

NETA-TANKA



Thanks to the Kickstarter campaign, numerous Stretch Goals have been unlocked! Here are the additional contents for Neta-Tanka:



1 Clan board (5th player)



4 Nomads



1 Totem Pole token, 1 Copy Power token and 3 Reminder tokens



1 Totem Pole board (5-player)



5 Nomad Chiefs



4 Canoe tiles



20 Tents



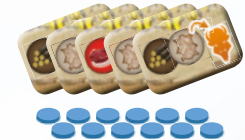
1 First Player pawn



2 Objective cards



4 Neta-Tanka cards



1 Mountain board,
10 Mountain tiles,
12 Special Resource
tokens and
1 Gather Your Thoughts
tile

DELUXE VERSION



2 Buffalo pawns



1 Round Counter pawn



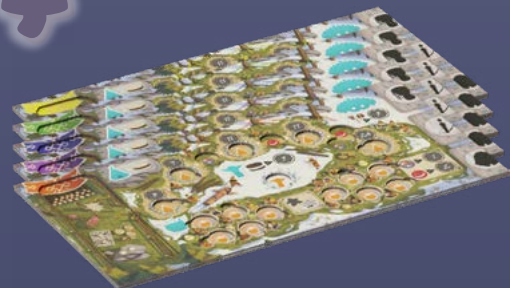
5 Totem Pole pawns



4 storage boxes



Upgraded Resource tokens
(custom cut)



Upgraded Clan boards
(double-layer)



ADDING THE NEW COMPONENTS



The Kickstarter version comes with printed Nomads and Visiting Nomad, which replace the plain versions from the base game.

The Kickstarter-exclusive bonus contents bear a white Kickstarter K, which allows you to sort those out from the base game contents, should you wish.

The components for The Mountain expansion bear an orange buffalo head icon, which allows you to sort those out from the base game contents, should you wish.



5-PLAYER RULES



Even experienced gamers should not start out with a 5-player game. Please play a few 3- or 4-player games first, in order to master the subtleties of the game before trying a 5-player game.

SETUP

Setup is identical to the setup for a 4-player game, with the following differences:

- Use the 5-player Totem Pole board.
- Rather than 3 Nomads of their color, each player takes 2 Nomads and the Nomad Chief of their color.

After selecting the first player, the first 4 players take their starting resources as in a 4-player game, but the 5th player takes 2 , 2 , 2 and 1 Generosity point.

THE NOMAD CHIEF

Right from the beginning of the game, you can place the Nomad Chief on a Location already occupied by an opponent's Nomad, **even on an Elder Location**. However, you still cannot have multiple Nomads of the same color on the same Location, and cannot exceed the 2-Nomad limit per Location (other than Open Locations, of course), even if the Chief is one of them.



FLOW OF THE GAME

Phases I and II proceed as usual.

In Phase III, for the Visit the Elder of the Forest and Visit the Elder of the Hunt Locations: If the Location has 2 Nomads on it (and thus at least one of them is a Nomad Chief), the player there earlier in the turn order chooses whether to accept the Elder's Mission (to follow the footprints) or retrieve their Nomad. The second player there must make the opposite choice.



EXPANSION: THE MOUNTAIN

SETUP

Place the Mountain board **1** beside the main board, near the Gather Your Thoughts Location of the Village board.

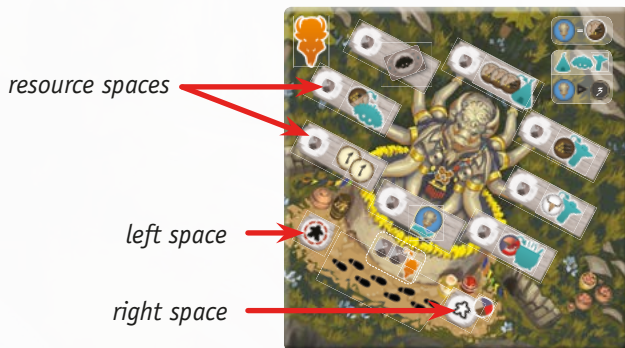
Place the Gather Your Thoughts tile **2** on the Gather Your Thoughts Location of the Village board.

Shuffle the Mountain tiles **3** and stack them face up on their space of the Mountain board.

Put the Special Resource tokens **4** in the General Reserve.

MOUNTAIN BOARD

The Mountain board offers a new Location: Pray (to the God of Prosperity). The placement system in this Location is special.



Phase I

Only 1 Nomad can occupy the left space. This rule prevails over the Copy Power, Nomad Visitor, and Nomad Chief. You cannot send a Nomad (of any type) to the right space during Phase I.



Phase II

If your Nomad is on the **right** space (see Phase III on the next page), you can retrieve 1 resource from **THE FOREST** or the **TANNING AREA** to your Personal Reserve.

If you have a Nomad in the left and/or right space, you can place the resources indicated by the current Mountain tile from your Personal Reserve onto empty resource spaces on the Mountain board. Each resource space can only accommodate 1 resource. Placing a resource permits you to to perform the associated action. If you can only place 1 resource, then only perform the 1 action.



The bottom-most of the available actions allows you to retrieve a Special Resource from the General Reserve to your Personal Reserve. You can subsequently use this Special Resource in place of a or . At the end of the game, each Special Resource in your *Tent*, *Handicraft*, and *Totem Pole* sections is worth 3 points.

Note: Whenever you use Special Resources to complete a Handicraft card or a Tent, leave the Special Resources you used in the respective section when you returning the other resources to the General Reserve (Special Resources on your Clan board are worth points at the end of the game)



Yellow can place 1 and 1 to perform any 2

actions, except Retrieve a Special Resource, because the Special Resource space is already occupied.

Phase III

Remove a Mountain tile to reveal the next one.

If you have a Nomad on the left space, do not retrieve it: This Nomad is going on a Mission following the footsteps. Move it to the right space. If the right space already had another Nomad there, its owner retrieves it.

If you have a Nomad on the right space, and no nomad moved from the left space to replace it this round, you can choose whether to retrieve it or leave it there.



THE GATHER YOUR THOUGHTS TILE



Phase I

Note that this Location now has only 1 space, and it is no longer an Open Location. The normal rules for Single-Space Locations apply.

Phase II

A Nomad placed on this Location must perform the action on its turn. Move 1, 2, or 3 resources from the resource spaces of the Mountain board to the General Reserve, and respectively gain 0, 1, or 2 Generosity points.

THE TENTS

When you complete a Tent in your *Tent section*, return the  and  to the General Reserve, and place a Tent there instead (if they were Special Resources, leave them in the section).



ADDITIONAL TILES AND CARDS

Canoe tiles


Perform only 1 of the 2 actions (the left one or the right one).

Neta-Tanka cards

Perform all the actions depicted on the card at the same time. You cannot resolve the parts of the card at different times.

Objective cards



At the end of the game, gain 3 points if at least 1 section of your *Tent*, *Handicraft* and *Totem Pole sections* contains at least 1 Special Resource, and if your *Nourishment section* contains at least 3 .



At the end of the game, gain 3 points if at least 1 section of your *Tent*, *Handicraft*, and *Totem Pole sections* contains at least 1 Special Resource, and if your *Personal Reserve* contains at least 3 Generosity points.

DELUXE VERSION

Use the wooden Buffalo, Round Counter, First Player, and Totem Pole pawns instead of the cardboard tokens of the same names.

Stand the Buffalo up to mean that the buffalo has been caught, and lying down to mean that the buffalo has not been caught.