

Tribal Leaders

Sacred Knowledge: Tribal Leaders

Use this guide as a reference as you play for the first time.

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OBJECT:

The player with the most **Knowledge Points** (Tribe Members) at the end of the game wins.

GAME SETUP:

(2 - 8 players). **Four players are standard and is best for game play.** Five to 8 players will require a second deck of cards to be used.

1. Decide

- Which **Tribe** you are (Fire , Earth , Air , Water )
- Who the dealer will be.

2. Find at least 20 similar objects (chips, rocks, seashells, candies - it's up to you) to be your Tribe's **Currency**.


Keep 10 for your Tribe and put 10 in the centre of play. (if the centre pot runs out during game play, more will be necessary, but this usually doesn't happen).

You can also find 3 objects to keep track of the rounds. Remember after every 3 rounds there is a **Disaster Round**.

Finally, find one other special object to identify the dealer. The dealer changes every generation (one play through of the game deck).

3. The dealer separates **Disaster Cards** and the **Game Play Cards**. Make a place for the **Graveyard (Burn)** pile for a total of 3 separate stacks of cards (Disaster, Game Play, and Graveyard /Burn).

Shuffle both the game and the disaster decks well mixing both the white and black sides.

Disaster Cards are marked with a "skull and cross bones"  in the bottom corner (also denoted by the "Kings" & "Queens" of the traditional card deck).





4. The dealer deals each player 5 cards from the bottom of the game play card deck.

Players can cover their cards to hide them from view but cannot pretend they do not have a cards if during game play a modifier such as "**Force trade**", "**All take 1 card from player to the left**", or "**Draw 1 card from deck & 1 from a player**" is used against them.

UNDERSTANDING THE CARD SYMBOLS:

You only need to know five things on the card to play the game. (see rule card 1 & 2 for card legend).

Black side of card

- i) The **Tribe** the card belongs to (Fire , Earth , Air , or Water  symbol) found in the top left corner.
- ii) **Attack Points** (represented by the domino symbol in the top right corner).
- iii) **Defence Points** (represented by the domino symbol in the bottom right corner).
- iv) The **Modifier** (found under some of the card titles at the top of the card).
Example: "**Force Flip Gear Card**", "**Draw 2 cards when burned**"

White side of card

- v) The **Modifier** or **Knowledge Points** (found under some of the card titles at the top of the card).
Example: "**Knowledge +1**", "**One time graveyard draw**"

GEAR CARDS:

Choose your Gear cards. Once you have your initial 5 cards, your first objective is to choose two cards that MUST BE from your Tribe to lay down as your **Gear** cards (black side face up). These Gear cards are important as they provide continual **Base of Attack Points** and **Base of Defence Points** - the higher their domino numbers, the better your attack and defence will be. If you do not have two cards from your Tribe, or you only have one card from your Tribe to lay down as Gear, it would be wise to acquire cards from your Tribe as soon as possible. There are several ways to do this including:

- a) Drawing a card from the bottom of the deck during your turn (hopefully it's from your Tribe).
- b) Trading with other players when it's your turn.
- c) Persuading them to trade with you during their turn.
- d) Using certain Modifiers to obtain cards from the Play Deck, Graveyard, or other players during your turn. For example, "**Force Trade**", though there is no guarantee you will choose the correct Tribe card needed.

How Gear cards work:

The total **Base of Attack Points** is the sum total of the domino values for each gear card; found in the top right corner of each Gear card.

The total **Base of Defence Points** is the sum total of the domino values for each gear card; found in the bottom right corner of each Gear card.

Every time it's your turn you may attack any player with your Base of Attack Points.

Every time you get attacked by another player you may subtract your Base of Defence Points from their total Base of Attack Points.

If you have two Gear cards down and wish to swap one out for a better Gear card (because it has higher Attack/Defence Points or a usable Modifier), you may do so during YOUR turn by burning your existing Gear card to the Graveyard pile and replacing it with your new Gear card. **NOTE:** you CANNOT collect any Knowledge Points or use the Modifier of your existing Gear card when you voluntarily swap it out.

If the Gear card has a Modifier that begins with the word "Attach" (e.g. "**Attach to double knowledge cash in**") it can be continually used whenever it's your turn. Ignore the Gear card Modifier if it does not start with "Attach...".

An extra **Specialty Card** may also be attached as Gear if the following three criteria are met:

- i) it belongs to your Tribe,
- ii) one of your existing Gear cards is a weapon (see symbol in bottom left corner of black side) or the debris hut (Earth Tribe), and
- iii) the third card's Modifier (black or white side of card) starts with "Attach...".
Example: Air Tribe has the "Bow Building" card down as Gear (weapon card), they also have the "Snowberry" plant card in their hand. The Snowberry card's Modifier says: "**Attach to weapon for +2 attack**". Air tribe can attach Snowberry to Bow Building to increase the Base Attack value of the Bow by "+2".

You can attach more than one Specialty card to your Gear card.

Example: You can also attach the "Cuts" card to the above "Bow Building" and "Snowberry" cards

If another player uses "**Force Flip Gear Card**" against you, you must burn that Gear card to the Graveyard pile; however, you DO cash in the Knowledge Points, if the card has them.

If the Gear card being flipped has a Specialty card attached to it, you DO NOT lose the Specialty card, it now becomes your Gear card.

Gear cards cannot be Force Traded.

GAME PLAY:

Now that you know everything about Gear cards you can play the game!

- The Player to the left of the dealer starts. Play is clockwise.
- Gear cards are the only cards that **MUST** be from your Tribe in order to use them. For all of the following options during game play you may use ANY Tribe's card in your hand.
- Upon your turn, the **first** thing you do is **draw** a card from the bottom of the Play Deck. Options during your turn are:
 - 1) **Attack another Player.** To do this you start with the total number of your Base Attack Points from your Gear cards. You may add the Attack Points of any card, or combination of cards in your hand, but you must burn any cards used from your hand as Attack Points to the Graveyard pile. You may attack as many players as you like, one time, during each of your turns, though this is a sure way to make many enemies!
 - 2) **Trade cards with another player.** (1 for 1), (2 for 1), (3-player trade), whatever you can agree on. Ask what they have - maybe they'll show you, maybe they'll lie. Use any strategy you wish but beware the consequences of shady deals! Make as many trades with as many players as you wish. No take backs...once you let go of a card it's gone.

- 3) **Use the Modifier.** If the card has one (see "Modifier Definitions" for details).
- 4) **Cash in for Knowledge Points.** If the card has this, (e.g. "Knowledge +1" means take 1 Currency object (Knowledge Point) from the centre pile. You may take your own object or any other player's).

****The player with the most Knowledge Points (Currency) at the end of the game wins.****

- There is no limit to how many cards you wish to Burn by using the Modifier or cashing in for Knowledge Points, though having no cards in your hand can be detrimental.
- You may do any or all of these options during your turn, whatever best suits your strategy and style. Your turn is over when you decide to not make any further moves. Declare your turn is finished and it's on to the next player.

How to defend an attack:

When attacked by another player, they will do so with a specific number of Attack Points. First, subtract the Base Defence Points of your Gear cards from their Base Attack Points. Now, any remaining Attack Points must be defended by Defence Points from cards in your hand by burning the card(s) until you have matched or exceeded the number of Attack Points against you. If you have no cards or not enough Defence Points to match the Attack Points, you now have to give up your Currency objects to make up the difference. If you run out of Currency (Tribe members), your tribe goes extinct - game over for you!

Disaster round (after every 3rd round):

When the third round is complete, the dealer draws a Disaster card from the bottom of the Disaster pile. Pull this card out and flip it over and place it on top of the Disaster deck. This is the selected Disaster everyone must now deal with. The dealer may want to read aloud the paragraph on the card in a dramatic fashion! The top of the card will indicate the Damage points everyone must defend against. Disaster cards belong to certain Tribes - if the Disaster belongs to your Tribe you take less damage (this is also indicated in the card's title). There may be an additional status in the title that everyone must adhere to. For example: "**Everyone loses 1 currency**" (found on the Artificial intelligence Disaster).

If the black side of a Disaster card is drawn, you now have to deal with a Mega Disaster, which means **everyone loses their Gear cards** after the Mega Disaster round ends (unless you have the "Go Bag" – see notes about the "Go Bag" card below). You can replace lost Gear cards with cards from your hand (if you have them and they are from your tribe), if not, you'd better try and get some asap! The White side of a disaster card does not cause Gear card loss, everyone keeps their Gear cards into the next round.

Special rules during a "Disaster round":

Each player defends against the disaster with defence points first, then each player takes a turn like normal, with the exception that:

- a) No one draws a card from the Game Play deck, and
- b) When attacking, you may only use one card from your hand per opponent, in addition to your Base Attack Points.

Notes about the "Go Bag" Card:

This may be the best card to hold in your hand! The Modifier says: "**Negates any disaster damage & gear loss**", meaning any Disaster that happens will not affect you in any way! But to use it you must burn it to the Graveyard. If someone has a card with the "**1 Time Graveyard Draw**", they may use it during their next turn to retrieve the Go Bag from the Graveyard for themselves!

The Go Bag cannot be used (burned) to protect against an opponent's "**Force Flip Gear Card**" on one of your Gear cards, or to save you from another player's attack, it only saves your Gear cards in a Disaster.

**** Ragnarock Tip **** Use the information on this card to build your own 72 hour emergency Go Bag. Select items best suited for you from all categories listed. Have a Go bag(s) in your home, workplace, or vehicle. More detailed lists can be found online. Don't leave yourself and your family unprepared!

What happens if a Tribe is defeated?

If you defeat a Tribe by exceeding all of their Defence Points with your Attack Points and eliminating all of their Currency (Tribe members), you receive all remaining cards in their hand PLUS their gear cards.

Game play options when it's not your turn:

Any player can donate (Burn) one card per round (including Disaster rounds) to help another Tribe. For example: use a card with Knowledge Points to save them from extinction or use an Attack card to aid a player in attacking another Tribe. Choose wisely.

How does the game end?

The game is over when the last card is drawn from the Game Play deck. The dealer then draws a card from the bottom of the Disaster pile for one final Mega Disaster.

The winner of the game is determined by who has the MOST Knowledge Points / Tribe members after the final Mega Disaster. Are you the Tribal Leader? Now play again!

Continuing play after a game:

One game equals one generation. Extend the game play by starting another game (generation) with the currency (Tribe Members) you currently have left. The new dealer reshuffles the Game play deck and any players needing cards are dealt from the bottom of the deck till they have 5 cards. Can you last for 7 generations? Will you let extinct tribes back into the game? You choose.

Definitions:

Attack Points - represented by the domino symbol in the top right corner of the card (black side).

Base Attack Points - the sum total of the domino values for each gear card; found in the top right corner of the gear cards (black side).

Base Defence Points - the sum total of the domino values for each gear card; found in the bottom right corner of the gear cards. (black side).

Burn - to place a card into the Graveyard pile after using it during your turn (by attacking, cashing in for Knowledge Points, or using the Modifier).

Currency - the 20 objects that represent your Tribe. Also known as "Knowledge Points" and "Tribe Members". The player with the most Currency at the end of the game wins.

Damage Points - found at the top of the Disaster cards under the title. They indicate how much damage everyone receives during a Disaster round.

Defence Points - represented by the domino symbol in the bottom right corner of the card (black side).

Disaster - Happens at the end of every 3 rounds. All players must defend against it.

Disaster Cards - There are 8 disaster cards, see both black and white sides of cards for a total of 16 different Disasters. They are marked with a "skull and cross bones" in the bottom corner. They have their own pile on the table and are drawn at the end of every 3 rounds. They indicate the Damage Points everyone receives during a disaster round.

Disaster Round - at the end of every 3 rounds there is a Disaster round. At the end of the game when the final card is drawn from the Game Play deck, a Disaster card is drawn and the Mega Disaster side of the card is used (black side).

Game Play Cards - all the cards from "Ace" to "Jack" in one pile on the table that players continually draw from the bottom of the deck during their turn until the last card is drawn and the game is ended with a Mega Disaster.

Gear Cards - the two cards laid down in front of you - think of them as your foundation. They provide continual Base Attack Points and Base Defence Points. See the Gear Cards section above for more details.

Generation – Each completed game is one generation. Continuing game play for more generations is an added challenge. Can you last for 7 generations?





Graveyard (Burn) pile - after a card is used by a player it gets "burned" and sent to this pile.

Knowledge Points - found on the white side of the cards under the title. States how many "Currency" objects can be collected if that card is cashed in (burned). Example "Knowledge +1" means take one Currency object (Knowledge Point) from the centre pile.

Mega Disaster - found on the black side of the 8 disaster cards. When one of these cards is drawn during a disaster round you must defend against the "Damage Points" and then each player loses their Gear cards before starting the next round (unless the player has the "Go Bag" card). A Mega Disaster is also used at the very end of the game once the final Game Play card is drawn.

Modifier - found under some of the card titles at the top of the card. These Modifiers give you game play options for using to your advantage. Example "Force Flip Gear Card", "Draw 2 cards when burned". See the "Modifier Definitions" section below for more details.

Specialty Card - An extra Gear card that has a Modifier starting with the word "Attach...". This card can be attached to certain Gear cards if the Modifier says so. Example "Attach to weapon for +2 attack". In this case, one of your existing Gear cards must be a weapon to attach this Specialty card. Specialty cards increase the Base Attack or Defence points.

Tribe - the card the Tribe belongs to: Fire , Earth , Air , Water  Symbol found in the top left corner of card.

Modifier Definitions:

- i) **Game Play Modifiers:** On the cards in your hand to be used during game play.

All take 1 card from player to the left - Starting with the player who burned the card, do as the card says. Players from whom the card is being taken can cover their cards to prevent the opponent from identifying it, or give the cards corresponding numbers (1,2,3...) and tell them to choose a number.

Draw extra card +1 Knowledge - Player draws 1 card from the bottom of the Game Play deck and also receives one Currency object (Knowledge Point) from the centre pot.

Draw 1 card from deck & 1 from a player - Player draws 1 card from the bottom of deck and also from any Player's hand. Players from whom the card is being taken can cover their cards to prevent the opponent from identifying it, or give the cards corresponding numbers (1,2,3...) and tell them to choose a number.

Draw 2 cards...slowly - Player draws 2 cards from the bottom of deck...slowly.

Draw 2 cards when burned - Player draws 2 cards from the bottom of deck.

Force Flip Gear Card - Use this modifier to flip any opponent's Gear card. The affected Player will have to burn their Gear card to the Graveyard pile and collect any Knowledge Points the card may have (white side of the card). If a Specialty card is attached to the Gear card, you do not lose the Specialty card, it now becomes your new Gear card.

Force Trade - Draw 1 card from any Player's hand. Players from whom the card is being taken can cover the cards to prevent the opponent from identifying it, or give the cards corresponding numbers (1,2,3...) and tell them to choose a number.

Knowledge +1 - Collect 1 Currency object form centre pot (Knowledge Points).

Knowledge +2 - Collect 2 Currency objects form centre pot (Knowledge Points).

Negates any disaster damage & gear loss - Found on Go Bag card. Burn this card during a Disaster to take no damage and not lose the Gear cards during either a Disaster or Mega Disaster.

One time graveyard draw - Is there a card you want in the Graveyard pile? Use (Burn) this card to grab it out of the pile.

ii) **Gear Card Modifiers: These Modifiers may only be used when the card is on the table as a "Gear" card. You may not use these Modifiers if the card is in your hand.**

Attach to double knowledge cash in - Every time you cash in (Burn) a card for its specified Knowledge Points, you double that number and collect that amount of Currency objects from the centre pile.

Attach to draw 1 extra card per turn - Every time it's your turn you draw 2 cards instead of 1 from the Game Play deck.

Attach as gear -3 disaster damage - Lower the damage received in any Disaster by 3 points.

iii) **Specialty Card Modifiers: These cards may **only** be used when paired with the appropriate gear card of the same Tribe (one of your Gear cards must be a weapon or the specified bow or debris hut to attach these Modifiers to them).**

Attach to bow building for +1 attack - (on the "Cuts" card, Air Tribe only) If the "Bow building" card is on the table as one of your Gear cards you attach this "Cuts" card to it for 1 additional Base Attack Point, PLUS use the Attack Points on the "Cuts" card as additional Base Attack Points. You now have a total of 6 Base Attack Points ("Bow building" 2 + "Cuts" 3 + "Attack" 1 = 6) plus the attack points of the other Gear card on the table.

Attach to weapon for +1 attack - If you have a weapon card down as Gear (see weapon symbol in bottom left corner) attach this card for 1 additional Base Attack Point, PLUS use the Attack Points on this card as additional Base Attack Points.

Attach to weapon for +2 attack - If you have a weapon card down as Gear (see weapon symbol in bottom left corner) attach this card for 2 additional Base Attack Points, PLUS use the Attack Points on this card as additional Base Attack Points.

Attach to debris hut for +2 defense - If you have the Debris Hut down as Gear, attach this card for 2 additional Base Defense Points.

iv) **Disaster Modifiers: Some Mega Disasters have a special modifier which affects all players (unless you have the go-bag) in addition to the damage that the disaster causes.**

Everyone loses a card - Once each player settles up for any damage caused by the disaster, they also have to choose a card to put in the burn pile. Choose wisely!

No trading for 1 season - After everyone settles up for any disaster damage and the disaster rounds ends, no one will be allowed to trade for the next season or "round".

Everyone loses 1 currency - Each player settles up their disaster damage and also loses 1 currency, regardless of their defence points. Currency is added to the centre pot.

**** Ragnarock Tip:**** *Burn this paper in a survival situation*

Video Links:

GAME WALKTHROUGH- <https://www.youtube.com/watch?v=n9yxn4Li7RI>

CARD COMMERCIAL- <https://www.youtube.com/watch?v=-2UUOhVffic>

NOTE TO EARLY PURCHASERS- There have been some small modifications to the game as we continue to improve, streamline and expand the game play. Please see below for a list of changes. None will adversely affect game play. We appreciate your support and understanding as we continue to improve the game for all!

⌘ All "Force flip" cards now say "Force flip gear card" for clarity.

⌘ Due to a print error, the 10 of Hearts has no word after "+1". It should say +1 Attack

PS: Hold onto any decks that predate these changes, they may be worth something someday!

GO TO RAGNAROCKSTUDIOS.COM FOR MORE INFORMATION ON THE GAME, CHARITIES WE SUPPORT, TO JOIN OUR MAILING LIST FOR EXCITING NEWS ON UPCOMING RAGNAROCK PRODUCTS & PROJECTS, AND TO TUNE INTO OUR FREE TUTORIALSERIES.

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KNOW WHERE YOU ARE. KNOW WHAT YOU'RE DOING KNOW WHAT YOU PUT IN YOUR MOUTH.

LEGAL DISCLAIMER

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**KNOW WHERE YOU ARE. KNOW WHAT YOU'RE DOING.
KNOW WHAT YOU PUT IN YOUR MOUTH.**

