

Tribes of the Four Seasons

A game for the piecepack by	Phillip Lerche
Version	1.0
Version Date	13-Dec-2004
Number of Players	2-4
Game Length	30-60 minutes
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Equipment to play:	1 Four Seasons piecepack (see http://www.piecepack.org)

Introduction

Each player represents a tribe that is striving to have the most influence over the resources available to the various settlements of the land.

Aim

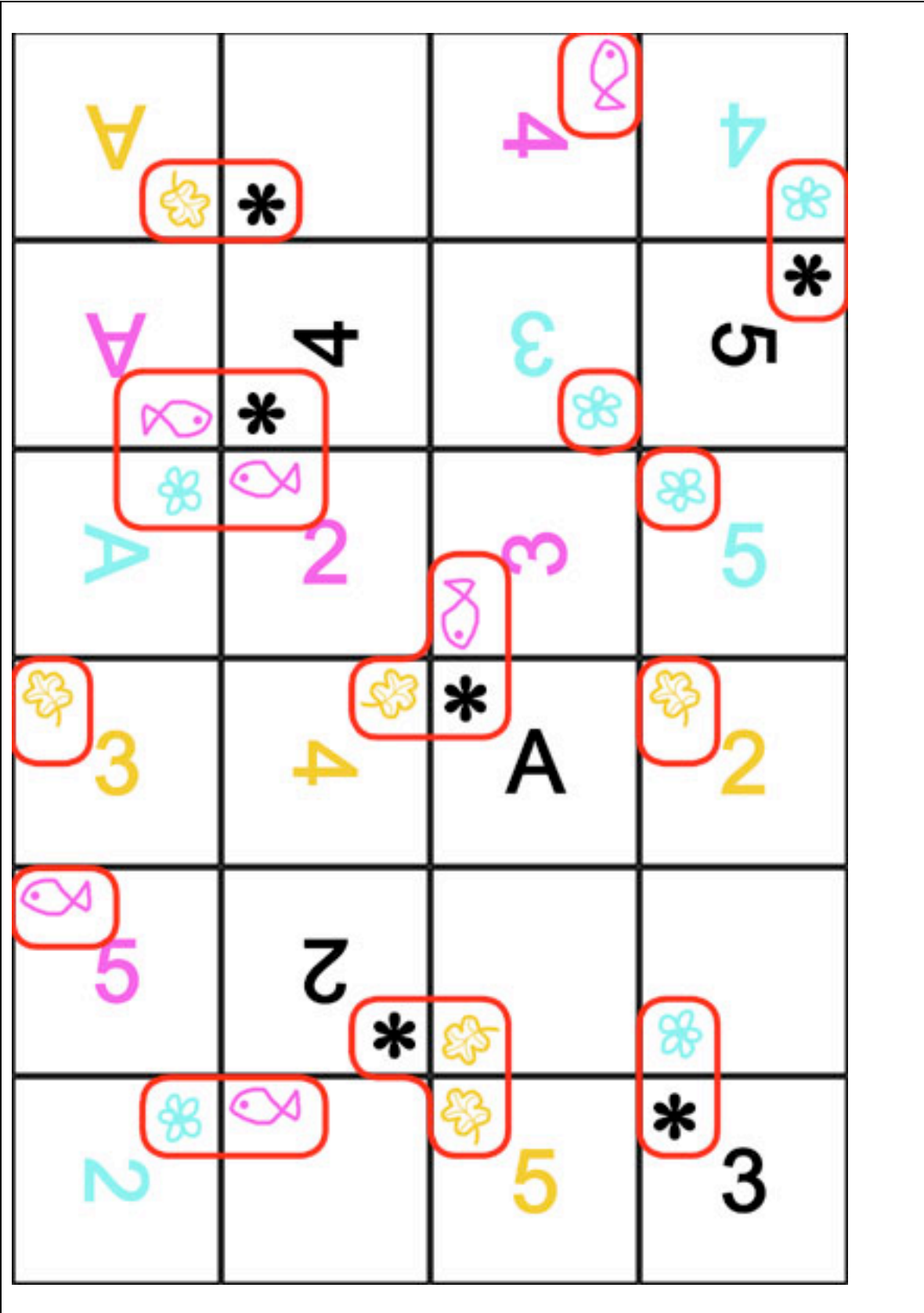
The aim of the game is to have the tribe that exerts the most control over the resources of the settlements at the end of the game. The four tribes are Winter, Autumn, Summer, and Spring. Each tribe is good at using one specific type of resource, so needs to gather as much of the other 3 resources as possible. The resources are water (white snowflake), wood (orange leaf), animals (purple fish) and grain (light blue flower).

Setup

Place the tiles face down and shuffle them thoroughly. Randomly place them in a 4 by 6 rectangle. Turn all of the tiles over, without changing tile orientation. The numbers on the tiles (ace=1, null=6) represent resources available, and the suit marks on the corners of the tiles represent tribes that have formed settlements. At the start of the game settlements consist of at least 1 tribe. If suit markers are adjacent to each other then starting settlements can consist of 2,3 or 4 tribes. The playing area will therefore consist of between 6 and 24 settlements at the start of the game. (See diagram)

Set up diagram

Below is an example of the board set up at the start of a game. The red lines show the outlines of the 13 settlements on the board. Only suit markers that are orthogonally adjacent to each other form settlements of more than 1 tribe. The board shows 6 settlements of 1 tribe, 4 settlements of 2 tribes, 2 settlements of 3 tribes and 1 settlement of 4 tribes.



Place the 4 pawns next to the board – the pawns are the Shaman of the tribes.

Starting with the oldest player and moving in counter-clockwise order (i.e. to the right), each player now chooses a suit. The last player to choose a suit will be the first player to take an action in the game. Play is always clockwise (i.e. to the left).

Once each player has chosen a suit, he or she takes the die and coins of that suit. If 2 are playing then, after both players have chosen 1 suit, each player takes 3 coins from each of the unused suits. If 3 are playing each player also takes 2 coins of the unused suit. Unused dice are not used in the game. Coins represent tribes that wish to join a settlement and are always placed suit side up, the values having no game purpose.

Standard setup showing the coins held at the start of a 3-player game in which Winter is not chosen as a player tribe:

	Flower	Fish	Leaf	Snow
Spring	6 coins	-	-	2 coins
Summer	-	6 coins	-	2 coins
Autumn	-		6 coins	2 coins

Standard setup showing the coins held at the start of a 2-player game in which Spring and Summer are the chosen player tribes:

	Flower	Fish	Leaf	Snow
Spring	6 coins	-	3 coins	3 coins
Summer	-	6 coins	3 coins	3 coins

Optional advanced rule: if players would like to play a more challenging, aggressive game, each player gives each other player one of his or her tribal markers at the start of the game. If 2 are playing then players should exchange 2 markers. In a 4-player game each player will therefore start with 3 of their own tribal markers and 1 from each other player.

Advanced setup showing the coins held at the start of a 4-player game:

	Flower	Fish	Leaf	Snow
Spring	3 coins	1 coin	1 coin	1 coin
Summer	1 coin	3 coins	1 coin	1 coin
Autumn	1 coin	1 coin	3 coins	1 coin
Winter	1 coin	1 coin	1 coin	3 coins

Advanced setup showing the coins held at the start of a 3-player game in which Winter is not chosen as a player tribe:

	Flower	Fish	Leaf	Snow
Spring	4 coins	1 coin	1 coin	2 coins
Summer	1 coin	4 coins	1 coin	2 coins
Autumn	1 coin	1 coin	4 coins	2 coins

Advanced setup showing the coins held at the start of a 2-player game in which Spring and Summer are the chosen player tribes:

	Flower	Fish	Leaf	Snow
Spring	4 coins	3 coins	3 coins	3 coins
Summer	3 coins	4 coins	3 coins	3 coins

Game play

The game is played in a series of rounds. Starting with the first player, each player in clockwise order moves a Shaman to a different settlement then places a tribe (coin) in that settlement until all players have played all of their tribes (coins), at which point the game ends.

1) Moving a Shaman to a settlement

The current player must move one Shaman from its present location (at the start of the game they are all off the board) to a different location. When moved the Shaman must be placed in an open quadrant orthogonally adjacent to any tribal marker in the new location with the restriction that only one Shaman may be present in any single settlement. Placing a Shaman always expands a settlement by 1 quadrant, and Shaman may also join 2 or more settlements into a larger settlement.

In the 4-player standard game players can only move the Shaman of their own tribe. In the 2 and 3-player game (as well as the advanced game) players may move their own Shaman as well as the Shaman of tribes they do not own.

2) Adding a tribe to a settlement

After moving a Shaman the active player **MUST** add one tribal marker that matches the tribe of the Shaman to the settlement by placing any one of his or her coins in an open quadrant orthogonally adjacent to any tribal marker in the settlement. The tribal marker may be also placed next to the Shaman. Each tile can therefore hold up to 3 tribal markers (in addition to the suit marker), or 2 tribal

markers and a Shaman. The suit marker on the tile always counts as a tribal marker.

If for some reason a player cannot legally move a Shaman and place a tribe, he or she must pass, and discards one of his or her unplaced tribal markers. If all players are forced to pass in succession the game ends immediately (see scoring)

It is possible to join 2 settlements together through adroit positioning of Shaman and new tribal marker placements. However, a Shaman or new tribe may not be added to a settlement if it would result in 2 Shaman being present in the new larger settlement. (See example of play).

Example of play showing the lower part of the board above:

The Spring tribe Shaman is placed in an open quadrant on the 6 animal tile and now temporarily joins the 2-tribe and 3-tribe settlements into one large 6-tribe settlement. The Shaman is allowed to be placed like this because there is no Shaman present in either of the 2 settlements prior to the move.

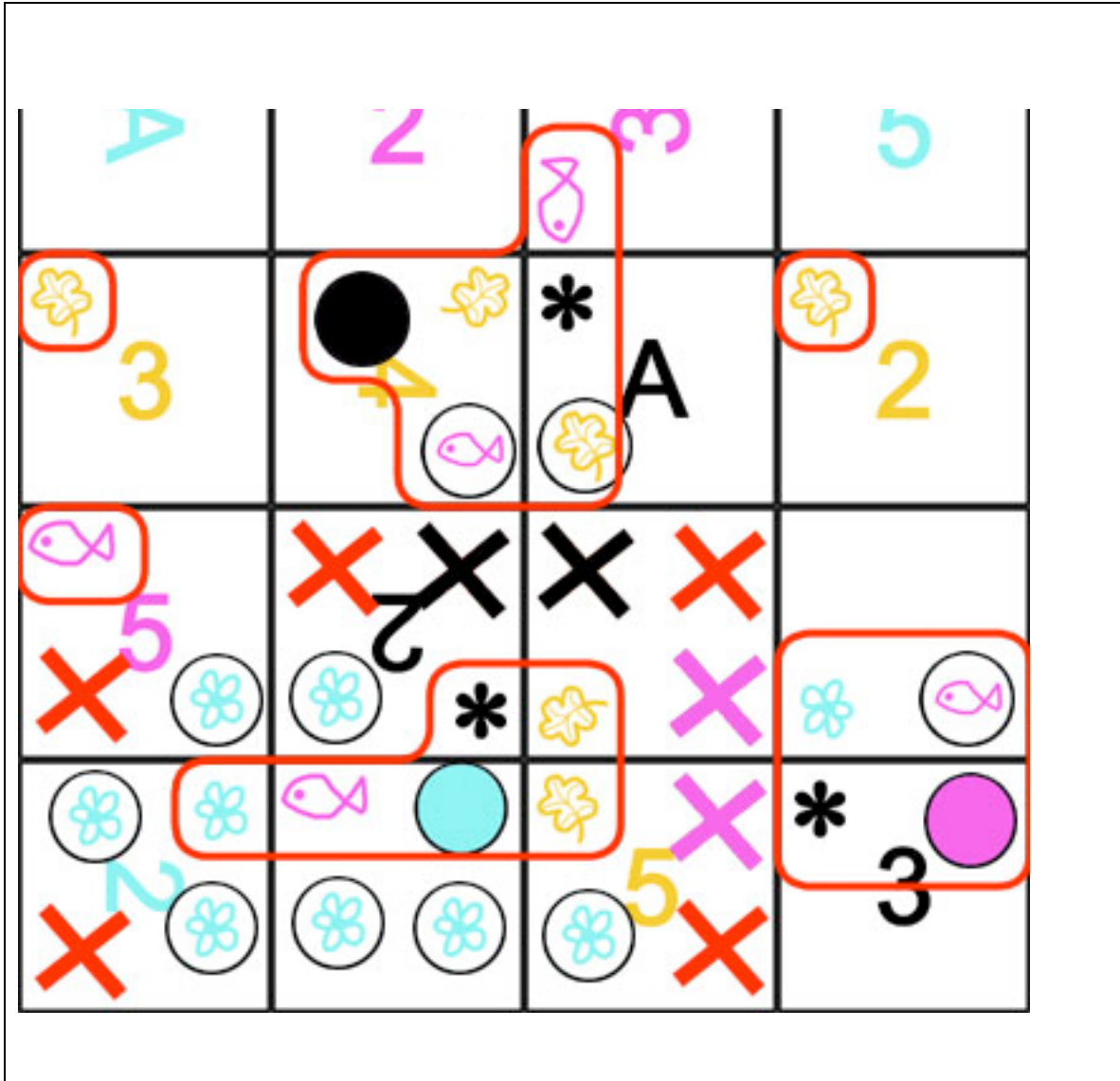
The player moving the Spring Shaman MUST then place a tribal marker of the Spring tribe orthogonally adjacent to one marker in the settlement.

The Spring tribal marker may not be placed on any of the open quadrants marked with a red X below because they are not orthogonally adjacent to the settlement.

The spring tribal marker may not be placed on any of the open quadrants marked with a black or purple X below because they would merge settlements that already have a Shaman present, and no settlement may ever have more than 1 Shaman.

There are 7 legal placements shown below.

Note that if the spring tribe's Shaman is moved on a subsequent turn the large settlement will revert to two smaller ones unless the new tribal marker is placed on the 2-water tile. If the new tribe marker is placed below the Shaman, and the Shaman is subsequently moved, then the marker will additionally form a new settlement of 1 tribe.



Scoring

Once all players have played all of their coins to the settlements (or passed in succession), then scoring commences. Each settlement is scored separately.

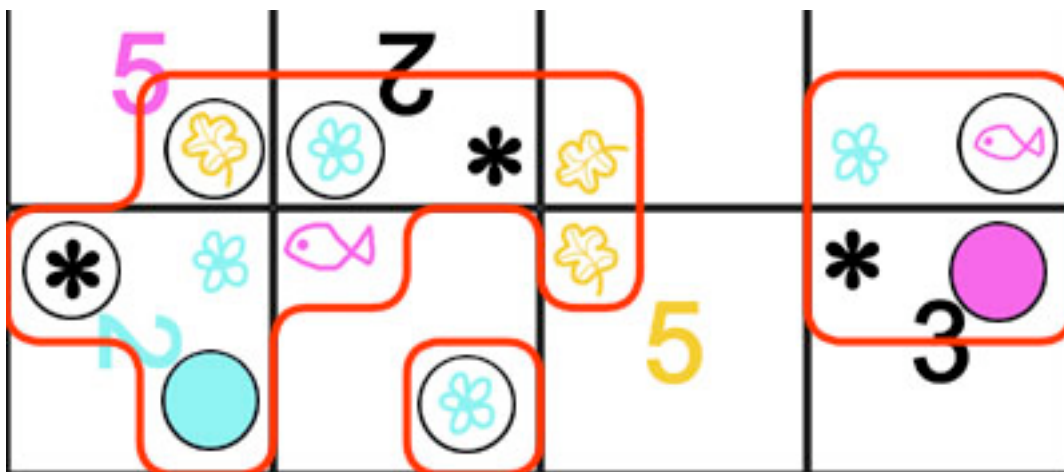
The player with the most tribes in each settlement scores 4 times the value of the settlement. The value of the settlement is the total value in resources that do not match the player's suit minus the resources that do match the suit. The player with the second most tribes scores 3 times the value of the settlement, the player with the second most tribes scores 2 times the value of the settlement, and the player with the least number of tribes scores the value of the settlement. If a

player has no tribes present in a settlement, that player scores 0. If players are tied for the number of tribes they all score at the higher level.

It is not necessary to calculate scores for non-player tribes, but they play a role in determining the multiplier used to score for the player tribes. If the player's Shaman is present in a settlement then the Shaman counts as 1 tribal marker AND resources that match the player's suit score positive points instead of negative points.

The player with the highest score wins the game.

Example of scoring showing a small portion of the board:



The board shows 3 settlements:

- i) a large settlement consisting of 8 tribal markers and the spring tribe's Shaman,
- ii) a 4-tribe settlement
- iii) a 1 tribe settlement comprised of a spring tribal marker (on the null grain tile).

Each settlement is scored separately:

A) The large settlement covers 6 tiles and has the following resources: $5 + 6 = 11$ animals, 2 water, $5 + 6 = 11$ wood, 2 grain.

The spring and autumn tribes have the most influence in the settlement with 3 markers (note that the spring tribe's Shaman counts as a tribal marker during scoring). The winter tribe has the 3rd most with 2 markers, and the summer tribe has the least influence with 1 marker (the suit marker on the null tile).

The tribes score as follows:

Tribe	influence	animal	water	grain	wood	Total
Spring	3	+11	+2	+2	+11	$26 \times 4 = 104$
Autumn	3	+11	+2	+2	-11	$4 \times 4 = 16$
Winter	2	+11	-2	+2	+11	$22 \times 2 = 44$
Summer	1	-11	+2	+2	+11	$4 \times 1 = 4$

Note that the grain scores positively here for the Spring tribe because Spring's Shaman is present in the settlement at the end of the game.

Also note that the multiplier for the Spring and Autumn tribes is the same as they tied for most influence and therefore scored at the high level.

B) The medium sized settlement covers 2 tiles and has the following resources: 6 grain, 3 water.

The Summer tribe has the most markers with 2.

The Spring and Winter tribes are tied with the second highest influence.

The Autumn tribe has no markers present, so scores 0 for this settlement.

Tribe	influence	water	grain	Total
Summer	2	+3	+6	$9 \times 4 = 36$
Spring	1	+3	-6	$-3 \times 3 = -9$
Winter	1	-3	+6	$3 \times 3 = 6$
Autumn	0	0	0	0

C) The small settlement is on 1 tile, and has 6 animal resources.

The Spring tribe score $4 \times 6 = 24$ for this settlement. All other tribes score 0.