

GAME OBJECTIVE

Form your tribe by placing prehistoric people, tools, huts, and supplies in front of you. The card that you add to your hand will give you the resources necessary to lay cards down. If the combinations are good, these cards will earn you the maximum points and you will win the game!

COMPONENTS

➤ 4 chieftain cards



➤ 60 tribe cards

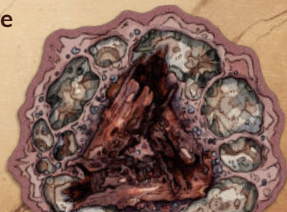
23 prehistoric people, 14 storage, 14 huts, 9 tools



➤ 80 resource tokens

24 berries, 20 meat, 16 flints, 12 skins, 8 bones (special resource)

➤ 1 fire



GAME SETUP

- 1 Place the fire in the center of the table.
- 2 Shuffle the tribe cards facedown. Form 6 piles of 10 cards each and place them faceup around the fire.
- 3 Mix the resource tokens facedown. Form 6 piles of 5 resources each and place 1 pile faceup in front of each pile of cards.
- 4 Form another pile of resources and place it facedown on the fire. This pile is called the "**center pile**" and contains:
 - **6 resources** for 2 players,
 - **8 resources** for 3 players,
 - **10 resources** for 4 players.

The remaining resource tokens are placed facedown next to the playing area and form the resource pool.

- 5 Each player takes one of the chieftain cards. Players then decide together whether the game is to be played with the normal or the advanced side, and these cards are placed in front of them with the chosen side visible. The player with the lowest number on their card begins the game.



PLAYING THE GAME

Players take turns in a clockwise direction until the last resource in the **center pile** has been taken. On their turn, each player carries out the following 4 steps in order:

- Take a tribe card and the associated resources
- Play tribe cards from their hand
- Use their storage cards
- Manage their available resources

TAKE A CARD AND RESOURCES

- 1** The player chooses 1 of the 6 visible cards in the center of the table.
- 2** The number in the bottom-right corner of the chosen card determines **how many resources the player takes**. They take the top token from the **next pile** going clockwise, then the top token from the pile after that, and so on, until they have taken the number of resources shown. The collected resources are placed on the left side of that player's chieftain card: these are their **available resources**.
- 3** The player **adds the chosen card** to their hand.



Are any of the 6 resource piles finished?

During the game, each time a pile of resources is finished (by taking the last resource that makes up the pile), that player takes **1 additional resource** from the **central pile**. Then a new pile is formed to replace the finished pile using 5 resource tokens taken randomly from the resource pool. If the resource pool is empty, the discarded resources are turned facedown and shuffled to form a new pool.

Is the center pile finished?

The end of the game is triggered.

Is a tribe card pile empty?


Nothing happens. Players cannot take any more cards from there, but the resource pile in front of it stays in place and is replaced when finished.

PLAY TRIBE CARDS


There is no limit to the number of tribe cards that a player can place in front of them during their turn or have in their hand.



➤ **Pay the required resources.** The player must discard the resources shown on any card they play, from their available resources. Bones are wildcards; they can be discarded in place of any resource.

➤ Tribe cards with the  symbol require a sacrifice to play them; the player must discard 1 tribe card from their hand in addition to the required resources.

➤ **When played, the tribe card** is placed in front of the player; it will earn points at the end of the game.

➤ If the card has an immediate effect, represented by the symbol , it is applied when the card is played. The tribe cards are described in detail at the end of the rulebook.

1 Victory points

2 Card type

3 Card's color

4 Required resources

5 Card's effect

6 Resources to take



USE THEIR STORAGE CARDS (OPTIONAL)

Some tribe cards allow players to store resources that will earn points at the end of the game.

1 available resource can be placed on each storage tribe card. A player cannot place more than 1 resource per turn on each card. The resource placed must match the one shown on the card. A bone can replace any resource.

MANAGE THEIR AVAILABLE RESOURCES

At the end of the player's turn, they cannot have more available resources than the number of spots on their chieftain card (4 on the normal side and 3 on the advanced side). If they do, excess resources of their choice must be discarded.

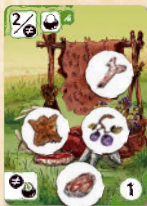
The player's turn is over, and it is now the turn of the person to their left.


END OF THE GAME


The game ends when the **center resource pile** is empty. The players continue playing to finish the current round. When the turn returns to the person who started (lowest chieftain number), the game is over.


Each player counts the points for their tribe by adding up the victory points from all of the tribe cards in front of them. The player with the most victory points wins the game.

In case of a tie, the one with the most available resources wins. If they are still tied, the victory is shared.



➤ 4 pts per  = 8 pts

➤ 2 pts per  = 8 pts

➤ 3 pts per  = 9 pts

➤ 6 pts for the blue card
+ 16 pts for the red card
+ 3 pts for the yellow card = 25 pts



TOTAL = 50 pts

THE TRIBE CARDS IN DETAIL

IMMEDIATE EFFECT



When a player places this card in front of them, they take 1 visible card from the top of any pile. They do not take the associated resources.

When a player places this card in front of them, they take 1 resource at random from the resource pool.



POINTS EARNED



X points for each card of the indicated color in the player's tribe.



X points for each different kind of resource (berry, meat, flint, skin) placed on this card. Bones can replace 1 of these 4 resources.

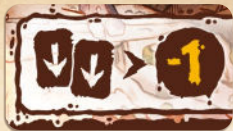


X points for each resource on this card.



X points for each card of the indicated tribe type in the player's tribe.

THE POWERS OF THE CHIEFTAINS



When this player places a second tribe card in front of them during their turn, they discard 1 less resource or sacrifice than required for that card.

When this player finishes one of the 6 resource piles, in addition to taking a resource from the center pile, they take a visible card of their choice. They do not take the resources associated with that card.



When this player chooses a tribe card that only allows them to take 1 resource, they take 1 additional resource at random from the resource pool.

When this player takes the resources associated with their chosen card, they may skip a pile.



LEARN TO PLAY IN MINUTES



CREDITS

Game designers: Johannes Goupy & Corentin Lebrat

Artwork: Elsa Roman

Komika parch font : Larry E. Yerkes

English version: Rebecca Sevoz & William Niebling

COLORADD

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