

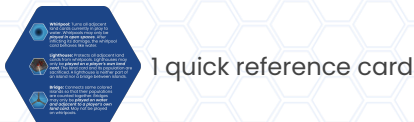
develop. defend. destroy.

Manitou

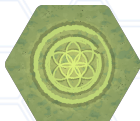
a strategy card game that plays like a board game

THE CARDS

Manitou includes 48 hexagon shaped cards.



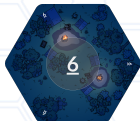
1 quick reference card



1 origin card



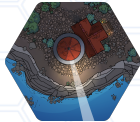
20 daytime land cards
(2 each of 1 through 10)



20 nighttime land cards
(2 each of 1 through 10)



2 whirlpool specialty cards



2 lighthouse specialty cards



2 bridge specialty cards

THE GOAL

The object of the game is to own the most populated island. An island is a grouping of cards of the same color which share at least one adjoining edge. The number in the center of each card represents its population and the population of an island is the sum of all the cards that make up the island.

PLAYERS

Manitou is designed for either two or four players. In the four player version players sitting across from one another play as a team. The variations for team play are described later in these rules.

SETUP

Have each player draw a numbered card from the deck. The player drawing the highest card will go first and own the green, daytime islands. Give the three specialty cards with the sun symbol to this player and the three specialty cards with the moon symbol to the other. The sun and moon symbols are only used during setup and have no bearing on the gameplay. Put the origin card in the center of the playing surface. Shuffle the numbered land cards and deal five cards, face down, to each player. Place the remaining land cards nearby to form a single draw pile.

THE PLAY

Start each turn by playing one of your specialty cards (this is optional, more on specialty cards later) and then playing a land card from your hand, face up. You may play a land card of your own color or of your opponent's color.

- ❖ Land cards must be played along the edge of another land card or the origin card.
- ❖ The card played must match **all adjacent land cards** by either color or number.
- ❖ When a land card is played next to a card of the same number but a different color, the previously played card is turned to its water side.

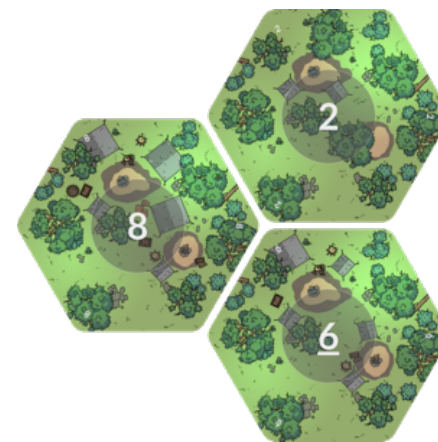
End each turn by drawing a card. Play continues, alternating players.

SPECIALTY CARDS

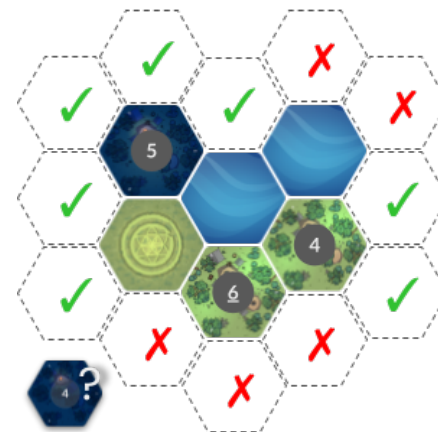
💡 If this is your first time playing Manitou, consider playing once without the specialty cards to familiarize yourself with the basic gameplay.

One specialty card may be played before playing a land card from your hand. Specialty cards cannot be used after the last land card has been played.

- ❖ **Whirlpool:** Turns all adjacent land cards currently in play to water. Whirlpools may only be **played in open spaces**. After inflicting its damage, the whirlpool card behaves like water.
- ❖ **Lighthouse:** Protects all adjacent land cards from whirlpools. Lighthouses may only be **played on a player's own land card**. The land card and its population are sacrificed. A lighthouse is neither part of an island nor a bridge between islands.
- ❖ **Bridge:** Connects same colored islands so that their populations are counted together. Bridges may only be **played on water and adjacent to a player's own land card**.



an island with a population of 16



a nighttime 4 may be played in any space with a green checkmark

WINNING THE GAME

The game ends when all the land cards have been played. The winner is the player with the single most populated island. Other smaller population islands are not counted. A player forfeits the game if they are unable to play a card.

STRATEGIES

Offense or Defense

Notice that the face of a specialty card is different from the back. Because of this, you may choose to utilize one of each specialty type (playing one whirlpool, one lighthouse, and one bridge) or you may choose to play two of one specialty type and one of another. A more aggressive strategy would be to deploy two whirlpools over the course of the game while a more conservative approach would be to defend your islands using two lighthouses.

Night and Day

In the game of Manitou you need to play cards of your opponent's color. While it is tempting to play your own color cards at every opportunity, it is better to balance the play of both daytime and nighttime cards. Try to find opportunities to play your opponent's color cards where the advantage to them is minimal. Spread their land cards across multiple islands or play them in a way that will allow you to turn their card to water on a subsequent turn. Remember your opponent will draw just as many of your color cards as you will of theirs.

Dividing

Since the object of the game is to create the single most populated island, thwart your opponent by forcing them to have multiple islands. The more islands they have, the more you can spread out their population. Deploy a whirlpool or turn a land card to water to break up an island.

Sacrificing

Sometimes sacrificing your own land cards is necessary to create a future opportunity – such as deploying a lighthouse. Lower population cards are best for this purpose so consider holding them until you have a chance to use them effectively.


Opposite Pairs

Having two cards of the same number but different color can create an opportunity! By playing your card and then, on your next turn, playing your opponent's card, you can create a new island for your opponent and spread out their population. Or you may choose to play your opponent's card first and, on your next opportunity, turn it to water.

VARIATIONS

Team Play

In the four player variation the players sitting across from one another play as a team. Teammates may not confer with one another during the game. The three specialty cards are shared between teammates.

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Match Play

In the match play variation, players keep a tally of the population of the largest island after each game. The first player to reach a total of 200 wins the match.

Borders

Limit play to a confined area (such as the surface of a small table). Once played, cards may not be shifted on the playing area to create additional space and no portion of a card may extend off the playing area. Create interesting gameplay by placing the origin card off-center.

COMMON QUESTIONS

Can a land card be played on top of another card?

No, land cards may only be played in open spaces and next to another land card or the origin card.

Can I flip two land cards in a single move?

Yes! When you play a land card it turns all adjacent land cards of the same number but a different color to water.

Can I hide my specialty cards from my opponent?

Yes, you may conceal your specialty cards. Furthermore, you do not need to reveal the reverse side of any specialty cards you play.

Can I play a land card adjacent to a lighthouse?

Land cards are played next to either the origin card or another land card. If those conditions are met, and your card is also adjacent to a lighthouse, then yes.

Does a lighthouse act as a bridge?

No. A lighthouse is neither part of an island nor a bridge between islands.

Does a lighthouse protect against a card of the same number but different color?

Lighthouses only protect against whirlpools. A land card next to a lighthouse can still be turned to water by a same-numbered card of a different color.

Does the origin card act as a bridge?

No. Like the lighthouse, the origin card is neither part of an island nor a bridge between islands.

Can I play a bridge on a whirlpool?

Bridges may only be played on water and cannot be played on whirlpools.

Can I connect multiple bridges together?

Multiple bridges can be joined to span large expanses of water, but you may only play a bridge card adjacent to your own land card. You may not play a bridge card if it is only adjacent to another bridge card.



2 or 4 Players



Ages 12+



About 30 Mins

