

EN

TRIBE

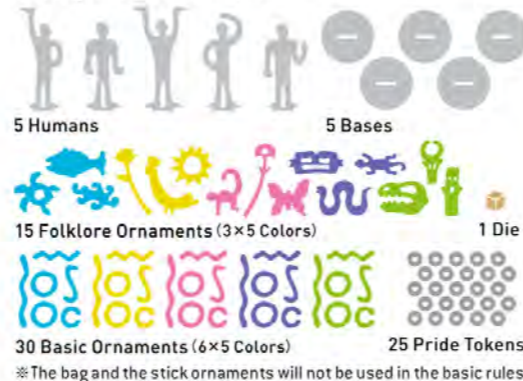
— Basic Rules —

Instruction Manual Time ⌚ 30 min ~ age 8 ↑ players 2-4 and more

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Game Tuning: itten www.itten-games.com Instagram / Twitter #tribe



Components to Use



Prologue

In Tribe, you are on a mission to help *tribes* emerge and prosper over the ages. Select various types of ornaments for the human figurines placed in a circle and adorn them each in its own unique way. You will eventually find *tribes* bearing common features, while developing each human into distinctive forms. Earn as many pride tokens as possible by your careful observation and skillful placement of ornaments. What will be the form of humanity beyond history? Discover this for yourself with your careful pick of ornaments. The future of *tribes* is in your hands.

Order of Play and Objective

In this game, the players compete for pride tokens by finding "tribal traits" of humans bearing common features, or by spotting "individuality" of each human with its own distinctive characteristic.

Preparation



- Mount the 5 humans on the bases and place them in a circle as shown, in whatever order you like.
- Each player takes 3 pride tokens. Then place remaining tokens in a pile on the table.
- Place randomly-selected 12 folklore ornaments in a line around the humans. (Place the ornaments in whatever order you like. Remaining pieces will not be used in the game.)
- Spread out the basic ornaments inside the circle of humans.
- Determine the starting player in whatever way you like.

About Pride Tokens

Front ● 1point Back ● 3points

Pride points will be abbreviated to "pt(s)."

You may exchange the pride tokens during game to maintain the number of pride tokens available in the pile.

Exchanging Pride Tokens

3 Grey Tokens (1pt×3) → Flip 1 and make it a gold pride token (3pt) → Return 2 grey pride tokens

1 Turns

You have the following things to do during your turn.

- Roll the die and pick an ornament
- Place the ornament on a human
- Receive pride tokens

① Roll the die and pick an ornament

"Eye" for Harmony



Choose an ornament with the same color or shape as the one chosen by the previous player.



"Hand" of Creation



Choose an ornament with a different shape AND color from the one chosen by the previous player.



"Ear" for Oral History



Pick 1 ornament from the folklore ornaments regardless of the ornament chosen by the previous player.



If the previous player placed a folklore ornament, on your turn...



If you roll an **Eye** = Choose an ornament with the same color as the folklore ornament placed by the previous player. If it has the same color, you can choose any shape.



If you roll a **Hand** = Choose an ornament with a different color from the one chosen by the previous player. *You can choose any shape.



If you roll an **Ear** = Pick 1 ornament from the folklore ornaments once again. You can even choose an ornament that has the same color as the previous player's ornament.

Instruction for the starting player

There is no "previous player" to the starting player, so when choosing an ornament, pick a random ornament without rolling the die.

* You may not choose a folklore ornament for this pick.



② Place the ornament on a human

If you have picked an ornament, place it on a human (or on an ornament on a figurine) by hanging or laying it on top.

You may freely choose which human to place your ornament. (You may even choose the same human as your previous player.)

There are three following rules when placing an ornament.

- It must not touch the ground nor the base.
- Your hand must not touch the ornaments already placed on the human.



- Ornaments of the same shape or color must not touch each other.

* Folklore ornaments may touch each other or ornaments of any other shapes, but they should not touch ornaments of the same color.



③ Receive pride tokens

If you have fulfilled the conditions of "tribal traits" or "individuality" at the end of your turn, you will receive pride tokens. Declare the fulfilled conditions to other players before receiving the tokens.

※ Even if you find a tribe irrelevant to the ornament you have placed in your turn, this will not earn you a token.

Look for "Tribal Traits"

There are 3 following types of tribes. Whenever a tribe of 3 or 5 humans is created from the ornament you have placed in your turn, you will receive pride points accordingly. The number of tokens that can be earned for each combination are as follows.

Color Tribe Humans with the same ornament color



Shape Tribe Humans with the same ornament shape



Folklore Tribe Humans with folklore ornaments



※ You will receive tokens only if there is a specified number of figurines with ornaments sharing the same features, not by the number of ornaments on the game table.

Look for "Individuality"

As you decorate the figurines with more ornaments, you will start to find distinctive individuality on each human. You will receive the pride tokens by forming any of the following combinations on a single human with the ornament you have placed in your turn.

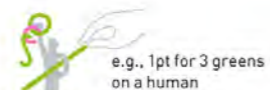
※ Unlike for tribal traits, count the number of ornaments on a single human, not the number of humans with the same type of ornaments.

Color Human

Ornaments of the same color

3rd piece (1pt)

5th piece (2 pts)

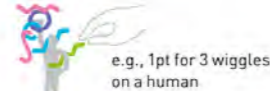


Shape Human

Ornaments of the same shape

3rd piece (1pt)

5th piece (2 pts)

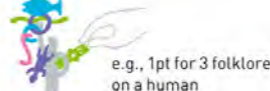


Folklore Human

Folklore ornaments

3rd piece (1pt)

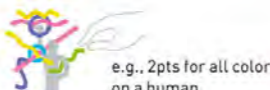
5th piece (2 pts)



Full Color Human

Ornaments of 5 colors

Full Colors (2 pts)



If multiple conditions are fulfilled in a single turn, you will receive a point for each condition.



e.g., Color & Folklore = 2 pts total: 1pt for the same color combination and 1pt for the folklore combination.

② Losing Pride

If you drop ornaments from a human while trying to place an ornament, do as follows.

※ There is no penalty for dropping your own piece. Pick it up and resume the game.

※ If any ornament drops without any known cause, fix it and continue.

● Return a number of pride points matching the number of colors of the ornaments you have dropped during your turn back to the pile.

● Remove the ornaments you have knocked down.

※ The ornaments removed will not be used in the game.

● The ornament you have chosen during your turn must be placed on the human to complete your turn. You will not receive pride points for creating tribes or individuality during this turn.

③ End of Turn

Once you have handed over the die to the next player, your turn is over. Even if you find tribes after this, you will not receive pride points.

④ End of the Game

The game ends under either of the following conditions.

- All folklore ornaments have been taken.
- All ornaments or all applicable ornaments have run out.

To determine the winner, each player counts the number of points earned. Whoever owns most pride points is the winner of the game.

If any player loses all points during the game, this player drops out and loses the game immediately. If there are 3 or more players, the remaining players will continue the game.

