BRUNO FAIDUTTI

-Nicolas Lapointe, JesWeb • http://jesweb.free.fr • unpublished art by Gérard Mathieu • an Eurogames/Descartes game © 2001

BRUNO FAIDUTTI

## TURN PHASES

#### **Fvents**

Draw a season event card (except in 1st summer)

#### **New animals**

4 in summer, 2 in winter (6 if 1st turn). If 2 or 3 players: 1 animal less.

#### Movement of animals

1 die for the direction, only animals not on human spaces can move; they stop if encountering humans or obstacles.

### Movement of tribes & camps

2 spaces max per human, stopping if landing on a mountain space. If 1 warrior + 1 female are alone, they may set up a new camp.

Combat see beside

#### Survival

If last summer turn, harvesting crops (8 or 4 food pts)

### **End season events**

Births Per female on a camp/cave (max 2), 1die:

1 or 2: female 3, 4 or 5: warrior

6: twins (6 is a warrior afterwards)

Fate cards +1 per player, max 5

Crops cost 1 food pt, last winter turn only

#### **End of turn**

4 camps announcement / victory

### COMBAT

enemy.

Roll 1 die per group, modified as follow:
Warrior +1 • Friendly camp +1 •
Friendly cave +2 • Animal +1 (summed up if several same-type animals)
A female can only fight animals. If alone against enemy warriors, she goes over to the

ANIMALS		Space movt.	Food pts	Cross mountn.?	Trample crops?	Cross rivers?
Wolf	AN P	3	1	yes	-	-
Tiger	2005	3	2	yes		
Bear	4	2	3	yes		yes
Bison	<b>*</b>	2	4		yes	
Rhino		1	5	1	yes	THE B GUOI BE
Mammoth	4	1	6		yes	

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Bison	*	2	4		yes	
Rhino		1	5		yes	E B GROW B
Mammoth	4	1	6		yes &	