

RISE OF TRIBES™



THE RULES

Objective

You are a nomadic, prehistoric people.

Throughout the game, you shall grow your tribe, move across the land, gather resources and lead your people to victory. As we know, all tribes really just want 15 points to rise above the rest.

Designed by Brad Brooks

Contents

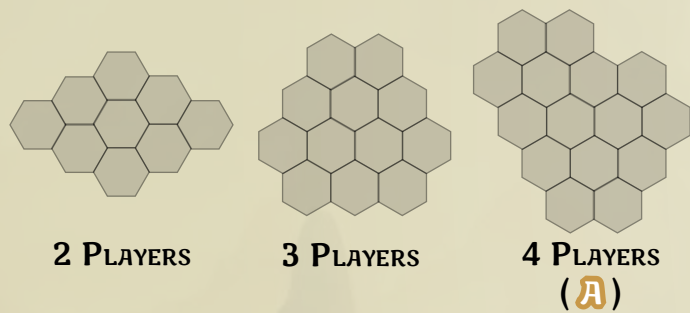
Setup.....	2-3
Order of Play (6 Steps).....	4-7
Events.....	8
Winning/Sample of Play.....	9
Tribal Powers Variant.....	10
Credits.....	11

1 Take the number of hex-shaped Terrain Tiles equal to the number of players + 1 for each type of terrain. For example, if you have 2 players, take 3 of each type. Extra tiles, if any, can be returned to the box.



5 LAKE 5 FOREST 5 MOUNTAIN

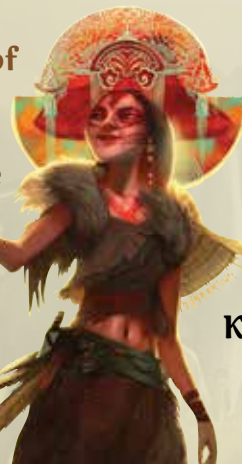
2 Lay the Terrain Tiles face up - randomly - in the configuration shown based on number of players.



2 PLAYERS 3 PLAYERS 4 PLAYERS (A)

3 Players take 20 Tribe Members **B** and 1 Score Disc **C** in their color, as well as 1 deck of 15 shuffled Goal Cards **D**. Each of 4 complete decks has a different back design but are otherwise identical. In a 2 player game, remove the Pottery cards.

4 Each player randomly chooses 1 of the 6 Tribe Boards **E** and places it in front of them. One side has "Order of Play" reference, and the other features your leader.



KIROR LEADER

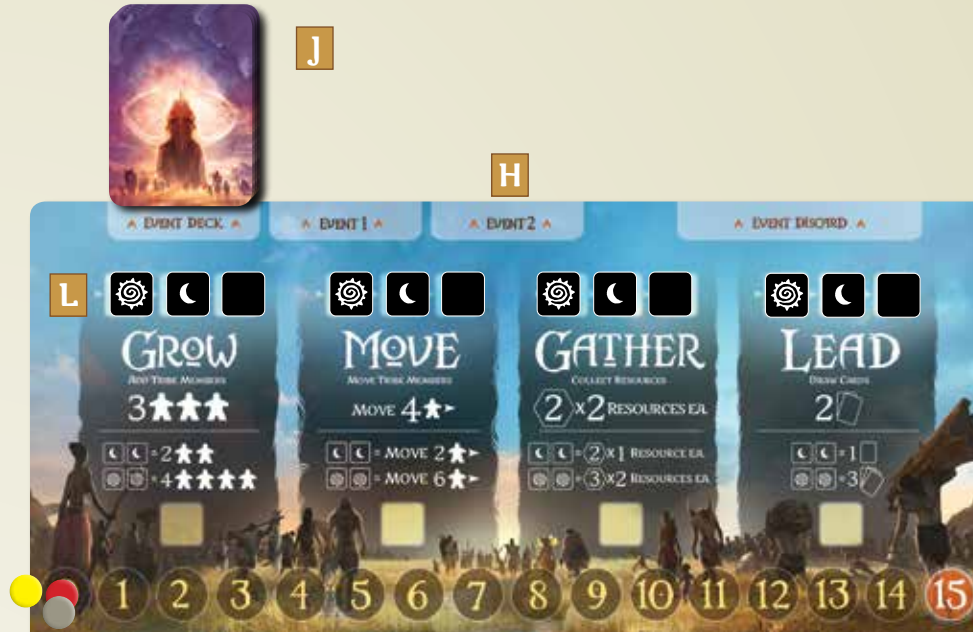
5 Place the Resource Tokens **F** and the Village Markers **G** nearby.



24 FOOD 24 STONE 24 WOOD 12 VILLAGES

6 Place the Action Board **H** within sight of all players.

7 Shuffle the 12 Event Card cards **J** and place the deck above the Action Board.



8 Place everyone's Score Discs on the 0 space **K** on the Action Board.

9 Place 3 dice as shown **L** on each of the 4 actions. The remaining 2 dice will be rolled on the first turn.



14 CUSTOM DICE

10 Randomly choose a Start Player. That player places two of their tribe members on a **single** hex **M** of their choice.



11 The rest of players, in clockwise order, have the following starting setup:

- 2nd Player:** Three tribe members in 1 hex.
- 3rd Player:** Three tribe members in 1 hex + collect 2 resources **F** of their choice.
- 4th Player:** Three tribe members spread across 2 adjacent hexes + collect 2 resources **F** of their choice.

! No player may place their **starting** tribe members in a space already occupied by another player.



12 Play begins with the Start Player.



Each player takes their turn going through the following 5 Steps, trying to score 15 points before the other tribes. Once a player reaches 15, they win immediately!

Step 1: Count Villages

At the beginning of each turn, players score 1 point for every Village they have. Initially, players do not have villages, but their tribe may build them through the course of the game. See Villages (page 7).

Step 2: Roll & Events

Player rolls 2 dice.

If doubles are rolled (two Suns, Moons, or Blanks), an Event is triggered. See Events (page 7).

Step 3: Take Action

The Action Board depicts 4 actions that players can perform on their turn:

GROW, MOVE, GATHER and LEAD.

Players will take 2 actions on their turn, and each action must be different.

To select an action, players allocate one of their rolled dice results onto the board at the top of an action's column. Each action is resolved entirely before the next die is allocated.

Add your die to the first die slot of an action, pushing all the other dice along to the right. The right-most die is then pushed down, and becomes one of the dice that will be rolled next turn.



The dice result on the action now determines the power of the action chosen.

All actions have a default benefit listed directly below the action name. This is the power of the action **unless a certain set of symbols are present**.



2 MOONS = If you see 2 moon symbols on the dice (any combination) then this is a low point for civilization! Not to worry, your tribe still claims a reward.

2 SUNS = If you see 2 sun symbols on the dice (any combination) then civilization is booming! You claim the highest reward for this action.

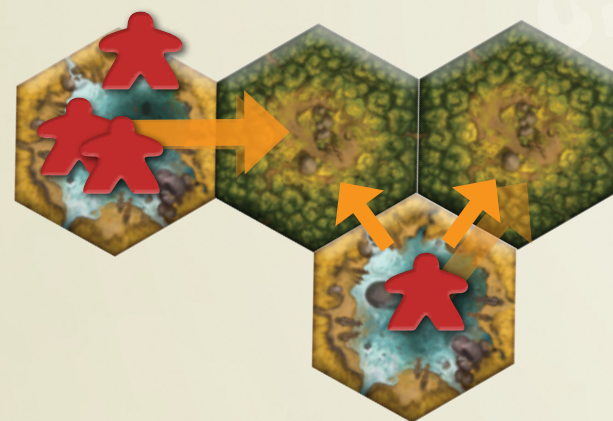
GROW

Add the number of tribe members indicated by the Action Board from your supply to one or more hexes that already contain your tribe members.



Example: If the action board indicates a growth of 3 tribe members, the red player here could add those 3 to any of the hexes they are in. They could split up the new incoming members between their hexes as shown.

MOVE



Move up to the number of tribe members indicated by the Action Board from one hex to any adjacent hex. Neither terrain nor opponent tribe members affect movement.

Important: A single tribe member can only be moved once in a turn, and has a base movement of 1 hex per move.

GATHER

Obtain resources from the hexes you occupy as specified on the Action Board. Forest produces wood, lake produces food and mountain produces stone.



Example: If the Action Board indicates 2 hexes produce 2 resources each, this player could choose both of the 2 lakes they occupy to produce 4 food total OR they could have the lake and forest produce 2 food and 2 wood, respectively.

LEAD

Draw a number of Goal Cards as indicated on the Action Board from the top your Goal Deck and put these "in progress" on the left side of your Player Board, FACE UP. Your Goal Deck contains Developments (blue) and Achievements (brown). More details on page 7.




Bonus Draw! You may recycle as many unfulfilled Goal Cards **as you have villages BEFORE** drawing. Recycled cards are put at the bottom of your Goal Deck and the same number of cards are drawn from the top of your deck - **in addition to** the cards indicated by the Lead action.

Step 4: Resolve Conflict

Conflict occurs in any hex or hexes that have more than 5 tribe members (of any color) immediately after the current player has resolved both of their actions in Step 3. If there is no conflict, go to Step 5.



 Villages don't count towards the hex limit, only tribe members.

Conflict Resolution

Multiple hexes in conflict are resolved in the current player's preferred order. The Current player is 'offense', and the other players are 'defense' for card purposes.

Acting simultaneously, each player removes 1 of their tribe members from the hex. This repeats until no more than 1 player's tribe members remain in the hex.



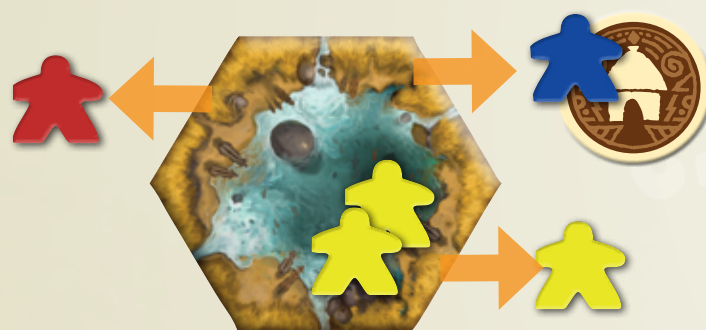
If conflict occurs in a hex with only one player's color, the conflict still occurs, and the player removes their tribe members until the population limit of 5 is reached.

Bow Development

If the current player has the Bow development card, they may remove one defending tribe member of their choice from the hex before continuing with conflict resolution.



If this takes the total number of tribe members down to 5 it **does not stop conflict resolution**. Bow development can't be used by defending players.



Deserted Village

After conflict has been resolved in a hex, if there remains a village with none of its tribe members present, the village is removed.



Step 5: Goals & Villages

Goal Cards are made up of **Developments** and **Achievements**. Players may complete any number of Goals (and score for each one) during this step. Goals "in progress" are kept face up on the left side of the player's board (as shown), and then moved to the right side when completed. Once completed, points gained cannot be lost, and any abilities granted are for the rest of the game.



GOALS
IN PROGRESS

COMPLETED
GOALS

Developments cost resources and reward with action enhancements and a victory point.

Achievements are triggered by circumstances in the game (e.g. occupation of hexes) and reward 2-4 victory points as indicated on the card.

Clarification of Goal Cards

BOW

Only applied when conflict happens on YOUR turn. The bow can be used in multiple conflicts.

POTTERY


This card is used in 3 or 4 player games only.

GATHER ANY 6 RESOURCES

This can be any variety of resources. It does not count any resources gained from events.

MAJORITY IN NEIGHBORING LANDS

The hexes that you need for this card does not have to match the exact pattern pictured.

 Players are not required to fulfill a Goal Card even if they have met the condition.

Hex Control

The following Goal Card terms explain a player's positional status on any given hex:

Occupation: At least one of player's tribe members is on the hex.

Majority: Player's tribe members outnumber the total tribe members from all opponents on the hex.

Control: Only the player's tribe members are present on the hex.

At the end of their turn players may build any number of villages by spending the indicated resources on their tribe card and placing a village disc on a hex that contains their tribe members and no other village.



If at any point a player has no tribe members in the same hex as one of their villages, the village is destroyed. Each village awards one victory point to the player at the start of their turn (Step 1).

Recycling Benefit

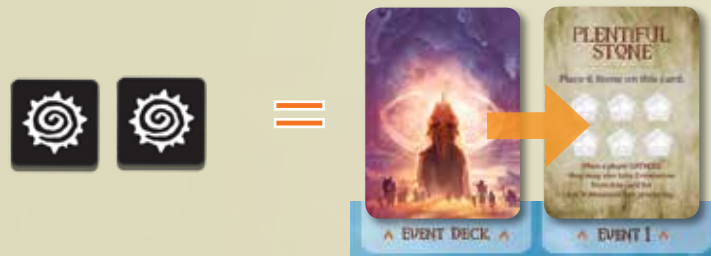
Villages have an additional benefit. When taking the Lead action a player may recycle one unfulfilled Goal Card for each Village they have.

When recycling, the player returns unfulfilled Goal Cards to the bottom of their Goal Deck and draws that same number of additional cards from the top of the deck.

All recycled cards must be returned to the bottom of the deck before any are drawn.

Events

If a player rolls the same result on both dice, they trigger an Event (2 Suns, 2 Moons, 2 Blanks). The player then draws the top card from the Event Deck and places it in an empty event slot above the Action board.



If both slots contain currently active events, then no additional event is triggered and the player's turn continues.

When triggered, the event is **immediately** active. Event cards resolve differently depending on player action. Some cases are instant while others change or leave play when a roll of doubles occurs. When resolved, Event Cards are removed from their active slot into the event discard pile indicated.

After triggering an event and following its directions, the player continues with their turn.

Winning

As soon as a player has reached 15 victory points, they have immediately won the game! There are no additional turns - it's up to YOU to take your tribe to 15 points first!

Elimination

If a player is eliminated (i.e., all tribe members removed from the board), they start their next turn by placing two tribe members on a hex of their choice, unoccupied if possible.

Clarification of Events

The player can take any resource after entering a hex containing only opponents, not just the one corresponding to that hex.

DISCOVERY

DROUGHT

This event doesn't affect the board until the conflict stage of the turn it was drawn. For that conflict, and all future...

When placing Invaders, empty hexes may count as the least populated hex, with the active player breaking any ties.

INVADERS



MILD WINTER

A token is removed from the card whenever a player takes the **GROW** action, whether or not they grow the additional tribe members.

Players can draw extra resources for **EACH TILE** of that type they gather from (e.g., if Plentiful Wood is active and a player gathers from 2 Forest hexes, they would take 4 Wood from the card, in addition to the normal gather).

PLENTIFUL FOOD STONE WOOD

SHARED KNOWLEDGE

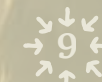
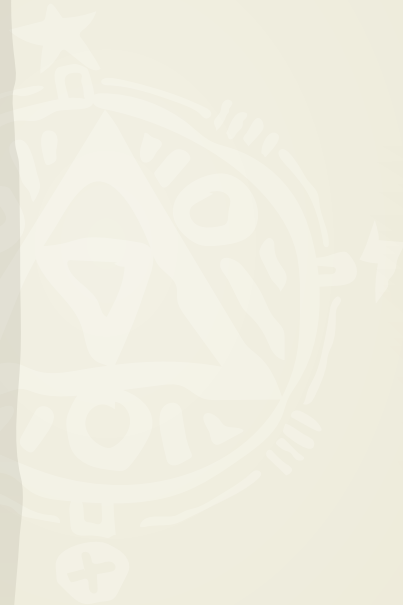
Players can only pay a resource to get a goal card once per turn. They may complete the goal card during the same turn it was drawn.

When placing the Mammoth, empty hexes may count as the least populated hex, with the active player breaking any ties.

MAMMOTH



Example of play here.



Tribal Powers

After you have mastered the base game, you can try this **Tribal Powers** variant. Flip over the Tribe Board to reveal your Leader, and then choose the card with one of the two powers (applicable to your leader) you wish to use. On this page you'll find additional information about the Tribes and their respective powers.

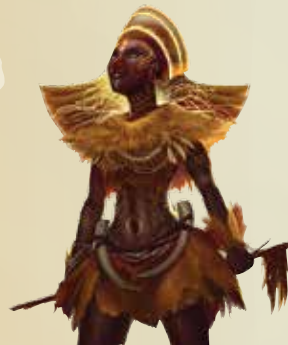
THE DABA TRIBE *The Daba are at the forefront of innovation, discovering more efficient ways to grow and use their resources.*

Crafty Builders

Villages cost you 1 resource less (of your choice.)

Trader

You can, at any time on your turn, trade 2 of 1 resource for 1 of another (e.g. 2 food for 1 stone).



THE KAHA TRIBE *Working together with ease, the Kaha can accomplish great feats as they travel far and wide.*

Wayfarers

In addition to your normal MOVE, you may pay 1 wood to relocate any number of tribe members from one outer hex to any other outer hex.

Focussed Effort

If you GATHER from a hex with 4 or more tribe members, you gain 1 extra resource of that type.



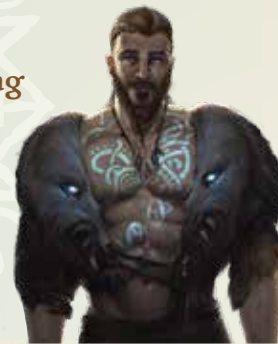
THE INDARTSU TRIBE *Finding strength in numbers, the Indartsu focus on expanding their tribe and thriving in this new land.*

Farming

When taking the GROW action, add one additional tribe member in each hex containing one of your villages.

Exogamy

Once during your turns, you may pay another player 2 resources to convert 1 of their tribe to yours in a hex you both occupy.



THE TUNGA TRIBE *An independent and fearless people, the Tunga know how to make the best of any situation.*

Hidden Village

You may build your first village directly on your player board (it is safe from all conflict).

Light in the Dark

At the beginning of your turn, you may pay 1 resource to change a moon you roll into a blank.



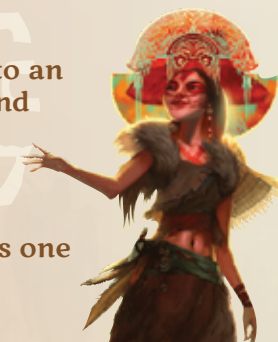
THE KIROR TRIBE *The Kiror are experts at taking the lay of the land, and can move their tribe around with deftness and skill.*

Evasion

During conflict resolution, you may retreat to an adjacent hex that only contains your tribe and does not cause conflict.

Pathfinder

You can move through contiguous terrain as one hex.



THE MU'K'A'AN TRIBE *The Mu'k'a'an are a sociable tribe, and they're at their best (and worst) when sharing land with other tribes.*

Intimidate

Once per turn, before conflict, you may pay two resources to push an opponent's tribe member from a hex you share into a neighboring hex.

Shared Bounty

If you share a hex with an opponent who selects the GATHER action, gather 1 resource from any hex you occupy.



Credits

DESIGN - Brad Brooks

DEVELOPMENT - Peter Vaughan

ILLUSTRATION - Sergio Chaves

LOGO/BRANDING - Wes Straub, Marshall Gill

GRAPHIC DESIGN - Marshall Gill, Peter Vaughan, Wes Straub

ART DIRECTION - Peter Vaughan

PRODUCTION - Shari Spiro, Ad Magic/Breaking Games

LEAD PLAYTESTING - Norv Brooks, Astrid Dalmady

Thank you to all our play testers for countless hours of meeple, cards and dice. Rise of Tribes is a better game for your involvement.

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