



WEND DAKE

DANILO SABIA P.S. MARTENSEN

New allies



INTRODUCTION

The theme of this expansion is the European presence in the **Great Lakes area** during the 7-Years war. Now you can ally your tribe with the **French** or the **English** to trade or fight alongside them.

In the real history, Tribes would ally with one faction or the other, but in general they never changed sides during the war. In this game, we allow this possibility for game design reasons, but the Natives of that age were more faithful than you are required to be here.

Alliances consisted mainly of **trade** (mostly Beaver Pelts for Rifles, as in the game), but also of military missions conducted together. As often happens, the white men had little consideration for the lives of their Native allies.

COMPONENTS



1 BOARD, IN 4 PARTS
The front is for multiplayer games, the back is for solitaire



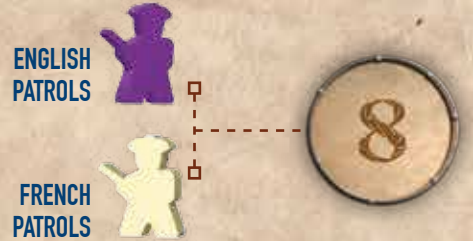
ADVANCED ACTION TILES



TURTLE TILES



UNUSABLE LAKE TILES
For games with 2 or 3 players



ENGLISH PATROLS

FRENCH PATROLS



TRIBE DISKS
(1 per color)



RIFLES



ENGLISH SHIP

FRENCH SHIP



TURN CARDS
(68x44 mm)

Level 1 (brown)

Level 2 (purple)



ADVERSITY CARDS
for solitaire play
(68x44 mm)



GHOST TURN TOKENS
for solitaire play



STICKER SHEET

THIS RULEBOOK
+
SOLITAIRE PLAY RULES



GAME OVERVIEW

Wendake: New Allies introduces the new Alliance action, which allows you to interact with French and English soldiers to strengthen your control over the Territories in the game or trade with them to obtain Rifles—a new resource that will allow you to get Turtle tiles, activate powerful effects, or score Victory Points. The main way to perform this action is by using the Turn cards, which are activated when you take the action **1.B-Change Turn Order**, but you will also find it on the new Advanced Action tiles included in this expansion.

BEFORE YOUR FIRST GAME

1. Before playing for the first time, apply the color stickers to both sides of the Patrols, so that there are 2 English Patrols and 2 French Patrols for each player.



2. If you want to, you can update the Summary tiles from the base game to show the new Military action with 4 Turtle tiles.
3. The other 2 stickers allow you to correct the error on the 3-player board if you have a copy from the first print run of the game.

SETTING UP THE GAME

Modify the Setting Up the Game instructions as described below:

1. Prepare the game map as in the base game, but replace the original Mask board with the new one included in this box. Make sure you use the multiplayer side. The new Mask board includes extensions for the Score Tracks, which now go up to 35 points.
2. Place the 2 Flag tiles from the base game at the start of the 2 pairs of Score Tracks, so that they match those shown on the Alliance area.



3. Shuffle the Turn card decks and place the Level 1 deck on the Turn Order area of the Mask board. Before choosing your Tribe cards, reveal a number of Turn cards equal to the number of players + 1 and place 1 below each space in the Turn Order area.
4. In a 2- or 3-player game, place the Unusable Lake tiles on the board as shown in the illustration.
5. Add the new Advanced Action tiles to those included in the base game of the same Level before you shuffle the piles. Don't discard any tiles, regardless of the number of players.



6. In addition to their other Tribe disks, each player places 1 on the center space of the Alliance track of the Mask board. From now on, these will be called “Alliance disks.”
7. Add the new Turtle tiles to the ones from the base game before placing them on the Mask board. Unlike the base game, **each pile must start with 4 Turtle tiles regardless of the number of players.**
8. Place the 4 Patrols with the stickers of your color near your Action board.



Option **1.B Change Turn Order** for the Individual Player Turns and phases **2.D Restore Progress Tiles** and **2.E New Year Begins** are modified as described below:

1.B CHANGE TURN ORDER

- You are no longer required to choose the first empty space on the left. Instead, you may choose any space that has a Turn card below it.
IMPORTANT: JUST LIKE IN THE BASE GAME, YOU MUST ALWAYS CHOOSE “OPTION A” THREE TIMES AND “OPTION B” ONE TIME EACH YEAR.
- When you place your Action marker on a Turn space, you **may** immediately perform the Alliance action indicated in the top part of the Turn card below that space, if the card shows one (most Turn cards show an Alliance action, but some do not).
- After you perform the Alliance action (if there was one on the card), take the Turn card and place it beside your Action Board. From now on, you can use the effect shown in the **bottom part** of your card during your turn (you may even use it immediately after gaining it).
IMPORTANT: THE ALLIANCE ACTION ON A TURN CARD CAN ONLY BE PERFORMED WHEN YOU PLACE YOUR ACTION MARKER. IT WILL NO LONGER BE AVAILABLE AFTER YOU TAKE THE CARD. ONLY THE BOTTOM EFFECT WILL BE USABLE.
- The position of the Action markers in the Turn Order Area will determine next round’s turn order as in the base game.



Example: John places his marker on the space shown, so next Year he’ll play first if nobody takes the space to his left or second if someone does. He can immediately perform an Alliance action with the French (see page 4), then he takes the card. From now on, once per Year, he can spend Resources to restore a used Progress tile.

2.D RESTORE PROGRESS TILES

- In addition to the Progress tiles, also flip any used Turn cards to the usable side (see page 7).

2.E NEW YEAR BEGINS

- After advancing the Year marker, discard the Turn card that is still on the Mask board, then reveal new cards according to the number of players.
- **ONLY AT THE END OF YEAR 3:** Remove the Level 1 Turn card deck from the board and replace it with the Level 2 deck, then reveal the new cards normally.



The main changes in this expansion are the introduction of the Alliance action and the new Turn cards, which can be activated for many new effects.

ALLIANCE ACTIONS

The Alliance action can be found on the new Advanced Action tiles and on the top part of most Turn cards. Like all other actions, the Alliance action is always optional.

This action is split into two steps:

1. Advance Your Alliance Disk

First, you may advance your Alliance disk 1 space toward the flag shown on the Alliance action. If both flags are shown, you can choose which flag to use. There are 3 possible situations:

- a. If your Alliance disk is on the starting position, or on a space numbered 1 to 4 on the track matching the active flag, simply move it 1 space toward the flag;
- b. If your Alliance disk is on the “5” space of the track matching the active flag, don’t move it. Instead, immediately gain 1 Victory Point on the Score Track of your choice that is marked with the matching flag;
- c. If your Alliance disk is on **any** space of the track matching the **other** flag, you immediately gain as many Victory Points as the number for the space your disk is on, on the track of your choice that is marked with **that** flag. Then, move your disk to the “1” space of the track matching the active (new) flag.



Example: John's Alliance disk is on the "2" space of the English track when he decides to ally with the French instead. He immediately gains 2 Victory Points on the Mask track (marked with the English flag), then he places his disk on the "1" space of the French track.

When your disk reaches the "1" space on either of the tracks, place the 2 matching Patrols on your Home Village. If you have Patrols belonging to the opposite faction in play, remove them from the board and place them back near your Action Board.

2. Activate Alliance Effect

You have 3 choices when you use an Alliance Action. You must choose only one effect for each Alliance action:

a. Trade with European Ships

For this option, follow these steps:

- I. If that faction's Ship is not yet in play, place it on any Lake of your choice that is not marked with an Unusable Lake tile. If the Ship is already on a Lake, you **MUST** move it to a different useable Lake of your choice. You cannot leave it where it is.

IMPORTANT: THE FRENCH AND ENGLISH SHIPS CAN NEVER BE IN THE SAME LAKE. YOU CANNOT PLACE OR MOVE A SHIP TO A LAKE OCCUPIED BY THE OPPOSING FACTION'S SHIP.

NOTE: THE SHAPE OF LAKE HURON CAN BE DECEIVING. IT IS NOT TWO SEPARATE LAKES, BUT ONE BIG LAKE WITH TWO DEEP INLETS THAT ALMOST DIVIDE IT IN TWO. SEE THE FIGURE BELOW FOR CLARIFICATION.



- II. Before **OR** after step III, you **may** move 1 Canoe (yours or another player's) from the Lake where you placed the Ship to any other usable Lake of your choice.
- III. If you are the player who has the most Canoes on the Lake where you placed the Ship, you **may** trade. You may return to the supply a quantity of Leather **UP TO** the number shown under your Alliance disk. You receive one Rifle for each Leather traded.

IMPORTANT: THERE'S NO LIMIT TO THE NUMBER OF RIFLES IN THE GAME. IF THE SUPPLY RUNS OUT, YOU CAN USE THE MULTIPLIER TILES INCLUDED IN THE BASE GAME.



Example: Paul's Alliance disk is on the "3" space of the English track. First, Paul moves it to the "4" space, then he decides to Trade. He moves the English Ship as shown, then moves Ringo's Canoe to another lake. Now, Paul is the player with the most Canoes on the Lake with the allied Ship, so he can trade up to 4 Leather, placing them in the supply and getting 1 Rifle for each of them.



b. Use European Patrols

NOTE: IN THE FOLLOWING RULES, THE WORD "PATROL" ALWAYS INDICATES THOSE WITH THE STICKER OF YOUR COLOR.

- I. Each time you choose this option, you **may** move your Patrols a **TOTAL** number of steps up to the value for the space your Alliance disk is in.
- II. If your Patrol ends its movement **on a Territory with the matching flag**, you may use it as a guard or to attack an opponent's Guard or Patrol. If it ends its movement **on a Territory with the opposing flag**, it may only be placed as a Guard, without attacking.

A PATROL CAN NEVER ATTACK AN OUTPOST, A WOMAN, OR A HUNTER.

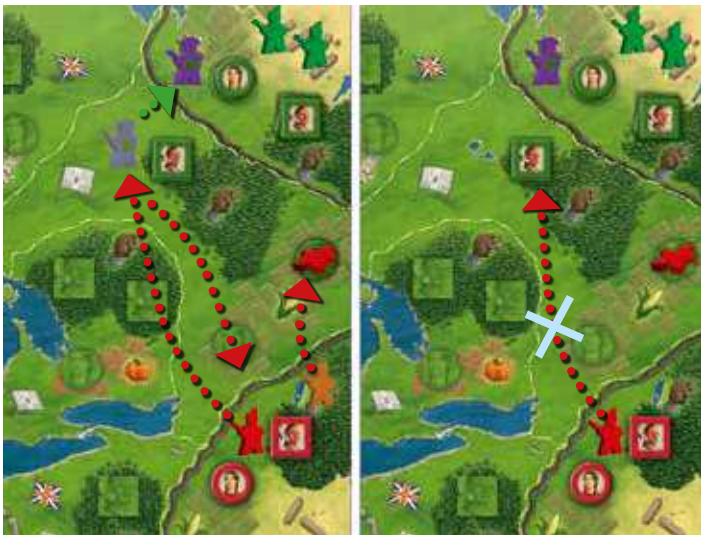
- III. A Patrol on a Territory acts like a Guard for the allied player, regardless of the flag on that Territory. Therefore, it is not possible to attack a Native in a Productive Area if there is a Patrol belonging to the same player there. It is possible to attack the Patrol.

IMPORTANT: UNLIKE FIGHTS BETWEEN NATIVES, PATROLS ALWAYS FORCE THEIR ADVERSARIES TO ESCAPE, SO BOTH THE ATTACKER AND THE DEFENDER RETURN IN THEIR HOME VILLAGES INSTEAD OF THEIR LONG HOUSES.

REMEMBER: A WARRIOR OR A PATROL CAN ONLY MOVE ONCE PER ACTION. IF YOU USE A WARRIOR TO ATTACK A PATROL, THE WARRIOR RETURNS TO ITS HOME VILLAGE, BUT IT CANNOT MOVE AGAIN DURING THE CURRENT ACTION.



Example: Ringo can move his English Patrols up to 1 step. He decides to move onto a French territory, so he cannot attack, but the Patrol remains as a Guard for his Woman and Hunter.



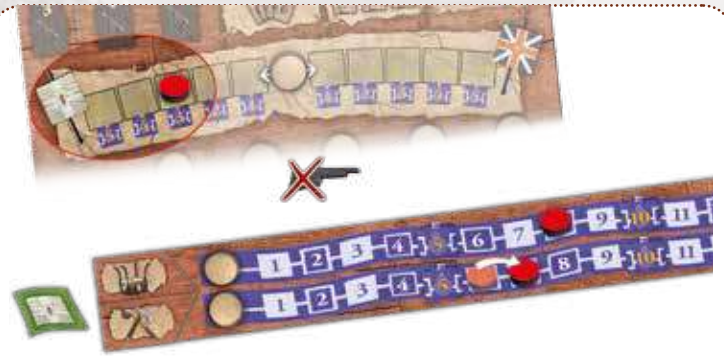
Example: George can move his Warriors up to 3 steps. He attacks Ringo's Patrol with a Warrior. Both return to their Home Villages. With his second step, George attacks Ringo's Woman (like in the base game). He still has a 3rd step, but he cannot attack the Hunter because the only Warrior available is the one who attacked first, and it cannot be moved again.



Example: Paul can move his Patrols up to 4 steps. He uses 1 step to attack John's Patrol, then 2 to attack George's Warrior. All 4 pieces involved return to their Home Villages. Paul must forfeit his 4th step of movement.

c. Spend 1 Rifle


You may spend 1 Rifle to immediately gain 1 Victory Point on either of the 2 tracks marked with the flag of the European faction with which you are allied.



Example: George spends a Rifle and gains 1 point on the Military track, which is associated with the French.

EFFECTS OF TURN CARDS

The bottom part of each Turn card has an effect that you can activate during your turn. There are 2 types of effects:

- a. **Free Effects:** The  icon is in the bottom left corner of the card.

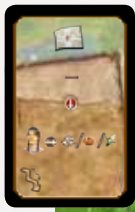
Cards of this type must be discarded after use. They can have the following effects:



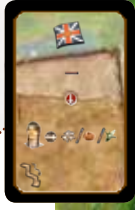
Receive 1 Fish for each Lake where you have at least 1 Canoe.



Example: In this situation, George receives 1 Fish.



Choose 1 type of Vegetable and harvest it, by activating all of your Women in corresponding Productive Areas.



Example: In this situation, **George** decides to harvest Corn, receiving 2.



You can use **ANY** unused Turn card on the table: It can be one of yours, one of your opponents', or even one still in the Turn Order area. The card you use is **NOT** discarded or flipped over.

IMPORTANT: YOU MUST STILL PAY ANY COSTS AND FULFILL THE REQUIREMENTS OF THE ACTIVATED CARD.



Perform a Tan Pelts action (following the normal rules).

b. Effects With a Cost: No icons in the bottom left corner.

This type of card is used in the same way as Progress tiles, and is flipped face down after use. They are restored during **Phase 2.D Restore Progress Tiles** at the end of the Year.

IMPORTANT: WHEN AN EFFECT REQUIRES YOU TO SPEND MORE THAN ONE RESOURCE, ALL OF THE RESOURCES SPENT MUST BE DIFFERENT THAN THE OTHERS.

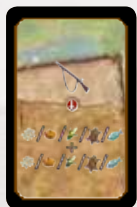


When you choose option **1.B Change Turn Order**, you can spend a Rifle to perform an Alliance action with a European faction that is not shown on the Turn card. This means that you can use this effect if the Turn card shows the opposite flag or if it shows no flags at all.

IMPORTANT: IN EITHER CASE, YOU STILL ALWAYS PERFORM ONLY ONE ALLIANCE ACTION.



Example: in 2 different Years, **Paul** chooses a Turn card that doesn't allow him to perform an Alliance action with the English, so he uses this card and spends a Rifle to perform one anyways.



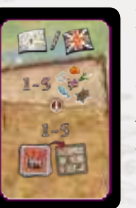
At any time during your turn, you may spend 1 Rifle to take 2 Resources of your choice (different or identical) from the supply.



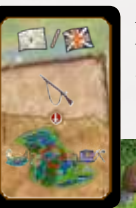
During Step **a.** of the **Military** action, you may spend Resources to look at other Turtle tiles from the same pile and choose which one to take. Each Resource spent allows you to look at 1 Turtle. You can spend Resources one by one to look at the Turtles one at a time up to a total of 5 Turtles for 5 different Resources. The Turtles you do not choose are shuffled back into their piles.



Example: John is performing the Military action and gains the Turtles shown. He decide to spend 1 Corn to look at another 3 Rifles Turtle. He finds the one worth 1 Military Point and keeps it, then shuffles the one worth 1 Mask Point back into the pile. Next, he spends 1 Fish to look at another 3 Women Turtle. It's worth 1 Mask Point. He doesn't like it, so he spends 1 Pumpkin to draw another. It's worth 1 Military Point. He keeps that one and shuffles the other 2 back into their pile. Now he could spend 1 Leather and 1 Bean to see 2 more Turtles, but he decides not to do so.



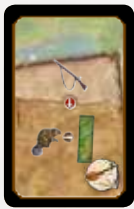
During Phase **2.B Adjust Action tiles**, you may spend Resources to look at other Advanced Action tiles from the same pile. Each Resource spent allows you to look at 1 tile. You can spend Resources one by one to look at tiles one at a time, up to 5 tiles for 5 different Resources. The tiles you do not choose are reshuffled back into the pile.



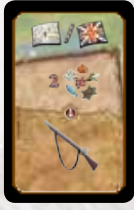
At any time during your turn, if you are the player who has Canoes on the most different Lakes (even if tied with other players), you may spend 1 Rifle to gain 2 Military Points.



Example: George has Canoes on 2 Lakes, so he can activate this card because he is the player with Canoes on the most Lakes (tied with **John**).



During Step **b.** of the **Trade** action, you may spend 1 Rifle to use Beavers instead of Resources. Each Beaver replaces 1 Resource of your choice, without limitations.



At any time during your turn, you may spend 2 different Resources to take 1 Rifle from the supply.



During the Mask action, you may spend 1 Rifle to move 1 Native of your choice from your Long House to your Home Village.



During Step **a.** of the **Ritual** action, you may spend 1 to 3 Rifles. For each Rifle spent, you may move 1 additional Native from your Long House to your Home Village. Each additional Native must be a different type than the others.



At any time during your turn, you may spend 1 Rifle to activate all of your Natives in 1 Territory of your choice **except your Home Village**. Each Woman and Hunter produces based on the Productive Area it is in. Each Warrior may move 1 step.



At any time during your turn, you may spend 1 Rifle to gain 1 Leather for each Productive Area occupied by your Hunters.



The third time in a Year that you choose Option **1.A Take 1 Action**, you may spend 1 Rifle and 1 Resource of your choice to place the Action marker on a tile which is not in line with the other 2 markers.



At any time during your turn, you may spend Resources to restore 1 of your used Progress tiles. The number of Resources you must spend is equal to the Level of the Progress tile.



At any time during your turn, you may spend 1 Rifle to advance your Alliance disk 1 space up the track it is on. If it is already on the "5" space, you gain 1 Victory Point on either of the 2 tracks associated with the allied Faction instead.



At any time during your turn, you may spend 1 Rifle to **choose** 1 Mask card from the deck or from the discard pile and add it to your hand. Then, shuffle the deck or discard pile and put it back.

OTHER RULE MODIFICATIONS

MILITARY ACTION

Step **a.** of the Military action is modified as follows:

You may also gain Turtle tiles based on the number of Rifles you have when you perform the action, in addition to those for Women, Hunters, and Canoes (as described in the base game).

IMPORTANT: YOU DO NOT SPEND THE RIFLES, YOU JUST HAVE TO HAVE THEM.

ALLIANCE PROGRESS TILES

The effect of the 2 Alliance Progress tiles is modified as follows:

1. You no longer choose a European faction to ally with when you take this tile, as in the base game. Instead, you use the faction indicated by your Alliance disk. So, it can change during the game.
2. In addition to the flags on the Territories, your Patrols also count as Guards for the Military majorities in the Territories.



Example: Ringo is allied with the English and activates the Level 1 Alliance tile. He has the majority in Territory 1 because there is an English flag. He has the majority in Territory 2 because his Patrols count as Guards (note: George's Patrol doesn't count). He does not have the majority in Territory 3. He scores 3 Military Points, including the 1 for the majority in his Home Village.

THE END OF THE GAME

Calculate your total score as in the base game, except that the maximum score on each Score Track is now 35 Points. Add the number of Points shown under the space your Alliance disk is on to your score.

IMPORTANT: ALLIANCE POINTS ARE ADDED TO YOUR TOTAL SCORE, NOT TO A SINGLE TRACK.

MODIFICATIONS TO SOLITAIRE PLAY

The rules of this expansion aren't used in solitaire games, but **Adversities** and the **Extreme Difficulty Level** allow you to try a more challenging experience after you become an expert player with the base set.

SETTING UP THE GAME

1. Build the 2-player map as in the base game, but use the Mask board from this expansion, with the Solitaire side up.
2. Shuffle the Adversities deck and place it on its area of the board. Reveal the top card.
3. Draw 3 Ghost cards, as in the base game, and place them on their spaces on the board. Place the Ghost Turn tokens and Ghost Tribe disks as shown in the illustration.
4. Assign the Turn Order marker n. 1 to yourself and n. 2 to the Ghost.
5. Everything else is set up as in the base game.



PLAYING THE GAME

- Unlike the base game, both you and the Ghost have 4 Action markers instead of 3. As in the base game, you play first in the first Year.
- At the beginning of each Year, shuffle the 4 Ghost Turn tokens and place 3 of them on their areas of the Solitaire board. Put the 4th one to the side without looking at it.



- At the beginning of each Year, look at the bottom part of the revealed Adversity card to see the effect for the year: Some effects are applied immediately, others during the round. (see page 11).



PHASE 1: INDIVIDUAL PLAYER TURNS

YOUR PLAYER TURN

- Your turn works as in the base game, but you now have 4 Action Markers and, just like in the multiplayer game, you must use 3 to choose **Option 1.A - Take 1 Action** and 1 to choose **Option 1.B - Change Turn Order**.

GHOST PLAYER'S TURN

- At the beginning of each Year, the Ghost always starts by playing from the Ghost card that its Tribe disk is under, and then it proceeds to the right as in the base game.
- At the beginning of each Ghost turn, reveal the Ghost Turn token over the card that must be activated this turn:



If the token shows the arrow icon, the Ghost takes the action indicated by the card, as in the base game.



If the token shows the circle icon, the Ghost places the marker currently on the Stone Circle on the first position in the Turn Order area.



Example: It's the second Year. The Ghost starts to play from the central card, where its Tribe disk is located. Revealing the Ghost Turn token, you find the arrow icon, so the Ghost places its Action marker on the card and takes the action.



Example: In the following turn, the Ghost reveals the Turn token showing the circle icon, so you place the marker currently on the Stone Circle on the first space of the Turn Order area, without taking any actions. In the next turn, the Ghost will activate the Ghost card on the right, and then the one on the left, without revealing any other Ghost Turn tokens.

IMPORTANT: IF THE FIRST POSITION IN THE TURN ORDER AREA IS ALREADY OCCUPIED, THE GHOST ALWAYS PLACES ITS MARKERS ON THE CARD, WITHOUT REVEALING ANY MORE GHOST TURN TOKENS THIS YEAR. IF YOU OCCUPIED THE FIRST POSITION, IT WILL PLACE ITS MARKER ON THE SECOND TURN ORDER SPACE AS ITS FOURTH ACTION.

- If the Ghost card indicates an action that the Ghost can't perform (examples: move the disk near the Progress tiles up when it's already at the top, or move a Woman or Hunter when all of the corresponding Productive Areas are already occupied by the Ghost), the Ghost gains 1 Victory Point instead.

PHASE 2: RESTORE


The Restore phase is modified as follows:

2A. NEW TURN ORDER

Turn order changes based on the markers in the Turn Order area. Assign the Turn Order markers accordingly.

2B. ADJUST ACTION TILES

The Ghost's choice is modified as follows:

- Reveal the top card of the Adversities deck.
- The top part of the card shows which Advanced Action tile the Ghost will choose. Numbers indicate the tiles, from left to right: place the Ghost disk under the indicated tile and remove it from the game. Arrows indicate that the Ghost disk moves left or right. If it's on the first tile and the card shows a , it moves to the sixth tile, and vice-versa.



- The bottom part of the card shows the effect for the next Year.

2E. NEW YEAR BEGINS

- Replace the Ghost Action markers back on the cards and the Stone Circle.
- Put the Mask card used to move the Ghost at the bottom of the discard pile.
- Move the Ghost disk under the Ghost cards 1 step to the right (in the third and sixth Years, it returns to the card on the left).
- Shuffle the 4 Ghost Turn tokens and place 3 of them face down on their places. Put the 4th aside without looking at it.
- Move the Round marker one step to the right. If the marker was on "7," the game ends instead.



WENDAKE New allies

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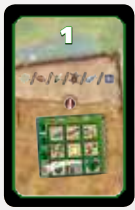
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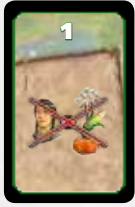
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EFFECTS OF ADVERSITY CARDS



TRIBUTE: During this Year, you must pay 1 Resource or 1 Victory Point, your choice, to perform an action. If you don't have any Resources or Victory points, you may perform the action for free.



DROUGHT: During this Year, the Harvest action has no effect.



ICED LAKES: During this Year, the Fishing action has no effect.



FIRE: During this Year, the Hunting action has no effect.



SNOW: During this Year, each Movement action (including those granted by Progress tiles) allows you to move 1 step less than normal.



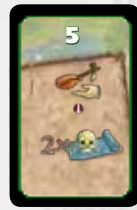
COLD WINTER: At the end of this Year, you must have at least 2 Leather, otherwise, you must return 2 Warriors (of your choice) to your Long House.

Note: If you have 1 Leather, you must put 1 Warrior back in your Long House.



EUROPEANS ARRIVE: At the beginning of the Year, place 1 Patrol of the faction shown on the card on each Territory with the corresponding flag. These Patrols act as Ghost Guards, so you cannot attack the Ghost's Natives in Productive Areas

of those Territories as long as they are in play. If you attack a Patrol, remove it from the game and place the attacking Warrior back in your Home Village. You cannot move it again during the current action.

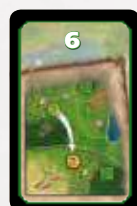


INFECTION: During this Year, if you perform the Trade action, you must move 2 Natives of your choice from the board to your Long House. If you perform step **A-Exchange**, do not draw a Smallpox card.

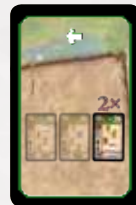
IMPORTANT: The effect of this card applies even if you do not perform the Exchange step.



STORM: At the beginning of the Year, you must remove 1 Canoe from the board, placing it back near your Action Board.



END OF THE SEASON: At the beginning of the Year, you must return a Woman from a Productive Area to your Home Village.



RELENTLESS ENEMY: When the Ghost must perform the action shown on the card, it performs that action twice.



SACRILEGIOUS THEFT: At the beginning of the Year, remove 1 Mask card of your choice from your hand, placing it at the bottom of the discard pile.



ENEMY ATTACK: At the beginning of the Year, the Ghost places 1 Warrior as a Guard on every Territory where it does not have any Guards.

EXTREME DIFFICULTY LEVEL

You can make the game even more difficult by deciding to play the Extreme Difficulty Level: Completed Objectives don't give you any Points, and Objectives you have not completed cause you to lose 1! And if it's not enough, you can decide on even higher penalties at the beginning of the game!

