



HISTORICAL HANDBOOK

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In **Wendake** we wanted to honor some Native Nations who lived in the Great Lakes area. In this short pamphlet we really want to tell something about them and their fascinating costumes, and clarify which licenses we decided to take in order to make the game more fluid.

Wendat, or **Wyandot** is the name the **Hurons** used to indicate themselves; **Wendake**, instead, is the name they gave to the territory where they lived. We chose this term for his evocative strength, but in the game we considered also the **Iroquois Confederation Nations**: we mixed together the traditions of different Tribes in order to let them fit with playability and balance. After all, Wendake is a board game and we put rules and mechanics above all.

However, here you can find some details about theme.

TRIBES

In the game, in addition to the Wendat, there are ten Great Lakes Tribes. There were many others there, very similar to these, but first of all we wanted to insert the ones who formed the Iroquois Confederation (Cayuga, Mohawk, Oneida, Onondaga, Seneca and, later, Tuscarora) and then we chose the other ones basing on the historical images we had and, why not, basing on the simplicity of pronunciation of their names.

VILLAGE

Natives who lived in these Tribes were not nomads. Those who lived in teepees and who followed herds of bison lived much more at South. Iroquois and Hurons lived in Long Houses, so called because they could reach 60 meters and could host several families and, as in the game, be used as recovery for the wounded Natives.

COUNCIL

Under the Action markers we placed 4 Sages, to symbolize the Tribe's Council. In our simulation, the player represents the Village Chief who must take final decisions among those discussed and proposed by them.

Note: older women had a very important role in ruling the village, and they could also divest the Village Chief.

HARVEST

Since these Tribes were not nomad, they harvested their land: young women harvested corn, pumpkin and beans, commonly named the three sisters. In the game we chose three very recognizable icons, even if the most commonly harvested varieties were others.

HUNT

Hunting beavers was very common, to obtain leather, very cherished by white men, with whom they were traded. They actually hunted also other species for food (deers, bears, turkeys, etc). Men were in charge for this, and expeditions could last for months.

WARRIORS AND BATTLES

In the game we separated warriors and hunters and we decided to never kill any Native for balancing reasons, but actually all the adult men fought: males were trained since child to bear pain, use bow and hunt. During battles, it was normal to kill or be killed and if someone was imprisoned it was normal to be tortured and killed.

FISHING AND CANOES

In the game we tied the Fish action to canoes. Actually, fishes were usually captured from river sides with harpoons. We intended that canoes were used to navigate rivers and reach the most fish rich areas. Canoes, in fact, were the most important vehicle for these Tribes, as all the Great Lakes area is covered by thick forests and counts more than three thousand lakes tied together by creeks. Rivers were the main way of movement, since it was easier to move on them than on land.

EUROPEAN PRESENCE

This area was one of the battle grounds of the Seven Years War between English and French. In the game these population's presence is limited to the possibility of trading and to two *military alliance* Progress tiles. The French army used many different flags during this war. We chose the white one because it's the easiest one to distinguish from the English flag.

TRADE

Trade with white men was very common. Europeans were in search for leathers and the Natives wanted rifles and knives.

SMALLPOX

We wanted to insert this detail in the game to remember one of the worst effects of the European influence on these populations. There's only one documented case in which smallpox was used as a bacteriological weapon: the English, in 1763, on initiative of captain Jeffery Amherst, intentionally donated infected blanket to spread smallpox. But even though this was a isolated case, the Natives were however exterminated by huge epidemics, spread by the white men unconsciously.

RITUALS

Iroquois Rituals took place normally in closed spaces and consisted in songs and litanies that nobody knows. For this reason, we chose the drum as icon, since it was used inside Long Houses.



WAMPUM

Wampum is typically Iroquois: it's not present in any other area or Tribe. The bearer of Wampum was a mediator, a negotiator who tried to solve every kind of controversy between people or Tribes and was treated with reverence and respect almost as a sacred person.



MASKS

The Mask ceremonies were typically Hiroquois. They were used by the False Face Societies to officiate magical-healing rituals, through dances that represented Spirits. They were made of american lime wood and they always show distorted and suffering lineaments. There were also masks made of corn leaves, which represented the Straw Face Society and were used mainly by women.

The male Masks hair were made by horsehair, while the female ones were made by interlaced corn leaves.

Curiosity: it's not possible to see Iroquois Masks in museums or buy them in stores, because they are sacred for the Iroquois, who claimed back all of them and use them in their ceremonies.

TURTLE



Turtle represents the creation of the world and the birth of the man, and is considered to be the queen of animals.

It's very common to find it in Great Lakes and Canadian Natives' legends.

SACRED FIRE

It's actually a license. We called it in this way to let players understand its importance, but it's not totally correct to speak about sacredness. In the bigger houses where many families lived, however, there was a Fire Keeper who had the task to never allow it to extinguish.

In the game, we use it as a "wild" action, to represent the area where the tribe listened to the words of their Sages.



RULES FOR SOLITAIRE PLAY

By **Danilo Sabia** and **Marco Garavaglia**.

In the solo game, you compete against a "Ghost" player. To win, you must beat its score, which is mostly known at the beginning of the game, but could increase while you play.



- Shuffle the 4 **Ghost** cards and randomly place 3 of them on the table, one next to the other. Put the remaining card in the box. These cards can show any side and can be placed in any order.

Setting Up the Game

- Decide the difficulty level of the game: **Easy**, **Medium**, or **Hard**. Read "**The End of the Game**" for details.
- Prepare the main board and all the pieces of your color as you would in a 2-player game (so, only put 4 Progress tiles per level in play).

NOTE: PUT ONLY 1 TURTLE TILE OF EACH KIND IN PLAY.

- Take the pieces of another color (from now on, it will be called the "**Ghost**") and place all its Natives in your opponent's Home (so, 7 per type).

In the examples and pictures, **Ringo** plays alone and uses **Paul's** color for the Ghost.



- Place 2 Ghost Tribe disks on any 2 Score tracks, so that their total equals the total points given by the Ghost cards.

Example: The cards in play are A (8 points), E (10 points), and C (9 points). The total is 27, which is the **Ghost's** score you must overcome to win. Place one Tribe disk on 13 and one on 14 on any 2 tracks.

6. If you want to use Tribe cards, randomly draw 2 of them and choose one. Using Tribe cards makes the game easier to win.
7. Place 1 Ghost Tribe disk near the Level 1 Progress Price token.
8. Place 1 Ghost Tribe disk on the first Mask space.
9. Place 1 Ghost Tribe disk under the first Advanced Action tile (on the left).
10. Place 3 Ghost action markers on the Sage spaces on the Ghost cards.



11. Place your fourth Action marker on the "1" space of the Turn Order Area and the Ghost's marker on the "2."

Playing the game

A game lasts 7 Years as normal. At the beginning of each Year, randomly draw one Mask card and place it under the Ghost card furthest to the left that doesn't have a Mask card already. The line that matches the Mask shows which 3 actions the Ghost will take this round, in order, from left to right, starting with the card you placed the Mask under this round.



The Player and the Ghost play taking turns as in the normal game. In the first Year, the Player plays first.

Example: After **Ringo** takes his first action, Ghost **Paul** plays the Warrior action on card A. It's now **Ringo's** turn again, who takes an action following his strategy. Then it's Ghost **Paul's** turn again, who uses the **Ghost** action on card E (on the same line that matches the drawn Mask), and so on.

Phase 1: individual Player Turns

YOUR PLAYER TURN:

Your turns work as normal, with the following exceptions:

1. You only have 3 Action markers and you can choose only option **1.a - Take 1 action**.
2. When you injure a Ghost Native, it doesn't go to the Long House, but it will return Home instead.

GHOST PLAYER'S TURN:

When it's the Ghost's turn, take its Action marker from the Sage area for the next action on the Mask line. Start with the Ghost card you placed the Mask card under and proceed to the right, eventually restarting from the left after you reach the last card. Proceed in this way until the Ghost takes 3 actions.

After the third and sixth round, remove all the Mask cards under the Ghost cards and place them **at the bottom** of the discard pile.



Phase 2: Restore

The Restore phase is composed of 5 steps:

2a. New turn order

Unlike the normal game, in this phase the turn order doesn't change.

2b. Adjust Action tiles

For you, this phase works as in a multi-player game. The Ghost simply removes the Action tile that has its Tribe disk under it from the game.

After you both choose an Action tile, the Ghost Tribe disk moves one tile to the right.

2c. Restore Masks

Return your Mask marker to the Restore Area. The Ghost Mask disk moves onto the next Mask space (so, at the beginning of the fourth Year, it will move down to the second row).

2d. Restore Progress tiles

Flip your used Progress tiles to the usable side.

2e. New Year begins

Return the Ghost's Action markers to the Sages, flip the last Mask card you placed under the Ghost cards face down (or if it's the third or sixth Year, remove all of them), and swap the Action markers in the Turn Order area: Whoever played first this Year will play second in the next Year. Finally, move the Year marker one step to the right. If the Year marker was on "7", the game ends instead.

THE END OF THE GAME

The game ends at the end of the 7th Year. Add up your score as in a multi-player game, then add points for each Objective you completed, based on the difficulty of the game:

- **3 points** per each Objective if you chose to play an Easy game.
- **2 points** per each Objective if you chose to play a Medium game.
- **1 point** per each Objective if you chose to play a Hard game.

If your final score is higher than the Ghost's score (the sum of its 2 Score markers), you win!

NOTE: WE RECOMMEND THAT YOU ADD THE POINTS GIVEN BY LEVEL 3 AND 4 TURTLE TILES DURING THE GAME, AND ADD ONLY THE POINTS GIVEN BY LEVEL 5 TILES AT THE END.

GHOST ACTIONS

The **Ghost** takes the action that has its Action marker above it. The possible actions are:



Move the Ghost Tribe disk which is near the Progress Price tokens up one level. If it's already near Level 3, nothing happens.



Eliminate the Progress tile furthest to the left in the level indicated by the Ghost Tribe disk from the game, then return the disk to level 1. If that level has no more tiles, eliminate a tile from the next lower level from the game.



Move one Ghost Tribe disk 1 space up on a Score track: the Ghost's total score is increased by 1.



The Ghost moves a Native of the indicated type, into a Territory that has the flag indicated by the oval on the drawn Mask card (red oval = English; yellow oval = French).

For each flag, there is a territory Near the Ghost's Home and one Far.

The Natives are moved as follows:

WARRIOR



- If the number of Guards the Ghost has in the Near territory is equal to or lower than those in the Far territory, it places a Guard in the Near territory.
- If the number of Guards the Ghost has in the Near territory is higher than those in the Far territory, it places a Guard in the Far territory.

NOTE: WHEN THE GHOST MOVES WARRIORS, IT NEVER ATTACKS THE PLAYER'S NATIVES.

WOMAN

- If the number of Women the Ghost has in the Near territory is equal or lower than those in the Far territory, it chooses the Near territory.
- If the number of Women the Ghost has in the Near territory is higher than those in the Far territory, it chooses the Far territory.
- If there is at least one empty "Harvest" Production Area in the chosen territory, the Ghost places a Woman there;
- If there are no empty "Harvest" Production Areas in the chosen territory, but there is at least one "Harvest" Production Area occupied by a Native of yours, the Ghost will attack following the normal rules. So:
 - If your Native is a Woman, she is injured and the Ghost places a Woman in the Productive Area;
 - If your Native is an Outpost, he is injured and the Ghost doesn't place any Native;
 - If your Native is protected by at least one Guard, the Guard is injured and the Native in the Productive Area remains where it is.



NOTE: IF ALL THE "HARVEST" PRODUCTIVE AREAS IN BOTH TERRITORIES WITH THE DRAWN FLAG ARE OCCUPIED BY THE GHOST'S NATIVES, IT DOESN'T PLACE ANY NATIVES.

HUNTER

Movement rules for Hunters are similar to the ones for Women.



EXCEPTION: THE FAR TERRITORY WITH THE ENGLISH FLAG HAS 2 "HUNT" PRODUCTIVE AREAS, WHILE THE NEAR ONE HAS ONLY 1. SO, IF THE GHOST HAS 1 HUNTER IN EACH TERRITORY, IT WILL PLACE A HUNTER IN THE FAR ONE.

OBJECTIVES

Each Objective (indicated by a letter on the Ghost card) is a condition which you must achieve at the end of the game. If the Objective is completed, you score points based on the game's difficulty level.



- You must have no more than 4 Natives in your Long House.
- You must have all 9 types of Turtle tiles.
- At least one of your Score markers must be at 25.
- You must have at least 6 Progress tiles.
- You must have the majority of Guards in at least 4 territories, including your Home.

NOTE: ALLIANCE TILES CANNOT BE USED TO COMPLETE THIS OBJECTIVE.

- You must have at least 8 Productive Areas occupied by your Women and/or Hunters (including those in your Home).
- The Ghost must have no more than 5 Natives in play outside of its Home.
- You must have at least 6 Mask cards.