

This player must discard one of their Tepee or Buffalo Booty cards, as a penalty. In the event that the player does not hold either a Tepee tile or a Buffalo tile, then they can discard a tile of their choice. In the event of a draw, the players who had the equal highest number of strength points must both discard one of their Tepee or Buffalo Booty cards as a penalty. **The exception is that immediately after the first hunt, before the players have received any Booty Tiles, the Leather Thief will take as a penalty one of the Booty Tiles that are subsequently received from the first hunt.** If it is the first hunt and the player does not receive any Booty Tiles, or if it is a later hunt and the player has no Booty Tiles, then the player does not have to discard a Booty Tile. Discarded Booty Tiles are moved permanently from the game.

2. Evaluating the three Hunting Grounds

The three hunting grounds are now evaluated one at a time, starting with the hunting ground to the left of the first player, as follows:

- A) The player whose Hero card or cards are lying face up on the hunting round is the first player to choose one of the Booty Tiles from that hunting ground. The player takes the Booty Tile and places it face up in front of them.
- B) The player with the Hunter cards that have the highest combined value in that hunting ground chooses second. That player takes two Booty Tiles. In the event of a draw none of the tied players takes any tile. In these circumstances, the player with the next highest points total on their Hunter cards in that hunting ground (if any) takes two Booty Tiles.
- C) Finally, the player with the next highest valued Hunter cards in total in that hunting ground (if any) takes the remaining Booty Tile, if there is one. (This situation will only arise in those hunting grounds where there are four tiles.) In the event of a tie none of the tied players takes a tile. The player with the next highest total points on their Hunter cards, if any, will take the fourth Booty Tile. In the unusual event that no player has placed any cards in one of the hunting grounds, the corresponding Booty Tiles are removed from the game.

A New Hunt

After the players have received the Booty Tiles, all the cards that were played in that hunt are discarded and the second hunt can begin. Every player has sufficient cards for two hunts. At the end of the second and fourth hunt each player will have all of their cards available again. In the second and fourth hunts players have to select the cards to use from their remaining cards, without selecting cards they have already played during the first or third hunt respectively. The player on the left side of the dealer becomes the new dealer and the second hunt can begin, following the same rules as the first hunt.

Booty Tiles

There are 5 different types of Booty Tiles. Each time a player gains one of them, they place it face up in front of them.



Tepees/Buffaloes: It is usually necessary to collect these tiles in order to win the game since they normally provide the most victory points at the end of the game. Each pair of Tepees/Buffaloes scores 1 victory point. The number marked on

these tiles shows the number of Tepees or Buffaloes that the tile represents.

Example: Alex holds one x 3 Tepee tile, one x 1 Tepee tile, one x 3 Buffalo tile and one x 2 Buffalo tile. He scores 4 victory points. If he had acquired one more Tepee tile, then he would have scored 5 victory points.



Totem: the first player who takes a Totem tile also receives the brown cylinder. They place the cylinder in front of them and retain the cylinder as long as they have more Totem tiles than any other player. Immediately another player gets the same amount of Totem tiles then the cylinder is passed to that player. **The player who owns the Totem is allowed to place an eighth card after all the other players have placed their last card.** Note that you cannot use the Totem's special feature if you are the last player as you only have 7 cards in your hand. **At the end of the game, the player with the Totem cylinder gains 1 victory point.**



Horse: see the Totem paragraph. After all the players have placed their cards (even after the player who has played last because of the Totem), **the player who owns the Horses' white cylinder may move one of their Hunter cards from one hunting ground to another hunting ground. At the end of the game, the player with the Horse cylinder gains 1 victory point.**



Tomahawk: each Tomahawk tile a player has in front of them adds 1 point to the value of each Hunter card that they play in subsequent rounds when the Hunting Grounds are being evaluated. (If a player obtains a Tomahawk from a hunt the tomahawk does not increase the value of the Hunter cards when subsequent hunts are evaluated in the same round.) The effect of the Tomahawk tiles does not apply to the scores when determining which tribe has been infiltrated by the Leather Thief. **At the end of the game, the player or players with the most Tomahawk tiles gains 1 victory point.** Example: Mario is holding three Hunter cards, which score 5, 3 and 7 each. He also has 2 Tomahawk tiles. His Hunters therefore score 7, 5 and 9 each.

End of the Game

The game consists of a number of Hunts. The number depends on the number of players. At the end of the last Hunt, **the player with the most points wins the game.** If two or more players have the same number of points, the winner is the player with the highest number of points shown on their Tepee Booty Tiles. In the event that the scores are still tied, the player with the most Booty Tiles wins the game.

Author: Gunter Burkhardt

Illustrations: Corrado Mastantuono (front card); Mauro Laurenti (back cards & tiles)

Layout: Mariano Iannelli

Italian Adaptation: Alessandro Lanzusi

Translations: Samantha Bidi

E-mail: info@whatsyourgame.it **website:** www.whatsyourgame.it

© 2005 Gunter Burkhardt © 2005 What's Your Game? s.r.l

MANITOU

During the hunting seasons, Indian tribes confront one another in order to establish which of them is the most prestigious. They hunt for very high stakes: Buffaloes, Tepees, Horses and the Sacred Totem. The player who is the most clever and skilful in playing their Hunter and Hero cards will emerge victorious... with Manitou's help!

Contents

- 5 sets of 18 cards in different colours. Each set of cards is identified on the back by a different illustration of Indian life. The illustrations have no effect during the game;
- 60 Booty Tiles representing Buffaloes, Tepees, Horses, the Sacred Totem and Tomahawks;
- One white wooden cylinder representing the Horse;
- One brown wooden cylinder representing the Totem;
- One cloth bag;
- One set of game rules

Set up

Every player chooses one of the five sets of cards. Each set of cards consists of:



- 1 Tribe Card (identifying the relative strengths of the five different Heroes);



- 7 Hero Cards (2 Chieftains, 2 Squaws, 1 Rain Maker, 1 Scout and 1 Medicine Man).



- 7 Hero Cards (2 Chieftains, 2 Squaws, 1 Rain Maker, 1 Scout and 1 Medicine Man).

If the number of players is fewer than 5, the unused sets of cards are removed from the game. All the tiles are shuffled together and put into the cloth bag. The tiles are drawn at random from the cloth bag during the game. The two wooden cylinders are put to one side for the moment. They will come into

play later in the game.
The oldest player is the dealer for the first hunt.

The Game

The game consists of several hunts, the number of which depends on the number of players.

With 2 or 4 players: four hunts.

With 3 players: three hunts.

With 5 players: five hunts.

At the beginning of each hunt the dealer draws a number of Booty Tiles and places these face up on the table so that they form three separate groups, representing three different hunting grounds.

The number of Booty Tiles placed in the hunting grounds depends on the number of players, as follows:



Next, each player secretly chooses from their set of cards those cards that they are going to play during the first hunt. The player who is sitting on the left side of the dealer is the first player. In a 2 player game, the first player chooses 8 cards from their own set of cards and the other player chooses 7 cards. In a 3, 4 or 5 player game, the first player chooses 9 cards. The last player (the dealer) chooses 7 cards and all of the other players choose 8 cards.

Variation: If you want to play a quicker and less tactical game, you can simply draw the required number of cards for the hunt at random instead of choosing them.

The remaining cards are not used until the following hunt. Place these cards under your own Tribe Card so that they are kept separate. Once you become familiar with the game you will discover which are the best card combinations.

The Hunt

Each player shuffles the cards they have chosen and places the cards in a face down pile in front of them. Each player now draws the **top three cards**, which form their hand. The player to the left of the dealer plays first. Play then passes to the next player in clockwise order.

During their turn, each player plays **one** ace up card and places it on the nearest side (to them) of one of the three hunting grounds so that it is always clear as to whom the card belongs to (see the picture). With five players create a star formation.

After playing a card, a player draws one replacement card from their deck so that they hold three cards in their hand. If a player runs out of cards in their deck they continue playing with just the remaining cards.

- If a player places a card on a hunting ground where they have already placed a card, they should place the second and subsequent cards so that the earlier cards also remain visible.

- When different players place Hero cards in the same hunting ground, a "Trial of Strength" arises. See the next section.

- Each player may place a Hero card on a hunting ground where they have already placed another one of their Hero cards. In these circumstances the two cards can only be defeated by another player making a "sacrifice" (see the "Sacrifice" paragraph).

No player may have more than two (face up) Hero cards of their own in the same hunting ground!

Note: the point values of the Hunter cards do not change if they lie underneath other cards.

- When every player has played seven cards the hunt is over.

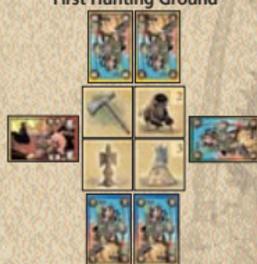
Note that the first player will still hold **two** unplayed cards in their hand at the end of the round.

The last player will have no cards and all the other players will hold **one** card each.

Those players with unplayed cards place these under their

Tribe card so that they are available to be played later in any subsequent hunts.

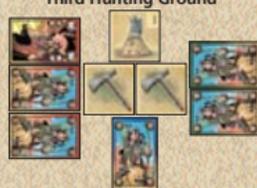
First Hunting Ground



Second Hunting Ground



Third Hunting Ground



Trial of Strength

When a player places a Hero card in a hunting ground where another player has already placed a Hero card, the **stronger card** defeats the other card. The **defeated card** is then turned face down.

On the left side at the top of each Hero card the symbols beneath the downward arrow identify all the opposing types of Heroes that can be defeated by the Hero on the card. On the right side at the top of the Hero card the symbols beneath the upward arrow identify those Heroes that can defeat the Hero on the card.



Example: the Medicine Man is able

to defeat the Rain Maker and the Squaw, but is defeated by the Chief and the Scout.

On the Tribe cards there is a summary of the Trials of Strength. On the left side of the Hero's symbol are the symbols of those heroes who can defeat that Hero and on the right side there are the symbols of those heroes who are defeated by that Hero. **Note:** as soon as a second player places a Hero into a hunting ground there will immediately be a Trial of Strength. After a Trial of Strength only one player will have a face up Hero card or cards in that hunting ground.

- If a player places a Hero card in a hunting ground where another player has already placed an identical Hero card, then the two identical cards eliminate each other. Both cards are turned face down.

- If a player places a Hero card on a hunting ground where they have already placed another one of their own Hero cards, the Hero cards can only be defeated using a "sacrifice".

Sacrifice

In order to attack two Heroes of the same opposing player, player has first to play a Hero card that is stronger or as strong as the top one of their opponent's two Hero cards (i.e. the card that the opposing player played second). In this situation, **both** the Hero cards, the defeated card and the winning card, must be turned face down.

Having eliminated the top Hero card the player or a different player may attack the remaining Hero card with a normal trial of strength later during that hunt. The attacked player may place another Hero card on that hunting ground so that they have two Hero cards again.

Example: Alex has protected his Scout by placing a Chief in the same hunting ground; in order to attack the Scout, Mario must sacrifice one of his Heroes (a Squaw or a Chief). In this way he defeats Alex's Chief. Later his Scout can be attacked as normal.

Result of the Hunt

After all the players have played seven cards the hunt is over. The players now calculate which Tribe has been the most skillful during the hunt as follows:

1. Leather Thief

Firstly, the players must calculate which player has used **the most strength points**, during the hunt. Each player adds the total Hunter card values on the Hunter cards they have played into the three hunting grounds. A leather thief will infiltrate the tribe of the player who has used the most strength points.