Contents

x Player Sheets   3 D6   x Pen or Pencil

Story

Players play as chieftains trying to build up their initially empty chiefdoms so that they score as many points as possible. They do this by choosing what icon to draw and how to draw those icons on their chiefdom plan according to the dice rolled on each turn. You plan to draw lakes and forests, give your men jobs to do such as fishing, woodcutting and building; all must be carefully thought out before being added to your chiefdom.
Don't forget to balance your chiefdom plan since your men need to be fed and sheltered as well as employed.
You lose points at the end of the game if you can't provide for your men in your chiefdom.

Game Setup

1. Each player gets a pen and a **Player Sheet**.
2. Give the **3 dice** to the player who likes rolling dice the most.

Gameplay

The game consists of several turns. During a turn the following phases happen in this order:

A. One Player Rolls the Dice
**B. All the Players Take Actions**

A. Rolling the Dice

One player rolls the **3 dice** into the middle of the play area. It doesn't matter who rolls the dice.

B. Taking Actions

All players now use the values rolled to take actions simultaneously.

Each player chooses **two dice results** and add them together. That number determines **what icon** you will draw this turn. The **third die result** determines **the placement** and **the number** of **icons** you will draw.
Each die face uses pips to show **the placement** how you draw your **icons** this turn:
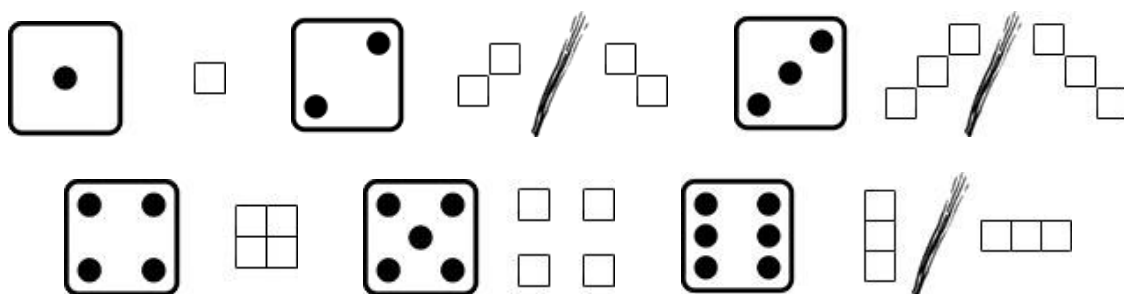
If it's **rolled triple** (1,1,1), (2,2,2) …, players choose to draw any of the icons in a **single empty square**.

Placement Rules

Icons should be drawn in empty white squares.
You can't draw an **icon** in a square that's already an icon in it.
You must draw the entire **placement** shown by the **third die result**.
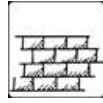The entire **placement** must be in the borders of your **chiefdom**.
If you can draw, you must draw.

End of the Game

The game ends when none of the players can use any dice results on a single turn. Players then proceed to do scoring.

Individual Actions

(3) The Wall

If the sum of the **two dice results** you choose is 3, you draw a <u>single</u> **Wall icon**, regardless of the **third die result**.
The first **Wall icon** should be drawn orthogonally adjacent to **The West Wall**.
Each drawn **Wall icon** extend the **pre-drawn Wall** orthogonally.
Each player must build their **Wall** from **West** to **East** to divide their **chiefdom** into two before the game ends, otherwise players fail to score their **Wall Squares**.
<u>**Note:**</u> *You need at least 6 Wall Squares to be able to complete the Wall.*

(4-5) Water
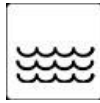
If the sum of the **two dice results** you choose is 4 or 5, you draw **Water icon(s)**, based on the **third die result**.
A contiguous area of orthogonally adjacent **Water squares** is considered a "**Lake**".

(6) Tree

If the sum of the **two dice results** you choose is 6, you draw **Two Trees per Square**, based on the **third die result**.

(7) Tree

If the sum of the **two dice results** you choose is 7, you draw **Three Trees per Square**, based on the **third die result**.
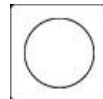A contiguous area of orthogonally adjacent **Tree squares** is considered a "**Forest**".

(8) House

If the sum of the **two dice results** you choose is 8, you draw a <u>single</u> **House icon**, regardless of the **third die result**.
To be able to draw a **House icon**, you must have at least 5 **Logs**.
House icons must be drawn in an empty square orthogonally adjacent to a **Jobless Man or a Builder**.

(9-10-11) Men

If the sum of the **two dice results** you choose is 9, 10 or 11, you draw a **Men icon(s)**, based on the **third die result**.
There are **four types of Men** in the game: **Fisherman**, **Lumberjack**, **Builder** and **Jobless**.
The type of your **Men** depends on their surroundings:
If you draw a **Man** in a space which there's nothing orthogonally adjacent to it, that man is **Jobless**.
If you draw a **Tree icon** orthogonally adjacent to a **Jobless Man**, he becomes a **Lumberjack** and starts working* right away: simply put the letter "**L**" into the circle to determine the type of man. It can't be changed later.
If you draw a **Water icon** orthogonally adjacent to a **Jobless Man**, he becomes a **Fisherman** and starts working* right away: simply put the letter "**F**" into the circle to determine the type of man. It can't be changed later.
If you draw a **House icon** orthogonally adjacent to a **Jobless Man**, he becomes a **Builder** and starts working* right away: simply put the letter "**B**" into the circle to determine the type of man. It can't be changed later.
If you draw a **Jobless Man** orthogonally adjacent to a **Tree icon**, a **Water icon**, a **House icon**, he becomes a **Lumberjack**, a **Fisherman**, a **Builder** respectively. If there's more than one type of surroundings, **players** decide which job suits the best.

(2-12) "Wild" ?

If the sum of the **two dice results** you choose is 2 or 12, or you **rolled triple** (1,1,1), (2,2,2), (3,3.3), (4,4,4), (5,5,5), (6,6,6) you draw any of the icons above in a **single empty square**.
You still need **Logs** and a **Man** if you want to draw a **House icon**.

*Working Actions

Fishing

There are two ways to fish:
When you draw a **Water icon** orthogonally adjacent to a **Jobless Man** or **a Fisherman**, OR,
When you draw a **Jobless Man** orthogonally adjacent to a **Water icon**, -causing the **Jobless Man** to become a **Fisherman**- you immediately fish from respective **Water icon(s)** by drawing a **Fish icon** in it, as well as marking **Fish icons** on your **Player Sheet**. Each **Fisherman** can get 1 **Fish** from each orthogonally adjacent **Water icon once**, each **Fish** feeds 3 **Men**. During scoring you need to feed all your **Men**, for each **Man** you cannot feed you get minus 2 points.
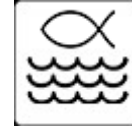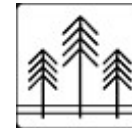
Woodcutting

There are two ways to cut wood:
When you draw a **Tree icon** orthogonally adjacent to a **Jobless Man** or **a Lumberjack**, OR,
When you draw a **Jobless Man** orthogonally adjacent to a **Tree icon**, -causing the **Jobless Man** to become a **Lumberjack**- you immediately cut wood from respective **Tree icon(s)** by drawing a **Lines** in it, as well as marking **Logs** for **each Tree** you get. Each **Lumberjack** can get 2 or 3 **Trees** (**Logs**) from each orthogonally adjacent **Tree icon**.
Just like **Water squares**, you can only harvest each **Tree square once**.

Building

There are two ways to build a house (drawing a **single House icon**):
First, you need to spend **5 Logs** by crossing one of the piles, then,
you draw a **House icon** orthogonally adjacent to a **Jobless Man**,
-causing the **Jobless Man** to become a **Builder**-
OR,
you can draw another **House icon** orthogonally adjacent to the same **Builder**, if there's an empty square available.
Each **House** can shelter any 4 **Men** in your chiefdom, during scoring, for each **Man** you cannot shelter you get minus 2 points.

Note: **Fish** and **Logs** are not limited to the space on the player sheet.

Winning the Game

Sum all the points you've gained. The player with the most vote points wins! In case of a tie, the players share the victory.

Scoring

There are 13 conditions to look at when calculating the final score:

Each **Fisherman adjacent to a Tree Square: 3**

Each **Lumberjack adjacent to a Water Square: 3**

Each **Man: 1**

Each **Fish not eaten: 3**

Each **Lumber not used: 1**

Each **House: 7**

Each **Tree in your largest Forest: 1**

Each **Water Square in your largest Lake: 2**

Each **Wall Square in a Complete Wall: 3**

Each **Jobless Man: -2**

Each **Homeless Man: -2**

Each **Hungry Man: -2**

Each **Empty Square: -1**

End-game Example

2, 12	? — One Square
3	🧱 — One Square
4, 5	~ — Dice Pattern
6	🌲🌲 — Dice Pattern
7	🌲 — Dice Pattern
8	🏠 — One Square
9, 10, 11	◯ — Dice Pattern

CHIEFDOM

a roll & write game by Arif Nezih SAVI
for 1-100 players

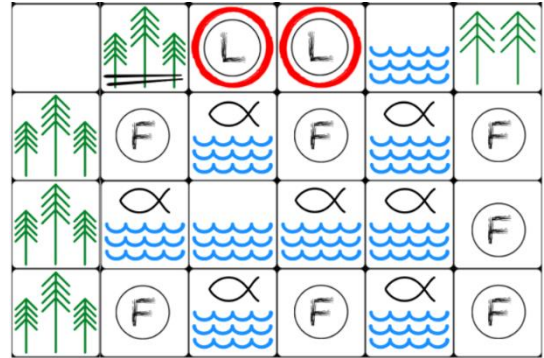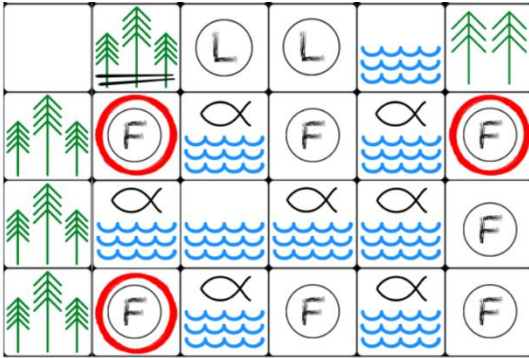| (F)🌲	3	�	3	🌲	1	◯	-2
(L)~	3	log	1	~	2	~~🏠~~	-2
Each Man	1	🏠	7	🧱	3	~~X~~	-2
Total:						☐	-1

X = 😊 😊 😊

X = 🏠 = F L B ◯

Each Fisherman adjacent orthogonally to a Tree Square: 3

In the end game example, the player has 3 **Fisherman** adjacent to **Tree Squares**, he scores **9 points**.

Each Lumberjack adjacent orthogonally to a Water Square: 3

In the end game example, the player has 2 **Lumberjack** adjacent to **Water Squares**, he scores **6 points**.

Each Man: 1

In the end game example, the player counts every **Fisherman**, **Lumberjack**, **Builder** and **Jobless Man**, he has 23 **Men** in total, he scores **23 points**.

Each Fish not eaten: 3

In the end game example, the player first checks how many **Fish** he harvested, he has 7 **Fish**. Each **Fish** feeds 3 **Men**, so he can only feed 21 **Men**. He has 23 **Men** in his chiefdom, 2 of his **Men** go hungry, he scores **minus 4 points** for that. He can't score uneaten **Fish**, if he had one more **Fish**, he could've fed everyone in his chiefdom avoiding minus points. Because he has 23 **Men**, he needs at least 9 **Fish** to be able to score uneaten **Fish.**

Each Lumber not used: 1

In the end game example, the player simply counts each **Lumber** he didn't use, he scores **10 points**.

Each House: 7

In the end game example, the player simply counts each **House** he built, he scores **35 points**. It's easy to count these since players put a cross on each group of Lumbers whenever they use them to build a **House**.

Each Tree in your largest Forest: 1

In the end game example, the player first determines which group of **Tree squares** is the biggest, then counts each **Tree** in his **Forest**, it doesn't matter if the Trees are cut down or not. He scores **34 points.**

Each Water Square in your largest Lake: 2

In the end game example, the player first determines which group of **Water squares** is the biggest, then counts each **Water square** in his **Lake**. He scores **18 points.**
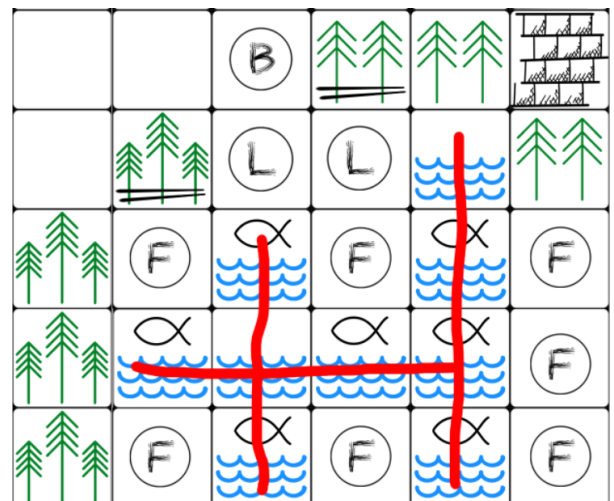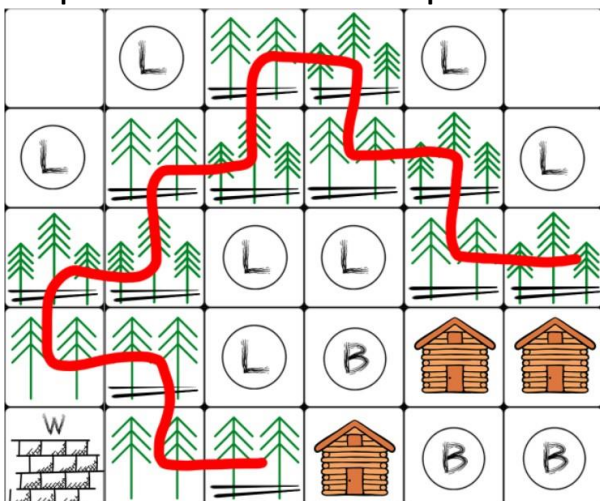
Each Wall Square in a Complete Wall (Incl Predrawn) : 3

In the end game example, the player couldn't complete his wall, therefore he can't score any points. If he had drawn one more **Wall square** adjacent to the East side of the **Wall**, he would have completed his **Wall** and scored **33 points**.

Each Jobless Man: -2

In the end game example, the player simply counts the **Jobless Men** in his chiefdom, he scores **minus 4 points**.

Each Homeless Man: -2

In the end game example, the player checks how many **Houses** he built, he has 5 **Houses**. Each **House** can shelter 4 **Men** in, so he can only shelter 20 **Men**. He has 23 **Men** in his chiefdom, 3 of his **Men** go homeless, he scores **minus 6 points**.
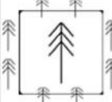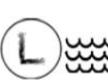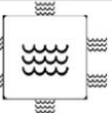
Each Hungry Man: -2

In the end game example, the player scored his **Hungry Men** while calculating his <u>uneaten</u> **Fish.** He scores **minus 4 points**.

Each Empty Square: -1

In the end game example, the player simply counts Empty squares in his chiefdom, he scores **minus 10 points**.

He sums all the points he's gained and scores **111 points** in total.

Solo Mode

Try to get as high score as possible. Use the table below to see how successful you were.

0-50	Seriously? Try again!
51-80	Well, you should try harder!
81-100	You won't be a leader!
101-120	You're getting there young one!
121-150	A Khan appears!
151-170	A Paramount Chieftain!
171-199	Your story will be told!
200+	Too good for this Chiefdom!

Advanced Mode

There are 18 scoring cards with one advanced scoring condition on each card. Before starting the game, one of the players shuffle the cards and randomly picks three of them and places them face-up on the table where every player can see. The rest of the scoring cards are not used.

In addition to the usual scoring rules, players may also score extra points based on these three cards.

#	Condition	Points	
1	Each complete row of **Forest**	6	
2	Each complete row of **Lake**	6	
3	Each group of **Lumberjacks**	5	
4	Each group of **Houses**	5	
5	Each group of **Fishermen**	5	
6	Each group of **Builders**	5	
7	Each complete **column** of filled squares	5	
8	Each uncut **Tree Square**	2	
9	Each unharvested **Lake Square**	4	
10	Each **Lumberjack** surrounded on all four sides by Tree Squares	5	
11	Each **Fisherman** surrounded on all four sides by Water Squares	5	
12	Each **Builder** surrounded on all four sides by Houses	5	
13	Have the most **Lumber** (used and unused)	10	Second most gets 5
14	Have the most **Fish** (eaten and uneaten)	10	Second most gets 5
15	Have the most **Employed Men**	10	Second most gets 5
16	Have the most **Houses**	10	Second most gets 5
17	Have the most **Empty Squares**	10	Second most gets 5
18	Have the least **Wall Squares**	15	Second least gets 10

Clarifications

"Adjacent" means the squares that share a side with each other orthogonally only, not diagonally.

A "group" means three or more adjacent squares of the same type.

CHIEFDOM

a roll & write game by Arif Nezih SAVI
for 1-6 players

2 12	?	ONE SQUARE
3	(bricks)	ONE SQUARE
4 5	(waves)	Dice Pattern
6	(tree)	Dice Pattern
7	(trees)	Dice Pattern
8	(cabin)	ONE SQUARE
9 10 11	(circle)	Dice Pattern

W

E

Scoring

F (tree)	3	(fish)	3	(trees square)	1	(circle)	-2
L (waves)	3	(log disc)	1	(waves square)	2	(cabin crossed)	-2
Each Man	1	(cabin)	7	(bricks square)	3	(circle crossed)	-2
(cards ?)		(cards ?)		(cards ?)		(empty square)	-1

is your final score?

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2 12	?	One Square
3	🧱	One Square
4 5	〰️	Dice Pattern
6	🌲	Dice Pattern
7	🌲🌲	Dice Pattern
8	🏠	One Square
9 10 11	◯	Dice Pattern

W

E

F🌲 3	🐟 3	🌲(boxed) 1	◯ −2
L〰️ 3	log 1	〰️(boxed) 2	🏠❌ −2
Each Man 1	🏠 7	🧱 3	❌ −2
🃏?	🃏?	🃏?	⬜ −1

is your final score?

Each complete row of Forest	Each complete row of Lake	Each group of Lumberjacks
+6 Pts	+6 Pts	+5 Pts

Each group of Houses	Each group of Fishermen	Each group of Builders
+5 Pts	+5 Pts	+5 Pts

Each complete column of filled squares	Each uncut Tree Square	Each unharvested Lake Square
+5 Pts	+2 Pts	+4 Pts

Each Lumberjack
surrounded on
all four sides by
Tree Squares

+5 Pts

Each Fisherman
surrounded on
all four sides by
Water Squares

+5 Pts

Each Builder
surrounded on
all four sides by
Houses

+5 Pts

Have the most Lumber
(used and unused)

+10 Pts

Have the most Fish
(eaten and uneaten)

+10 Pts

Have the most
Employed Men

+10 Pts

The player who has
the second most...

+5 Pts

The player who has
the second most...

+5 Pts

The player who has
the second most...

+5 Pts

Have the most
Houses

+10 Pts

Have the most
Empty Squares

+10 Pts

Have the least
Wall Squares

+15 Pts

The player who has
the second most...

+5 Pts

The player who has
the second most...

+5 Pts

The player who has
the second least...

+10 Pts

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