

APACHE

for 2 – 5 players
aged 8 and up



GAME IDEA

Each player controls a small Indian tribe, made up of Hunters, Maidens, Warriors and Chiefs. The Indians want to claim as much booty as possible. So the Hunter, for example, keeps an eye out for buffalo, while the Maiden collects necklaces. Those who keep their cool and wait for multiple booty cards to show up have a good chance of winning the game.

GAME COMPONENTS

- 20 Hand cards (1 Chief, Warrior, Maiden and Hunter in each of the 5 player colours)
- 114 Prairie cards, including
 - 45 Indian cards (2 Chiefs, 2 Warriors, 2 Maidens and 3 Hunters in each of the 5 player colours)
 - 69 Booty cards (33 Buffalo, 9 Totem poles, 9 Tomahawks, 9 Necklaces, 9 Teepees)
- 1 Pow-Wow Board
- 1 Rulebook

GAME SETUP

- The hand cards and prairie cards are separated into two piles. Hand cards have an Indian on their reverse sides, while prairie cards have a prairie on their reverse sides.
- Each player chooses a colour and receives the 4 hand cards of this colour. These cards consist of a Chief, Maiden, Warrior and Hunter in a single colour. The booty that each card can claim can be seen in its upper corners as well as in its background.

Note: If fewer than 5 players are taking part, then the hand cards in the unused colours are returned to the box.

- All prairie cards are placed face-down in the middle of the table in a disorganized pile and subsequently spread out and mixed up. The cards will remain like this for the rest of the game.
- A space is cleared in the middle of the table and the Pow-Wow board placed there. A Pow-Wow is an Indian term for a gathering.
- The player with the sharpest eyes begins (We recommend this text for testing).



GAMEPLAY

Reveal prairie card

Play is in clockwise order. Players take turns revealing one of the prairie cards in the middle of the table.

Note: To ensure that the active player does not have an unfair advantage, he must turn the card over with the prairie on its reverse side facing him.

There are two types of prairie cards: Indian cards and booty cards.



Indian cards have an Indian in a player colour on them,



while **booty cards** have a buffalo, necklace, tomahawk, totem pole or teepee on them. Players use their hand cards to claim these cards.

Note: If fewer than 5 players are taking part, then Indians will be revealed in the course of play who do not belong to any player. These Indians are simply left face-up on the table.

As soon as a prairie card has been revealed, any player may play a hand card that can claim booty. If nobody chooses to play a hand card, then players continue to take turns revealing prairie cards until someone chooses to play a hand card, interrupting the revealing of prairie cards.

Claim booty

In order to claim booty, the player must play a hand card, placing it as quickly as possible onto the Pow-Wow board.

A player may only play a hand card if the matching Indian was already revealed during play (and is therefore face-up on the table). The Indian must also be able to claim at least one card of booty.

The Indians and their booty



The Maiden is young and beautiful and collects **all necklaces**.



The Warrior is big and powerful and collects **all tomahawks**.



The Hunter is small and quick and collects **all buffalo**.



The Chief is old and crafty and takes prisoners. He can only claim booty when at least one totem pole and at least one other male Indian are revealed. He collects **all totem poles** and one other **male Indian** of his choice.

Note: If fewer than 5 players are taking part, then the Chief can also capture an Indian who does not belong to any player.



All Indians can also choose to collect **all teepees** instead of their 'usual' booty.

Example: A red Hunter, a teepee and a buffalo lie face-up in the middle of the table. The red player plays his Hunter card from his hand, placing it onto the Pow-Wow board. He can claim 2 cards: the Indian card with his Hunter on it as well as either the teepee **or** the buffalo. He may not claim both the teepee and the buffalo.

The player takes the Indian card on the table as well as the booty cards claimed and places them off to one side in a face-down pile. This is his victory pile. Finally, he takes his hand card back in hand.

Should two identical Indians – for example, two Hunters – of the same colour be on the table when a player chooses to play his matching hand card onto the Pow-Wow board, he can only use one of the two Indian cards to claim booty. The second card remains on the table.

After revealing a prairie card, a player can only ever choose to play a single hand card. It is not possible, therefore, to play both a Hunter and a Maiden, for example.

Multiple players wish to claim booty

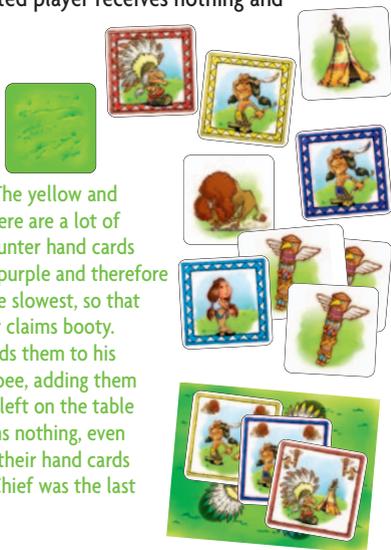
Should multiple players choose to play hand cards at the same time, then the player who placed his card onto the Pow-Wow board the fastest gets to claim booty first. That player is the player whose hand card is at the bottom of the pile on the Pow-Wow board. Thereafter the second-fastest player (that is, the player with the next-lowest card) gets to claim booty, and so on.

It is possible that a player can no longer claim booty when his turn comes around, as another player may have claimed the desired cards first. In that case, the affected player receives nothing and simply takes his hand card back.

After claiming booty

Once all players have taken their hand cards back in hand, then the players resume revealing prairie cards, starting with the player who last played a hand card.

Example: A player has just revealed a prairie card: the red Chief. The yellow and purple players recognize the danger their Hunters are in, since there are a lot of totem poles lying face-up on the table. They quickly play their Hunter hand cards onto the Pow-Wow board, with yellow being slightly faster than purple and therefore getting his card on the Pow-Wow board first. The red player is the slowest, so that his Chief card ends up on top of the pile. First, the yellow Hunter claims booty. The yellow player takes his Hunter along with the buffalo and adds them to his victory pile. The purple player claims her Hunter as well as a teepee, adding them to her victory pile. It is now the red Chief's turn: The only Indian left on the table is a Maiden, whom the Chief cannot capture. Red therefore claims nothing, even though there are totem poles on the table. All players then take their hand cards back in hand. The red player reveals the next prairie card, as his Chief was the last hand card to be played.



Punishment!

If a player plays a hand card with which he could not have claimed any booty, then he must give up the top two cards in his victory pile. These cards are removed from the game. If a player doesn't have enough cards in his victory pile, then he must give up as many cards as he can. Finally, he takes his hand card back in hand.

GAME END AND SCORING

After the last prairie card has been revealed, all players have one last chance to try and claim booty. Thereafter, the game is over.

Each player counts the cards in his victory pile. The player with the most cards wins. In the event of a tie, then the proud Apaches share the victory!

ADDITIONAL RULES

 that expand the base game.

All additional rules can be combined together however the players wish.

Warpath



When a player claims **tomahawks** with his Warrior, he subsequently goes on the warpath and attacks all other players. The player receives **one buffalo** from each other player's victory pile. If any player has no buffalo cards, then he doesn't lose anything.

In a two player game, the Warrior claims 2 buffalo instead.

Note: When playing the game with the 'Warpath' variant, it is recommended that players add their buffalo cards to the bottom of their victory piles, in order to make them easier to find.

Wedding



When at least one **teepee** is lying face-up on the table, a **Maiden** can choose to marry a **male Indian** of her choice. Conversely, a male Indian can also choose to marry a Maiden of his choice.

Both the player to whose tribe the Maiden belongs as well as the player to whose tribe the male Indian belongs may play their hand card. The player who plays his card the fastest claims all teepees, the Maiden as well as the male Indian, adding them to his victory pile. Players may naturally also continue to claim teepees in the usual fashion, without marrying.

Shared booty



If there are fewer than 5 players taking part, then there are Indians that do not belong to any player. These Indians form alliances with **identical Indians** the players own in order to share the booty. If, for example, a player claims booty with his Hunter, then all Hunters on the table that do not belong to other players ally themselves with him. The player gets to claim all of these cards as a bonus, adding all of them to his victory pile.

Exception: Indians that do not belong to other players do not form alliances when being taken prisoner – or when marrying, should the 'Wedding' variant be used!

Example: One blue and two yellow Chiefs are laying face-up on the table; they belong to no one. A red Chief is revealed and the red player plays his Chief card onto the Pow-Wow board. He takes a green Warrior prisoner. The red player gets to claim all 4 Chiefs, all totem poles as well as the green Warrior. He does not get to claim any Warriors that do not belong to any player that may be on the table, however, since it is the Chief who is claiming booty.



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