

NETA-TANKA

The Frostrivers tribe dwells along the Great Frozen River. Its members live in harmony with Nature. The tribe obeys the laws of the Four Elders, themselves guided by the most venerable of the Elders: the Neta-Tanka.

When the Neta-Tanka enters the twilight of life, the Frostrivers gather at the Sacred Grounds to designate a successor. During this ceremony, each clan presents a young leader, who will need to demonstrate generosity and the ability to provide for the tribe in order to become the new Neta-Tanka.

CONTENTS



1 two-sided Village board



4 Clan boards



16 Nomads
(4 for each player)



1 Visiting Nomad



12 Reminder tokens



2 two-sided Totem Pole boards



12 Canoe tiles



4 Final tiles



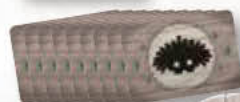
12 Neta-Tanka cards



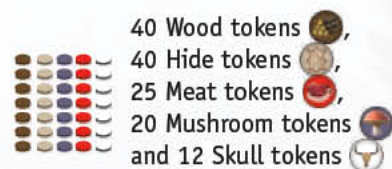
10 Objective cards



15 Solo Objective cards



18 Handicraft cards



40 Wood tokens
40 Hide tokens
25 Meat tokens
20 Mushroom tokens
and 12 Skull tokens



2 Buffalo tokens



20 Generosity tokens (15 ones and 5 fives)



9 Link tokens



17 Solo Link tokens



4 Copy Power tokens



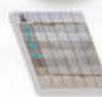
4 Totem Pole tokens



1 First Player token



1 Round Counter token



1 scorepad



1 Masterful Achievements stickers sheet

GOAL OF THE GAME

Earn the most victory points to become the new Neta-Tanka. You will earn points by nourishing your clan, constructing tents, erecting the tallest totem pole, handcrafting objects, and performing acts of generosity toward the tribe.

SETUP

Here is an example of a 3-player setup.

1 Place the Village board in the middle of the table. For your first few games, we suggest that you use the Summer side. For a more arduous challenge, you can use the Winter side once you have mastered the game.

2 Place all of the resources (🍌, 🍷, 🍺, 🍻, 🍴) and Generosity points (👤) beside the board, to form the **General Reserve**. Resources are unlimited. In the unlikely case that you run out of one of these, use a substitute.

3 Shuffle the Neta-Tanka cards. Place 5 of them face up beside the board. Place the deck nearby. Flip the top card of the deck face up (this card is not considered **available**). During the game, as soon as a card (from the 5 **available**) is taken, immediately replace it with the top card of the deck. Then, flip the new top card of the deck face up.

4 Shuffle the Handicraft cards. Place 5 of them face up beside the board. Place the deck nearby. Flip the top card of the deck face up (this card is not considered **available**). During the game, as soon as a card (from the 5 **available**) is taken, immediately replace it with the top card of the deck. Then, flip the new top card of the deck face up.



5 Shuffle the Canoe tiles and create a deck of **4 for a 2-player game, 6 for a 3-player game, 9 for a 4-player game**. Then tuck a random 1 of the 4 Final tiles face down under this deck. Place them face down on the **Visit Canoe** Location of the Village board (the quantity of needed tiles is reminded here). Flip the first card face up. Also place the Round Counter token on the track that circles this Location, on the snowflake depicting the player count.



6 Place the Visiting Nomad beside the Canoe tiles on its space.



7 Stack the 9 Link tokens on the Link space with no icon.



8 Place the Totem Pole board corresponding to the number of players (2, 3, or 4) beside the board. Each player places their Totem Pole token on the leftmost space on it. (For an explanation of the board, see "Totem Pole Boards", page 5 and 19).



9 Place 3  and 1  on the **FOREST AREA**.



Place 3  and 3  on the **TANNING AREA**.



Place the 2 Buffalo tokens on the **HUNTING AREA**. Place them "not caught" side up.



Buffalo
"caught"
side



Buffalo "not
caught" side

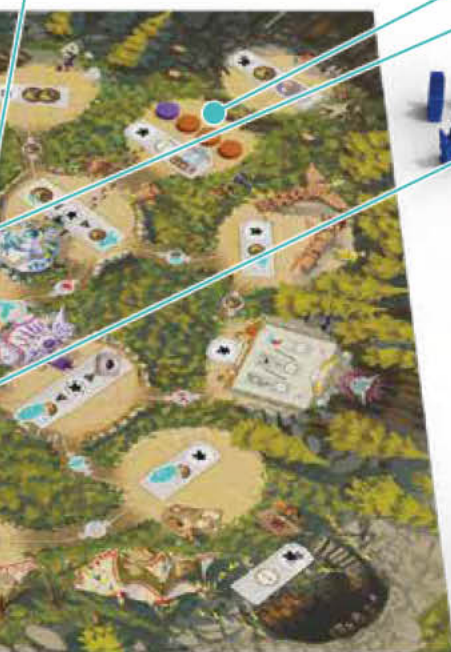
10 Give each player a Clan board. Place your Copy Power token face down on your Clan board.



Also give each player 2  and 1 ; place these on your Clan board, in your **Personal Reserve**. For a 2-player game, see "2-Player Game", page 16. For a 3-player game, each player takes 4 Nomads of their color. For a 4-player game, each player takes 3 Nomads of their color. The number of Nomads you get is depicted in the lower-right corner of the Totem Pole board. Also give each player the Reminder tokens of their color.

11 Deal an Objective card to each player. Keep these secret!

12 Give the First Player token to a random player. To compensate for turn order, the 2nd player takes 1  from the General Reserve, the 3rd player takes 1  and 1 Generosity point, and the 4th player takes 2  and 1 Generosity point.





CLAN BOARD



Here is your personal Clan board. It is divided into 4 sections and also includes your Personal Reserve:

THE TENT SECTION



In this section, you can construct Tents for your clan. Each Tent requires 2 and 1 to construct it (order does not matter at all). You always build the leftmost Tent first; however, you can start construction of the next Tent even if the previous one is not complete, as long as the previous Tent has at least 1 resource on its construction site.

Attention



Before you can start constructing certain Tents, you will be required to provide 1 and/or 1 . **You cannot place any resources on the Tent after such a demand space** until you have provided the required food. **Placing these food tokens does not require an action.**

At the end of the game, you will score points depending on the number of Tents you have completed (see "End of the Game", page 15).

THE NOURISHMENT SECTION



At the bottom, you will find the section where you nourish your clan. Each space in this section can receive 1 or 1 . Fill the left half of this section before you start the right half.

When you place your 5th food in this section, you unlock the Copy Power (see "Copy Power", page 12). Flip your Copy Power token face up.

At the end of the game, each placed in this section earns you 1 point. Each earns you 2 points (see "End of the Game", page 15).

PERSONAL RESERVE

Store the resources you gather (including your starting resources) in this area. The starting resources are depicted in this area as a reminder.



THE HANDICRAFT SECTION



During the game, you can gain Handicraft cards. Handicrafts require and in order to make them. Once they are finished, return the and indicated on the cards to the General Reserve, then tuck these cards under your board in this section. In addition to the points earned by each individual Handicraft card, each set of 3 cards of different types (Drum, Bow, and Vestment) will earn you 5 points at the end of the game (see "End of the Game", page 15).

THE TOTEM POLE SECTION



In the central section, you can erect your Totem Pole by stacking 🍌 and 🍷. **Regardless of the order in which they are stacked**, each set of 2 🍌 and 1 🍷 will earn you 5 points at the end of the game.

Furthermore, you are competing to have the tallest totem pole. You score points at the end of the game depending on the number of resources in your Totem Pole in comparison to the others (see "End of the Game", page 15).



Handicraft Cards

Description of a Handicraft card:
Resources required



Type of object
Points at the end of the game

Totem Pole Board



The Totem Pole board serves to rank the players throughout the game according to the sizes of their Totem Poles. Each 🍌 and each 🍷 counts as one stage of the Totem Pole.

At the beginning all players start on the leftmost space of the board. The first player to place a resource on their Totem Pole moves to the rightmost space. The second player to place a resource will move onto space to the left of the rightmost space. In order to take another player's space, your Totem Pole must be taller.

If you have constructed at least 1 stage, your Totem Pole token will always be alone on a space. If you pass one or more players, their Totem Pole tokens move left one space.

Example: *Peter* has 3 🍌 in his Totem Pole; he is first. *Claire* has 3 🍌 but she got her third after *Peter* got his, so she is second. *Jen* has 2 🍌 in her Totem Pole, and on her turn she adds 1 🍌 and 1 🍷 to it, so now it has 3 🍌 and 1 🍷 (thus 4 stages). She passes both *Peter* and *Claire* and becomes first. The other two move left 1 space each, preserving their previous relative order.



FLOW OF THE GAME

A game lasts 5 rounds for a 2-player game, 7 rounds for a 3-player game, and 10 rounds for a 4-player game.

A round comprises 3 successive phases:

- **Phase I - Place Nomads:** Players take turns placing one Nomad on the Locations of the Village board, until all are placed.
- **Phase II - Resolve Actions:** The first player performs the actions for all of the Locations at which this player has Nomads. Then the next player does the same, until each player has done this once.
- **Phase III - End of the Round:** Everyone collects their Nomads. Remove the Canoe tile for the round. Pass the First Player token to the left (clockwise). Advance the Round Counter token 1 space.

DESCRIPTION OF A ROUND

PHASE I: PLACE NOMADS

The first player places **only one Nomad** (you always place your own) on a Location of the Village board. Then the next player places **only one Nomad**. Continue this way until everyone has placed all of their Nomads.

Note: Frequently, one player will have fewer Nomads to place than the other players during this phase (for example, if one of their Nomads was requisitioned for hunting on the previous turn, see "Missions of the Elders: Hunting and Forest", page 14). When it is your turn to place, and you have no more Nomads, simply pass and move on to the next player.

- **Attention:** You place your Nomads now, but you do not perform the actions corresponding to the Locations until Phase II.
- **Attention:** No matter the type of Location, a Location can never have 2 Nomads of the same color at the same time, not even by using a Copy Power (see "Copy Power", page 12).

There are 3 types of Location:

Single-Space Locations



These Locations can only contain a single Nomad. Once they are occupied, these Locations cannot accommodate further Nomads this round.

Note: There is one exception to this rule: If you have unlocked the Copy Power, you can add one of your Nomads to a single-space Location already occupied by a Nomad of another color ("Copy Power", page 12).

Elder Locations



These Locations work like the single-space Locations, except that it is **never** possible to copy them (not even with the Copy Power — see "Copy Power", page 12).

Open Locations



You can place your Nomad in this Location, even if it already contains Nomads of **other** colors.

Example: *Peter* is the first player.

He places his 1st Nomad **1**.

Now it is *Jen*'s turn; she places her 1st Nomad **1**.

Claire goes next, placing her 1st Nomad **1**.

Now it is *Peter*'s turn again; he places his 2nd Nomad **2**, and so on until everyone has placed all of their Nomads.



PHASE II: RESOLVE ACTIONS

Starting with the first player, each player takes one turn. On your turn, perform **all** of the actions corresponding to your Nomads' Locations **in any order you like**.

To perform an action, lay the Nomad down on its Location (do not remove it from the Village board).

Note: You are never required to perform an action if you do not wish to do so, except for the mandatory actions indicated in the rules.

Example: It is *Peter*'s turn to resolve his actions. He lays his Nomads down as he goes, leaving them where they are. Once he has resolved all of the actions of his Nomads' Locations, *Jen* starts to resolve all of her actions.



Iconography

Whenever you gain a resource, see if the icon depicts a turquoise hand. If this is the case, this resource comes from the General Reserve.

If there is no turquoise hand, the resource comes from an area on the Village board.



THE ACTIONS OF THE VILLAGE BOARD

1 Fell Timber



This Location includes a special area of the board called **THE FOREST**, indicated by spaces with transparent resources.

A Nomad placed on this Location is required to take the **action**. Take 1 Generosity point from the General Reserve, then add 3 wood and 1 mushroom from the General Reserve to **THE FOREST**. (Add these resources even if there are others already present. Stack them if you need to).

2 Retrieve Wood



Take up to 2 wood available in **THE FOREST** and put them in your Personal Reserve. If **THE FOREST** doesn't have enough, take only what is available. (This action **does not permit you** to take wood directly from the General Reserve).

3 Collect Mushrooms or Wood



Take 1 wood or all of the mushrooms available in **THE FOREST**. If neither wood nor mushrooms are available in **THE FOREST**, you take nothing. (This action **does not permit you** to take resources directly from the General Reserve).

Note: This action is an Open Location.

4 Erect Your Totem Pole



Take 1 wood from your Personal Reserve and place it on the Totem Pole on your Clan board.

5 Visit the Elder of the Forest



Choose one:

- Receive 1 wood from the General Reserve.
- Stack 1 wood from your Personal Reserve on the Totem Pole on your Clan board.



6 Visit the Elder of Handicrafts



Choose one:

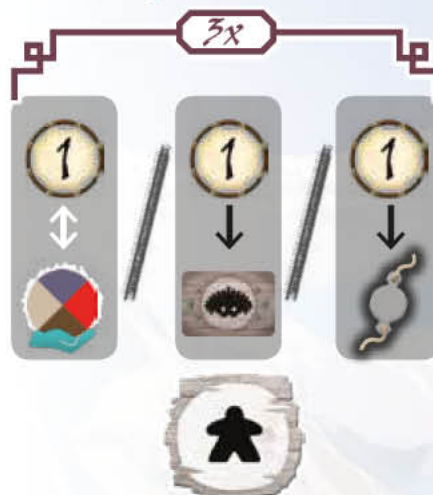
- Take 1 Handicraft card available beside the board.
- Take 1 or 1 from your Personal Reserve and place it on one of your incomplete Handicraft cards, respecting the resources it requires.

7 Make Objects



Take 1 or 1 from your Personal Reserve and place it on one of your incomplete Handicraft cards, respecting the resources it requires.

8 Make an Offering



You can make up to 3 offerings (same or different) from among the following options:

- Either return 1 Generosity point to the General Supply to take 1 resource (, , or) from it, or donate 1 resource to take 1 Generosity point (if you take a Generosity point this way, you donate the resource to another player, rather than returning it to the General Reserve).
- Return 1 Generosity point to take 1 Handicraft card available beside the board.
- Return 1 Generosity point to benefit from a Link on the board (see "Links", page 13). You are not allowed to benefit from the Link between Visit the Elder of Handicrafts and Consult the Neta-Tanka. **Attention: If, in a single action, you make this offering several times, you cannot benefit from the same Link more than once.** You can, however, benefit from a Link that another player has used in the normal fashion this round.

9 Construct Tents



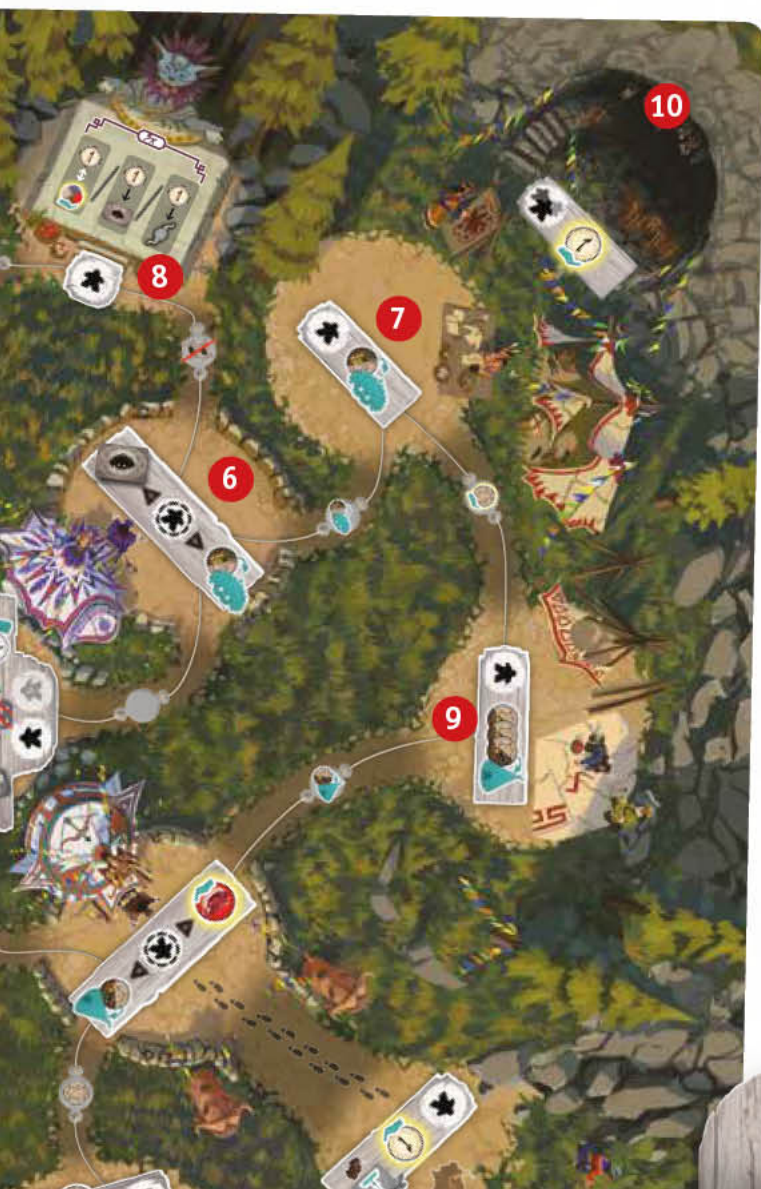
Take up to 3 total and/or from your Personal Reserve and place them in the Tent section of your Clan board.

If you are playing the Winter side of the board, you can only place up to 2 resources with this action.

10 Gather Your Thoughts



Take 1 Generosity point from the General Reserve and put it in your Personal Reserve.



11 Hunt



This Location includes the special area of the board called the **HUNTING AREA**, indicated by a space with a transparent Buffalo.

A Nomad placed on this Location is required to take the **action**. Take 1 Generosity point from the General Reserve, then flip one of the Buffalo tokens to be “caught” side up. It is possible to have 2 Buffalo “caught” at the same time.

12 Tan



This Location includes the **TANNING AREA**.

This action has a mandatory step that must be performed before the “normal” action.

- **Mandatory action:** If a caught Buffalo token is available in the **HUNTING AREA**, flip this token to be “not caught”, then add 3 and 3 to the **TANNING AREA**. (If resources are already available here, stack them.) If there are no Buffalo that are “caught” side up, skip this step.

- **Normal action:** Take 2 available in the **TANNING AREA**. If it doesn’t have enough, take only what is available. (This action **does not permit you** to take directly from the General Reserve).

13 Visit the Elder of the Hunt



Choose one:

- Receive 1 from the General Reserve.
- Place 1 or 1 from your Personal Reserve in the *Tent* section of your Clan board.

If you are playing the Winter side of the board, this Location allows you to take 1, or to place 2 resources in your *Tent* section.

14 Smoke Meat



You must return 1 to the General Reserve from your Personal Reserve in order to take up to 2 available in the **TANNING AREA**. If the **TANNING AREA** doesn’t have enough, take only what is available. (This action **does not permit you** to take directly from the General Reserve).

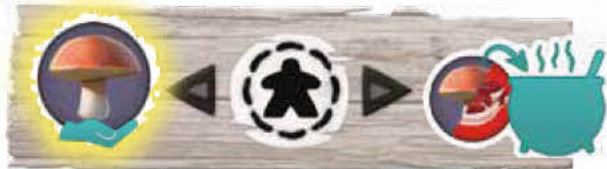


15 Nourish Your Clan



Take 1 or 1 from your Personal Reserve and place it on the *Nourishment* section of your Clan board.

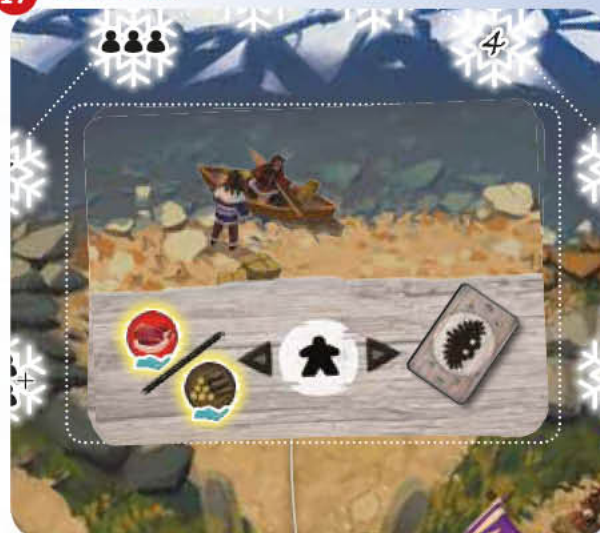
16 Visit the Elder of Nourishment



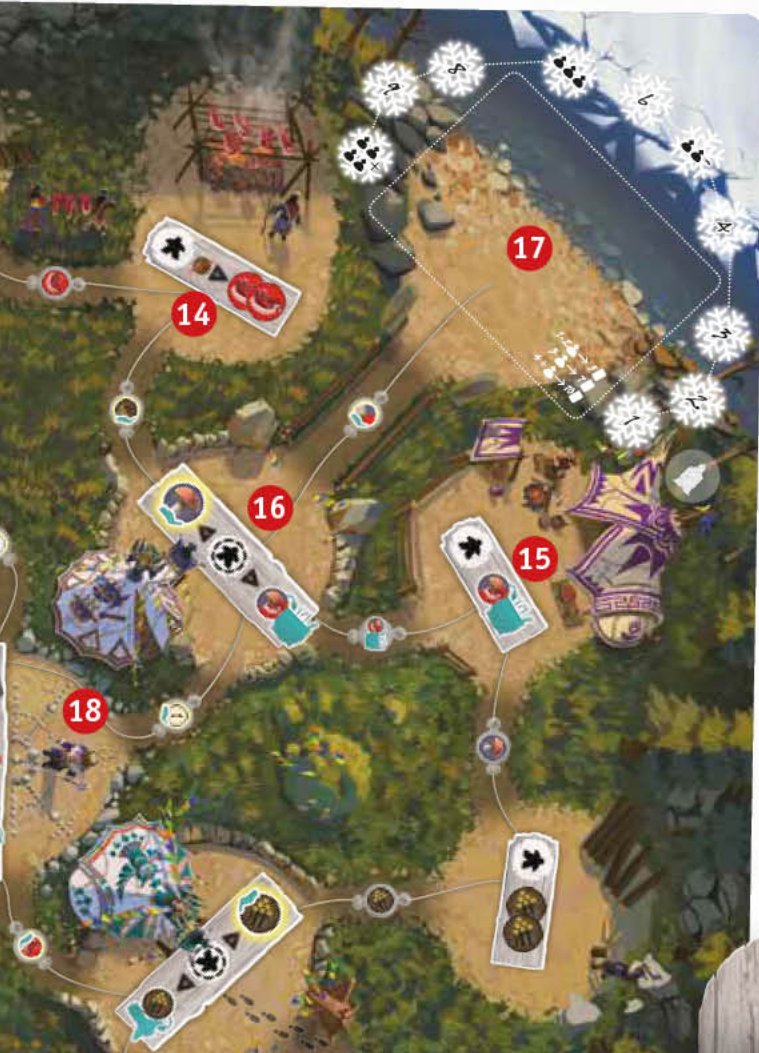
Choose one:

- Receive 1 from the General Reserve.
- Take 1 or 1 from your Personal Reserve and place it on the *Nourishment* section of your Clan board.

17 Visit Canoe



The Canoe tile in this Location changes each round. **You can only take 1 of the 2 actions proposed on the card.**



Canoe Tile Anatomy



Single-space
Location(s)

Resources available for the round

Depending on the card, there are 4 types of possible options:

- Take **only 1** of the resources offered on the left side of the Canoe tile; take it from the General Reserve.
- (If this is proposed on the right side of the Canoe tile) Take a Handicraft card from among the 5 cards available beside the Village board.
- (If this is proposed on the right side of the Canoe tile) Welcome a visitor: Spend 1 or 2 from your Personal Reserve. This will make you the first player for the next turn. This also permits you to host the Visiting Nomad for the next round (see "Visiting Nomad", page 12). **This option can be chosen only once per turn.**
- (Only on the right side of the Final tile) Barter: Spend the resource(s) requested to take 3 Generosity points (see "Final Tiles", page 20).

18 Consult the Neta-Tanka



This Location has 1 single-space Location for 2-player games, and 2 single-space Locations for 3- and 4-player games.

Spend 1 or 2 from your Personal Reserve and take only one of the following options:

- Place 1 from your Personal Reserve on your Totem Pole.
- Take one of the 5 Neta-Tanka cards available beside the board.

Neta-Tanka Card Anatomy

You can play one of your Neta-Tanka cards at any time during your turn, either for the effect on the front or for the effect on the back. When you play a Neta-Tanka card, it is discarded for the rest of the game.

• Front

Effect of the card (see "Neta-Tanka Cards", page 18).

• Back

You can discard the card to take 1 Generosity point from the General Reserve.



THE SPECIAL POWERS

Copy Power



Once you have unlocked the Copy Power, during Phase I: Place Nomads, you can place one of your Nomads on a single-space Location already occupied by **one** Nomad of **another** color. You can only use this power once per round. If a single-space Location

already has 2 Nomads of different colors, you cannot use the Copy Power there.

Remember: You cannot use the Copy Power on an Elder Location. A single-space Location can never accommodate more than 2 Nomads. There can never be 2 Nomads of the same color on the same Location.

During Phase II: Resolve Actions, both players with a Nomad in the same Location benefit from its full effect; however, they perform the action on their respective turns. That means that turn order determines which will take the action first, not the order in which the Nomads were placed.



Example : There are 3 available in **THE FOREST**. During Phase I, after **Peter** has played, **Claire** places her Nomad on Retrieve Wood. Later in the same phase, **Peter** copies this action with one of his Nomads.

According to the turn order, **Peter** performs his actions before **Claire** in Phase II. He resolves his action in this Location and takes 2 from **THE FOREST**. After **Peter** has resolved all of his actions, it is **Claire's** turn. She resolves the Retrieve Wood action, but because there is only 1 remaining in **THE FOREST**, she only retrieves one.

Visiting Nomad

You welcome the Visiting Nomad at the "Visit Canoe" Location. Add the Visiting Nomad to your Nomads for the next Phase I: Place Nomads.

The Visiting Nomad can only be placed on a Location where a player (you or an opponent) has already placed a Nomad (thus it "copies" a single-space or Open Location).

Remember: A single-space Location can never accommodate more than 2 Nomads.

The Visiting Nomad never visits an Elder.

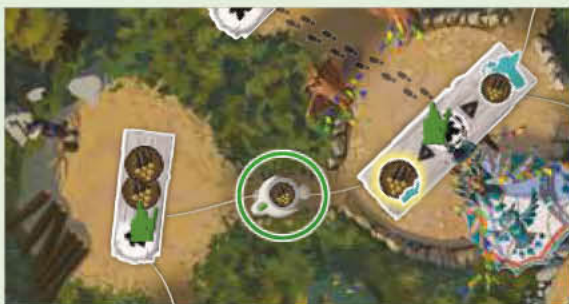
The Visiting Nomad never creates a Link with your Nomads (see next topic).



LINKS

During Phase II: Resolve Actions, you can benefit from the bonuses provided by Links, in addition to the actions of the Locations. You benefit from a Link if you have Nomads of the same color, one on each Location on both sides of the Link (place a Reminder token of your color on the Link). Resolve the Links in whatever order you like when it is your turn to resolve your Location actions. You are never required to use a Link bonus. Remove the Reminder token when you resolve the Link (or at the end of the round if you choose not to resolve it).

Example: *Jen* has placed one of her Nomads on the Retrieve Wood Location and one of her Nomads on the Visit the Elder of the Forest Location. When she takes her turn in Phase II, she could benefit from the Link between these 2 Locations at any time, retrieving an additional available in **THE FOREST**.



Descriptions of the different Links:

Take 1 from the General Reserve and place it in your Personal Reserve.

Take 1 from the General Reserve and place it in your Personal Reserve.

Take 1 from the General Reserve and place it in your Personal Reserve.

Take 1 Generosity point from the General Reserve and place it in your Personal Reserve.

Take 1 from the General Reserve and place it in your Personal Reserve.

Take 1 resource (, ,) or from the General Reserve and place it in your Personal Reserve.

Take 1 from **THE FOREST**

Take 1 from **THE FOREST**

Take 1 from the **TANNING AREA**

Take 1 from the **TANNING AREA**

Add 1 or 1 from your Personal Reserve to the *Tent* section of your Clan board.

Add 1 or 1 from your Personal Reserve to the *Nourishment* section of your Clan board.

Add 1 or 1 from your Personal Reserve to one of your Handicraft cards

Add 1 from your Personal Reserve to the Totem Pole on your Clan board.

Remove 2 Handicraft cards available beside the Village board, and replace them with 2 new ones.

Clarification: The Link between Visit the Elder of Handicrafts and Consult the Neta-Tanka is special. Take 1 of the tokens available in the stack (choose one of those remaining) and place it in front of you. You can use it at any time on your turn, later in the game. When you use it, discard it. Anyone can look at any Link tokens at any time.

PHASE III: END OF THE ROUND

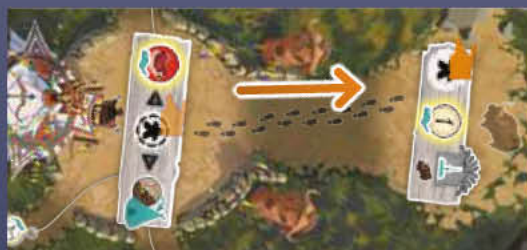
After the last player has resolved all of their actions, perform the following steps:

- If you have welcomed the Visiting Nomad this round, place the Visiting Nomad beside you, and take the First Player token (see “Visiting Nomad”, page 12). If no one has welcomed the Visiting Nomad, place the Visiting Nomad beside the Canoe tiles (if not already there) and the current first player passes the First Player token to the left.
- If the Buffalo tokens are both “caught” side up in the **HUNTING AREA**, flip one to be “not caught”.
- If there are more than 3 🍖 in the **TANNING AREA**, return the surplus to the General Supply.
- Everyone takes back their Nomads, except those that are visiting the Elder of the Hunt or the Elder of the Forest. Also take back any of your Reminder tokens still on the board.
- Discard the Canoe tile from the top of the stack. If you just discarded the Final tile, the game is over. Otherwise, advance the Round Counter token 1 space and reveal the next Canoe tile.

Missions of the Elders: Hunting and Forest

The Nomads who have visited the Elder of the Hunt or the Elder of the Forest do not return to their owners at the end of the round. Instead, they automatically follow the footprints to the “Hunt” and “Fell Timber” Locations, respectively.

In the next round, these players will have fewer Nomads to place than the other players during Phase I: Place Nomads.



END OF THE GAME

When the deck of Canoe tiles is exhausted, each player counts their points in the different categories. Use the scorepad to count your points.

TENTS

Score points for the series of consecutive Tents, starting from the leftmost position, that you have completed. The first incomplete tent from left to right interrupts the series. Add the points of each completed Tent.

Example: *Jen* has completed 4 Tents. Although she had started her 5th tent, she did not complete it. As a result, she scores $3 + 4 + 4 + 6 = 17$ points for her Tents.

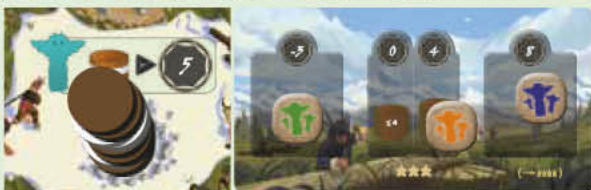


TOTEM POLE

Score 5 points for each set of 2 and 1 in your Totem Pole (order does not matter at all).

In addition, you score the points from the space on the Totem Pole board on which your Totem Pole token sits.

Example: *Peter* has a totem comprising a total of 5 and 3, which is 2 sets of 2 + 1. He therefore scores $2 \times 5 = 10$ points. His Totem Pole token is on the 4-point space of the Totem Pole board, so he earns 4 additional points, for a total of 14 points for his Totem Pole.



NOURISHING YOUR CLÁN

Score 2 points for each and 1 point for each you have put in this section over the course of the game.

Example: *Claire* has 3 and 2, she therefore earns 8 points for Nourishment.



HANDICRAFTS

Each Handicraft card entirely complete in this section earns a number of points indicated on the card. In addition, for each set of 3 different types (Drum, Bow, and Vestment) completed, earn a 5-point bonus.

Example: *Jen* has completed 6 cards: 3 Bows, 2 Drums, and 1 Vestment. She scores the points for these cards: $3 + 1 + 1 + 3 + 3 + 5 = 16$ points. She then adds the bonus for the one set she completed: 5 points. She therefore scores a total of 21 Handicraft points.



OBJECTIVES

If you have fulfilled your Objective card by the end of the game (that is to say that you have fulfilled all of its conditions), score 3 points.



The player with the most points at the end of the game wins, is declared the new Neta-Tanka, and must tend to the future and well-being of the entire tribe.

In the event of a tie, the tied player furthest along the Totem Pole board is the winner.

GENEROSITY POINTS

Add all of the Generosity points you still have at the end of the game to your total score.

Note: Leftover resources do not provide any additional points.



2-PLAYER GAME

In addition to the normal setup, each player takes, in addition to the 4 Nomads of their own color, the 4 Nomads of another color that is not being used. Each player thus has 8 Nomads, divided in 2 colors.

The game lasts 5 rounds.

Phase I: Place Nomads plays as usual, except that each player will place only 6 of their 8 Nomads. You will place either 4 of one color and 2 of the other, or 3 of each color.

Note: You can use Copy Power to place a Nomad of one color on the same single-space Location as one of your Nomads of the other color.

Note: If any of your nomads were already in play (for example, due to the Missions of the Elder of the Hunt or the Elder of the Forest), they count toward the 6 you are allowed to play. Each player must end the round with 2 Nomads unplayed.

In Phase II: Resolve Actions, the first player resolves the actions of all 6 Nomads in any order, regardless of their color. Then the other player does the same.

Finally, Links are only created between Nomads of the same color, not between different-colored Nomads of the same player.

Phase III: End of the round plays as usual.





SOLO MODE



In general, use the rules for a 2-player game.

When setting up, do not take a normal Objective card. Instead, take a random Solo Objective card from one of the three decks (the number of stones on the back indicates the difficulty level).



Take 4 Nomads of one color, and 4 Nomads of a second color. You will play with these 8 Nomads.

Set up the Canoe tile deck for 5 rounds, as in a 2-player game: 4 Canoe tiles atop 1 Final tile.

In Phase I: Place Nomads, place only 6 of your Nomads. You will place either 4 of one color and 2 of the other, or 3 of each color.

Note: You can use Copy Power to place a Nomad of one color on the same single-space Location as one of your Nomads of the other color.

Note: If any of your nomads were already in play (for example, due to the Missions of the Elder of the Hunt or the Elder of the Forest), they count toward the 6 you are allowed to play. You must end each round with 2 Nomads unplayed.

Phase I ends after you have placed your Nomads.

In Phase II: Resolve Actions, resolve the actions of all 6 of your Nomads in any order, regardless of their color.

Links are only created between Nomads of the same color, not between different-colored Nomads.

The Totem Pole board works differently in solo mode. Simply place your Totem Pole token on the space corresponding to the current height of your Totem Pole.

Note: If you activate the "Make an Offering" Location to take a Generosity point, donate your resource to the General Reserve, since you cannot give it to another player.

Phase III: End of the Round plays as usual.

At the end of the game, if your Clan board contains everything indicated on your Solo Objective card (see "Solo Objective Cards", page 20), you win!

Tally your points as usual, except that your Solo Objective card does not earn you points.

Compare your score to the values at the bottom of your Solo Objective card to determine whether you earn a bronze, silver, or gold medal!

Example: *Claire* drew this Solo Objective card at the beginning of the game. At the end of the 5th round, she has succeeded in constructing 3 Tents, erecting a Totem Pole 8 stages high (composed of 6 and 2), filling 7 spaces of her Nourishment section, and keeping 6 Generosity points. This is more than enough to fulfill her Solo Objective, so she wins the game! She scores 11 points for her Tents, 18 points for her Totem Pole, 10 points for Nourishment, and 6 points from her Generosity points, totaling 45 points. She gets the bronze medal!



VARIANT

For a tougher challenge, do not place the Link tokens during setup. Instead, randomly place all 17 Solo Link tokens on all Links on the board (shuffle them all face down, but place them face up on the board). At the end of each Phase III: End of the Round, reposition them all randomly.



This Link allows you to reuse the bonus of another Link that you have already resolved.

Note: To avoid unbalancing the game, please do not use the Solo Links for a multiplayer game.

APPENDICES

NETA-TANKA CARDS



Take 1 from the General Reserve and place it in the *Nourishment* section of your Clan board.



Take 2 from the General Reserve and place them in the *Nourishment* section of your Clan board.



Take 1 or 1 from the General Reserve and place it in the *Tent* section of your Clan board.



Take 1 from the General Reserve and place it in the *Totem Pole* section of your Clan board.



Take 1 or 1 from the General Reserve and place it on one of your incomplete Handicraft cards, respecting the resources it requires.



Take 2 from the General Reserve and place them in your Personal Reserve.



Take 4 from the General Reserve and place them in your Personal Reserve.



Take 3 from the General Reserve and place them in your Personal Reserve.



Take 3 from the General Reserve and place them in your Personal Reserve.



Take 1 from the General Reserve and place it in your Personal Reserve.



Take 3 Generosity points from the General Reserve and place them in your Personal Reserve.



Take 2 basic resources of your choice (, , or) from the General Reserve and place them in your Personal Reserve. These 2 resources can be identical or different.

OBJECTIVE CARDS



At the end of the game, gain 3 points if your *Tent* section contains at least 1 complete Tent, and your *Nourishment* section is worth at least 3 points.



At the end of the game, gain 3 points if your *Tent* section contains at least 2 complete Tents, and your Totem Pole is at least 4 stages high.



At the end of the game, gain 3 points if your *Tent* section contains at least 1 complete Tent, and you have completed at least 1 Handicraft card worth 3 points.



At the end of the game, gain 3 points if your Personal Reserve contains at least 3 Generosity points and your *Tent* section contains at least 1 complete Tent.



At the end of the game, gain 3 points if you have completed at least 1 Handicraft card worth 5 points, and your *Nourishment* section is worth at least 1 point.



At the end of the game, gain 3 points if your Totem Pole contains at least 2 and 1 and you have completed at least 1 Handicraft card worth 1 point.



At the end of the game, gain 3 points if your Personal Reserve contains at least 2 Generosity points, and you have completed at least 1 Handicraft card worth 1 point and 1 Handicraft card worth 3 points.



At the end of the game, gain 3 points if your Totem Pole is at least 5 stages high, and your *Nourishment* section is worth at least 6 points.



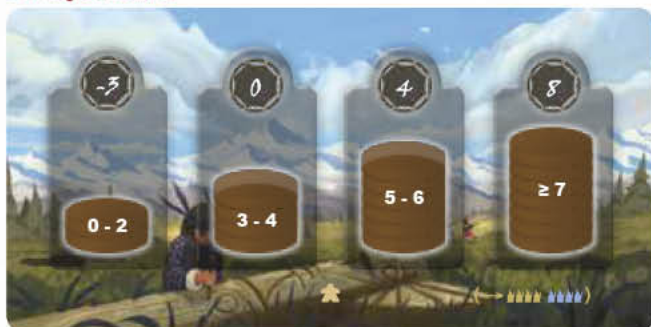
At the end of the game, gain 3 points if your Personal Reserve contains at least 1 Generosity point, and your Totem Pole contains at least 2 and 1, and is at least 5 stages high.



At the end of the game, gain 3 points if your Personal Reserve contains at least 2 Generosity points, and your *Nourishment* section is worth at least 4 points.

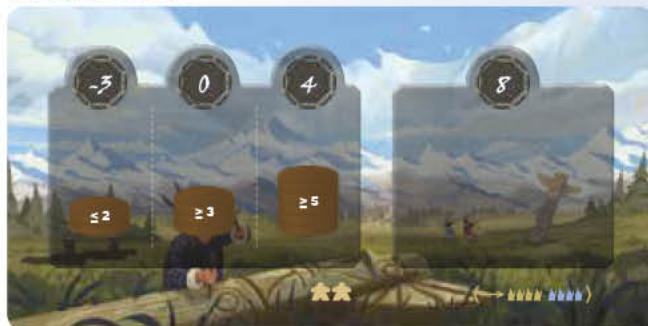
TOTEM POLE BOARDS

1-Player Board



At the end of the game, score the points indicated in the black circle, according to the number of stages in your Totem Pole.

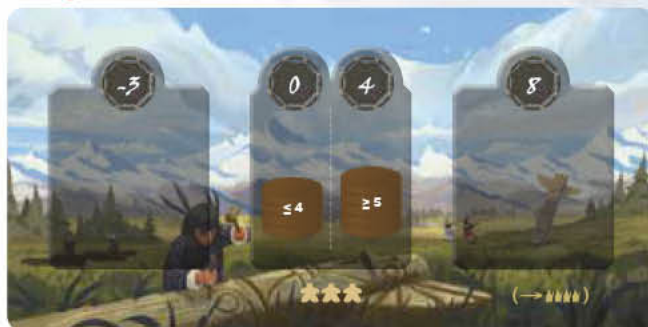
2-Player Board



When your Totem Pole becomes taller than your opponent's, place your token on the right space (8 points). The other player's token goes back to the big, fused space to the left. At the end of the game, the player whose token is in the rightmost space earns 8 points. The player on the big, fused space on the left scores a number of points related to the height of their Totem Pole:

- 0 - 2 stages: -3 points
- 3 - 4 stages: 0 points
- 5 stages or more: 4 points

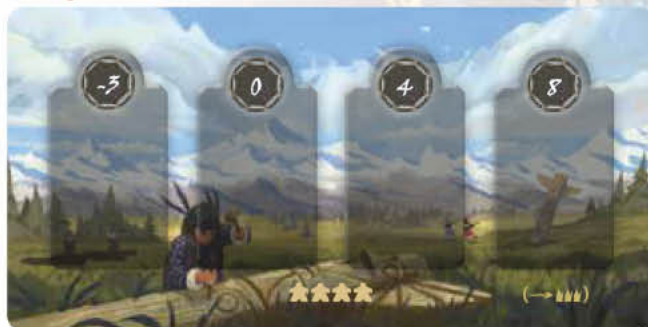
3-Player Board



This board contains 3 spaces. The central space (0 points / 4 points), like the rightmost space, can only accommodate 1 player, and only if that player has constructed at least 1 stage of their Totem Pole. At the end of the game, the player on the central space scores a number of points related to the height of their Totem Pole:

- 1 - 4 stages: 0 points
- 5 stages or more: 4 points

4-Player Board



This board has 4 spaces. At the end of the game, each player scores the number of points indicated on their space.

FINAL TILES



Either take 1 or 1 from the General Reserve, or discard 1 from your Personal Reserve or your Totem Pole to receive 3 Generosity points.



Either take 1 or 1 from the General Reserve, or discard 1 Handicraft card (completed or not) to receive 3 Generosity points.



Either take 1 or 1 from the General Reserve, or discard 3 resources from your Personal Reserve to receive 3 Generosity points. You must discard 3 to receive 3; you cannot discard 1 resource to receive 1 Generosity point.



Either take 1 or 1 from the General Reserve, or remove 3 from your Totem Pole to receive 3 Generosity points.

SOLO OBJECTIVE CARDS



Your *Tent* section must contain at least 4 complete Tents, your *Handicraft* section must contain at least 3 complete Handicraft cards of the same type and 1 complete Handicraft card of another type, and your *Nourishment* section must be worth at least 12 points.



Your *Tent* section must contain at least 4 complete Tents, your Totem Pole must contain at least 4 and 2 , your *Handicraft* section must contain at least 2 complete Handicraft cards of different types, and your Personal Reserve must contain at least 5 Generosity points.



Your Totem Pole must be at least 8 stages high, your *Handicraft* section must contain at least 3 complete Handicraft cards of different types, your Personal Reserve must contain at least 4 Generosity points, and your *Nourishment* section must be worth at least 12 points.



Your *Tent* section must contain at least 3 complete Tents, your Totem Pole must be at least 8 stages high, your *Nourishment* section must contain at least 6 resources, and your Personal Reserve must contain at least 5 Generosity points.



Your *Tent* section must contain at least 5 complete Tents, your Totem Pole must be at least 5 stages high, your *Nourishment* section must be worth at least 5 points, and your Personal Reserve must contain at least 5 Generosity points.



Your *Handicraft* section must contain at least 2 same-type pairs of complete Handicraft cards, your Personal Reserve must contain at least 4 Generosity points, your Totem Pole must contain at least 4 and 2 , and your *Nourishment* section must be worth at least 12 points.



Your *Tent* section must contain at least 4 complete Tents, your Personal Reserve must contain at least 4 Generosity points, your Totem Pole must contain at least 4 and 2 , and your *Handicraft* section must contain at least 3 complete Handicraft cards of different types.



Your *Tent* section must contain at least 5 complete Tents, your *Handicraft* section must contain at least 3 complete Handicraft cards of different types, and your *Nourishment* section must be worth at least 5 points.



Your *Tent section* must contain at least 4 complete Tents, your *Handicraft section* must contain at least 3 complete Handicraft cards of different types, your *Personal Reserve* must contain at least 5 Generosity points, and your *Totem Pole* must contain at least 2 and 1 and be at least 5 stages high.



Your *Totem Pole* must contain at least 4 and 2 and be at least 8 stages high, your *Handicraft section* must contain at least 3 complete Handicraft cards of different types, your *Personal Reserve* must contain at least 3 Generosity points, and your *Nourishment section* must contain at least 6 resources.



Your *Tent section* must contain at least 5 complete Tents, your *Handicraft section* must contain at least 3 complete Handicraft cards of the same type, and your *Nourishment section* must be worth at least 8 points.



Your *Tent section* must contain at least 5 complete Tents, your *Personal Reserve* must contain at least 3 Generosity points, your *Nourishment section* must be worth at least 6 points, and your *Totem Pole* must be at least 8 stages high.



Your *Tent section* must contain at least 5 complete Tents, your *Totem Pole* must contain at least 4 and 2, your *Handicraft section* must contain at least 2 complete Handicraft cards of different types, and your *Nourishment section* must be worth at least 5 points.



Your *Tent section* must contain at least 3 complete Tents, your *Totem Pole* must be at least 5 stages high, your *Personal Reserve* must contain at least 4 Generosity points, your *Handicraft section* must contain at least 3 complete Handicraft cards of the same type, and your *Nourishment section* must be worth at least 12 points.



Your *Tent section* must contain at least 4 complete Tents, your *Totem Pole* must be at least 8 stages high, your *Handicraft section* must contain at least 2 complete Handicraft cards of different types, and your *Nourishment section* must contain at least 6 resources.

CREDITS

Designer: RV Rigal

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Proofreading:

Acknowledgements from the designer:

I would like to begin by thanking the one without whom this game surely would not exist: Thierry Balandreau. No one knows him in the gaming world, and for good reason: He's my boss and friend. In 2013, he asked me to make a game for a class I taught called "Figot: The Game".

In 2016, while I was presenting Figot at Alchemy in Toulouse, each session was better than the last, with many positive reactions from gamers and a few publishers, so I decided to find a more "fun" theme.

Thanks to Nicholas Bodart, who accompanied me the first few months, especially during Flip that same year.

At Ludimania 2016, I first met with Benoît Bannier, and over a few weeks and a few exchanges, Tatanka was signed with La Boîte de Jeu. I thank him for his trust.

I thank all the gamers who have taken the opportunity to playtest Tatanka, then Neta-Tanka, during festivals and improvised parties, my gamer friends who have never refused another play to test new rules, "La source aux jeux", "L'ARJ" in Riom and "La tête dans le pion", who welcomed me to introduce them to this project, Quentin Regnès for the magnificent illustrations, who made it possible to render the universe that I imagined, the whole team from La boîte de jeu, B³M, for their work and professionalism during the game's development and Kickstarter campaign, Gregory Oliver for his involvement and his energy managing that Kickstarter, as well as his friendship. I will end with my wife for her support, her patience, her encouragement, and a few good ideas.

Acknowledgements from the publisher:

We would like to thank RV Rigal for his trust, Quentin Regnes for his artistic vision, the entire Blackrock team for their support, all our Kickstarter ambassadors for their invaluable help, and, of course, the 5,584 backers who made this project possible!

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8, Grande Rue

21310 BELLENEUVE

FRANCE

MASTERFUL ACHIEVEMENTS

Affix your Masterful Success stickers over the padlock icons as you meet the conditions below. The padlock icons are on the right end of each frame on this page. Some conditions require several games to complete, so check these boxes at each stage of your success. You can choose whether to try to fulfill these Masterful Achievements all by yourself, as the owner of the game, or with the help of everyone who plays your copy of Neta-Tanka!

:: GETTING STARTED ::

Play 3 games of Neta-Tanka.



:: WHO'S THE BOSS? ::

Win a multiplayer game with more than 50 points.



:: VEGETARIAN ::

End a game with all 10 spaces of your *Nourishment* section filled with Mushrooms.



:: THE GREATEST ARTISAN ::

Complete 2 sets of 3 different Handicrafts.



:: FOOD, LODGING ::

End a game with 5 Tents and all 10 spaces of your *Nourishment* section filled.



:: TOUCH THE SKY ::

Erect a Totem Pole at least 13 stages high.



:: MY FIRST MEDAL ::

Complete a Solo Objective card, earning a gold medal.



:: SELF-SUFFICIENT ::

Earn at least one medal on each Solo Objective card.

A B C D E F G H I J K L M N O

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



:: ALL-SEASON ::

Win a game on the Summer side, and a game on the Winter side.

Summer ☐ Winter ☐



:: A GRAND FEAST ::

End a game with 20 points in your *Nourishment* section.



:: SOLITARY GLOBAL VICTORY ::

Earn a gold medal on each of the 3 difficult Solo Objective cards.

M N O

☐ ☐ ☐



:: ALTRUISM ::

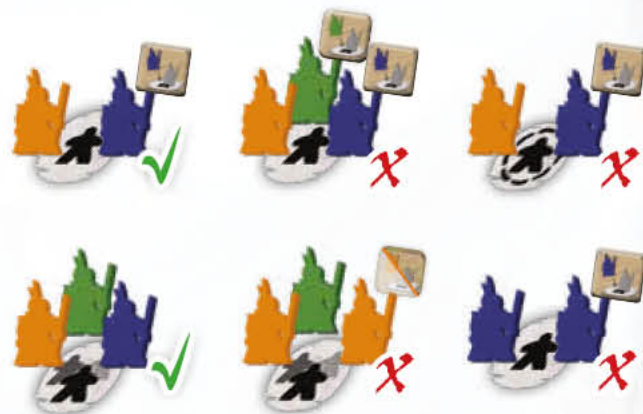
Win a game with at least 10 Generosity points in your Personal Reserve.



QUICK RULES

PHASE I: PLACE NOMADS

- On your turn, place a Nomad. Do not resolve any actions yet.
- Single-space Locations can never accommodate more than 2 Nomads.
- Elder Locations can never accommodate more than 1 Nomad.
- No Location can accommodate 2 Nomads of the same color.



PHASE II: RESOLVE ACTIONS

Resolve all of your Nomads' actions and your Link bonuses in whatever order you like.



Take from the Village board.



Take from the General Reserve.

PHASE III: END OF THE ROUND

- Give the First Player token to the player who hosted the Visiting Nomad this round. If no one did, pass the First Player token to the left.
- If both Buffalo tokens are showing their "caught" side, flip 1 to its "not caught" side.
- If there are more than 3  in the **TANNING AREA**, remove the excess.
- Retrieve your Nomads, except for those that are on a Mission (following footprints).
- Discard the Canoe tile and reveal a new one.
- Advance the Round Counter token on the track.

