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HONGA



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A saber-toothed tiger
powerful tactical game for
2 to 5 players 8 years and older.

HABA®

Excitement in the Stone Age! The saber-toothed tiger clan is looking for a new leader. But which one of you can take care of the clan and will thereby prove to be a worthy leader? In order to find out, you must tackle various tasks: gather supplies, comb through the dark forest, pay homage to the nature gods, attract mammoths, and successfully execute barters with other clans. But no matter how busy you are with these tasks, you must never under any circumstances forget to take care of HONGA! Whoever neglects the saber-toothed tiger risks having him come and eat your food. And getting rid of him can turn out to be very difficult.

SPIELINHALT



5 player trays



1 depot board 1 game board

1 HONGA play figure





46 action disks (28x gray, 18x red)



32 barter cards



25 bonus cards

1 mammoth tooth





30 mammoths



5 cavemen



5 scoring markers



1 starting player fire marker



20 food markers
(5x fish, 5x berry, 5x mushroom, 5x drop of water)

GAME SETUP

HONGA can be set up very quickly. You just have to:

- Place the game board (1) and two-piece depot board (2) next to it in the center of the table.
- Shuffle the gray and red action disks (3) separately and place them as two face-down decks next to the game board.
- Shuffle the barter cards and place them as a deck, face-down, on the barter space of the game board (4). Turn over three barter cards and place them on the open spaces (4.1, 4.2, 4.3).
- Shuffle the bonus cards and place them as a face-down deck on the appropriate space (5).
- Each player takes a player tray (6) and one food marker for each category (fish, berries, mushrooms, and drop of water). The markers for fish, berries, and mushrooms are placed on 1, the drop of water goes on 0.
- Each player selects a game color and places a caveman of the same color on the lowest step of the sacred mountain (7).
- Place the scoring markers on the cave (8).
- Take 6 mammoths in your game color and place them on the depot board (9).
- Place the mammoth tooth on the mammoth field (10).
- Place HONGA the saber-toothed tiger on the HONGA space (11).

Any game material that is not needed goes back into the box.
The player with the shaggiest hair is the starting player and takes the fire marker (12).
The fire marker now remains with this particular player until the end of the game.
Beginning with the starting player, each player draws a gray action disk.



Game setup for 4 players

HOW TO PLAY

Play in a clockwise direction. The starting player begins with their move.

Each move includes the following:

1) Place an action disk on one of the 4 round spaces

2) Pay attention to HONGA

3) Carry out the selected actions using the action disk; use bonus cards where applicable

4) Draw a new action disk

1. Place action disk



Place your action disk face up on one of the 4 round spaces. The hands on the disk should clearly point to the individual actions. The cross on the disk will help you align them correctly. If a disk is already on a round space, simply place your disk on top of the other.

2. Pay attention to HONGA

What must you never forget to do? Pay very close attention to HONGA! Before you carry out one of the actions, you must check whether you have taken care of HONGA.

If at least one hand of the action disk played points to the HONGA space, HONGA remains where he is. Then continue with item **3a**.

If **no** hand on the disk points to the HONGA space, HONGA joins you. Place HONGA on your player tray and feed him immediately with one unit of the uppermost food pieces (fish). If no food is available, then HONGA eats a piece of the next food, etc. When fish, berries, mushrooms, and water are empty, he helps himself to a mammoth on your player tray. Move the corresponding marker one space back or place a mammoth from your player tray back on the depot board. Only if your player tray is empty will HONGA not get to eat anything.

How do you get rid of HONGA?
If HONGA is with you, you will not be able to get rid of him very easily. As long as he is on your player tray when it is your turn again, he immediately eats another one of the closest food – even if one hand on your action disk points to the HONGA space. HONGA remains with you until you play an appropriate bonus card (see 3b. Playing bonus cards) or another player places an action disk on which no hand points to the HONGA space. This player then takes over the voracious saber-toothed tiger.

3a. Carry out actions



You can choose from eight possible actions with one action disk. The number of the hands that point to an action space indicate how often you may carry out the chosen action.

1x "Draw from the spring,"
2x "Fish in the lake"



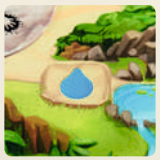
Collect mushrooms: For each hand that points to the field of mushrooms, you receive one mushroom, which you place on your player tray.



Look for berries: For each hand that points to the berry bushes, you receive one berry, which you place on your player tray.



Fish in the lake: For each hand that points to the lake, you receive one fish, which you place on your player tray.



Draw from the spring: For each hand that points to the spring, you receive one drop of water, which you place on your player tray.

SPECIAL TIP: At any time during your turn you can use two drops of water, as a joker, for a fish, a berry, **or** a mushroom.



Comb through the thick forest: For each hand that points to the forest, you may draw a bonus card. After you look at your card, then place the drawn cards face down, so they are unseen, on the left side of your player tray. You may take into your hand and use the bonus card(s) only during your next turn. Learn more specifics about how the bonus cards are used under "3b. Playing bonus cards."



Attract mammoths and obtain the mammoth tooth: You can attract one mammoth for each hand that points to the mammoth field. Attracting a mammoth will cost you a fish, a berry, and a mushroom. Take a mammoth in your player color from the depot board and place it with the mammoth herd on the mammoth field. A new, younger mammoth is always placed on the space above the stone table and

pushes the older mammoths one space further in anticlockwise direction. If a mammoth is pushed from the last space, the player with the player color that matches it places it on their player tray.

Mammoth herds of different sizes: Depending on the number of players, the herd on the mammoth field has a different maximum size: With five players, there is maximum space for 5 mammoths, with four players it's 4 mammoths, and with three or two players the maximum is 3 mammoths. The last space for a mammoth is always marked with points corresponding to the number of players.

The valuable mammoth tooth: If you have the majority of mammoths on the mammoth field, you win the valuable mammoth tooth. As long as you have the mammoth tooth, you may draw the red action cards. You will find five hands instead of four on these cards. They are therefore more lucrative and promise more victory points.



If the event of a tie, the player who last placed a mammoth on the mammoth field gets the mammoth tooth.



Pay homage to the old nature gods: You may move your caveman one step further up the sacred mountain for each hand that points to the sacred mountain. When your caveman reaches the last step on the sacred mountain (surplus steps are forfeited), you immediately receive five victory points. Move your scoring marker five steps ahead.

The other players also receive victory points corresponding to the number on their step. After scoring then all the figures are placed back on the lowest step.



Bartering with foreign clan villages: As a potential new clan leader, you must successfully barter with the other clans. For each hand that points to a bartering space, you may redeem one of the three available face-up barter cards for the raw materials depicted. You immediately receive the specified victory points for them and move your scoring marker accordingly. Using the markers on your player tray, you go back with the stipulated number of raw materials. Place the redeemed barter card face up on the discard pile of the barter cards on the depot board.

The open spaces are filled again with barter carts from the draw pile **only after your turn**.

Bartering with mammoths: If you hand over mammoths for a barter, you must take them from your player tray and/or from any space on the mammoth field. You place these mammoths back onto the depot board.

3b. Playing bonus cards

After you have paid attention to HONGA, you can carry out actions and at the same time also play bonus cards. You can play a maximum of two bonus cards per turn. When playing the bonus cards as a reminder place the bonus cards face up below the markings of your player tray. After your turn, place the played bonus cards face up on the bonus card discard pile on the depot board.

The individual functions of the bonus cards will be explained in more detail below.

4. End move and draw a new action disk

Your turn ends after you have completed items 1 to 3. Draw a new action disk. If you have the mammoth tooth at the end of your turn, you may draw a red action disk, otherwise you draw a gray action disk.

It is the next player's turn after you have drawn either a red or gray action disk.

Note: If a draw pile has been used up, take the appropriate cards from the game board/depot board and shuffle them again and use as a draw pile.

END OF THE GAME

The game continues until a player reaches or surpasses a certain number of points with their scoring marker:

2 players → 40 points

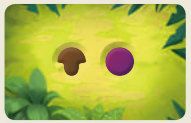
3 players → 35 points

4/5 players → 30 points

The current round is played all the way through until it returns to the starting player. Unplayed bonus cards with victory points and unawarded points from the sacred mountain are no longer valid.

The player who has reached the most victory points at the end has proven him/herself in the race for the title of the clan leader and may from now on call him/herself the "chief of the saber-tooth tiger clan." If there is a tie, the player with the most food remaining wins.

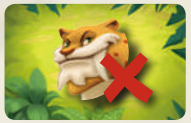
BONUS CARDS



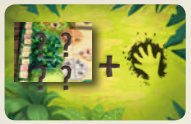
Good barter: When bartering, food on this card are added to those on your player tray. Surplus food items are invalid during a barter. However, you cannot fill up your supplies on your player tray with this bonus card.



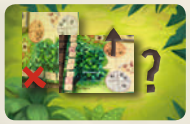
2 victory points: You immediately receive two victory points.



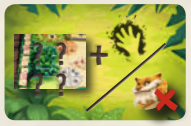
Expelling HONGA: Expel HONGA from your player tray. Place the figure back on the HONGA space.



Lucky hand: Add another hand to any quarter section on your action disk. **Important:** Remember that you must first pay attention to HONGA before you play bonus cards.



Extra action disk: Draw two action disks instead of only one at the end of this turn. Decide which of the action disks you want to play in your next turn. Place the unused disk face down under the appropriate draw pile.



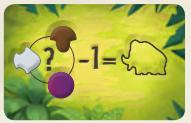
Lucky hand or HONGA: Add another hand to any quarter section on your action disk. **Important:** Remember that you must **first** pay attention to HONGA before you play bonus cards.

OR

Expel HONGA from your player tray. Place the figure back on the HONGA space.



Swap mushrooms and berries: When bartering, you can replace mushrooms by berries and vice versa.



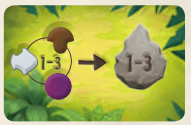
Frugal mammoths: In this turn, mammoths on the mammoth field cost one food unit less (fish, berries, or mushroom).



Caveman or HONGA: Move your caveman two steps ahead on the sacred mountain.

OR

Expel HONGA from your player tray. Place the figure back on the HONGA space.



Purchased victory points: You may hand over any 1 to 3 of the food depicted in order to immediately receive 1 to 3 victory points for them.

SHORT RULES OF THE GAME

AIM OF THE GAME

Score the most victory points in order to become the leader of the saber-tooth tiger clan by collecting food, attracting mammoths, paying homage to the nature gods, and bartering with other clans. But beware: Don't forget to pay homage to HONGA!

PREPARATION

- Shuffle gray and red action disks separately and place them as face-down decks next to the game board.
- Place barter cards and bonus cards on the appropriate spaces. Turn over 3 barter cards.
- Starting player receives fire marker.
- Each player chooses a player color.
- Per player: 1 player tray with 1 fish, berry, and mushroom raw material marker on position 1 and drop of water on position 0. Draw 1 gray action disk.
- Place one caveman per player on the lowest step of the sacred mountain.
- Place 6 mammoths per player color on the depot board and the mammoth tooth on the mammoth field.
- Place the scoring markers on the cave and the saber-tooth tiger on the HONGA field.

HOW TO PLAY

1) Place an **action disk** on one of the 4 round spaces:

2) Pay attention to HONGA: If no hand points to the HONGA space, HONGA goes to the player and eats one unit of the closest available food items. HONGA remains with the player until the player sends it back with a bonus card or another player gets HONGA.

3) Carry out the selected actions and use bonus cards where applicable: The hands of the action disks determine how often selected actions can be carried out.

Possible actions:

- → **Collect food:** Place mushroom, berry, fish, or drop of water on your player tray. 2 drops of water can always be swapped for 1 mushroom, 1 berry, or 1 fish.
- → **Comb through the forest:** Draw a bonus card.
- → **Attract mammoths/win mammoth tooth:** Pay 1 fish, 1 berry, and 1 mushroom per mammoth and place mammoth on the mammoth field. New mammoths push older mammoths 1 space ahead. The player who has the majority of mammoths gets the mammoth tooth and may draw red action disks. The player with the matching player color takes onto his tray a mammoth that has been pushed out.
- → **Pay homage to the old nature gods:** Move your own caveman one step farther up the sacred mountain. You immediately get five victory points on the last step. The other players also receive victory points corresponding to the number on their step. Then place all the caveman figures back onto the lowest step.
- → **Barter with foreign clan villages:** Redeem barter card for the food depicted and receive the indicated victory points.
- → Play maximum of 2 bonus cards

4) Complete turn: Draw a gray or red action disk.

END OF THE GAME

The game ends when a player has reached with their scoring marker 40, 35, or 30 points, depending on the number of players. Play out the current round up until the starting player. The player with the most victory points wins.

⚠ **WARNING:**
CHOKING HAZARD -
Small parts. Not for children under 3 years.

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