WENDIGO
BONUS GAMES

Hawkeye

Goal
Gain the most points by identifying the tile that matches the revealed tile as fast as possible.

Setup
Place the Wendigo tiles in a pile face-down. Spread out all the Scout tiles on the table face-up.

Gameplay
When everyone is ready, turn over a Wendigo tile face-up. The first player to touch the identical Scout tile wins the round. He keeps the Wendigo tile that was turned over as a point.

You can only touch one Scout tile per round.
If you make a mistake, you cannot take it back.
If all players mess up, every player can try again.

End of the game
When all the Wendigo tiles are played, the player with the most points wins the game.

Blood Brothers

Goal
Gain the most points by identifying how many characteristics 2 tiles have in common as fast as possible.

Setup
Return the Wendigo tiles to the box. They will not be used.
Carefully shuffle the Scout tiles to avoid damaging them.

Gameplay
When everyone is ready, turn over 2 Scout tiles at the same time.
The first player to shout out (!) the exact number of characteristics the 2 Scout tiles share wins the round. He keeps the 2 Scout tiles as points.

The observable characteristics and the number of each are:
• Hat (3 different)
• Size (3 different)
• la coiffure (4 différentes)
• Hairstyle (4 different)
• Scarf and Backpack - that are always paired
  (3 different)

You can only shout one number per round. If you make a mistake, you cannot suggest a new number.
If all players mess up, every player can try again.

End of the game
When all the Scout tiles are played, the player with the most points wins.

Lone Wolf

You need at least 3 players for this variant.

Goal
Gain the most points by identifying which tile has no duplicates on the table as fast as possible.

Setup
Remove 16 Scout tiles and the 16 Wendigo tiles that match them. Return them to the box.
Place the remaining tiles face-up on the table.

Gameplay
Each round, the player who won the previous round will be the judge. During the first round, the oldest player takes on this role.

At the beginning of each round, every player besides the judge closes their eyes.
The judge removes a random tile from the game and places it face-down beneath his hands.

When he's done, he says "wake up!". All other players open their eyes and look for which scout is on the table only one time - the one that matches the tile the judge removed.

The first player to identify the matching tile wins the round. He keeps both tiles (the one he identified and the one the judge removed) as points. This player becomes the judge for the next round.

You can only identify one tile each round.
If you make a mistake, you cannot change your answer.
If all players mess up, every player can try again.

End of the game
When there are only 4 tiles left, the game ends. The player with the most points wins.

Elephant's Memory

Goal
Using your memory, gain the most points by finding the tile that matches the revealed tile for the round amongst the face-down tiles.

Setup
Take 12 Scout tiles and the 12 matching Wendigo tiles (use the numbers on the back to make sure you have the exact pairs). Return the rest of the tiles to the box. They will not be used.

You can play a more challenging game by increasing the number of tiles, to 16 for example.
Spread out the Scout tiles on the table face-down.
Make a pile with the Wendigo tiles with the Scout side visible.

Gameplay
Taking turns, each player turns over one (and only one) Scout tile trying to match it to the top most Wendigo tile on the pile.
If the current player fails, it's the next player's turn.
If the current player succeeds, he takes the Wendigo tile. He does not play another turn, it's the next player's turn.

End of the game
The game ends when there are no more Wendigo tiles in the pile. The player with the most Wendigo tiles wins the game.

Scorpion Masqué