ALEXANDRE EMERIT - BENOIT TURPIN

CAMILLE CHAUSSY

30MIN

8+

2-5 PLAYERS



PREHISTORIES

RULES

The Elders gave you a mission : celebrate the achievements of the tribe. Pick wisely the members of your tribe, go hunt and paint. Welcome to Prehistories!

COMPONENTS

- 5 sets of 12 **Hunter** cards (strength from 1 to 6)



- 5 **player aid** cards



- 25 size 1 **Animal** tiles
- 25 size 2 **Animal** tiles
- 10 size 3 **Animal** tiles
- 10 size 4 **Animal** tiles



- 5 **Legendary Animal** tiles



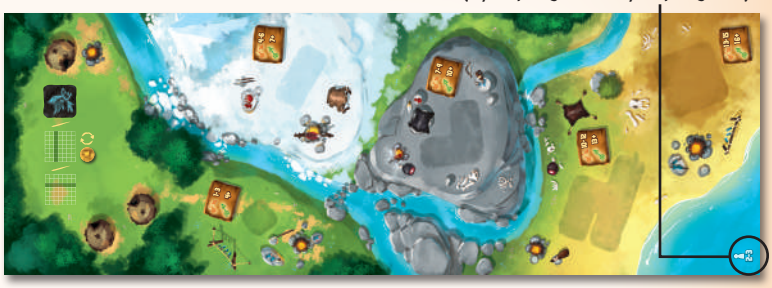
- 5 3D caves



- 40 **Totem** tokens (8 tokens per player)



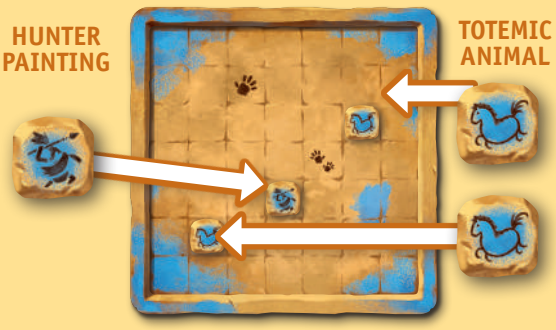
- 1 double-sided board (2/3 players - 4/5 players)



- 9 double-sided **Objective** Cards (Sun / Moon)



- 1 sheet of transparent **stickers**



Note : *Each cave has spots for 3 self-sticking tiles of its color: 2 Totemic Animal tiles and 1 Hunter Painting Tile. Before your first game, place the stickers onto the tiles then onto their corresponding spot, following the colors & the illustrations.*

SET UP

1. Each player takes a **cave**, **12 Hunter** cards and **8 Totem** tokens of one color, and a **player aid** card.

2. Each player shuffles their **Hunter cards** and creates a stack next to their cave. Then, they draw 3 cards as their starting hand, which they can look at, without showing them to the other players.

3. Place the **Board** at the center of the table, on the corresponding side (2/3 players or 4/5 players).

4. Stack the **Animal Tiles** by size. For each Hunting Zone, draw one **Tile** of the corresponding size and place it on the zone.

5. **Objective cards** are picked at random (4 cards for 2/3 players & 5 cards for 4/5 players) and placed around the board, using the sun or moon side. For your first game, use the cards on their ☀ side. Then, feel free to mix ☀ & ☾ sides.



GOAL OF THE GAME

The players are, in prehistoric times, nomadic tribes that go hunting and come back to their cave to paint & celebrate their achievements. The tribe whose Shaman will paint these achievements while respecting the wishes of the Elders will be celebrated as the most culturally advanced tribe. In order to do that, you must be the first tribe to discard your **8 Totem tokens** by placing them on the **Objectives** (cards and board), representing the wishes of the Elders.

GAME TURN

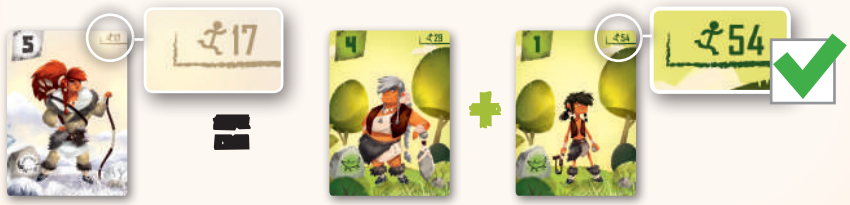
At the beginning of each turn, **place an Animal Tile** of the corresponding size on each Hunting Zone without one. If there are no more **Animal** tiles of a specific size, the Hunters have depleted this hunting zone and there will not be any tile on this hunting zone until the end of the game.

Then, everyone plays simultaneously to determine who is going to hunt first : it is the **Initiative** phase. Each player picks in their hands of cards as many cards as they want to play, and plays them face down in front of them. When everyone is ready, you all reveal your chosen cards at the same time.

Note : *players can decide not to play any cards during a turn.*



During the prehistorical times, the smaller hunters were usually the fastest. So, **the player with the smallest hunting value wins the Initiative**. The **Hunting value** is calculated by adding all the numbers of the chosen cards for each player. **In case of a tie,** the players compare the speed of their fastest individual hunter. The player with the fastest hunter then gets the initiative.



*2 players have a hunting **value of 5**. The **white player**'s fastest hunter has a speed value of **17** while the **green player**'s fastest hunter has a speed of **54**. The green player is the faster one and gets the Initiative.*

Note : *Hunters with a hunting value of **1** are always faster than Hunters with a hunting value of **2**, which in turn are always faster than Hunters with a value of **3**, and so on.*

THE HUNT

Following the Initiative order, collect, one after the other, one or more **Animal** Tiles with your chosen Hunter cards.



On the board, next to each Animal tile, are **2 hunting values**.



The Green arrow indicates a successful hunt **without getting any wound**



The Orange arrow indicates a successful hunt but **with a wound**.

To collect these tiles, assign one or more Hunters to one or more hunting zones, as long as their combined value reaches at least the hunting value with a wound  of the zone.

if the total value of the Hunters is equal to the hunting value with a wound  of a zone, the tribe will collect the tile but will have **a wounded** hunter in that Hunting zone.

if the total value is equal or higher than to the hunting value without a wound , the tribe will collect the tile and will **not have any wounded** hunter in that Hunting zone.

Note : *you can decide not to assign any hunter to any hunting zone. These* ***Hunter*** *cards come back to your hand. They can be played again during the next turn.*



The yellow player plays their 3 cards and has a hunting value of 12. They decide to divide their hunters into 2 groups. A first group with a hunting value of 4 will collect a ***size 1 fish*** *Tile. It has a value higher than the hunt with a wound, so this group collects the tile without getting a wound.*

The 2nd group is composed of 2 hunters for a hunting value of 8, with the 3 & 5 cards. It collects the ***size 3 mammoth*** *Tile. It can do that because its value is at least equal to the hunting value with a wound. But as it doesn't reach the « without wound » level, the player collects the mammoth Tile and will get a wound at the end of their turn.*

Once the **Tiles** are collected, you discard all of your used hunters and take back in your hand the other ones : create a discard pile next to your stack of Hunter cards, by placing them face up.

Then, draw a number of cards from your Hunter stack, depending on your wounds and your collected tiles.

- **Draw 3 cards** if you did not get any **Animal** tile.
- **Draw 2 cards** if you collected one or more **Animal** tile, without getting wounded.
- **Draw 1 card** if you got one wound.
- **Do not draw** any card if you got **two or more wounds**.



Note : *a player can get* ***zero Animal*** *tile if they have chosen not to play any card, or if, after having played cards, they decide not to assign any card to any hunting zone, or if there is nothing left to hunt (the tiles having been collected before their turn). A player can get several wounds in one turn if they send multiple groups of hunters with a strength that only reaches the « hunting value with a wound » each time.*

Finally, **paint your achievements by placing your animal tiles in your cave** (see below).

If you must draw **Hunter cards** but your stack is empty, shuffle your discard pile and create a new stack of **Hunter cards**.

Reminder : At the beginning of the next turn (and only then), new **Animal** Tiles are placed on the corresponding hunting zones.

PLACE YOUR TILES IN THE CAVE

Painting a cave with **Animal** tiles allows you to discard Totem tokens and get closer to victory. Place the Animal tiles you collected during the turn in your cave, following these rules:

- Shamans do not enjoy abstract art so **the animals on the tiles must be correctly oriented** (legs down).
- **Tiles are double-sided**. You can check them before choosing your Hunters. You place them on whichever side you want.
- **The first tile** must be placed, at least in part, on the first column from the left.
- **All the other tiles must be adjacent** to an already placed tile, by at least one side, or to the **Hunter & Totemic Animal** paintings of your cave if they are connected by at least one tile to the rest.
- Tiles cannot stick out of the cave.
- Tiles cannot cover other tiles, including the **Hunter & Totemic Animal paintings**.
- **Painted hands** on the wall of the cave represent traces of former tribes in the cave. When you place a tile on a painted spot with one or two hands, you draw one or two cards accordingly from your Hunter stack, in addition to the cards drawn after the hunt (your tribe claims the cave for itself even more).
- If you cannot place an **Animal** tile collected during the turn, you must immediately discard it.



A player has decided to place first their **4 Wild Boars**. They can then place either their **2 Mammoths** horizontally or their **lone buffalo** or their **lone Mammoth**, since they are adjacent to an already placed tile (or a pre-existing painting). They could not place a **Legendary Animal** (square of 4) there because it isn't connected to another tile. They cannot place their **3 Fishes** in that way because even though they touch another tile, they are not properly oriented. Turning this fish tile in the proper way and placing it adjacent to the Hunter painting will allow the player to **draw one more card** by covering up the painted hand.

If you fulfill the request of the Elders mentioned on an **Objective** (card or board) while painting your cave, you can place the number of **Totem** tokens indicated on the completed objective. During the validation phase of the objectives, the order of the Initiative is respected : the winner of the initiative places their **Totem** tokens first.



END GAME

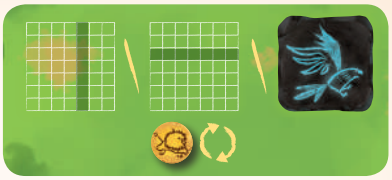
The first player to place all of their Totem tokens wins the game. The game ends immediately, without finishing the turn. There can be no tie as the Initiative determines the order of play for the players.

OBJECTIVES

For each game, there are some **permanent Objectives** already present on the board and several **Objective Cards** (4 for 2/3 players and 5 for 4/5 players), different from game to game.

__Note :__ your Totemic Animal paintings can be used for the Objectives because they are animals. Your Hunter painting can be used for certain objectives : of course it is not an animal but it is a painting that can be used to connect others. The painted hands are not yours so they cannot be used for the Objectives.

PERMANENT BOARD OBJECTIVES



These objectives are used in every game. Each time you fulfill one of these Objectives, you can place a Totem token next to it, on the board. You can repeat these objectives as many times as you want, placing one **Totem** token each time.

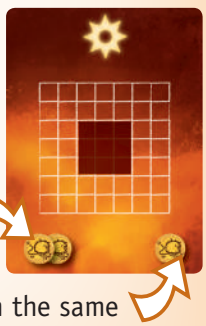
The Objective is to paint all over the cave: for each complete line or for each complete column, players can place on the board one **Totem** token. A complete line / column means having painted on all its length, be it with Animal tiles or pre-existing paintings (Totemic Animal or Hunter).

Moreover, for each **Legendary Animal** being hunted and placed in your cave, you can place one Totem token on the board.

__Note :__ Legendary Animals all count as different animals for the objectives. When placing a « Legendary Animal » tile allows a player to fulfill both a permanent objective and an Objective card, the player can place Totem tokens both on the board and on the corresponding card.

OBJECTIVE CARDS

There are 9 double-sided **Objective** cards.



These Objectives all work in the same way : the 1st player to fulfill the Objective can place the maximum number of **Totem** tokens indicated in the lower left corner of the card. All the other players fulfilling the objective at a later time (even in the same turn) will only place the minimum number indicated in the lower right corner. Contrary to the Permanent Objectives, these Objectives can't be fulfilled multiple times.



Paint a column with 5 different animal types (Legendary and Totemic animals included). There is no order and there can be the same type of animal twice (but counts only as one). Animals can be separated from one another.

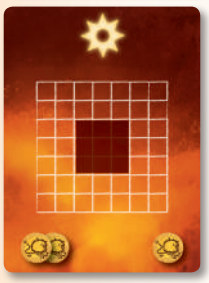




Paint a group of 8 identical animals, no matter how many animal tiles are used. All tiles must be adjacent by at least one side. Two **Legendary Animal** tiles do not fulfill this Objective



Completely surround the Hunter painting with 8 animals (Legendary included). The same type of animal can be used multiple times.



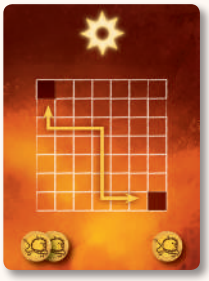
Paint a square block of 9 spaces (3 by 3) at the center of the cave. The square can be painted with different animals. The Hunter painting already present does count for the completion of this square block.



Connect the two Totemic Animal Paintings. Different types of animals can be used, as well as the Hunter painting. All tiles must be adjacent by at least one side.



Paint 5 size 1 Animal Tiles, whatever the animal used. Animals can be separated from one another.



Paint the higher corner on the left and the lower corner on the right and connect them by using tiles. Different types of animals can be used, as well as the Hunter and the Totemic Animal paintings. All tiles must be adjacent by at least one side.



Completely surround a Legendary Animal tile. The side of the cave, the pre-existing paintings (Totemic animal & Hunter) and any Animal tile (including another **Legendary Animal** tile) can be used. The same type of animal can be used multiple times.



Paint 5 animals of the same type on a single column. Legendary Animal Tiles cannot be used for this objective. Animals can be separated from one another.

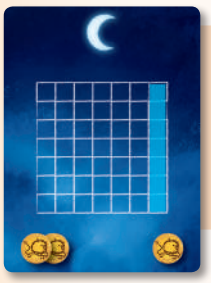




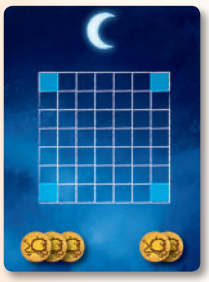
Collect 3 Animal tiles from the board in the same turn.



Paint 2 Legendary Tiles next to each other. The two tiles must have a whole side in common.



Paint the back of the cave (the column on the right) **with any type of animals** (Legendary included)**.** The whole column must be painted.



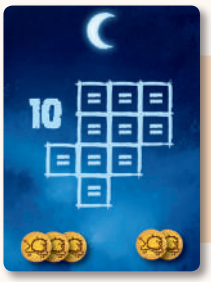
Paint all four corners of the Cave.



Paint on each side of the Hunter painting with different animal types.



Completely surround both Totemic Animal paintings. Any Animal tile (Legendary tiles included) can be used. The same type of animal can be used multiple times.



Paint a group of 10 identical animals, no matter how many Animal tiles are used. All tiles must be adjacent by at least one side.



Paint 5 animals of the same type on a single line. Legendary Animal Tiles cannot be used for this Objective. Animals can be separated from one another.



Paint a line with 5 different animal types (Legendary and Totemic animals included)**.** There is no order and there can be the same type of animal twice (but counts only as one). Animal can be separated from one another.



CRÉDITS

A game by Alex Emerit & Benoit Turpin. **Artwork** by Camille Chaussy. **Art Direction** by Igor Poulouchine. **Packaging** by Origames. **Publishing** by The Flying Games 24 rue Sibuet 75012 Paris. **Contact** : david@theflyinggames.com. **Acknowledgments** - *Alex :* Thanks to Benoit with whom it was great to paint caves and to David for his endless enthusiasm. Thanks to Myriam & Chiara for their help in this new adventure. I would like to thank Camille for her incredible art, and also my faithful playtesters Camille, Jocelyn, Claire, Magali, Christophe and Olivier. *Benoit :* Thanks to the OFF sessions in Cannes that allowed me to meet Alex and start this great story, which continued with David and Camille. A special thank you to Virginie for all her help and support in my new life. And cheers to my buddies of the MALT.