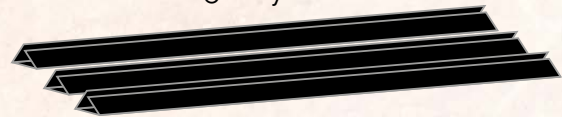


TRIBES OF THE WIND

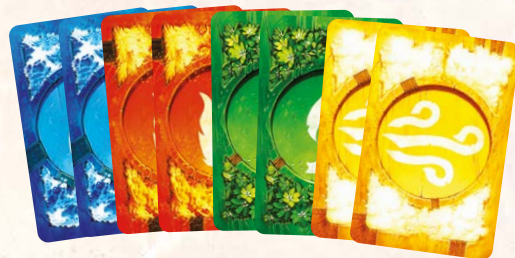
COMPONENTS



- 5 Player boards



- 5 Card holders



- 80 Element cards



- 30 Village cards



- 20 Guide cards



- 39 Forest/Village tiles



- 5 Starting tiles



- 25 Village markers



- 20 Temple markers



- 35 Wind Rider markers



- 90 Pollution tokens



- 76 Water tokens



- 6 Water x5 tokens



- 1 Game End token

GOAL OF THE GAME

After centuries of exploiting nature, mankind finally created a terrible new type of pollution that spread across the entire planet, destroying all forms of life in its path.

Scattered groups of humans managed to survive in small forests that somehow remained unscathed, and took refuge in lofty cities built in the forests' canopy. They called themselves the Tribes of the Wind, flying from place to place and avoiding all contact with pollution.


In this game you'll play a Guide who uses elemental magic to fight pollution. Grow forests, build new cities in the canopy, and secure the future of humankind.

GAME SETUP

- 1 Place the Game End token on the table within easy reach of all players.
- 2 Place the Water and Pollution tokens on the table to form the supply.
- 3 Shuffle all Element cards to form a **face down** draw pile in the middle of the table. Leave some room next to the draw pile for the discard pile (discarded cards should be placed face up to avoid confusion). Draw the top 4 cards of the draw pile and set them aside, **face down**, to form the **Elemental display**.
- 4 Do the same to form the **Village display**. However, cards from the Village display should be **face up**, not face down.

SHARED AREA



- 5 Do the same for the Forest draw pile and the Forest display. Forest tiles should be placed Forest side up (you must be able to see the white Wind Rider Spaces ). The other side of the tile is called the "Village side". Check the number in the upper left corner of every tile to make sure that you use the tiles matching your number of players:

- **2 players:** tiles with no symbol*
- **3 players:** add the tiles with a 3+ symbol
- **4 players:** add the tiles with a 3+ and a 4+ symbol
- **5 players:** play with all tiles

* Also check the 2-player specific rules at the end of this booklet.


Tip: If you find the draw pile of tiles too tall, you can split it into five small draw piles to form the display. What matters is having 5 available tiles at all times.

PLAYER SETUP

- A Choose a Player board (all players choose their own board). All player boards are different.
- B Take the 4 Guide cards matching the character on your Player board and keep them next to you.
- C Take 7 Wind Riders and place them in the Capital area of your Player board. Take 5 Village markers and place them on the dedicated spot in the upper part of your Player board.
- D Take 16 Pollution tokens and place them in the Terrain area of your Player board (pay attention to the quantities indicated on each space).
- E Take 4 Temple markers and place them in the Temple area.
- F Take a card holder. Draw 5 Element cards from the top of the draw pile and place them in your card holder with their backs toward your opponents. This is your starting hand of cards.




PERSONAL AREA



- G Determine a first player at random. Starting with that player and proceeding clockwise, deal out the Starting tiles (with a  symbol): the first player receives the "1" tile, the second receives the "2" tile, and so on. Place your tile with the colored side up on the space marked with a flag in the Terrain area of your Player board.



- H Gain the Starting bonuses indicated in the upper right corner of your Starting tile:

-  Remove X Pollution tokens from your Terrain area (anywhere).
-  Take X Water tokens and place them in your personal supply.
-  Move X Wind Riders from your Capital to your Starting tile.

- I Draw a Village card from the top of the Village draw pile and slide this card under the left side of your Player board. This gives you a first objective for this game.



HOW TO PLAY

Every round, each player takes their turn in clockwise order starting with the first player (see Setup). The round ends when all players have taken their turn.

A new round then begins, and play proceeds like this until a player triggers the end of the game by building their 5th Village. When this happens, finish the current round so that everyone has played the same number of rounds; then play one final round (all players play their turn).

Each turn consists of two phases:

1. Take an action
2. Refill your hand of cards

You must do both phases on your turn. The next player then takes their turn, and so on.

1. TAKE AN ACTION

You must take ONE the following three actions:

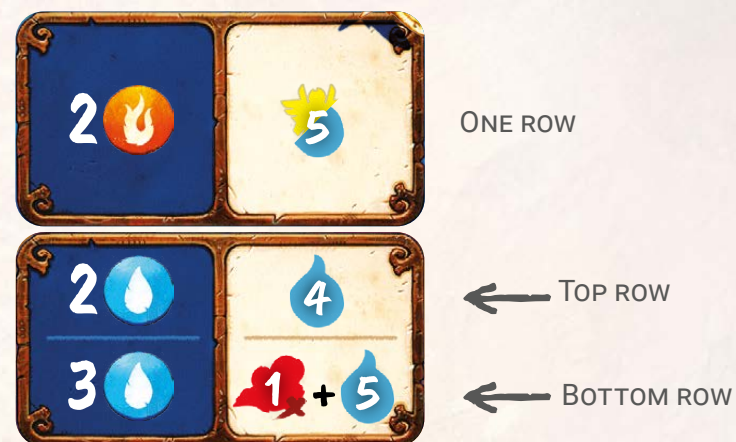
- Play an Element Card
- Place a Temple
- Build a Village

Play an Element Card

This is the most common action of the game. It allows you to trigger specific effects using the elements in your hand and/or in your neighbors' hands. The backs of your neighbor's cards will tell you which elements they have in their hand.



Element cards have one or two rows of symbols.



The symbols on the left are the **requirements** that you have to meet to play the card; the symbols on the right are the **effects** triggered by the card once it is played.

If the card has two rows, you must fulfill either the small (top) requirement, or the large (bottom) requirement.

See the 'Card Glossary' p.11 for all the requirements and effects explanations.

Once a card has been played, its requirement fulfilled, and its effects resolved, place it face up in the discard pile.

Place a Temple



Discard 3 Element cards from your hand (you don't have to meet their requirements, and you do not trigger their effects) to place a temple.

Tip: This action may be useful (even at the beginning of the game) if all of your cards' requirements are difficult or impossible to meet, or if you want to replace your cards faster (see 'Refill Your Hand' p.7).

Choose a Temple marker from the Temple area of your board (you can build them in any order).

Place the Temple marker on a **tile** of your Terrain area with no Temple marker already on it (you cannot have more than one Temple per tile). You may place a Temple on a tile with a Village on it (see Build a Village).

The space where you choose to place the Temple marker may be important to achieve the objectives of certain Village cards.



The effect adjacent to the Temple you chose to build is triggered immediately as soon as the Temple is built.

You cannot reuse an effect granted by a previous Temple.

Example: Ben discards 3 cards from his hand and places a Temple on a tile in his Terrain area. This Temple allows him to immediately perform 2 Wind Rider moves.


If you find yourself unhappy with the cards in your hand, but have already built all your Temples, you can simply discard 3 cards without building a Temple.

Build a Village

Important: Building a Village is an action; Villages do not build themselves automatically.



This symbol is a Wind Rider space. Each Forest tile has between 2 and 4 of these. When all spaces are occupied with Wind Riders (one per space), you may flip the tile to its Village side. **You can only build one Village per turn.** Remove the Wind Riders from the spaces and place them back in your Capital. Any extra Wind Riders or Temples on the tile remain there (place them back on the Village side of the tile once it has been flipped).

Place a Pollution token on each Terrain space that is **orthogonally adjacent to the new Village tile** and that does not contain a tile already (the  icon acts as a reminder).






Then, take one of your Village markers from the upper part of your board and place it on the tile that you flipped.




Building Bonuses

Each tile features one or several building bonuses that activate once when the tile gets flipped to its Village side. As long as the tile is on its Forest side, the bonus is grayed out to indicate that it is not active.

 If the tile features a **Wind Turbine**, do not place any Pollution tokens when building this village. (Also note that the tile has no  icon).

 If the tile features a **Catapult**, when you build the village you can move any Wind Rider from your board (including one from the Capital, or one used to build the Village) to any other tile.

 Some tiles feature a **Wind Portal**. This has no effect when building the Village; however, a village with a Wind Portal is considered adjacent to the Capital and to other Wind Portals. For a Wind Rider, moving from the Capital to a Wind Portal or between two Wind Portals only takes one move.

Example: Jennifer played a card that allows her to perform 2 moves. She moves as follows:



Village Card

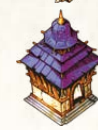
Each time you build a Village, take one Village card of your choice from the display. You can either immediately use its right side for its effects, or keep the card to try and complete the objective on its left side by the end of the game.



! If you choose the **right side**, immediately resolve the indicated effects then discard the card.



A Catapult allows you to move one of your Wind Riders to any tile.



A Temple allows you to **immediately** take the action Place a Temple without discarding Element cards – you still trigger the temple's effect.

★ If you choose the **left side**, slide the card under the left side of your board, keeping only the left part visible. You cannot change your mind later to use the right side. You cannot have more than 4 Village cards on the left of your board (including the one that you placed during Setup). If you gain a 5th Village card and wish to use its left side, you must discard another Village card from your board. **You will score extra points at the end of the game if you manage to complete the objectives given on the cards that you keep.**



When you are finished, refill the Village display up to 4 cards.

2. REFILL YOUR HAND

At the end of your turn, after completing your action, take as many cards as necessary until you have 5 cards in hand. Take them from the Elemental display and/or from the top of the Elemental draw pile.

If you have to draw 3 cards because of a *Place a Temple* action, **do not** look at your cards as you draw them; draw them all face down.

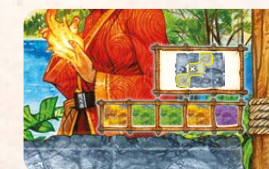
Once you've refilled your hand, refill the display to 4 cards.



If, at any time, the Elemental draw pile is empty, shuffle the discard pile to make a new draw pile.

GUIDE POWERS

Each Player board features two specific requirements known as the 'Guide Requirements'.



If you meet a Guide Requirement, you may choose one of your Guide cards at the end of your turn. This gives you access to a new power. Each requirement can only be met once. If you meet both of your Guide Requirements, you'll have access to two powers!

GUIDE REQUIREMENTS



One of the requirements is to place your tiles so that they follow a specific order of color, indicated on each Player board.

To meet this requirement you must be able to create a 'path' that follows the order indicated on your Player board, using orthogonally adjacent tiles. You cannot use a tile more than once in your path, and you do not need to use the Starting Tile.

Example: This layout is legal.



The other Guide Requirement is specific to each Guide:

| | |
|--|--|
| 8  | Have 8 Terrain spaces with no Pollution tokens (regardless of the number of Pollution tokens on other spaces). Spaces with a tile (including the Starting tile) also count. |
| 2!  | Use the right side of two Village cards. |
| 3★  | Slide 3 Village cards under your board (including the one placed during Setup). |
|  | Build a Village on one of the highlighted Terrain spaces of this region. |
|  | Place a Temple on one of the highlighted Terrain spaces of this region. |

At the **end of your turn** in which you met one of your Guide Requirements, choose one of your Guide cards and slide it under the right part of your Player board. You can use the card's effect from your next turn onward. It is possible to meet both Guide Requirements during the same turn, in which case you can choose 2 Guide cards at the end of your turn.



END OF THE GAME

The end of the game is triggered when someone builds their 5th Village. This player takes the Game End token and places it next to them. Complete the current round (all remaining players play their turn, the player with the highest numbered Starting tile playing last) so that everyone has played the same number of turns. Then, play a final round (everyone plays a last turn).

FINAL SCORING

- Victory Points (VP) are identified with this symbol. Check the bottom part of your board for a quick reminder about how you can score points.
- If you have the Game End token (because you were the first one to build your 5th Village) you score 5 VP.
 - Each Village marker placed in your Terrain area is worth 3 VP.
 - If you have placed your 4 Temples in your Terrain area, score 7 VP. If you have placed only 3 Temples, score 3 VP.
 - Determine the number of Terrain **spaces** that still contain Pollution tokens (no matter how many), and score VP as follows:

| Number of polluted Terrain spaces | 0 | 1 | 2 | 3 or more |
|-----------------------------------|----|---|---|-----------|
| Victory Points | 12 | 7 | 3 | 0 |

- Determine the number of tiles (with or without a Village marker, and including your Starting tile) in your Terrain area, and score VP as follows:

| Number of tiles | 9 or more | 8 | 7 | 6 or less |
|-----------------|-----------|---|---|-----------|
| Victory Points | 12 | 7 | 3 | 0 |

- Also score VP for the completed objectives of your Village cards, if any.

Add up all your VP. **The player with the most VP wins.** In the case of a tie, the player with the most Water tokens wins. If the tie persists, the tied players share the victory.

Example

Here is Joachim's board at the end of the game. He does not have the Game End token (0 VP). He has placed 5 Village markers (5 × 3 = 15 VP). He has only placed 2 Temples (0 VP). His board contains 7 tiles (3 VP). He only has one Terrain space with Pollution tokens (7 VP). He completed the objective listed on his first Village card (8 VP) and the one listed on his second Village card (10 VP). However, he did not complete his third objective (0 VP). His final score is 43 VP.



TWO-PLAYER GAME

All rules remain the same, except for Element card requirements. Treat the Elemental display + the back of the Elemental draw pile (a total of 5 card backs) as your second neighbor.



DON'T FORGET!

Do not get the icons on the back of the cards and the icons that refer to the game pieces mixed up. Card requirements always refer to card backs, while card effects always refer to game pieces, tokens or tiles.

Only take your own cards and the cards of your (left and right) neighbors into consideration. If there are more than 3 players, do not take into consideration the cards of the players that do not sit next to you.

The card that you play always counts for its own requirement. Check your whole hand BEFORE playing the card to see if you meet the requirement.

Temples allow you to avoid getting stuck. If the requirements of your cards do not go well together, a Temple will allow you to refresh part of your hand and make a fresh start.

The game is a race: the first player to build their 5th Village gains a bonus and ends the game! Watch your opponents, keep an eye on their Villages, and make sure to build your own! The game might end sooner than you think.

GLOSSARY

VILLAGE CARDS

Here are the different existing objectives (types, spaces, quantities, regions and bonuses may vary, and the color requirement may be "of the same color" or "of different colors"). Note that all objectives apply to your Terrain area:

| | |
|--|--|
| | Both Terrain spaces with this symbol must be covered with a tile. |
| | Each indicated space must be covered with a Village marker. |
| | Each indicated space must be covered with a Temple marker. |
| | You must place at least X tiles in the highlighted region (3 tiles in the bottom row in this case). |
| | You must have a row of 3 adjacent tiles of the same color. |
| | You must have a column of 3 adjacent tiles of the same color. |
| | You must have a diagonal line (it can be in the opposite direction) of 3 adjacent tiles of the same color. |

| | |
|--|--|
| | You must have a L-shaped pattern (oriented as you wish) of 3 adjacent tiles of the same color. |
| | You must have at least this many Village tiles featuring the same building bonus (3 tiles with a Village marker and a Wind Portal in this case). |
| | You must have 9 Building bonuses on your tiles with a Village marker. |

GUIDE CARDS

Here are the powers that can be unlocked (cards may use different symbols or values as those listed below, but the overall effect is the same):

| | |
|--|---|
| | Every time you play a particular card, gain the indicated benefit (play a red card and gain 3 moves, in this example). This power does not trigger if the card is discarded with the <i>Place a Temple</i> action. It only works with the <i>Play an Element Card</i> action. |
| | On each of your turns, you can discard a given amount of Water tokens to gain the indicated benefit (discard 2 Water to remove 3 Pollution in this example). You can only do this once per turn. |
| | Every time you add a Forest tile to your Terrain area, gain the indicated benefit (take 4 Water tokens in this case). |
| | Every time an Element card, Temple, or Village card gives you the effect indicated here, increase it by the number shown (remove 1 more Pollution token when you are told to remove a Pollution token, in this case). |
| | On each of your turns, you can discard 2 Water tokens to move any Wind Rider to any destination. You can only do this once per turn. |

| | |
|--|---|
| | Each time you add a Forest tile to your Terrain area, you can move one of your Wind Riders to any destination. |
| | Each time you add a Forest Tile to your Terrain area, you can remove all Pollution tokens from one of your Terrain spaces. |
| | Spend one fewer Water token to place your Forest tiles. Also, remove one Pollution token when you place a Forest tile. You must still spend at least 1 Water token. |
| | For each Pollution token that you remove, gain 2 Water tokens. |
| | Once per turn, you may spend 6 Water tokens to place a Forest tile (in addition to your action). |
| | Spend 2 fewer Water tokens to place your Forest tiles. You must still spend at least 1 Water token. |



ELEMENT CARDS

Here are the different possible **requirements** (the examples below all use the Fire element, but the requirements may call for any element). ‘Your neighbor’ refers to the player on either your immediate right or left.

| | |
|--|---|
| | You must own at least the indicated number of cards of this element. |
| | You must not have any card of this element. |
| | You must own at least 1 card of each element. |
| | Count the total number of cards of this element owned by you and both of your neighbors to determine the strength of this card's effect. |
| | One, or both, of your neighbors must own at least one card of this element for either the small or large requirement, respectively. |
| | You must own more cards of this element than one, or both, of your neighbors for either the small or large requirement, respectively. |
| | You must have fewer cards of this element than one, or both, of your neighbors for either the small or large requirement, respectively. You cannot have fewer cards than a neighbor who has 0 cards of this element. |
| | Count the total number of cards of this element owned by you and both of your neighbors. The strength of the card's effect will depend on the number of cards that you all have : 2-3, 4-5, or 6 or more. |

IMPORTANT: The card that you play always counts for its own requirements. Check your whole hand **BEFORE** playing the card to check if you meet the requirements.

After playing the card, resolve its **effect**. Here are the different possible effects:

- Take the indicated number of Water tokens (4 in this case) from the main supply and place them in your personal supply.
- Remove the indicated number of Pollution tokens (2 in this case) from your Terrain area and place them back in the main supply. Pollution tokens may be taken from anywhere, and from the same or different spaces.
- Spend Water tokens (4 in this case) from your personal supply to take a Forest tile from the Forest display or from the top of the Forest draw pile. Place this tile, Forest side up, on any **empty** space (no tile and no Pollution token) of your Terrain area, **adjacent** to another tile that you already placed. Then, refill the Forest display so that there are always 4 visible tiles.
Example: With her Element card, Jennifer can spend 4 Water tokens to take a Forest tile from the display. She places the tile on an empty space of her Terrain area, making sure that this space is adjacent to a tile that she had already placed on an earlier turn. Then, she refills the Forest display so that there are 4 visible tiles.



5 Perform as many Wind Riders moves as indicated (5 in this case). Moving **one** Wind Rider to any orthogonally adjacent tile counts as a move. The **Capital** is considered adjacent to the Starting tile. Moving a Wind Rider from the Capital to the Starting tile takes one move. Wind Riders can't land on a tileless Terrain space.

Example: Jennifer has 5 moves. 2 Wind Riders move 2 spaces from the Capital. Another one moves one space elsewhere.



6 Take as many Water tokens as indicated or move a Wind Rider as many times as indicated (6 in this case). You can also split your choices (for instance, take 2 Water tokens and perform 4 moves).

X If an effect uses an X, it means the number defined by X in the requirement.

8-X This is another example where X means the number defined by X in the requirement. The final cost cannot be less than 1 Water.

Example: If you and your neighbors own 6 cards, then you can buy a Forest Tile for $8 - 6 = 2$ Water tokens.



1+5 and **3/6** If the effect features several icons, pay attention to the signs. The '+' means AND, which means you resolve all effects, while '/' means OR, which means you must choose **one** effect among several.

1
2
3 If two or three icons are stacked in a vertical column, each separated by a '/', select the effect corresponding to the requirement met in the requirement section.



Example: Joachim plays this card. He has 3 cards in his hand. His left neighbor has 1 card and his right neighbor has no cards. Since they have a total of 4 cards, Joachim removes 2 from his Terrain area.



Acknowledgments

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