way in which you will score points in Tribal Village, so ensure you choose wisely.

If Hydris is one of the Tribes shuffled in the deck, then each player receives a Hunting Net that matches their player colour.

If Palaudis or Luftles are shuffled in the deck, then place the Wild Luftle Tokens within easy reach of all players.

The player who has the lowest numbered card in the unallied Tribe (if more than one, choose the first that was dealt) becomes the lead player.

PLAYING A HAND

The first trick of each hand is lead by the player with the lowest card in the unallied Tribe. The lead player for each subsequent trick is the winner of the previous trick.

Each trick starts off with the lead player choosing a card from their hand and placing it down in the centre of the table.

The next player in a clockwise direction then chooses a card to play.

- They **MUST** play a card that is on suit (as in from the same Tribe that the lead card was played in, or their ally). If they cannot, they must play a different card from their hand. This would then count as being played off suit. A card's Tribal Ability may change the outcome, or give them an option to do something.

Play continues around the table until each player has played a card. The highest played card that is on suit (ie. matches the lead suit or its ally) wins the trick.

If there is a tie, the win always goes to the card that matches the Tribe that set the suit. *(for example if Palaudis and Floris were allies and Maya leads with a Palaudis 7, Leo plays a Palaudis 3 and Shae plays a Floris 7, even though Palaudis and Floris are both on suit as they are allies, the Palaudis card wins the tie as it set the suit. Leo's Palaudis 3, while on suit is lower than Maya's 7 so is not eligible to win the trick.)*

If there is still a tie (due to Tribal Abilities or Wild Luftles – explained later), then an unmodified card beats a modified card.

The player that wins the trick then takes all the cards that were played during that trick and adds them to a faceup pile in front of them called their Village. (Some people like to stagger the cards so they know what is there, others like to hide it. It depends on whether you are more of an Ignis sort of player – honourable and cards on view, or a Boletus sort of player – sneaky and hiding them deviously.)

The winner of that trick then is the lead player for the next trick. Play continues until all players have played all their cards. This ends the hand.

Remember a full game consists of 3 Hands. You can of course agree to play more or less depending on your group and what time is available to you.

END OF A HAND

At the end of the hand, each player totals up the points they have achieved from their chosen Objective card and from Tudicus cards (if in play), and makes note of that number.

Any Objective card that was used for this hand is discarded and replaced from the deck of unused Objective cards.

Players then shuffle all the Tribal cards up and deal a new hand to everyone. They may then place their Player Token on the Objective of their choice for this next hand.

END OF THE GAME

After 3 hands have been played, players total up all their points from all three hands. The winner is the player with the highest total.

2 PLAYER MODIFICATIONS

When playing a 2 player game, there are a couple of minor modifications that make the game more interesting for just 2 players.

Each player will play 2 cards per turn like so (A=Player A, B=Player B):

* A plays a card, then B, then A again, then B again.

* Check to see who wins the trick (still highest individual card)

* Each player draws 2 cards if there are some left in the Draw Deck.

ALLIANCE MODE

You may also play Alliance mode at 4 and 6 players.

Players are spread evenly between teams and spaced out in the play order.

4 PLAYERS – Team A Player 1, Team B Player 1, Team A Player 2, Team B Player 2

6 PLAYERS – A, B, C, A2, B2, C2 (Three teams A, B and C)

Each player still chooses and scores their own objectives, but uses all the cards from the players on their team. Those scores are added together to determine the team's final score.

TRIBAL ABILITIES

Of course there is one major thing to take into account when playing Tribal Village... the Tribal Abilities. These add an interesting twist and even more depth to your play. Each Tribe has its own personal Tribal Ability that triggers at a set time. A player can use this ability when they play the card and its trigger text is satisfied. The different abilities for the Tribes in this set are listed below:

PALAUDIS – LUFTLE AFFINITY

When played on suit, gain a Wild Luftle Token. One or more Wild Luftle Tokens can be added to a card you play in the future to either add or subtract 1 per Wild Luftle Token, from the value of that card. They can be saved between tricks, but not between hands.



HYDRIS – HUNTING NET

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. This may force them to play off suit.



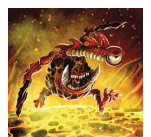
FLORIS – CREATE CHAOS

When you win a trick with this card, all other players add a random card from their hand to the cards from this trick (chosen randomly by the winner of the trick). Give one card from that group of cards back to each player. The remaining cards are taken into your Village.



IGNIS – TRAINED BY THE BEST

When you play this card, add 1 to its value for every 2 Ignis cards already in your Village. For example, if you already had 5 Ignis cards in your Village and you played the 4 Ignis, it would count as a 6 Ignis instead.



NIMBUS – RAKING TALONS

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



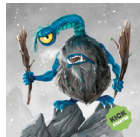
LUFTLES – REINFORCEMENTS

When played off suit, gain a Wild Luftle Token. One or more Wild Luftle Tokens can be added to a card you play in the future to either add or subtract 1 per Wild Luftle Token, from the value of that card. They can be saved between tricks, but not between hands.



TUNDRIS – FEROCIOUS

When played off suit, if this card is the highest played, then it becomes the lead on suit Tribe card. This means that the lead suit doesn't just change to Tundris, but the allied suit will change to whatever Tundris' ally is as well (if it has one).



SILICUS – ADAPTABLE

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. This allows a Silicus card to be played in any hand and still be considered on suit. If it is the lead card, then it is considered to be unallied.



BOLETUS – PLOTTING DISTRUST

When played off suit, swap 2 alliance cards. This will not change the lead suit, but might change the ally to the lead suit if that was chosen to change.



TUDICUS – SLOW AND STEADY WINS THE RACE

When played off suit, gain 1 point. Points gained this way are added to the points you obtain from your Objective card at the end of the hand.



TACHYDUS – MANIPULATIVE

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. This can also be used on your own Village.



LUCKY GRETTIN – A LUCKY OPPORTUNITY

This card counts as being allied to all Tribes. When this card enters your Village, you may change your chosen objective. This allows you to move your Player Token to a different Objective if you like, giving you an opportunity to score better when a hand hasn't gone your way. Once in your Village the card cannot be used in scoring your Objective.



OBJECTIVE CARD CLARIFICATIONS

The different Objectives in the game help provide you with different ways to score points, allowing you to change the way you play out each hand. Some of these require some extra explanation.

SECRET, CROWDED and BALANCED VILLAGES

These particular Objectives require you to organise the cards in your Village into 'Tricks' for scoring. To do this, keep the set of cards from each Trick you win, in a separate pile, offset from each other. This way you'll be able to see which cards are in your Village, but also keep track of how many Tricks you have won.

Upcoming Games in the Rise of the Occulites Saga

Got a soft spot for the Occulites? Don't worry, so do we and we've got you covered! Look out for more in the near future!

Eye for an Eye

2-6 players | 15-30 mins | Ages 14+

You feel the warm bush air on your green skin. Your reed cloak flaps innocently in the breeze as the huge eucalyptus trees that encircle the Arena, slow dance to the chanting of your Tribestalks. You close your eye and breathe in deeply, immersing yourself in the roar of the crowd. The dispute is read out loud. The ruling will go in favour of today's victor. Cobbie, your trusted Luftle advisor pats you on the back, imparting a few low grunts of good luck. You raise your bark shield and drum your spearhead against it twice... you breathe out... "Yarra mark!" ... The dust flies.

Eye for an Eye is a realtime gladiator combat game where timing is everything. Can you be a hero for your Tribe?

Sungem Run

2-8 players | 20-30 mins | Ages 14+

It is the end of the Sungem Season and the light is beginning to fade as the planet is eased into the Long Dark once again. Do you have enough Sungems to keep your Tribe warm? One last collection from the local Podmothine under the cover of darkness. Surely none of the other Tribes will know... take that chance... roll the dice!

Sungem Run is a social deduction game that uses dice and a variety of Tribal powers to help you manipulate them.

Tribal Wars

2 players | 10-15 mins | Ages 14+

The bet has been made. Who can manipulate the tribes more effectively? Your reputation as a Boletus spy is at stake. Set the Occulite tribes against each other in a two player duel. Drawing on each army's Tribal abilities and reading your opponent's plays, can you tip The Drums of War in your favour? Tribal Wars is a two player card game where out guessing and manipulating your opponent is key to victory. Can you play like a Boletus?