

The Basics

Name:

Tribalism

Estimated Play Time:

Approx. 30-60 minutes.

No. of players:

2 +.

Although solo play is possible "if required".

Credits:

Christopher Hodgson – Game Designer

Antony Edwards – Graphics Designer

Other credits go to all Global Games Jammers who took part in 2011 at Staffordshire University who aided with play testing to make a game that took 1 hour on a Saturday evening to design create the most laughs all weekend.

Theme

The player takes the role of a survivor in a world shattered by constant disasters that threaten the extinction of the human species at every turn and must lead the tribe members who gather in their presence through all dangerous encounters that they are presented with no matter the obstacle or the environment should they wish to survive within a ravaged world.

Each player forges their own story through their actions and how they choose to role-play during their quest for outright survival in the face of extinction. Fun and laughter are mandatory.

Game Components

- A set of Tribalism cards are provided (Including: creatures, environments, actions and items)
- All other required items must be provided by the players.

Objective

The objective of Tribalism is to use the action and item cards in the player's hand to resolve a random encounter against extinction-producing threats via the medium of role-play and fun, gathering as many tribe members as possible during their journey.

Rules

Required Items

- 1 6-Sided die
- Pen and Paper
- A set of Tribalism Cards
- 2 or more players (with a sense of humour)

General Rules

- The active player may trade with other players during an encounter, using villagers; cards or anything else that the player wishes to use as a bartering tool.
- Another player may interrupt any encounter with their own cards if wished if they wish to aid in the active player succeeding. However hindering the active player is forbidden.
- Role-playing is not “essential” but is highly recommended.
- The active player must always have 4 cards in their hand by the end of their turn.
- If an environment is drawn from the hostile deck, it is put into play replacing the old environment and the active player draws another encounter from the situation deck.
- Action and Item cards are returned to the bottom of the action deck when used.
- Environment and creature cards are discarded when finished with.
- Most importantly, player consensus over-rules any and all rules presented in this rulebook, as long as they bring laughter and fun.

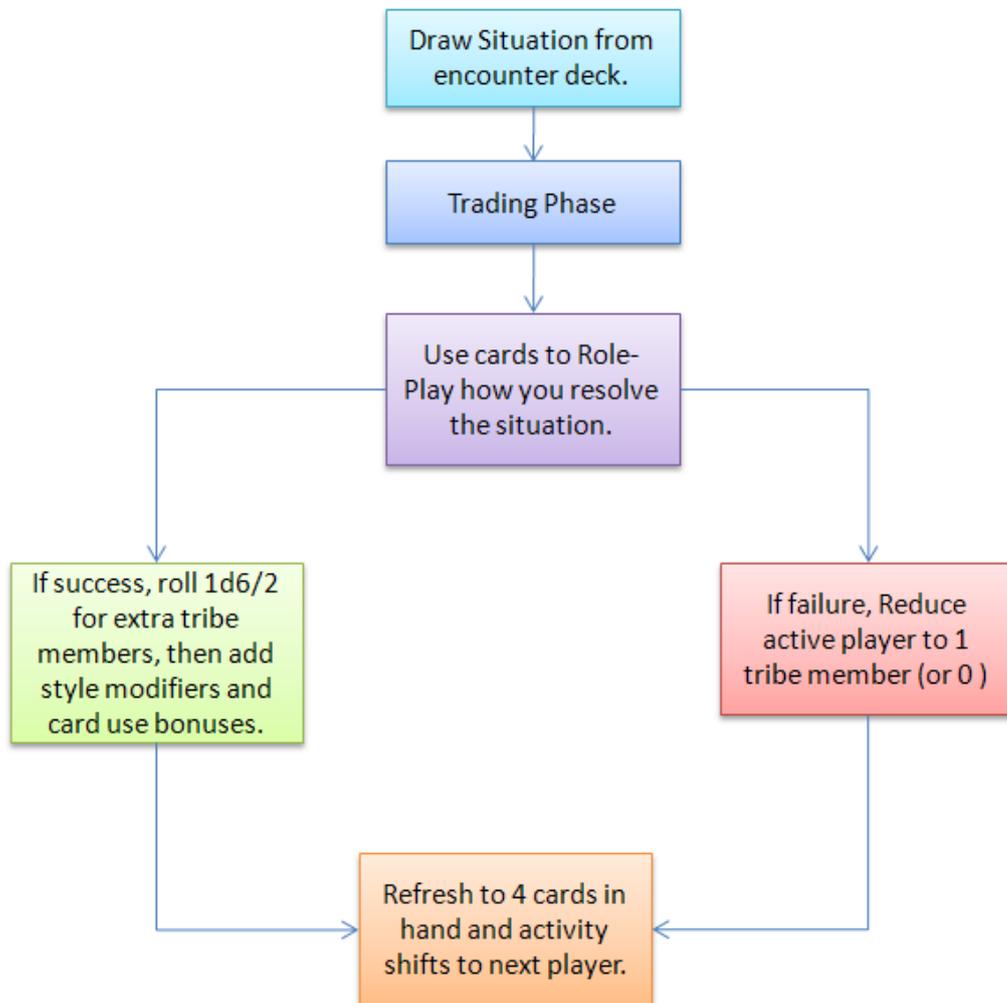
Scoring System

- Player consensus dictates the amount of ‘style points’ a player will be given for the role-played action they produce on their turn. This can be a positive or negative amount of tribe members as long as all players agree.
- For every card a player uses over 1 card in a turn, they are rewarded 1 extra tribe member upon successful resolution.
- If the active player fails a situation, they are immediately reduced to 1 tribe member. If they were already at 1 tribe member and fail, they are reduced to 0.
- If the player succeeds in a situation, they roll 1 sided-dice and divide the roll by 2 and gain that amount of tribe members.
- If another player was involved in the situation (trading or interrupt), that player gains 2 tribe members.

Set-Up:

1. Separate the action and item cards into an action deck; and the environment and creature cards into a situation deck. Shuffle both decks separately.
2. Roll a 6 sided die to determine who chooses the turn order.
3. Look through the situation deck and put the first environment card found into play, then shuffle the situation deck.
4. Each player starts with 5 tribe members.
5. Each player draws 4 action cards from the action deck.

Turn Order



Win Conditions

1. If one player establishes a lead of over 15 tribe members, they are considered to be the dominant tribe and win the game.
2. If a player reaches 0 tribe members, they have suffered from extinction and lose the game outright. The last player with a tribe of 1 or more becomes the winner.
3. If the hostile deck has no cards left in it, the player with the largest tribe wins the game.







