

# PRE HISTORY

A game by Attila Szógyi for 2-4 players aged 12 and up



We are running out of food. The area around our campsite doesn't have enough supplies for this many of us. The tribe has no choice, we again have to move on to survive. Now we must travel to discover new areas, look in every nook and cranny for things to eat. We decide that our best chance is to go our own ways. Which one of us will succeed in finding the richest soil, build a new home, found the strongest tribe?

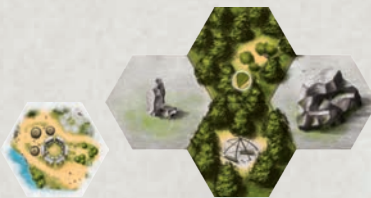
## Game overview

In this game, the players act as prehistoric tribes from the late stone age, trying to best manage the food and resource via various actions. We come across many situations that prehistoric people would have faced. Gathering, fishing, hunting, even creating paintings on your walls, or maybe performing a ceremony to influence the forces of nature. All this while searching for a new home and conquering new areas. The player with the biggest progress and most wealth will survive to thrive and win the game.

## Components



4 Player boards



21 Map tiles  
(1 starter map tile of size 1 and 20 map tiles of size 4)



30 Gathering tiles



30 Fish

In all player colours (orange, green, purple, blue):

- 7 Campsites
- 10 Tribe members
- 3 Shamans
- 5 Discs (rotation stone, score tracker, ceremony marker, development marker, fishing marker)
- 1 player order marker



4 Weather tiles



12 Pricing tiles



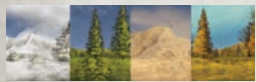
36 Rock painting tiles



34 Ceremony cards



30 Hunting cards



1 Round summary



120 Resource/Action markers in 6 colours, 20 of each colour



20 Megaliths



6 Animals



6 Grey rotation stones

1 Game board  
(Consisting of 4 puzzle elements)



## Setup

**1.** Place the game board on the table so that it's easily accessible to all players.

Shuffle the pricing tiles facing down, then choose 6 of them randomly. Place the chosen tiles in any order on the action slots of the game board, with the icon highlighted with a border always facing towards the top of the board (rocks). Place a rotation stone in the hole in the middle.

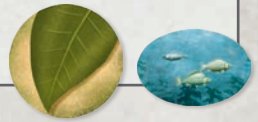


Now choose another 4 pricing tiles and place these in a stack facing up next to the board. During the course of the game, the central pricing tile will be replaced by one at the start of each round. This also defines and reminds us of the remaining game rounds. Place a resource cube corresponding to the colour of the symbol on the central pricing tile on the top of each column. Put the remaining pricing tiles back in the box.

**2.** Place the painting sets facing up next to the game board.



**3.** Shuffle the gathering tiles and place 6 of them facing up onto the gathering action of the game board. Put the remaining tiles face down next to the board. Do the same for the fishing tiles, at the fishing action.



**7.** Shuffle the hunting and ceremony cards and form a face down draw pile from each, then reveal and place 5 of each card onto the allocated slots next to the board.



**6a.** Each player takes 1 player board, placing 1 weather tile in its top left corner rotating it in any chosen direction. Choose a player colour, and based on your choice, take the following corresponding components:

7 campsites, 3 shamans, 5 discs, 10 tribe members and 1 player order marker



**6b.** Your 3 shamans should be positioned around the pricing tile located at the Ceremony action in one of the 2 indicated patterns.



**6c.** Place 1 disc on the 0 space of the scoring track, 1 disc on the start of the fishing track marked by an arrow, 1 on the 0 space of the development track, and 1 in the centre of the weather tile on your player board.

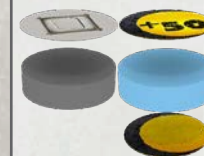
Place 1 tribe member on the starter tile of the map and another 2 onto the tent on your player board. All other tribe members are placed in a central supply.

Decide randomly a player order to start the game with, mark the order with a large cylinder and with a disc on top of it (ceremony marker) next to the ceremony action. If you don't like to decide randomly, then the oldest or the hairiest players will go first.



**5.** Place the resource/action marker cubes in a central supply roughly in the middle of the play area.

*Note: The number of markers are unlimited. If they run out, you can replace them.*



*Stickers included for the grey rotation stones and score trackers. You can stick them as shown, before your first play.*

4. Place the starter map tile roughly in the middle of the remaining play area. Shuffle the 20 map tiles, then build a map from these facing up, in any form you prefer.

If you see a space marked with a megalith, a fish, an animal or a gathering symbol, place a tile of the corresponding variety onto these.



*Note: In a 4 player game all 20 tiles, in a 3 player game 15 tiles, in a 2 player game 10 map tiles are used (above the starter map tile). The unused map tiles and megalith tiles are put back into the box.*



### Resource or action marker



An important element of this game is the variable utilization of the 6 different cubes, depending on where and how they are used. They may be used as resources or at other times, their colour can indicate one of the 6 main actions. In the latter case they are called action markers. It is important, that while the used cubes are the same, they shall never be mixed up. The markers gained as a resource should be kept in the tent, while action markers are stored under the rock paintings on your board. One may not be substituted for the other, the markers stay in their initial spot until they are used up.

If in the game an indication is made to an action marker, this is indicated by a yellow 'sun' icon ☀ (denoting summer).

## The game board



- 1 Scoring track
- 2 Action selection and central pricing tile
- 3 Development track

Actions:

- 4 Rock painting
- 5 Gathering
- 6 Ceremony
- 7 Fishing
- 8 Hunting
- 9 Migrating

## The player boards



- 1 Place for weather tiles
- 2 Place for resources and available persons
- 3 Baskets for storing the gathering tiles
- 4 Rock painting
- 5 Stock of action markers

## Gameplay

The game consists of 5 rounds, with the following phases being performed in each round.

**Winter** (There is no winter phase in the first round.)



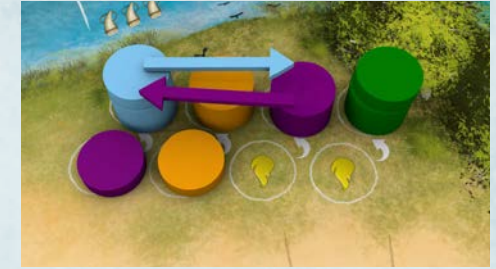
Exchange the central pricing tile for the next one in the draw pile. The icon highlighted with the border shall be positioned towards the top of the board (number 3). Place a cube on the top of each empty pillar, with the colour indicated by the icon on the pricing tile.



Fill the fish and fruits on the empty spaces on the board.

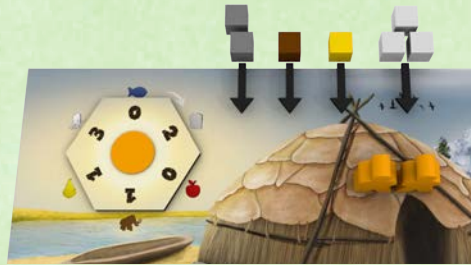


The hunting and ceremony cards are discarded from the last round into a discard pile, and 5 new ones are drawn from each pile.



Set the turn order. The players that used the ceremony action in the last round will have moved ahead in the order, based on the time it was performed. The players that did not perform a ceremony action move to the back, keeping the previous order between them. The ceremony markers are going back on top of the cylinders in the right colour.

**Spring**



All players turn the weather tile by 1 unit clockwise, then take the number of resource cubes from the stock based on the new position of the tile. The gained resources are placed in the tent on your player board.

During spring, the actions can be performed using these resources.

**Spring actions:** In turn order, the players have the following options:

- Choose one of the 6 possible actions on the central pricing tile. Perform this action according to the spring rules (See detailed actions!), then pay 1 resource in any colour on an empty footing of the corresponding pillar. If both positions are already occupied under a pillar, then the action can no longer be carried out during the current round. Similarly, if the player doesn't have any resources left to pay for the action, then the action is not possible to carry out.
- Passes. Once a player has passed, no more spring actions are possible for them in the current spring phase.

The actions are performed during several turns, until all players have passed.



*Example: The current player wanted to choose the gathering action, but next to that pillar both slots were occupied. So instead they carried out a hunting action, based on the spring rules. At the end of the action, the player pays any 1 resource from his stock to the empty slot next to the hunting side of the central pricing tile. Then the next player takes a turn.*

**Summer**



Push all resources from the foot of the pillar up to the top of each pillar. **From here on, they are considered action markers.**

Then **in reverse player order**, the players choose a pillar, take all of the markers from the top and put them in their action marker supply (in their own player board, under the rock painting).

During the summer, your actions are carried out using these according to the marker colours.

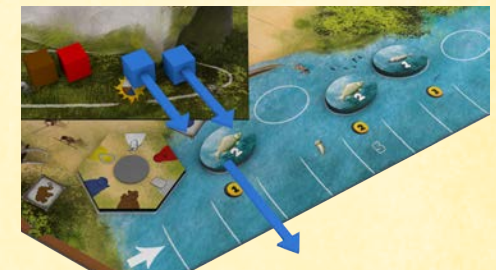
**Summer actions:** The players go through all 6 actions in turn order, beginning with the rock painting action.

Order of actions:  
*Rock painting, gathering, ceremony, fishing, hunting and migration.*



At the current action location, **in reverse player order**, each player has the chance to carry out the current action once by spending one or more action markers. At this time, the summer rules are applied, and each action marker can only be used for an action corresponding to its colour (See detailed actions!). The used action cubes go back to the common supply.

If the player cannot or does not want to perform an action in a location, they may pass (but can still perform actions at the next location).



*Example: The players have reached the fishing action. The first and second players (in reverse turn order) do not have any blue action markers, and cannot gain any. They pass the action. The third player pays 2 blue action markers from his player board for a fish valued at 2. The player takes the fish and moves by 2 on the fishing track. The fourth player also passes, so the fishing is over, the players move to the hunting action...*



**Fishing income:** At the end of summer, after the 6 actions are over, the players may gain victory points (VP) and development points based on their position on the fishing track. The highest reward that was last passed is gained at this time.



Example: Based on the situation on the left, the purple player gains 2 VP and 1 development point, the yellow and blue players gain 1 VP at the end of summer. The green player has not yet started on the track, so gains nothing now.

## Autumn

At the end of the round, each player in turn order has the opportunity to move their tribe members on the map, and carrying out the actions where they stop. Each resource and/or action marker spent here will allow movement points based on the value of the colour, as indicated by the value of that on the central pricing tile. On top of this, each used development point allows for an extra 1 movement point. If the player does not want to move on the map, they may also pass.

A more detailed description is given from page 9 under Map actions (Autumn).



Example: The green player is the first in player order. He plays a grey resource from the player board to the common supply. According to the central pricing tile, the value of this resource is currently 2, therefore the player may move 2 spaces with the tribe members on the map. He ends movement on a gathering tile, which he gains now.

Note: the resources and action markers left after the completion of autumn are carried over to the next round.

## Actions on the game board (spring and summer)

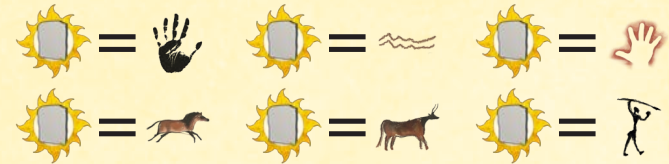
### Rock painting

Hunting and capturing prey is a difficult job that needs preparation. The best and simplest way to plan and record is to draw on the side of rocks.

**Spring:** If the player chooses this action, he may paint one section of the rock painting under preparation. All sections contain 1, 2, or 3 symbols, and all symbols are allocated a price shown by the pricing tile for the painting action. The player must pay the current price for all symbols in the painting. Once this has been paid to the common stock, the player takes the wanted section and places it in the right section of the player board.



**Summer:** The player can paint in the summer using grey action markers. The player must put back as many grey action markers into the supply, as the number of symbols on the painting section to be painted.



**Rewards:** If the newly painted section is adjacent to another section that was previously painted, the player gains rewards. All sides that touch an existing section will reward you with action markers or development points in the corresponding row or column as indicated on the player board.

At the end of the game, each row of 1/2/3 painting tiles is worth 1/3/6 VP.

All sections may only be painted once. If the player finishes the whole painting, he may not paint any more.



Example: In the example on the left, the player wants to paint the first section of the second row. The pricing tile shows for the rock painting that the price of the wave symbol is 1 yellow resource and the price of the ox symbol is a red resource. These 2 resources must be paid, then any 1 resource must be placed on any empty slot at the foot of the column. When the section is placed, the top bottom and right edges are adjacent to a previously placed section. The row rewards a red action marker. The column reward is counted twice, as two of the sides were adjacent. So altogether 1 red and 2 yellow action markers are gained.



In the summer, the painting of this same section would cost 2 grey action markers.

## Gathering

Various fruits and berries can be found around the campsite, just waiting to be picked up. While the men are off to fish and hunt, the women are left to gather.

**Spring:** When the player chooses this action, he may gain a gathering tile from the game board. The player pays the resource next to the taken tile, then takes the tile and places it on the player board in the correct basket.



**Rewards:** The baskets form vertical pairs. If you collected a pair of gathering tiles in the the matching baskets, you gain the 2 action markers according to the indicated symbols on the board. If later a second pair is formed, the reward is gained again. On top of this, some tiles contain development points too, which the players collect straight away.



At the end of the game, gathering tiles of the same variety are also worth VPs. 1/2/3/4/5 gathering tiles are worth 1/3/5/8/12 VP.



**Summer:** The player may take any one gathering tile from the central board by paying 2 red action markers.



*Example:* In the example on the left, the player collects the egg, and pays 1 blue resource into the common supply. Then the player places 1 of any resource on an empty slot at the foot of the pillar with the gathering action. He already had a honey in the top basket, which now forms a pair with the egg. For this the reward is, as indicated between the 2 baskets is a blue and a yellow action marker. In addition, since there is also a development point on the tile, this is indicated on the development track.



*During the summer, to gain this gathering tile would have cost 2 red action markers.*

## Ceremony

Fire plays an important role in the history of humans, along with the respect for natural forces.

**Spring:** All players have 3 shamans to dance around the fire with. When the player performs this action, each shaman can move to the position indicated by the paid resource, for the cost of 1 resource. The initial position does not matter, but the shaman may not arrive to a spot already occupied by another shaman of the same colour in the beginning of the action. Now the player can obtain a ceremony card with the same value, as the number of shaman that were moved during the ceremony.



**Summer:** The player must pay as many action markers, as the number which is on the ceremony card to be gained. At this time, you may decide not moving around the fire with any of the shamans.



*Note:* It is not a valid movement, if your shaman ends movement on a position, which was previously occupied in the same turn by another of his own shaman. For the sake of transparency, it could be useful to mark the intended target positions with the resources to be paid.

**Rewards:** If the gained card shows a development point, this is marked straight away on the tracker.

All of the cards can give VPs at the game end, if the corresponding conditions are met. A detailed description of ceremony cards is on the back of the rulebook. The gained ceremony cards are kept face down in front of you.

Turn order in the next round will be influenced by ceremony. If a player performs a ceremony action, the ceremony token must be placed down on the first empty slot next to the turn order indicator. It is possible to go there several times in a round. On the second and later occasions, the ceremony token moves ahead by 1 position (if possible) on the ceremony track, pushing the other marker backwards.



*Example:* To gain the ceremony card in the example on the right, 2 shaman must move around the fire. The player pays 1 grey and 1 blue resource, moves the 2 shaman to those positions, then at the end of the action places 1 arbitrary resource on the empty slot at the foot of the ceremony pillar. The development point on the card is marked on the track. This card gives the player 1 VP for each built campsite (own) at the end of the game.

*In the summer, this same ceremony card would cost 2 yellow action markers (there is a value 2 indicated on the top left corner of the card).*



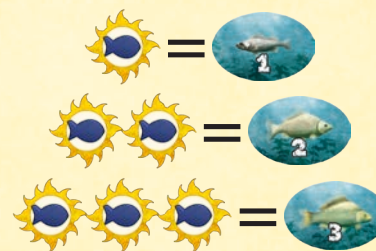
## Fishing

Fishing is an excellent and seemingly never depleting source of food. The more skilled you are, the better the rewards. Sometimes it's easy when the fish are in abundance, at other times you have to fight for the bigger ones.

**Spring:** In this action, the players catch fish from the river on the game board. The bigger the fish, the more energy it takes to catch it. The player must pay as many resources as the value of the fish (1-3). Only resources on the fishing side of the pricing tile can be used for this (it's visible that the river bank divides the tile into 2 sections). All paid resources must be different. After paying the resources, the player gains the caught fish.



**Summer:** The player uses blue action markers to catch fish. The cost is as many blue action cubes, as the value of the fish.



Example: In the example on the left, there is a value 3 fish. The player pays 1 red, 1 grey and 1 brown resources. At the end of the action places 1 arbitrary resource on the empty slot at the foot of the fishing pillar. Now the player takes this value 3 fish and moves 3 steps on the fishing track.

In the summer, to gain this fish would have cost 3 blue action markers (value 3 fish).



**Rewards:** After the player has caught and taken the fish, he moves as many positions on the fishing track, as the value indicated on the fish.

The player gains victory and development points at the end of the round based on their position on the fishing track. The highest reward that was passed is gained at this point.

## Hunting

Hunting can be a difficult but rewarding task. The prey naturally belongs to the one that finds it first.

**Spring:** The player may hunt on the game board. In the same way as with fishing, the higher value the animal, the more energy the hunting will take. The player must pay as many resources as the value of the card (1-3) next to the game board. Only resources on the hunting side of the pricing tile can be used for this (upper half). All paid resources must be different. After paying the resources, the player takes the bought card.



**Summer:** The player may take a hunting card by paying with brown action tokens. As many brown tokens must be paid, as the number on the card.



### Rewards:

Animal cards gain VPs for you when you obtain them, and in addition they are scored again paired with the footprint cards at the end of the game.

On top of this, the player may gain resources, action markers and/or development points for the footprints.

More details on the next page.



Example: The sabre tooth tiger on the left has a value of 2. To get this card, the player pays 1 white and 1 blue resource. At the end of the action the player places 1 arbitrary resource on the empty slot at the foot of the hunting pillar. The player takes the card and gains 1 VP for it now.

In the summer, to gain this card would have cost 2 brown action markers (a number 2 is seen on the top left corner of the card).



## Hunting cards

There are 2 types of hunting cards in the game: footprints and animal cards.

### Animals



The animals gain you 1/2 VP when you successfully hunt them.

### Footprints



The footprints provide development points, resources or action markers for the players.

In the lower right corner of the footprint cards, there is an indication of the species it belongs to (sabre tooth tiger, woolly rhinoceros, mammoth). At any time when a player gains a new footprint, the player checks if they have footprint of that species already.

- If they don't have similar footprint, they simply gain the footprint's reward (right side).
- If the player does have such a footprint, on top of the new card rewards, the player also gains the rewards for all previously gained footprints belonging to that animal.

*Note: It is a good idea to keep your animal cards of the same species in groups, with partial overlapping.*

## Migration

*As long as there is enough to eat, the conditions are favourable, the tribe will expand and grow.*

**Spring:** With the migration action, the player might increase the number of people on the map. The migration actions cost resources according to the pricing tile. If paying 1 resource, 1 new tribe member migrates; if paying 2 resources, maximum of 3 new tribe member migrate from your player board to the starting camp or one of the own campsites on the map. If more than 1 migrate, they must end up in the same location (no splitting). If less than 3 tribe members are available on the player board, then only as many as available will migrate.



**Restriction:** A player may only have as many tribe members on the map, as the limit that the campsites may support. Only the tribe members that are available on the player board may migrate to the map. At the beginning of the game, each player starts off with 1 tribe member on the map and 2 on the player board. When a campsite is built, for each camp a new tribe member is placed on the player board, thereby increasing the available tribe members. The maximum you can have is 10 tribe members, meaning that the 3 at the beginning can potentially go up to this number with the 7 camps to be built.

*Building a campsite is described in more detail on the next page.*



*Example: The player gained a footprint card, which contains a brown action marker. He already had 2 other footprints for the woolly rhino, so for the new card he gains 1 brown action marker, and also 1 yellow resource and 1 grey resource for the previous two cards. All 3 are taken from stock and placed in the right positions of the player board.*

**End game scoring:** The player adds up the points for each animal of a given species. Each footprint for that species is worth that many points. If there are no animals of that species, the footprint is not worth anything.



*Example: For the above set of mammoths, the player gains  $4 \times 3 = 12$  VP at the end of the game. The sabre tooth tigers are worth 2 VP and the woolly rhino prints by themselves are worthless.*

**Summer:** The player pays as many white action markers, as the number of tribe members migrating from the player board to the central camp or another own campsite. If several tribe members migrate, they go to the same location.



...

*Example: The player pays a yellow and a brown resource into the common supply, then places 1 arbitrary resource on the empty slot at the foot of the migration pillar. Then he can place the 3 available tribe members from the player board onto one of the campsites.*

*In the summer, it would cost 3 white action markers to place 3 tribe members.*





## Actions on the map (Autumn)

### Movement on the map

At the end of summer, each player has the opportunity to move their tribe members on the map once. Each resource and/or action marker spent allows as many steps of movement as their value, based on the current price as indicated next to the central pricing tile. In addition, the players may also spend development points here (see page 10).




Rules for movement on the map:

- If several steps are taken, the player may share them between tribe members on the map (eg. 3 steps: one tribe member moves by 2, the other by 1 space).
- The player may only move each tribe member once in a round, the tribe member will carry out an action or will gain a reward only on the space where it stops. It is a good idea to lay your tribe members on the side once the movement is over, indicating that it's tired, can no longer move. In the next round the tribe member may move again (place them upright at the end of your round).
- Tribe members can stop at campsites, but only at ones you own.
- Only 1 single tribe member may be on any space. The migration is the only exception. A new tribe member may be migrated onto the map on a campsite regardless of the occupancy status, but once a tribe member leaves a campsite, it may only go back if it's empty.
- A player may move tribe members through spaces occupied by another player's camps or tribe members, but may not stop there.



### Building a campsite

If a tribe member belonging to a player stops on a space suitable for building a campsite, he may build one. He chooses one of the camps from his supply. The camp tile contains information on how many tribe members are needed on the space and on surrounding spaces to build it, and also how many are needed to settle there (black figures). The tribe members that settle are selected by the player from amongst those that helped to build it. These go back to the player's own available supply (player board), the others remain on the map as before.

 Once the campsite is built, the VPs and development points that are on the camp are gained. In addition, all new camps bring a new tribe member into your own available supply.

*If possible, several campsites may be built, and one tribe member may assist in building several campsites regardless of its movement.*

**Note:** The number of campsites and persons is limited. If a player runs out of tribe members or campsites, he may not place anymore. Campsites never move. If built, they stay there for the whole game.

Example:

(A) The blue player pays resources, then moves 2 tribe members. These lie down, indicating that they will not move any further in the round. He decides to build the campsite shown here, for which he needs exactly 3 tribe members. The camp is placed on the map. 1 tribe member must settle here, so he chooses the one on the picture (marked with red cross), and puts them back into his personal supply (the other 2 remain). The campsite is flipped to the finished side, then marks the 3 VPs and the 2 development points on the tracks.

(B) The remaining tribe member on the map has not yet moved. The player takes the opportunity to move him by paying a resource valued at one. The tribe member lies down on the neighboring space, where he can build the other tent. This requires 1 tribe member that can stay on the map. This action is worth another development point.

(A)



(B)



## Special spaces

There are some special spaces on the map that give a reward during or at the end of the game.



**Campsite spaces:** In the way we discussed earlier, if a tribe member stops on a campsite space, he may build a campsite there using the tribe members on and around the space.



**Megalith A (8x):** If a tribe member stops on a megalith, he gains it into his supply. Each such megalith is worth 2 VP at the end of the game.



**Megalith C (6x):** The player with the most surrounding spaces occupied (including itself) scores 5 VP. The player with the second most spaces scores 2 VP. In case of a tie, the rewards for a position are split (rounded down). If players are tied on the 1st place, the 2nd place isn't scored.

Majority: Tribe members are worth 1 unit, campsites are worth 2 units for the calculation of majority. Only the highest value units are taken into account, so if there are tribe members in a campsite, they are not counted (still worth 2 units).



**Fishing, hunting and gathering tokens:** If someone stops a tribe member on the tile, he takes that tile into his own supply. These tiles are working the same as we discussed on the corresponding action.

The animals are equivalent with their card version, meaning they give you 1 VP immediately and also counted during the final scoring.



**Action markers:** If a player stops a tribe member on an action marker space, then the player gains the indicated action marker. Such a space can give out rewards several times, but since you must stop there to gain the rewards, it may be used again at earliest in the next round, after the space becomes clear. It is possible to move the same tribe member back.



**Megalith B (6x):** At the end of the game, these score 1 VP for each surrounding space that is occupied, including itself.



*Example: The megalith pictured here scores the green player 3 VP and the blue player 2 VP.*



*Example: Based on this situation above, the purple player has 3 units, while blue and yellow each have 2 units worth (as the tribe member in the blue camp is not counted). The purple player scores 5 VP, blue and yellow each score 1 VP, as they must share the rewards (2VP) for second place.*

*Note: One camp or tribe member may be worth points at several megaliths, but those tribe members, that stayed at the central and other campsites are not scored.*

## Optional action: Using development points

A player at any time during his turn may use any number of development points. If the points are used up, this is indicated by moving down on the development tracker.



For each development point spent, the player may rotate 1 pricing tile in any direction by 1 unit, or his own weather tile clockwise by 1 unit. **The central pricing tile may never be rotated, this rule cannot be modified by any actions (but is replaced in each round).**

*Example: The player does not have blue and yellow resources, but really needs to get a value 3 ceremony card during the spring. He moves back 2 steps on the development track, turns the ceremony pricing disc by 2 units clockwise. Now he is able to pay the required resources. He performs the action according to the new pricing and gains the wanted card.*



For every development point used, you may move 1 step during the autumn phase. This may even be used if you did not pay any resources for movement.



Spending 2 development points allows you to gain 1 of any resource from the supply.



Spending 3 development points allows you to gain 1 of any action marker from the supply.



Every resource and action marker paid to the general supply gives you 1 development point. These development points can be spent to any option described above.

*Example: During the summer phase the player has only 1 red and 1 brown action marker, but he would like to get one of the gathering token. He has 2 development points already. He discards 1 brown action marker to the general supply to get 1 other development point. Now he can buy 1 red action marker for 3 development points, so he can buy the gathering token.*

## Game end

The last round is indicated by the last pricing token getting placed on the board. The game ends after 5 rounds.

**After the end of the round in turn order all the players can now carry out one additional action with the remaining action markers (using the rules of the summer).** If all players have performed this or have passed, the final scoring begins.



Every 3 remaining development points are worth 1 VP. Before scoring you can convert your remaining action markers and resources to development points.



All rows of the rock painting are worth VPs based on the completion of the row. 1/2/3 tokens in a row are worth 1/3/6 VPs, without consideration of their locations.



All animals are worth points depending on the VPs indicated on them, and the number of footprints collected to them. The players gain points by multiplying the two values.

*Note: We also count the ceremony cards and animal tokens from the map corresponding to the animal.*

The players score the points on the scoring track. **The player with the most victory points is the winner.** In case of a tie, the player with the highest total of campsites is the winner. If it's still tied, the victory is shared.



Gathering tiles of the same kind also form sets. 1/2/3/4/5 of the same tiles are worth 1/3/5/8/12 VPs.



Megaliths give points based on the scoring condition on them.

*Tip: For the purpose of easier scoring the scored megaliths can be flipped.*



Finally all ceremony cards are worth VPs, if the condition on it is satisfied.

## Credits

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## Ceremony cards



At the end of the game, the owner of this card will gain the indicated victory points, if the highlighted painting sections were completed.



At the end of the game, all pairs / sets of 3 gathering tiles are worth 3/5 victory points for the owner.



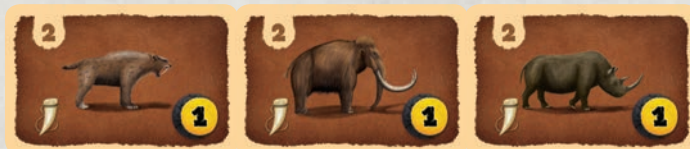
At the end of the game, all fish of the indicated type are worth 1 VP for the owner.



At the end of the game, all sets of 3 different fishes are worth 3 VPs for the owner.



At the end of the game, if you have reached the 15th space of the fishing track, you gain 6 VPs.



At the end of the game, all sabre tooth tiger / woolly rhinoceros / mammoth animals worth 1 VP (card and token) for the owner.



At the end of the game, all sabre tooth tiger / woolly rhinoceros / mammoth footprints worth 1 VP for the owner.



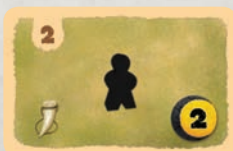
At the end of the game, all tribe members located on a water/rock/forest space is worth 1 VPs for the owner. The starting camp is none of the above types.



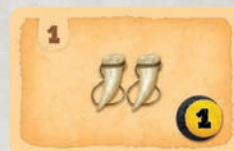
At the end of the game, all built campsites (own) are worth 1 VP for the owner of the card.



At the end of the game, all shown megaliths gained are worth 2 VPs for the owner (above the endgame scoring).



At the end of the game, all tribe members (own) left on the player board are worth 2 VP for the owner.



At the end of the game, all pair of remaining development points are worth 1 VP for the owner, rounded down (above the endgame scoring).



At the end of the game, all ceremony cards are worth 1 VP for the owner.



At the end of the game, all 2 gathering tiles are worth 1 VP for the owner, rounded down.



At the end of the game, every completed line on the rock painting gives an extra 2 VP for the owner (above the endgame scoring).



At the end of the game, every 3 steps on the fishing track worth 1 VP for the owner, rounded down.



At the end of the game, all sets of 3 different animals (card and token) are worth 5 VPs for the owner.



At the end of the game, the player can valuate another ceremony card for a second time. This ceremony card alone doesn't give any reward.