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Page 1: **Rules summary**
Page 2: **Play reference x2**

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The Esoteric Order of Gamers





SETUP

Place the **mammoth breeding ground tile** in the centre of the play area, with the **mammoth token** on it.

Shuffle the **terrain tiles** and put them in a facedown stack near the play area. Draw 6 tiles and place them faceup around the mammoth breeding ground to form the initial play area.

Place the **resource tokens** near the play area. Put 3 tokens of the appropriate type on each terrain tile showing resources.

Place the **hunt board** near the play area. Put 4 **tasty food tokens** on the mammoth's wounds on the hunt board.

Shuffle the **seasons deck** and place it near the play area.

Each player chooses a tribe colour and takes their **tribe board** and places their 4 **tribe member tokens** on the **grow your tribe spaces**. Each player puts their left-most tribe member on any terrain tile other than the mammoth breeding ground.

The player who most recently foraged for food takes the **first player token** and will take the first turn.

They shuffle the **victory cards deck** and draw 3 cards, secretly choose one, and return the others to the deck. Moving clockwise around the table, each player repeats this process until all players have chosen a victory card.

Place your victory card facedown beside your tribe board and set aside the unused victory cards, unseen.

You may look at your victory card at any time. If you have the *Pack Leader*, *Spiteful Spirit*, or *Warmonger* card, you will need to reveal it when you first place a tasty food token on it. Otherwise, keep your victory card secret from the other players.

You can give resource tokens from your tribe board to another player at any time, either as a gift, in trade, or for promises.

TURNS

1. TRIBE PHASE

Starting with the first player, each player completes these steps before moving to the next player.

1. GROW THE TRIBE

You can expand your tribe by spending **tasty food tokens**. Discard the number of tasty food tokens shown to the left of the tribe member tokens on your tribe board, then place the left-most tribe member token in a tile containing one of your tribe members.

2. SEND OUT HUNTERS

If you choose to commit any tribe members to the hunt, remove any or all of your tribe members from the board and place them in the **hunting party space** on the hunt board.

The first player to commit to the hunt each turn becomes the **hunt leader** and moves one of their tribe members up to the **hunt leader space** on the hunt board.

3. SEND OUT GATHERERS

Take 2 actions with each remaining tribe member. You may choose 2 different actions, or you may repeat the same action twice.

The actions you can take are:

MOVE ACTION

Move your tribe member up to 2 tiles. If a tile is marked as **difficult terrain** (rocky border) it takes a whole move action to move into that tile.

GATHER ACTION

If the tile contains resource tokens, take 1 and place it on your tribe board. If the tile has a special rule, use the special rule to discard resource tokens to take a tasty food token from the resource token pile and place it on your tribe board.

RECOVER ACTION

This is the only action a tribe member wounded in a hunt or a fight can take. Stand the tribe member up to show that they are no longer wounded.

FIGHT ACTION

If another player's tribe members are on the same tile as yours, you can fight them. This counts as a **fight action** for all of your tribe members on the tile.

2. HUNT PHASE

Once all players have completed their actions:

1. HUNTERS ATTACK!

Starting with the **hunt leader** and moving clockwise, each player attacks the mammoth.

1. COMMIT RESOURCES

Choose how many **pointy stick**, **clump of grass**, and **lumpy stone tokens** from your tribe board you want to use and place them at the top of your tribe board.

2. ROLL TO WOUND

Roll a die for each of your tribe members on the hunt board (except those who are wounded).

Add +1 to each die roll for each **pointy stick** you are using.

For each result of 6 or more, take one of the tasty food tokens from the mammoth's wounds track on the hunt board.

3. BASH IT WITH LUMPY STONES

If you wounded the mammoth, each **lumpy stone** you are using takes another wound from the mammoth.

KILLING THE MAMMOTH

When a player takes the last tasty food token from the mammoth's wounds track, it dies and the hunt is successful.

The hunt leader immediately takes 4 additional tasty food tokens from the pool and may distribute it to any or all players as they see fit. They can keep it all, or they can give it all away to others, including tribes not in the hunt.

Place the mammoth on the mammoth breeding ground tile and put 4 new tasty food tokens on the mammoth's wounds on the hunt board.

Place the tribe members from the hunt board on the tile where the mammoth was killed (if that tile is the mammoth breeding ground, the hunt leader chooses an adjacent tile instead).

2. MAMMOTH COUNTERATTACKS!

If the mammoth is not killed, it fights back after all the players have made their attacks. Roll 1 die for each of your tribe members in the hunt (ignoring wounded tribe members).

If you used clumps of grass, subtract -1 from each die roll against your tribe members.

Each result of 4, 5, or 6 wounds a tribe member (lay them on their side to show that they are wounded).

3. REGROUP

You can call off your hunt by placing all of your tribe members from the hunt board on a tile adjacent to the mammoth. If all of your tribe members on the hunt board are wounded, you must call off your hunt.

DISCARD RESOURCES

Discard all pointy sticks, clumps of grass, and lumpy stones used so far in the hunt.

CONTINUE THE HUNT

If any players still have tribe members on the hunt board, return to step 1.

3. SEASON PHASE

After the players have resolved the hunt phase:

1. NEW SEASON

Draw 1 card from the top of the seasons deck and follow its instructions. These remain in effect for the whole next turn.

Tribe members removed from play are placed on the right-most empty **grow your tribe space** on their owner's tribe board.

2. MAMMOTH HERD ROAMS

Roll a die and look at the mammoth breeding ground tile to see which direction the mammoth moves. Consult the mammoth icon on the season card to see how far it moves:

- **2 arrows:** move the mammoth 2 tiles in that direction.
- **1 arrow:** move the mammoth 1 tile in that direction.
- **No arrow:** the mammoth stays where it is.

If the mammoth moves into or through a tile containing your tribe members, all of them are wounded (unless they were already wounded). You must immediately move them 1 tile out of the mammoth's path.

If a season card prevents the mammoth from entering a specific tile, and it would move onto such a tile, it stops moving instead. If the mammoth would move off the play area, place it on the mammoth breeding ground instead.

3. DISCOVER NEW LANDS

Add a ring of terrain tiles to the play area, expanding it by 1 tile in each direction. Put 3 resource tokens of the appropriate type on each terrain tile showing resources.

THE ICE AGE

On the third turn, when there are no terrain tiles to play, roll a die and check the mammoth breeding ground tile. Flip the terrain tile at the indicated corner, and the 3 tiles clockwise, over to their snow sides. When you flip a tile to its snow side, remove any resource tokens from the tile.

In the discover new lands step of every subsequent season phase, the ice age number shown on the season card shows how many rows of tiles to flip:

- 1: Flip all tiles adjacent to a snow tile.
- 2: Flip all tiles adjacent to a snow tile and the ones adjacent to them as well.

Snow tiles are empty and have no resources or hazards. When you run out of terrain tiles to flip, the world has frozen over and the ice age has arrived, ending the game.

4. END THE TURN

If the world has not frozen over, the first player gives the first player token to the player on their left (who becomes the first player for the next turn), and a new turn begins.

RESOLVING A FIGHT

Follow the steps below to resolve a **fight action**.

1. COMMIT RESOURCES

Both players secretly decide how many **pointy stick**, **clump of grass**, and **lumpy stone tokens** from their tribe boards they will use in the fight. Reveal your choice and place them at the top of your tribe board.

2. ROLL TO WOUND

Both players roll a die for each of their tribe members on the tile (except those who are wounded).

- Add +1 to each die roll for each **pointy stick** you are using.
- Subtract -1 from each die roll for each **clump of grass** that your opponent is using.

Each result of 6 or more wounds an opposing tribe member (lay them on their side to show that they are wounded).

If you scored more wounds than there are opposing tribe members, keep track of the extra wounds to see if you won the fight, but they have no further effect.

If you wounded more opposing tribe members than they wounded of yours (including excess wounds if you wounded everyone), you won the fight.

3. TAKE TASTY FOOD

If you won the fight, immediately take tasty food tokens from the resource pile equal to the difference between the wounds you inflicted and the wounds you suffered (including excess wounds). If the result is a draw, neither player collects food.

4. BASH THEM WITH LUMPY STONES

If you wounded any tribe members belonging to an opposing player, each **lumpy stone** you are using wounds an additional tribe member belonging to that player. This does not change the outcome of the fight, and you can do this whether you won or lost the fight.

When a tribe member is wounded, lay the token on its side. Wounded tribe members cannot attack during the hunt phase and must take the **recover** action during the tribe phase before they can take any other action.

5. DISCARD RESOURCES

Discard all pointy sticks, clumps of grass, and lumpy stones used in the fight.

FIGHTING MULTIPLE TRIBES

If you take a fight action in a tile with tribe members from more than one opposing player, all the players roll dice.

Players must decide which player to attack with each of their tribe members, starting with the player who took the fight action, and going clockwise.

Add up all the wounds you inflicted and compare it to the number inflicted by each other player. The player that inflicted the most wounds wins.

You may elect not to roll dice at the start of a fight if you prefer to stand on the sidelines and hope that the other players keep the fight between themselves.

ENDING THE GAME

Once snow has covered the entire playing area, everyone reveals any facedown **victory cards**. Your card will tell you how many tasty food tokens to add to your tribe board depending on what other tokens you have on your tribe board or victory card.

The player with the most tasty food tokens is the winner.



1. TRIBE PHASE

1. GROW THE TRIBE

Discard the number of **tasty food tokens** shown to the left of your tribe board's tribe member tokens, then place the left-most tribe member token in a tile containing one of your tribe members.

2. SEND OUT HUNTERS

Move any of your tribe members from the board to the **hunting party space** on the hunt board. The first player to commit to the hunt each turn becomes the **hunt leader** and moves one of their tribe members up to the **hunt leader space**.

3. SEND OUT GATHERERS

Take **2 actions** with each remaining tribe member.

MOVE ACTION Move your tribe member up to 2 tiles. Difficult terrain tiles take a whole move action to move into.

GATHER ACTION If the tile contains resource tokens, take **1** and place it on your tribe board. You can also use a tile's special rule to take a tasty food token from the resource token pile.

RECOVER ACTION This is the only action a wounded tribe member wounded can take. Stand the tribe member up.

FIGHT ACTION If another player's tribe members are on the same tile as yours, you can fight them.

2. HUNT PHASE

1. HUNTERS ATTACK!

Starting with the **hunt leader** and moving clockwise, each player attacks the mammoth.

1. COMMIT RESOURCES

Move any number of your **pointy stick**, **clump of grass**, and **lumpy stone tokens** to the top of your tribe board.

2. ROLL TO WOUND

Roll a die for each of your unwounded tribe members on the hunt board. **Add +1 for each pointy stick**. For each 6+ result, take one of the tasty food tokens from the mammoth's wounds track on the hunt board.

3. BASH IT WITH LUMPY STONES

If you wounded the mammoth, each **lumpy stone** takes *another* wound from the mammoth.

KILLING THE MAMMOTH

When the last tasty food token is taken from the mammoth's wounds track, the hunt leader takes 4 additional tasty food tokens from the pool and may distribute them to players.

Place the mammoth on the mammoth breeding ground tile and put 4 new tasty food tokens on the mammoth's wounds. Place the tribe members from the hunt board on the tile where the mammoth was killed (if it was the mammoth breeding ground tile, the hunt leader chooses an adjacent tile instead).

2. MAMMOTH COUNTERATTACKS!

If the mammoth is not killed, it **attacks back** after all the players have made their attacks. Roll 1 die for each of your unwounded tribe members in the hunt. If you used **clumps of grass**, subtract -1. Each 4-6 result wounds a tribe member.

3. REGROUP

You can **call off your hunt** by placing all of your tribe members from the hunt board on a tile adjacent to the mammoth. If all of them are wounded, you must call off your hunt.

Discard all pointy sticks, clumps of grass, and lumpy stones used so far in the hunt. If any players still have tribe members on the hunt board, return to step 1.

3. SEASON PHASE

1. NEW SEASON

Draw 1 card from the top of the seasons deck. Tribe members removed from play are placed on the right-most empty **grow your tribe space** on their owner's tribe board.

2. MAMMOTH HERD ROAMS

Roll a die and look at the **mammoth breeding ground tile** to see which direction the mammoth moves, and look at the icon on the season card to see how far it moves. If it moves into a tile with your tribe members, unwounded ones are wounded, then moved 1 tile out of its path.

3. DISCOVER NEW LANDS

Expand the terrain tiles by 1 tile in each direction, and place 3 resource tokens on each terrain tile showing resources.

THE ICE AGE

When there are no terrain tiles to play, roll a die and check the mammoth breeding ground tile. Flip the terrain tile at the indicated corner, and the 3 tiles clockwise, over to their **snow** sides, removing any resource tokens from them.

In the discover new lands step of every subsequent season phase, check the **ice age number** on the season card to see how many rows of tiles to flip. When you run out, the game ends.

4. END THE TURN

If the world has not frozen over, pass the first player token to the next player clockwise, and a new turn begins.

RESOLVING A FIGHT

1. COMMIT RESOURCES

Both players secretly decide how many **pointy stick**, **clump of grass**, and **lumpy stone tokens** from their tribe boards they will use. Reveal tokens and move them to the top of your board.

2. ROLL TO WOUND

Both players roll a die for each of their unwounded tribe members on the tile. **Add +1 for each pointy stick** you are using. **Subtract -1 for each clump of grass** your opponent is using. Each 6+ wounds an opposing tribe member. If you wounded more opposing tribe members than they wounded of yours (including excess wounds if you wounded everyone), you win.

3. TAKE TASTY FOOD

If you won the fight, immediately take tasty food tokens from the resource pile equal to the difference between the wounds you inflicted and the wounds you suffered. If the result is a draw, neither player collects food.

4. BASH THEM WITH LUMPY STONES

If you wounded any tribe members belonging to an opposing player, whether or not you won, each **lumpy stone** you are using wounds an *additional* tribe member belonging to that player. This does not change the outcome of the fight.

5. DISCARD RESOURCES

Discard all pointy sticks, clumps of grass, and lumpy stones used in the fight.



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