

LOÏC LAMY
LOÏC VAIARELLO

AURIGNAC

 12+
 1-5
 30'/j

RULES

35 000 YEARS AGO, SAPIENS ARRIVED IN EUROPE.
THIS PERIOD WILL BE MARKED BY A STRONG ARTISTIC DEVELOPMENT,
BUT ALSO BY THE STILL UNEXPLAINED DISAPPEARANCE OF NEANDERTHALS...
TAKE IN HAND THE DESTINY OF A TRIBE AND TRY TO SURVIVE AS WELL AS POSSIBLE
WHILE LEAVING A MAXIMUM OF TRACES OF YOUR PASSAGE, OR MANAGE THE FORCES
OF NATURE TRYING TO SLOW DOWN THE DEVELOPMENT OF HUMANS...



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1. A BIT OF PREHISTORY...

PREFACE

For most of us, the prehistoric era is summed up in distant school memories where we were fascinated by dinosaurs and discovered the way of life of those who were to become our very distant ancestors. Homo neanderthalensis, Homo erectus, Homo Sapiens... When? Where? It becomes immediately a little more vague. All the more so as specialists disagree as to their interpretation of new discoveries, and what we thought was established is regularly questioned in fields as vast and varied as shamanism, cave art, contact between Neanderthals and Sapiens, etc... We have therefore decided to present a romanticized vision of the period we are going to explore. It is the fruit of our modest knowledge, of our research and of the advice of the team of the Museum of the Aurignacian.... Aurignacian, here, this one you had perhaps not heard about it...

CONTEXT

Our setting is about 35,000 years before the present in Western Europe. Sapiens made his appearance there by arriving from Africa, whereas Neanderthals had occupied the territory for over 300,000 years. In the middle of the ice age, with its characteristic steppe landscape, the waterways were numerous and attracted a great variety of animals, notably the reindeer herds. This favorable living environment, enhanced by the presence of nearby limestone ridges, allowed the use of shelters, one of which became known as the "Aurignac Shelter" and whose discovery laid the foundations of a new science: prehistory.

DISAPPEARANCE OF NEANDERTHAL

The disappearance of Neanderthals occurred about 10,000 years after the arrival of Sapiens on their territory. The latter could be the cause. Here again, the numerous debates surrounding what is still a mystery today, proves that it is not so simple. It is undeniable that Sapiens and Neanderthals crossed paths and even rubbed shoulders, whether on hunting grounds or on habitat sites (shelters, open-air camps). It is established that exchanges took place and that each learned from the other. Neanderthals and Sapiens mutually fed off of each other's techniques and way of life to perfect their tools and introduce new cultural and artistic practices.

Even if conflicts may have existed periodically, during a lack of resources for example, scientific data does not allow us to affirm that the arrival of Sapiens played a role in the disappearance of Neanderthal. Perhaps a slow and steady decrease in births can explain part of his extinction. There is also the question of the degree of linkage between Neanderthal and Sapiens, they had cultural interactions so why would they not have had biological interactions? Today, we know that a part of the world population has inherited a little less than 4% of Neanderthal specific genes. In our romanticized vision, we are not talking about extinction.

We warmly thank the
MUSEUM OF THE AURIGNACIAN,
avenue de Benabarre, 31420 AURIGNAC,
for their collaboration in the realization of the game. We have
respected the designation of the elements of the game, as well as the
immersive elements, the research and advice given by the museum.

FOCUS ON NEANDERTHAL

Neanderthal is the champion of all categories of survival and has been established in Europe for more than 300,000 years. Physically more robust and massive than Sapiens, he is morphologically adapted to ice ages. In fact, for a long time he was considered as an archaic being, close to the animal. However, this vision is completely erroneous. Indeed, Neanderthal is not only characterized by its ability to adapt. He mastered fire, made tools, developed several hunting techniques thanks to a perfect knowledge of his environment, which also made him an efficient gatherer. He practiced art (use of ochre and manufacture of ornaments), and certainly had a strong social organization.

The clan is very important in the life of Neanderthal. They shows solidarity with their own people and take care of the wounded, the sick and the elderly. They practice funeral rites and offer burials to their dead.



FOCUS ON SAPIENS

The one who will become the so-called "modern" man. Bigger than Neanderthal, he differs from the latter by different artistic and spiritual approaches.

Sapiens strength is in their ability to understand and improve their techniques of tool crafting, hunting or art.

Their innovations allow them to adapt quickly to the environment and to multiply the forms of art and techniques of representations. Sapiens' attraction to the spiritual is still difficult to understand today, and this aspect of their lives remains mysterious. It demands respect and will probably never deliver all of its secrets.



FOCUS ON THE AURIGNACIAN PERIOD

In simple terms, the Aurignacian period represents the dawn of the presence of Sapiens in Europe and the appearance of new technical know-how. It is situated between 43,000 and 31,000 BC.

The Aurignacians used a new method of cutting flint, lamino-lamellar debitage, which made it possible to extract a series of blades and flakes that were retouched and used directly as weapons and tools. Another major change was the regular use of hard animal materials (reindeer antlers and bones) to create solid tools and weapons adapted to the types of animals hunted. Hunting thus became more efficient and evolved further with the first domestications of the wolf.

But the greatest changes come from art, as well as from the vision of the world that surrounds them, whether real or imagined. Animal representations are omnipresent, in the form of statuettes, paintings or parietal engravings. It was also during this period that feminine representations appeared with the first statuettes of Venus and engravings. The finery is fleshed out and becomes an important element in the dress of Sapiens. Finally, music made its appearance, notably with the manufacture of bone flutes.

Today it is still difficult to explain the attraction of Sapiens to art and the spiritual, but it marks a distinction from Neanderthals.



lamino-lamellar debitage

first domestications



bone flute, elements of adornment and drill.

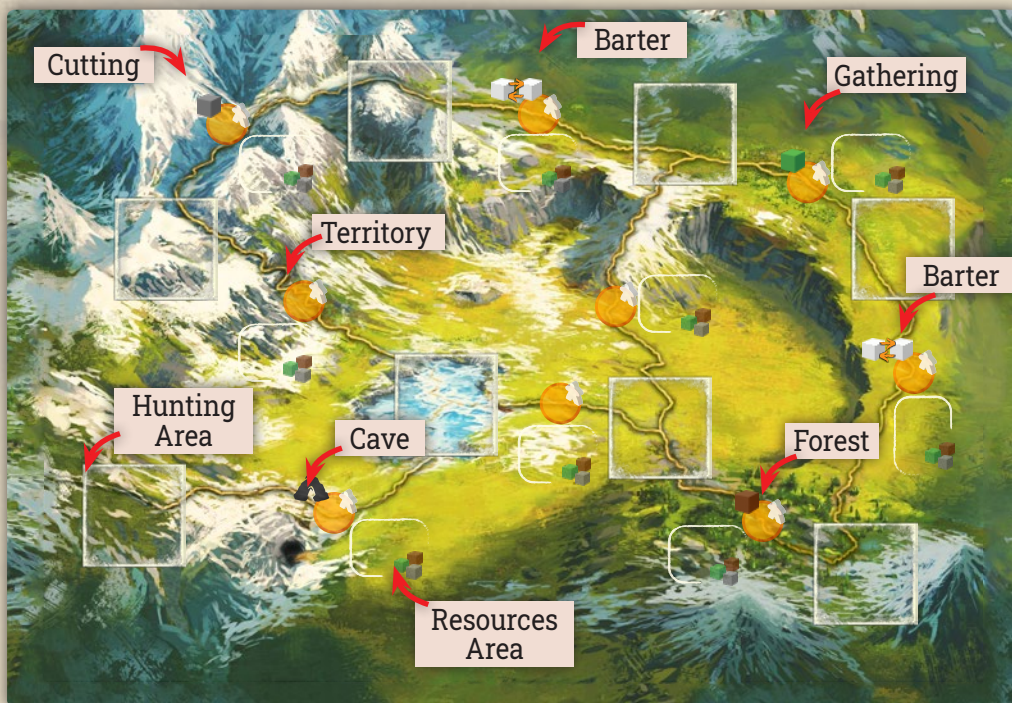
Acknowledgements from Loïc Lamy

"Thanks to the whole museum team, especially Marie and Mathilde, for their trust, help and enthusiasm. Thanks to all my testers, especially Mother Nature Jordan, Jules Sapiens and Jules Neanderthal, as well as Frédéric, Jean and Christophe. Thank you Nicholas for the good development ideas, and sorry again for my clumsy mistake. All my affection to my personal Mother Nature and to my three little Sapiens."

2. MATERIAL

GAME BOARD

There are **Hunting Areas** for Animals, **Territories** between these areas to place your large Tribe Meeple and **Resource Areas** to place Resource Cubes. Among these Territories, six are **Special Territories**.



The **Hunting Areas**, where the Animal Tiles that make up the Herds are placed.

The **Territories** are located between the different Hunting Areas. The Tribes move from Territory to Territory.

The **Resource Areas** allow the Tribes to collect Wood, Flint or Food Resources deposited by Mother Nature.

The **6 Special Territories** are:

- ▶ the **Cave Territory**
- ▶ the **2 Barter Territories**
- ▶ the **3 Resource Territories, including:**
 - ▶▶ the **Forest Territory**
 - ▶▶ the **Cutting Territory**
 - ▶▶ the **Gathering Territory**

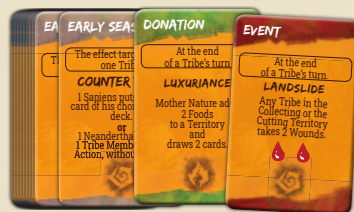


MOTHER NATURE'S MATERIAL



▶ 1 Mother Nature board (showing a reminder of the combinations of her Action cards).

▶ 1 Lion of the Caverns token



▶ 30 Action cards: 12 Reactions, 8 Season Starters, 6 Events, 4 Gifts.

▶ 6 Blocking tokens (fire or snowstorm)



▶ 18 Season cards (4 per season, 6 in summer).



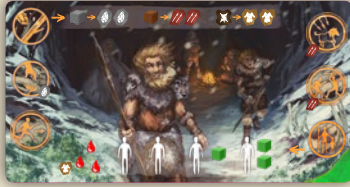
▶ 8 Animal tiles



NEANDERTHAL MATERIAL

The Neanderthal material comes in two colors, green and yellow, one per player.

In each color:



- ▶ 1 Neanderthal action board.

- ▶ 1 large Meeple representing the Tribe on the game board.



- ▶ 5 small meeples Tribe members.

In common for the Neanderthal Tribes:

- ▶ 8 Spear tokens (strength 2)



- ▶ 8 Biface tokens



- ▶ 8 Clothing tokens



- ▶ 15 Tribe Foundation Tiles



- ▶ 18 Tribe Bonus Tiles



- ▶ 1 screen



COMMON MATERIAL FOR NEANDERTHAL AND SAPIENS



- ▶ 10 Wound tokens



- ▶ 15 Hide tokens



- ▶ 75 Resource cubes: - 35 Food (green)
- ▶ - 20 Wood (brown), - 20 Flint (grey)



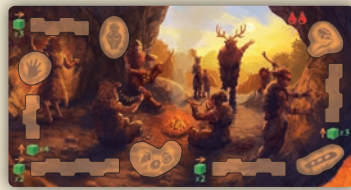
- ▶ 1st player token

SAPIENS MATERIAL

Sapiens material comes in two colors, orange and blue, one per player.

In each color:

- ▶ 1 Sapiens player board (double thickness)



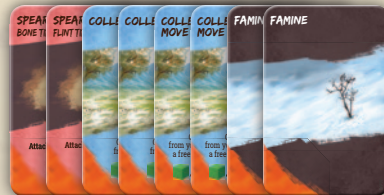
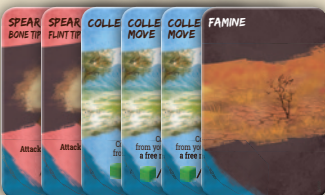
- ▶ 5 advancement of artworks cubes



- ▶ 1 large Meeple that represents the Tribe on the game board



- ▶ 14 Starting cards (6 cards for the blue player, 8 for the orange one)



In common for the Sapiens Tribes:

- ▶ 8 Bone tokens



- ▶ 5 Reindeer Antler tokens



- ▶ 10 Artwork token



- ▶ 33 Improvement cards



- ▶ 10 Famine cards

3. DISTRIBUTION OF ROLES

Aurignac is a game with asymmetric mechanics. Three different roles can be played: Mother Nature, Sapiens and Neanderthals. Each one has its own game mechanics, with different objectives.

Depending on the number of players, you can play differently:

- ▶ **2 PLAYER MODE:** Mother Nature will be played by both players, and they can play either Sapiens or Neanderthals. see chapter 7, page 18.
- ▶ **3 OR MORE PLAYERS MODE:** one player can play Mother Nature (otherwise see the mode without Mother Nature chapter 7, page 18) and the other players can play either Sapiens or Neanderthals.
- ▶ **SOLO MODE:** see chapter 8, page 19.

4. GOAL OF THE GAME

BEFORE THE END OF THE 10 SEASONS:

- ▶ NEANDERTHAL WILL HAVE TO CREATE 7 TRIBE FOUNDATIONS.
- ▶ SAPIENS WILL HAVE TO CREATE 3 DIFFERENT WORKS.
- ▶ MOTHER NATURE WILL HAVE TO PREVENT SAPIENS AND NEANDERTHAL FROM REACHING THEIR RESPECTIVE GOALS.

5. SETUP

GENERAL SETUP

We differentiate Mother Nature from the Sapiens and Neanderthal Tribes.

- ▶ Divide the roles between the players, maximum 1 Mother Nature, 2 Sapiens and 2 Neanderthals, free distribution.
- ▶ Draw the first player at random: either a Neanderthal or a Sapiens player. Give them the 1st player marker.
- ▶ Place the game board in the center of the table and make the tokens and Resources accessible.
- ▶ Among the Resources, take 4 Wood cubes, 4 Flint cubes and 4 Food cubes, and place them on the board at random, placing 1 cube on each Special Territory (see page 4) and 2 on each Territory without effect.

If there are 2 Sapiens players, or 2 Neanderthals players, they must be sitting side by side.

Recommended player distribution for a first play:

- ▶ 2 players: 1 Sapiens and 1 Neanderthal (Mother Nature not recommended for 2 players)
- ▶ 3 players: 1 Mother Nature, 1 Sapiens, 1 Neanderthal
- ▶ 4 players: 1 Mother Nature, 2 Sapiens, 1 Neanderthal
- ▶ 5 players: 1 Mother Nature, 2 Sapiens, 2 Neanderthal

MOTHER NATURE SET UP: THE HERDS

- ▶ Place, face down, the 8 Animal tiles randomly on the center board in the Hunting Zones.
- ▶ Reveal them.

Example: The 3 Horse tiles are revealed on the Hunting Areas hunting areas 1, 2 and 3.



- ▶ Group them by Animals of the same species on the same square of your choice, thus forming 4 Herds.

Example: the 3 Horse tiles were grouped on the Hunting Zone n°2, but could also have been grouped on the Zones n°1 or n°3.



MOTHER NATURE SET UP: CONTINUED

- ▶ Place the Mother Nature board in front of you.
- ▶ Sort the Season cards into 4 piles, place them in order, starting from spring (see symbols on the board).
- ▶ Shuffle the Action cards and form a deck to the left of the Mother Nature board.
- ▶ Draw 1 Action card per player (Mother Nature counts as 1 player).

NB: If she wishes, she can discard some of her cards, then draw the same number again. She can only do this action once. Then shuffle the discarded cards into the deck.



NEANDERTHAL SET UP

- ▶ Shuffle the deck of Tribal Foundation tiles and the deck of Tribal Bonuses. Draw 3 of each (4 if there are 2 Neanderthals in the game) and associate them in pairs behind the screen (whose role is to prevent the other players from seeing these tiles).

- ▶ Place your Neanderthal tray in front of you (in your color).

▶ The Yellow Tribe takes 4 Tribe Members (small meeples) of its color, and places them in the center of their action board standing up. The Green Tribe does the same but with only 3 of their meeples. ("Standing" means available. If a rule stipulates "sleep," lay the meeple down. It is now unavailable for the season). The center of the board will be called the Action Zone: the standing Tribe Members represent the Actions available for the Season.

- ▶ At set-up, the remaining Members (1 or 2) are lying down on the Living Area, on the rightmost slots.

▶ Tribe Members in the Living Area are unavailable to take Actions during the Season. At the end of each season you will be able to get one of them back. (see chapter 6.3, page 14)

- ▶ The Green Tribe, having 3 Tribe Members, receives 1 Food, 1 Wood, 1 Flint.

- ▶ Each Neanderthal receives a random bonus tile, which he can use at the beginning of the game.

▶ Each Neanderthal takes his large Tribe Meeple. It will be placed on the game board in a Territory (see next page, chapter "For all Tribes").

- ▶ Place the Spear, Biface and Clothing tokens nearby.



SAPIENS SET UP

- ▶ Shuffle the 33 Improvement cards, draw 5 and place them face up. This constitutes the "River". These Improvement cards are accessible to all Sapiens.
 - ▶ Randomly choose your Sapiens board and place it in front of you.
 - ▶ Place the 5 Progress cubes of your color below your board.
 - ▶ Take your tribe's starting deck of cards (one has 6 cards, the other 8), shuffle it, place it to the left of your board and draw 5 cards to form your active hand of cards.
 - ▶ The orange Tribe, having the 8 card deck, receives 1 Bone, 1 Hide and 1 Reindeer Antler.
 - ▶ Each Sapien takes his large Tribe Meeple of his color. It will be placed on the game board in a Territory. (see below, "For all Tribes").
 - ▶ Place the Famine cards off to the right side of the 5 face-up improvement cards (the River).
- Place your remaining card deck to the left of your player board and leave an area to the right for a discard pile. During the game, play your cards into the "action area" above your board.
- ▶ Place the Bone and Reindeer antler tokens nearby.



FOR ALL TRIBES (ALL PLAYERS EXCEPT MOTHER NATURE)

Clockwise:

- ▶ The 1st player places his large Tribe Meeple (which represents his Tribe) on a free Territory on the board. He takes one of the available Resources from the Resource Area of that Territory.
- ▶ The 2nd player proceeds as the 1st player.
- ▶ The 3rd player proceeds like the 1st player and then takes 1 additional Resource from the Reserve that is identical to the one taken.
- ▶ The 4th player proceeds as the 1st player and takes 1 additional Food, 1 Wood or 1 Flint from the Reserve.



EXAMPLE OF A THREE PLAYER SET UP



MOTHER NATURE



SAPIENS

6. COURSE OF THE GAME

NOTE: THE TERM TRIBE REFERS TO A NEANDERTHAL OR SAPIENS PLAYER.

6.1. COURSE OF A SEASON

MOTHER NATURE'S CHOICES: Mother Nature chooses the effect of the Season.

DURING THE SEASON: The Tribes (Neanderthal or Sapiens players) play an Action or pass, in turn, starting with the first player, until they have all passed. This triggers the End of Season. *Note: During this phase, Mother Nature can intervene to disrupt the Tribes thanks to her Action cards but she does not have a "turn" as such.*

END OF THE SEASON: The 1st player token is passed to the next Tribe (Sapiens or Neanderthal) in a clockwise direction. Each role will then have specific actions to do. We start again at phase 1 with the next Season.

THE GAME CONTINUES UNTIL A TRIBE - NEANDERTHAL OR SAPIENS - FULFILLS ITS VICTORY CONDITION OR AT THE END OF 10 SEASONS.

6.2. MOTHER NATURE'S ACTIONS

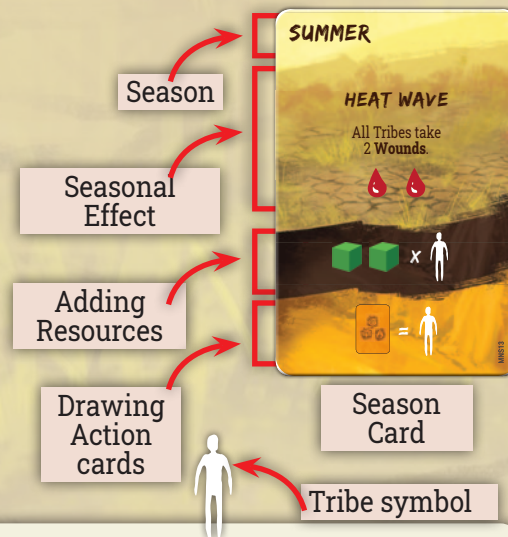
MOTHER NATURE'S CHOICE

Ignore this phase for the first Season: the game starts with a peaceful spring!

The second season is summer. Then, follow the order of the Seasons.

- ▶ Mother Nature draws 2 cards from the current Season.
- ▶ She chooses one, which she reveals, and discards the other.
- ▶ She applies the effects of the chosen card:
 - ▶ **Seasonal effect:** it applies to all Tribes.
 - ▶ **Adding a Resource:** Mother Nature takes as many cubes of each Resource represented as there are Tribes. She chooses a starting Territory. She places a Resource of her choice there, then another one on a neighboring Territory, and so on without turning around (but loops are allowed).
 - ▶ **Action card deck:** Mother Nature draws as many Action cards as there are Tribes, plus or minus the amount indicated on the Season card.

If there are no more Action cards in her deck, Mother Nature reshuffles her deck.



DURING THE SEASON

Mother Nature has Action cards that she can play throughout the current Season to prevent Sapiens and Neanderthals from achieving their goals. Mother Nature does not have a hand limit, she can keep Action cards from one Season to the next. There are three categories of Action cards:

- ▶ **Start of the season cards,**
- ▶ **Reaction (Moving, Collecting and Hunting)**
- ▶ **End of turn (Gift and event).**

BEGINNING OF THE SEASON

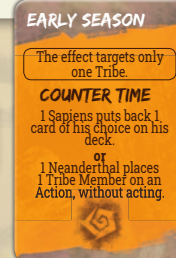
Once the Season effects have been applied, Mother Nature can play her "Start of Season" Action cards.

She can only play one "Start of Season" card against each Tribe.

The effect of the card applies only to the targeted Tribe.

Note: In case of loss of Resources, the Tribe discards the maximum possible but is not penalized by Wounds if it does not have enough Resources.

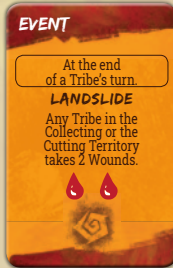
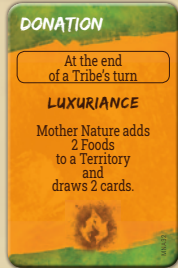
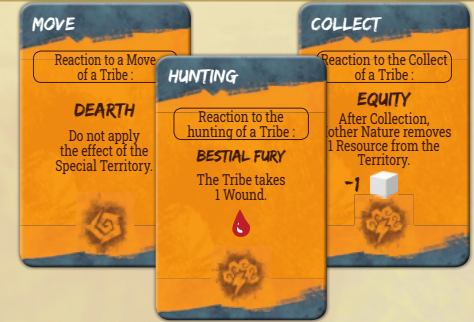
Action cards



REACTION: MOVING, COLLECTING AND HUNTING

Mother Nature can play her Reaction cards during the Tribes' turn (For example: "Hunting" Action card during a Tribe's Hunting Action, or a "Move" Action card when performing a "Move" Action).

She can play as many as she wants on the same type of Action (For example: If a Tribe is hunting, it can play two or more Hunting cards at the same time, and cumulate the effects). **These cards apply to the targeted Tribe only.**



END OF TURN OF A TRIBE: DONATION AND EVENT

Mother Nature may play only one Gift or Event Action card at the end of each Tribe's turn. **These cards are not specific to this Tribe, they can be applied to other.**

Details of Mother Nature's card actions: see chapter 9, page 21.

MOTHER NATURE'S COMBINATIONS

Each Mother Nature Action card has a symbol: **FIRE**



THUNDER



OR **TORNADO**



As they are played, stack the cards to form 3 piles on the Mother Nature board.

Each card used is put on a pile of your choice, they can be stacked.

If the 3 visible symbols correspond to one of the following combinations, apply the effect, then discard the 3 piles:



3 x

FIRE:

Give 1 Wound to each Tribe.



3 x

THUNDER:

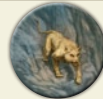
Remove 1 Resource (chosen by Mother Nature) from each Tribe.



3 x

TORNADO :

Draw 1 Action card.



3 DIFFERENT SYMBOLS (regardless of the order):

- ▶ Placing the Lion token on a free territory makes the territory inaccessible and impassable until the end of that Season.
- ▶ OR: Placing Blocking Chits on the Special Territories of a type (the Cave Territory OR the 2 Barter Territories OR the 3 Resource Territories), blocks their effect. These Territories remain accessible but the Tribes cannot apply their effect. (see Special Territories box, chapter 9, page 24).
- ▶ The blocking chits feature artwork for fire on one side and snowstorm on the other, but this is only for thematic purpose (e.g. snowstorm in autumn/winter and fire in spring/summer).

MOTHER NATURE'S ANGER

When a Tribe kills the last Animal of a Herd (the last tile of a stack), Mother Nature draws 1 Action card.

END OF THE SEASON

Only occurs when all Sapiens and Neanderthals Tribes have passed their turn.

If a Herd has been completely emptied, Mother Nature places the entire Herd back on the Free Hunting Area of her choice. At the end of the season, Mother Nature removes the Blocking Chits on the Special Territories.

NOTE: IF THERE IS ANY DOUBT ABOUT THE RULES, FATE WILL ALWAYS RULE IN FAVOR OF MOTHER NATURE!

6.3. TRIBES ACTIONS

Each Tribe, in turn, starting with the 1st player, performs an Action.

Warning! *Mother Nature can intervene during each Action to play one of her Reaction cards Move, Collect or Hunt (if the Tribe has played the corresponding Action) and apply its effect on the Tribe performing the Action. In addition, it can, after each Action, play a single event or Gift card.*

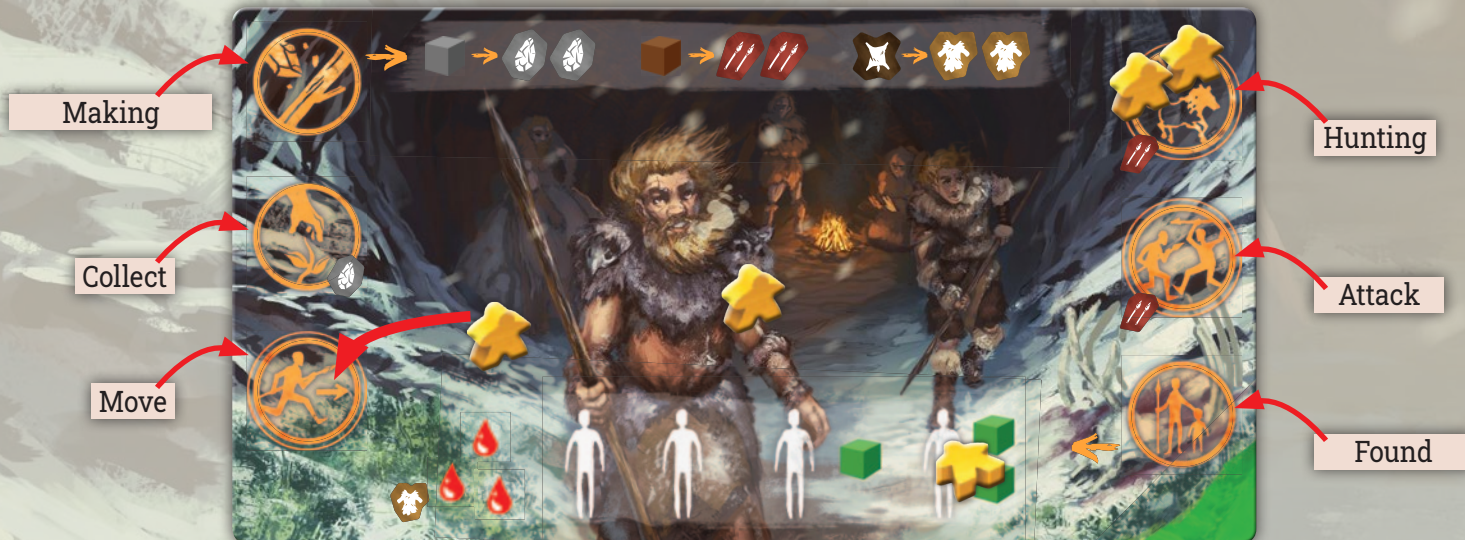
NEANDERTHAL ACTIONS

The different possible actions of Neanderthal:

1. **Move** to an adjacent Territory;
2. **Collect 1 Resource** from his Tribe's Territory;
3. **Make 2 Spears** (strength 2), 2 Bifaces or 2 Clothing;
4. **Hunt an Animal** adjacent to his Tribe;
5. **Attack another Tribe** in an adjacent Territory;
6. **Found a Tribe**

To perform an Action, one of the available Tribe Members in the Action Area (center of his board) is moved to the chosen Action. For the Move, Hunt and Attack Actions, he may use more than one of his Tribe Members at a time, placing the corresponding number.

If all his Tribe Members are placed, Neanderthal must pass, which ends his Action possibilities for that Season.



Note: it is possible to place several tribe members in a single Action on the Move, Hunt and Attack Actions and Attack Actions (as a reminder, double hooping).



Note: for Neanderthal, Resources are Hide, Food, Flint, Wood, Weapon, Clothing and Biface. He cannot obtain Reindeer Bone or Reindeer Antler, regardless of his Actions: he cannot use them!





1. MOVE

Move your Tribe to an empty adjacent Territory (without Tribe).

It is possible, with several Move symbols or several Move cards, to move several territories at once and to cross an occupied territory, but the destination territory must be free. If the move ends on a Special Territory, you can apply its effect. If you move through more than one territory, only the one you arrive on grants a bonus.

Special Territories:

- **Territory Cave:** discard 1 Food to get 1 Tribe Member, the leftmost on the Living area. Place it in the center of the board, it can be used from the next Action.

- **Barter Territory:** possibility to exchange 1 of his Resources for 1 other Resource from the reserve.

- **Resources Territory:** take 1 Resource of the indicated type from the pool.

(Gathering = 1 Food cube, Cutting = 1 Flint cube or Forest = 1 Wood cube).



2. COLLECT RESOURCES

▶ Take 1 Food,

Wood or Flint Resource from the Resource Zone in the Tribe's territory.

▶ Possibility to discard 1 single Biface to take 1 additional Resource cube of the same type from the reserve.

3. MAKING



There are 3 possibilities of Making:

▶ **Spear:** discard 1 Wood to take 2 Sword Tokens from the reserve. Used to hunt or attack. Adds to the attack value, each Sword token having a strength of 2.

▶ **Biface:** Discard 1 Flint and take 2 Biface tokens from the reserve. Used to collect. Possibility to discard 1 Biface to take 1 additional Resource of the same type from the reserve

▶ **Clothing:** Discard 1 Hide and take 2 clothing tokens. Used to protect yourself from Wounds. When you have to take 1 Wound, you can discard 1 Clothing Token instead.



4. HUNT AN ANIMAL

▶ Choose a Herd on a hunting area adjacent to the Territory of his Tribe.

▶ Neanderthal decides which forces he will use: as many Tribe Members (including the one used to perform the Action) and Spear counters as he wishes, must be placed on the Hunting Action.

▶ Mother Nature may play a Hunting Reaction card. In this case, Neanderthal can add 1 Member of his Tribe or 1 Sword token.

▶ Neanderthal calculates his strength: strength 1 per Tribe Member, strength 2 per Wisdom token.

▶ If Neanderthal's strength is at least equal to the value of the Animal hunted, collect the Resources indicated on the tile (Food and Hides), then give this tile to Mother Nature. (Beware of Nature's Wrath if it is the last Animal in the Herd pile, see page 11.) Otherwise the Hunt is failed, the turn is lost.

▶ Discard the used Sword Counters.

5. ATTACK A TRIBE



▶ Choose a Tribe present on a Territory adjacent to his Tribe. Place 1 Member of the

Tribe in the Attack zone of his Action board, then make a fight (see Wounds and Fighting on next page).



6. FOUND A TRIBE

▶ Discard the Resources listed on a Tribe Foundation tile and place it and the associated bonus in front of you - you now gain the effect.

▶ Lay the Member used to found the Tribe in the Living Area, on the rightmost free space.

Note: Neanderthal cannot use his last Member to found a Tribe, unless this gives him victory by laying down the 7th Foundation tile.

▶ Draw a new pair of Foundation/Bonus tiles and place them behind the screen.

Bonus Tiles: Two different types of effects for the bonus tiles (see chapter 9, page 23):

▶ **one time**, the tile is discarded when used. This type of bonus can be used at any time during the Season (even during a Season effect for example which requires you to discard a Resource).

▶ **once per Season**, it is then returned to use. It can be returned again at the end of the Season, to benefit from its effect the following Season.

END OF NEANDERTHAL SEASON

The end of the Season does not occur until all Tribes have passed.

- ▶ He returns the Tribe Members used for Actions to the center of his board.
- ▶ If there are Members left on the Living Area, he can get back only one Member, the leftmost one, by discarding the corresponding cost (nothing for the first 3 slots, or 1 Food for the 4th slot or 2 Food for the 5th slot).
- ▶ He returns the "Once a Season" bonuses used this Season.

WOUNDS AND FIGHTS



WOUNDS

NEANDERTHAL: When a Neanderthal has 3 or more Wounds: discard them and then place a Member of his Tribe (unless it is the last one) on the first free space of his Living Area, starting with the one furthest to the right. He may lay down a Member already used that Season. Note: Neanderthal can never lay down his last Tribe Member, even if he takes other Wounds.

SAPIENS: When a Sapiens has 2 or more Wounds: discard them and place a Famine card on his deck.

- ▶ If there are no more famine cards available then there is no additional effect.
- ▶ If 2 Sapiens have to take the last available Famine at the same time, Mother Nature chooses who receives it.

FIGHTS

A Tribe can attack another Tribe present on an adjacent Territory. To do so:

- ▶ The attacker announces his starting strength, using any Spear cards in his hand (Sapiens) or his available Tribe Members (including the one used to take the Action) and possibly his Spear tokens (Neanderthals).
- ▶ The defender can react by spending at least as much strength as the attacker with his cards or his Tribe Members and his Spear tokens.
- ▶ The attacker can then outbid the defender and so on.
- ▶ If the defender's strength is finally at least equal to the attacker's, nothing happens, the attacker and defender have lost their Action.
- ▶ If the attacker's strength is finally greater than the defender's, the attacker succeeds in his attack:
 - ▶▶ Defender takes 1 Wound
 - ▶▶ The attacker takes 1 Resource of his choice from the defender.
 - ▶▶ Mother Nature moves the defender to a free Territory of her choice, without applying any effect.
 - ▶▶ The attacker can move (without Action cost) to the Territory where the defender was, applying the Territory's effect, if any.
- ▶ Finally, the Sapiens discard any used Spear cards and the Neanderthals discard any used Spear tokens.

SAPIENS ACTIONS

In turn Sapiens must, in order, EITHER:

TAKE AN ACTION BY PLAYING ONE OR MORE CARDS.
HE MAY THEN EITHER BUY A RIVER IMPROVEMENT CARD OR ADVANCE ONE STEP ON A WORK.

PASS: If he passes, he cannot perform any more Actions, purchases or progress on a work during this turn, which will end his Action possibilities for this Season.

Note: Sapiens Resources are Hide, Food, Flint, Wood, Bone, Reindeer Antler.



TAKE AN ACTION: Sapiens must play at least one card allowing to perform an Action, in the Action area.

Some cards allow you to do several different actions, you must choose one of them.

Example:
the drill



For Move, Hunt and Attack, Sapiens can play several cards at the same time, as long as they correspond to one and the same Action. It is therefore not possible to combine a card allowing to perform several different Actions with another card.



Examples:

- ▶ 2 Move cards
- ▶ 1 Displacement card + Travel card
- ▶ 1 Move card + 1 Shoe card
- ▶ 2 Spear cards + Wolf Domestication card (spear bonus)

Other cards allow to link several different Actions. Sapiens can choose the Actions he wants to do, but he must do at least one. Moreover, he must respect the order indicated by the card.

Example:
Feeding



ADAPTATION: Sapiens has the ability to adapt, so he can play any 2 cards (including a Famine) to, at his choice, perform the Action of a rudimentary Spear of strength 1 or 1 Move. The adaptation effect can be added to other cards played following the same rules.



Example 1: 1 Shoe card +
Adaptation (2 Famine cards) =
3 Moves



Example 2: 2 flint Spear cards
+ **Adaptation** (1 Famine + 1
Collect) = **strength 5**

Once the Action is played, the card(s) are left visible in front of you, in your Action Zone.

Note: At any time, if Sapiens has to draw when his deck is empty, shuffle the discard pile to form a new deck.
At this time, do not shuffle the cards in his Action Zone (see detailed card actions, page 20).

BUY AN UPGRADE CARD (ONCE PER TURN): Choose an Improvement card that is visible in the River, discard the Resources corresponding to the cost of the card. Place the chosen card in your discard pile.

After the purchase, draw a new card from the Upgrade deck (if it is empty, shuffle the Upgrade discard pile), so that there is always a choice of 5 cards.

PROGRESS ONE STEP ON A WORK (ONCE PER TURN): Spend Food, according to the quantities indicated on the works board, to place or advance your cube 1 space on a works track. If the cube reaches the last square of the track, the work is completed and the corresponding work token can be clipped on. (The Sapiens each have their own track, so they can finish the same works!).

Orange cube arrived at the end of its track: the Venus is completed.



Note: The work progress cubes are on the bottom of the board at the beginning of the game. It is only at the first progression that you place a cube on the track of the work!

PASS: This ends his Action phase, and Sapiens can no longer purchase any Improvement cards, nor progress on the works. Discard the remaining cards in your hand as well as those placed in the Action Zone. This Action ends his Action possibilities for this Season.

DESCRIPTIONS OF SAPIENS ACTION CARDS

THE STARTING CARDS

These are the cards of the Sapiens' starting deck. For the Blue Tribe it consists of 6 cards, and 8 for the Orange Tribe.

- ▶ Blue tribe: 1 Flint-tipped Spear, 1 Bone-tipped Spear, 2 Collecting/Moving, 1 Collecting, 1 Famine).
- ▶ Orange tribe: 1 Flint-tipped Spear, 1 Bone-tipped Spear, 2 Collecting/Moving, 2 Collecting, 2 Famine).

These cards are of four types: **Spear, Famine, Collecting and Collecting/Moving.**

SPEAR CARD

- ▶ Spear cards are used for Hunting or Attacking (see Wounds and Combat box, page 14).
- ▶ It is not possible to hunt and attack in the same Action.
- ▶ Each type of Spear has a strength indicated by the number of Spear symbols.
- ▶ Note: There are three types of Spear cards: **Flint tip, Bone tip, Reindeer Antler tip.**



Title of
the card



Effect of
the card

Strength of
the card

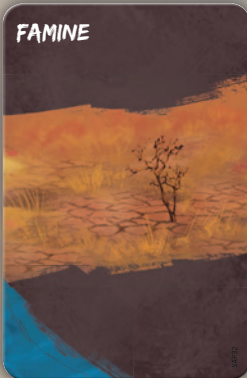
HUNTING A HERD

- ▶ Choose 1 Herd to hunt, on a Hunting Area adjacent to its Territory, and play the necessary Spear cards (together worth at least as many Spear symbols as the strength of the Animal)
- ▶ Mother Nature may play Hunting Reaction card(s).
- ▶ Sapiens may add one or more Spear cards, or one or more Adaptations by playing any two cards for a Rudimentary Spear of strength 1, depending on the Action played by Mother Nature.
- ▶ If the Strength of the cards played is at least equal to the strength of the Animal, the Hunt is successful, Sapiens recovers the Resources indicated on the tile (Food, Bones, Hide, and possibly Reindeer Antlers), then gives the hunted Animal tile to Mother Nature (Caution, Mother Nature's anger possible, see page 11). If not, the hunt is failed, go to the next phase.

ATTACKING A TRIBE

Use a Spear card to attack a Tribe on an adjacent Territory, then make a Combat (see box page 14).

FAMINE CARD



They serve no purpose, just to slow you down. So you can't play Famine cards, except for **Adaptation.**

COLLECT AND COLLECT/MOVE CARDS



Always interpret the "/" as "or".



Moving
symbol



NOTE: If the Action symbols are placed on two lines (or in two parts separated by a "/"), you must choose one of the two Actions. For example, the COLLECT/MOVE CARD.

COLLECT ACTION

Take 1 available Resource (Food, Wood or Flint) from the Resource Area of the central board in the territory of your Tribe.

MOVE ACTION

Move your Tribe to an empty adjacent Territory (without Tribe). It is possible, with several Move symbols or several Move cards, to move several territories at once, and to cross an occupied territory, but the destination territory must be free. If the move ends on a **Special Territory**, you can apply its effect. If you move through more than one territory, only the one you arrive in grants a bonus.



SPECIAL TERRITORY



► **Barter Territory:** possibility to exchange 1 of your Resources for 1 other Resource from the reserve.



► **Resource Territory:** take 1 Resource of the indicated type from the pool.
 ► (Gathering = 1 Food cube, Cutting = 1 Flint cube or Forest = 1 Wood cube).



► **Cave Territory:** discard 1 Food to take a card of your choice from his discard pile.

IMPROVEMENT CARDS

Reminder: If the card shows several Actions, it is possible to perform only some of them and not others. However, respect the order in which the actions are to be carried out as indicated on the card.

Name of the card



Cost of the card

Effect of the card

For details of each card, please refer to chapter 9, page 20.



Card: take the first card of your deck.



Ban a card: remove a card from your hand or your discard pile. If it is a Famine card, put it with the other Famine cards. Otherwise, put it back in the game box.



Resource: take the indicated Resource from your Tribe's Territory. (The white cube means "any Resource".)



Crossed-out Resource: discard the indicated Resource to do the effect(s) after the arrow.



Barter: allows you to exchange one of your resources with a resource from the reserve.



Crossed-out injury: discard 1 wound token.



Spear Bonus: this bonus is added to the hunt or attack only if a Spear card or a Rudimentary Spear (thanks to the Adaptation) has been played.

END OF THE SEASON FOR SAPIENS

The end of the Season occurs only after all Sapiens and Neanderthals Tribes have passed. The Sapiens place the cards from their Action Zone on their discard pile and draw 5 cards. If all the Sapiens agree, they can discard the 5 Improvement cards available for purchase in the River, and replace them with 5 new ones.

6.4. END OF THE SEASON

When all the Tribes have passed, the following end-of-season effects are applied:

MOTHER NATURE: If a Herd has been emptied, Mother Nature replaces the entire Herd on the free Hunting Area of her choice.

NEANDERTHAL: Return the Tribe Members used for Actions to the center of your board.

If there are still Members lying on the Living Zone, Neanderthal can recover only 1 Member per end of Season, the leftmost one, by discarding the corresponding Resources (nothing for the first 2 slots, or 1 Food for the 3rd slot or 2 Food for the 4th slot, see example below). Refresh the "1 time/season" bonuses used this Season so they may be used again.

*Example of the recovery of a Tribe Member at the end of the Season:
The 2 Members on the Action Areas Move and Attack are brought back to the center of the board.
It is then possible to move the lying Member back from the "2" location, at no cost.*



SAPIENS: The Sapiens place the cards from their Action Zone on their discard pile and draw 5 cards. If all the Sapiens agree, they can discard the 5 Improvement cards available for purchase in the River, and replace them with 5 new ones.

COMMON: The 1st player token passes clockwise to the next player (except Mother Nature). The next Season is then played (with Mother Nature choosing one of the two cards drawn for that season).

6.5. END OF THE GAME

NEANDERTHAL WINS AS SOON AS HE FOUNDS HIS 7TH TRIBE - GAME ENDS IMMEDIATELY.

SAPIENS WINS AS SOON AS HE HAS COMPLETED 3 WORKS - THE GAME ENDS IMMEDIATELY.

MOTHER NATURE WINS AT THE END OF THE SUMMER OF THE 3RD YEAR (AFTER 10 SEASONS), IF NO TRIBE HAS WON.

7. THE GAME WITHOUT MOTHER NATURE OR 2-PLAYER MODE

This is the game mode for 2 players. It can be played with more players, but, especially with 4 players, you run the risk of not having enough Action cards.

In this game mode, everyone is the Mother Nature of the other players.

The rules of the game apply normally, except for the points listed below.

7.1. SETTING UP THE 2-PLAYER MODE

- ▶ Remove Mother Nature's Gift Action Cards from the game.
- ▶ Before placing the Tribes on the board, the last player groups the Animals of the same species to form the 4 Herds.
- ▶ Each player receives 1 Action card (Mother Nature cards).

7.2. 2 PLAYER GAME PLAY

MOTHER NATURE'S CHOICES

- ▶ Discard, without revealing it, the first card of the current Season deck. Then reveal the next Season card - this card is played normally with the following exception:
 - ▶ If an Offering Card is revealed, each player draws one Mother Nature action card plus one additional action card for each pair of cubes discarded by their opponent. (Note: Mother Nature usually takes a number of baseline cubes equal to the number of tribe players, and then additional cards for each pair of discarded cubes)
 - ▶ If there are not enough Action cards left, deal them out one by one in reverse order (starting with the last player).
 - ▶ Starting with the first player, each player may play a Start of Season card. As usual, each player can only be targeted by one Start of Season card per Season.
 - ▶ The last player adds the indicated Resources starting with a free Territory (no Tribe meeple present) that has the fewest Resources, and then proceeds freely according to the usual rule of laying (from neighboring Territory to neighboring Territory, without going back and forth but loops are possible).

DURING THE SEASON

- ▶ Each player may play Action cards in response to another player's Action.
- ▶ After playing his Action, a player may play an Event card. This applies to everyone, including him.
- ▶ If a player has already passed, he may play an Event card on his turn.
 - ▶ Each player keeps the Action cards in front of themselves in 3 piles, in order to make their own combination. The effects "1 Wound to each player" and "-1 Resource to each player" only apply to other players.
 - ▶ After a victory in battle, the attacker moves the defeated defender.
 - ▶ When a Herd is emptied, there is no anger from Mother Nature. Return the last animal to the Hunting Area where it was. At the end of the Season, before changing the 1st player, the 1st player places each Herd that has been emptied on a different free Hunting Area than the one it was in.
 - ▶ If no one has won after 10 Seasons, you have all lost!

8. SOLO MODE

You play a Tribe of your choice: a Neanderthal or a Sapiens.

8.1. SETTING UP THE SOLO PART

- ▶ Remove Mother Nature's Gift Action cards from the game. None of these Action cards are drawn at the beginning of the game.
- ▶ Place the Large Tribe Meeple before regrouping each Herd.
- ▶ Group each Herd on the Hunting Area with an Animal of that type furthest from you. If there is a tie between two or more areas, choose one of them.

8.2. SEQUENCE OF THE SOLO PART

MOTHER NATURE'S CHOICES

- ▶ Discard, without revealing it, the first card of the current Season deck. Then reveal the next Season card - this card is played normally with the following exception:
 - ▶ If an Offering Card is revealed, you will draw two baseline Mother Nature action cards plus one additional action card for each pair of cubes that you discard. (Note: Mother Nature usually takes a number of baseline cubes equal to the number of tribe players, and then additional cards for each pair of discarded cubes)
 - ▶ Then add the Resources indicated on the card, starting with the Territory you are not in and with the fewest Resources.
 - ▶ If there is a second Resource to be placed, place it freely on a Territory adjacent to this first Territory.
 - ▶ Draw as many Mother Nature Action cards as indicated, considering the Tribe symbol to be worth 2.
 - ▶ Look at the symbols on the cards drawn: determine the majority symbol - in the event of a tie, FIRE prevails over the others, and TORNADO prevails over THUNDER. Then apply the corresponding effect: **FIRE**: take a Wound | **TORNADO**: discard a Resource of your choice. | **THUNDER**: draw an additional Action card, regardless of its symbol.

- ▶ Immediately apply the effect of all **Start of Season** cards and then discard them.
- ▶ **Event cards:**
 - ▶ **Panicked Herds:** apply at the beginning of the Season. In the order of your choice, move each Herd to the empty Hunting Area furthest from you - choose if there is a tie.
 - ▶ **Lion:** place the Lion on the Territory adjacent to you with the most Resource cubes, in case of a tie, on the one with a special effect, in case of another tie choose.
 - ▶ **Shortage:** Resources must be removed from the Resource Area on the Territory where you are present and closest to you, in case of a tie, choose. On each Territory thus determined, remove one Resource of your choice.
 - ▶ **Landslide / Angry Mammoth / Flood:** apply as soon as you are on a Territory where you are subject to this effect.
- ▶ Event cards are discarded once applied.
- ▶ Reaction cards are revealed but their effect does not apply yet.

DURING THE SEASON

- ▶ Each time you play an Action that matches a revealed Reaction card, apply the effect of that card. If there is more than one corresponding to the same Action, apply them all. Then discard those Reaction cards.
- ▶ After playing your Action, if a revealed event can be applied, apply it. Then discard that event.
- ▶ When a Herd is emptied, there is no anger from Mother Nature.
- ▶ At the end of the Season, place each emptied Herd, in the order of your choice, on the empty Hunting Area furthest from you. In case of a tie, choose freely.

END OF THE SEASON

Défausser les cartes Action restantes.

END OF THE GAME

AT THE END OF THE 10 SEASONS, THE GAME ENDS IMMEDIATELY. DETERMINE YOUR LEVEL OF SUCCESS. IF YOU REACH THE EVOLUTION LEVEL, CONGRATULATIONS!

NEANDERTHAL

- ▶ **Survival:** having founded 5 Tribes
- ▶ **Stagnation:** having founded 7 Tribes
- ▶ **Growth:** having founded 9 Tribes
- ▶ **Evolution:** having founded 11 Tribes

SAPIENS

- ▶ **Survival:** having founded 2 Works
- ▶ **Stagnation:** having founded 3 Works
- ▶ **Growth:** having founded 4 Works
- ▶ **Evolution:** having founded 5 Works

9. GAME AID: DESCRIPTION OF THE CARDS AND TILES

IN THIS GAME AID, WE WILL WRITE M.N. FOR "MOTHER NATURE".
REMINDER: THE TERM TRIBE REFERS TO A SAPIENS OR NEANDERTHAL PLAYER.

SAPIENS STARTING CARDS

FLINT TIP SPEAR: Weakest Spear of strength 2 for Hunting or Attacking.

BONE TIP SPEAR: Spear of strength 3 for Hunting or Attacking.

COLLECT: Take 1 Resource (Food, Wood or Flint) from the central board in the Territory of your Tribe.

COLLECT/MOVE: Take 1 Resource (Food, Wood or Flint) from the central board in your Tribe's Territory or move your Tribe from an adjacent Territory (you can accumulate several cards of this type to make several Moves, but not to make

several Collects!).

SAPIENS IMPROVEMENT CARDS

There are 3 categories: pink background cards, blue background cards and beige background cards.

PINK CARDS: HUNTING TECHNIQUES

FLINT TIP SPEAR: Weakest Spear of strength 2 for Hunting or Attacking.

BONE TIP SPEAR: Spear of strength 3 for Hunting or Attacking.

BONE OR REINDEER ANTLER SPEAR: When purchasing one of these cards, it is possible, by removing a Wisdom card from the game, to take the purchased card directly into your hand, without discarding its cost in Wood. It can then be played during this Season. It is still necessary to discard the secondary cost, Bone or Reindeer Antler.

KNIFE: -Add 2 Spears to the Hunt or Attack, provided you have played a Saga card or a Rudimentary Saga with Adaptation before.

-Or Draw a card.

PROPELLER: -Only double the strength of a Bone Spade card or a Rudimentary Spade with Adaptation.

Example: if you play a Bone Sword card and the Thruster, your strength to Hunt or Attack will be 8. But if you add the "Knife" or "Wolf Domestication" card, your strength will be 10, the strength of these cards will not be multiplied.

-OR draw a card.

BLUE CARDS: COMFORT OF THE TRIBE

EXCHANGE: -Give up 1 Resource of your choice to advance one step on the Set, -Or exchange one of your Resources with a Resource from the Reserve.

WOLF DOMESTICATION: -You may move your tribe two Territories. -OR add +2 strength to Hunt or Attack, provided you played a Wisdom or Rudimentary Wisdom card with Adaptation before.

CAMP: You can draw a card and you can banish a card from your hand or your discard pile.

TRAVOIS: You can draw a card and you can move your tribe by 1 or 2 territories.

SHOES: You can move 1 or 2 territories.

CLOTHING: You can draw 1 or 2 cards and move your Tribe from one Territory.

SURGERY: -Discard 1 Wound

-OR discard a Flint to banish a card from your hand or your discard pile.

MEDICATION: -Discard 1 Wound

-OR discard 1 Food to banish a card from your hand or your discard pile.

FEED: Discard a food to be able to draw 1 card and/or move your Tribe of a Territory and/or banish a card from your hand or from your discard pile.

DEPOSIT OF OCHRE: Draw a card. Only when you buy this card, you can advance your marker 1 step on the Paint Track.

TRANSMISSION OF KNOWLEDGE: You can immediately buy 1 River Improvement card by reducing its cost by 1 Resource, and place it directly on your deck.

Using it does not count as a purchase, you can buy 1 more card normally in the "Buy an Upgrade Card on Your Turn" phase.

BEIGE CARDS: TOOLS

BIFACE: Collect up to 3 Resources of your choice in your Tribe's Territory.

SCRAPER: If you have at least 1 Hide, you can draw 1 or 2 cards.

LAMELLAR CUTTING: If you have at least 1 Flint, you can draw 1 or 2 cards.

PUNCH: If you have 1 Hide, take 1 Hide from the Reserve.

CHISEL: Discard of 1 Food to advance 1 step on the Engraving or the Venus.

LAMP: -Discard 2 Food to advance 1 step on Painting

-OR discard 1 Food to advance 1 step on Engraving.

SMOOTHER: Dispose of 1 Bone or 1 Reindeer Antler to advance 1 step on the Venus.

DRILL: -Discard 1 Bone to advance 1 step on the Flute

-OR discard 1 Resource of your choice to advance on the Set.

MOTHER NATURE ACTION CARDS

In case of doubt: always decide in favor of M.N.!

M.N. cannot play an Action card if it has no effect in the current circumstances.

As a reminder: If the Tribe cannot meet the resource payment requirements, they discard the maximum but do not take a Wound, unlike the Season cards.

EARLY SEASON CARDS (GREY CARDS)

VERMIN: The Tribe must discard 1 Hide.

OVERSIGHT: The Tribe must discard 1 Wood or 1 Flint of M.N.'s choice.

ROT: The Tribe must discard 2 Food items.

RARITY: The Tribe must discard 2 Resources of its choice.

ACCIDENT: The Tribe takes 1 Wound.

COUNTER-TIME: -A Sapiens must place 1 card from his hand back into his deck.

-Or a Neanderthal must place 1 of his Tribe Members on an Action without performing it.

LOSS: -A Sapiens must discard 1 card from his hand other than a Famine.

-Or a Neanderthal must discard 1 Sword, 1 Biface or 1 Clothing (at the choice of the Tribe).

REACTION CARDS (BLUE CARDS)

A. MOVE:

FRACTURE: Targeted tribe takes 1 Wound.

ANIMAL INSTINCT: At the end of the movement of a Tribe, MN selects a Herd adjacent to this Tribe and moves it where she wants on a free Hunting Zone.

ICE: The Tribe makes 1 less move.

DISCONTINUITY: The Tribe cannot benefit from the effect of the Special Territory.

B. COLLECT:

DEPLETION: The Tribe must leave the Resource that should have been collected on the Territory (if the Tribe had to collect more than one, the Resource left behind is M.N.'s choice).

REVENGE: If the Tribe's collection is the last in the Territory, it takes 1 Wound.

EQUITY: Once the Resource has been collected by the Tribe, M.N. returns one remaining Resource from the Territory (if any) to the Reserve.

C. HUNTING:

BESTIAL FURY: The Tribe takes an Injury.

ROBUSTNESS: The strength of the Animal is increased by 1.



GUTTED: The Resources recovered from the Hunt by the Tribe are reduced by 1 Hide and 1 Food.

DONATION AND EVENT CARDS (END OF A TRIBE'S TURN)

A. DONATION (GREEN CARDS)

LUXURIANCE: M.N. adds 2 Food from the reserve to 1 Territory and draws 2 Action cards.

ABUNDANCE: Each Tribe takes one Food from the reserve and M.N. draws as many Action cards as Tribes in play.

PROFUSION: M.N. adds 1 Wood and 1 Flint from the reserve to 1 Territory and can discard Action cards to draw as many.

OPULENCE: M.N. adds 1 Food on each Herd (the first Tribe to hunt an Animal of this Herd will take this additional Food) and she secretly retrieves an Action card from her discard pile.

B. EVENT (RED CARDS)

CAVE-IN: Any Tribe in the Cave or Size Territories must take 2 Wounds.

LION: M.N. places the Lion Chit on a free Territory of his choice. This Territory is inaccessible and untraversable by the Tribes until the end of that Season. In addition, she removes 1 Animal from 1 Herd adjacent to the Lion. (This does not trigger M.N.'s anger even if it is the last Animal in the Herd).

FLOOD: Any Tribe in Gathering, Forest or Barter Territory takes 1 Wound.

ENRAGED MAMMOTH: Any Tribe adjacent to the Mammoth takes 2 Wounds.

PANICKED HERDS: M.N. moves all Herds to the Hunting Areas of his choice (1 Herd of a type per Hunting Area, and they can also not change area).

SHORTAGE: On 3 different Territories, M.N. removes 1 Resource of his choice.

MOTHER NATURE SEASON CARDS

REMINDER: Some Seasons involve a payment of Resources by the Tribes, who are obliged to discard as much as possible, and receive 1 Wound for each missing Resource.

REMINDER: Season effect: it applies to all Tribes.

ADDING RESOURCES: M.N. takes as many copies of each Resource represented as there are Tribes. She chooses a starting Territory. She places 1 of the Resources of her choice there, then 1 more on a neighboring Territory, and so on without turning around (but loops are allowed).

DRAWING ACTION CARDS: M.N. draws as many Action cards as there are Tribes, plus or minus the amount indicated on the Season card.

SPRING

SPRING - OFFERING:

SEASON EFFECT: Any Tribe may discard 2, 4, or 6 Resources of its choice.

For each pair of Resources discarded:

-For Sapiens: draw 1 additional card.

-For Neanderthals: gain 1 Tribe Member from their Living area.

ADDING RESOURCES: 1 Food and 1 Flint per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe and for each pair of Resources discarded by the Tribe, draw 1 additional Action card.

SPRING - EXTENDED WINTER:

SEASON EFFECT: Any Tribe must discard 1 Food and 1 Hide, otherwise it must take as many Wounds as missing Resources.

ADDING RESOURCES: 1 Flint and 1 Wood per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe minus 2.

SPRING - CARRION:

SEASON EFFECT: Any Tribe takes 1 Food, 1 Hide or 1 Bone from the pool.

ADDING RESOURCES: 1 Wood per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe.

SPRING - DROUGHT:

SEASON EFFECT: Any Tribe must discard 1 Food, otherwise it must take 1 Wound.

ADDING RESOURCES: 1 Flint and 1 Wood per

Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe minus 1.

SUMMER

SUMMER - OFFERING:

SEASON EFFECT: Any Tribe may discard 2, 4, or 6 Resources of its choice. For each pair of discarded Resources:

-For Sapiens: draw 1 additional card.

-For Neanderthals: gain 1 Tribe Member from their Living area.

ADDING RESOURCES: 1 Food per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe plus 2, and for each pair of Resources discarded per Tribe, draw 1 additional Action card.

SUMMER - CARRION:

SEASON EFFECT: Any Tribe takes 1 Food, 1 Hide or 1 Bone from the Reserve.

ADDING RESOURCES: None.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe plus 2.

SUMMER - CANICULE:

SEASON EFFECT: Any Tribe takes 2 Wounds.

ADDING RESOURCES: 2 Foods per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe.

SUMMER - EPIDEMIC:

SEASON EFFECT: Tribes will not be able to use the 2 Barter Territories.

ADDING RESOURCES: 1 Food per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe plus 1.

SUMMER - DROUGHT:

SEASON EFFECT: Any Tribe must discard 2 Food, otherwise it must take as many Wounds as missing Resources.

ADDING RESOURCES: 1 Food per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe.

SUMMER - FIRE:

SEASON EFFECT: Any Tribe must discard half, rounded up, of its Resources (Food, Wood, Flint, Hide, Bone, Reindeer Antler, Weapon, Biface, Clothing). The Tribe chooses the Resources to be discarded.

ADDING RESOURCES: 1 Food per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe minus 1.

FALL

FALL - EARLY WINTER:

SEASON EFFECT: Any Tribe must discard 1 Food and 1 Wood otherwise it must take as many Wounds as missing Resources.

ADDING RESOURCES: 1 Wood per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe minus 2.

FALL - OFFERING:

SEASON EFFECT: Any Tribe may discard 2, 4, or 6 Resources of its choice. For each pair of discarded Resources:

-For Sapiens: draw 1 additional card.

-For Neanderthals: gain 1 Tribe Member from their Living Zone.

ADDING RESOURCES: None.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe minus 1, and for each pair of Resources discarded per Tribe: draw 1 additional Action card.

FALL - CARRION:

SEASON EFFECT: Any Tribe takes 1 Food, 1 Hide or 1 Bone from the Reserve.

ADDING RESOURCES: 1 Wood per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe plus 1.

FALL - FROST:

SEASON EFFECT: Any tribe must discard 1 flint, otherwise it must suffer 1 wound.

ADDING RESOURCES: 2 woods per tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe.

WINTER**WINTER - GLAZE:**

SEASON EFFECT: No Gathering Action possible, and no benefits from the effects of the Cutting, Gathering and Forest Zones for the Season.

ADDING RESOURCES: 1 Flint per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe plus 2.

WINTER - ICY WINTER:

SEASON EFFECT: Any Tribe must discard 1 Wood and 1 Hide otherwise it must take as many Wounds as missing Resources.

ADDING RESOURCES: None.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe plus 1.

WINTER - BLIZZARD:

SEASON EFFECT: Any Tribe must discard 2 Food, 1 Wood and 1 Hide otherwise it must take as many Wounds as missing Resources.

ADDING RESOURCES: 2 Flints per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe plus 1.

WINTER - SNOWSTORM:

SEASON EFFECT: According to the Tribe:

-For Sapiens: replace 3 cards on his deck.

-For Neanderthals: Lay down 2 Members of his Tribe (those cannot be used this Season).

ADDING RESOURCES: 1 Flint per Tribe.

DRAWING ACTION CARDS: Draw 1 Action card per Tribe.

NEANDERTHAL BONUS

REMINDER: Two different types of effect for bonus tiles:

-**Once:** the tile is discarded upon use. This type of bonus can be used at any time during the Season.

-**Once per Season:** only usable on your turn, it is then turned face down (you can turn it over at the end of the Season, to benefit from its effect again the following Season).

ONCE:

GIFT: Take 1 Wood or 1 Food or 1 Flint from the pool (does not count as a Resource until the bonus is used).

GIFT: Take 1 Biface or 1 Clothing or 1 Weapon from the pool (does not count as a Resource until the bonus is used).

CARE: Discard 2 Wound tokens.

RECALL: Return 1 used Tribe Member to his Action area.

FOUNDATION: When taking the "Found a Tribe" Action, discard 1 less Resource than needed.

PROTECTION: Ignore the effects of an N.M. Action card.

ONCE PER SEASON:

BARTER: When taking a Move Action in a Barter Territory, Neanderthals can trade twice instead of once.

POWER: Discard 1 Resource of your choice to add plus 1 Strength 1 Wisdom to the Hunt Action.

WOOD: Take 1 extra Wood from the reserve during the Wood Collect Action (can be combined with a Biface).

FLINT: Take 1 extra Flint from the pool during the Flint Collect Action (can be combined with a Flintknife).

FOOD: Take 1 extra Food from the supply during the Food Collect Action (cumulative with a Biface).

MOVEMENT: Take 1 extra Move during a Move Action.

SLUG: Take 1 extra Slug from the pool during a Slug Making Action.

CLOTHING: Take 1 extra Clothing from the pool when taking a Clothing Crafting Action.

ARROW SPEAR: Take 1 extra Spear token from the pool when taking a Weapon Crafting Action.

BAIT: Move 1 Herd from yourself to 1 Hunting Area, provided one is available.

HUNTING: Take 1 additional Hide from the pool during the Hunting Action.

HUNTING: Take 1 extra Food from the reserve during the Hunting Action.



SPECIAL TERRITORIES

When a Tribe move ends on a Special Territory, its effect is triggered:

▶ **Effect of the Territory Barter:** Possibility to exchange 1 of his Resources for 1 other Resource from the reserve.

▶ **Effect of Resource Territories:** take 1 Resource of the indicated type from the reserve (Collecting: 1 Food, Cutting: 1 Flint, Forest: 1 Wood).

▶ **Effects of the Cave Territory:**

▶▶ **for Neanderthal:** Discard 1 Food to get 1 Tribe Member, the leftmost one on the Living Area. Place it in the center of the board, it can be used from the next Action.

▶▶ **for Sapiens:** Discard 1 Food to take a card of your choice from your discard pile.



RESOURCES



Wood



Flint



Food



Resource of any kind



Reindeer antlers
(Sapiens)



Bone
(Sapiens)



Spear strength 2
(Neanderthal)



Clothing
(Neanderthal)



Biface
(Neanderthal)



Hide (Sapiens
et Neanderthal)

SAPIENS (2 Wounds)



Engraving



Venus



Ornament



Paint



Flute



Move



Spear



Barter



"or"



Draw 1 card



Bannish 1 card



Famine card



Spear card

MOTHER NATURE'S ACTION CARDS

Early Season Cards

- ▶ Played after Season effects are applied.
- ▶ Apply to the targeted Tribe only.
- ▶ M.N. can only play one per Tribe.

Reaction cards (Move, Collect and Hunt)

- ▶ Played during the Tribes' turn.
- ▶ Apply to the targeted Tribe only.
- ▶ M.N. can play as many as she wants on the same type of Action.

End of turn of a Tribe cards (Gift and Event)

- ▶ Played at the end of a Tribe's turn.
- ▶ Can be applied to several Tribes.
- ▶ M.N. can play only one.

If the targeted Tribe cannot discard enough Resources, it does not take a Wound.



NEANDERTHAL

Making

1 Tribe Member at a time



Founding 1 Tribe

1 Tribe Member at a time



Collecting

1 Tribe Member at a time



Hunting

several Tribe Members at the same time



Attacking

several Tribe Members at the same time



Moving

several Tribe Members at the same time

COURSE OF A SEASON

1. Mother Nature's Choices: Mother Nature chooses the effect of the Season.

2. During the Season: Tribes play 1 Action or pass, until they have all passed, which triggers the End of Season.

3. End of Season: The 1st player token is passed to the Tribe on the left. Each Tribe will then have specific actions to do. We start again at phase 1 with the next Season.

VICTORY CONDITIONS: 3 WORKS COMPLETED FOR SAPIENS, 7 TRIBES FOUNDED FOR NEANDERTAL, 10 COMPLETED SEASONS FOR MOTHER NATURE.