

**Notes:** I recommend printing pages 2 & 3 double sided for every player and printing this page only once. After reading the introduction and full round sequence, you should be able to play it with page 3 as a player aid.

This page is an introduction to the game's terms and concepts, and contains some less often used information. The second page is the full round sequence with explanations and exceptions. The third page is a player aid with a round sequence summary and an easy overview of miscellaneous information.

This file uses the [living rules](#) as a base. I tried to get all information in here, but it turned out that it's a very tight fit, so that's why some stuff is written in a very condensed manner.

Credits go to Phil Eklund for creating the game Neanderthal, BGG user Spurge for the solitaire variant, and BGG user Dill and graphic designer Karim Chakroun for the digital version of the icons.

**Goal, game end, scoring:** The goal is to get the most points (VP) at the end of the game. The game ends when the last event card has been played or when all biome cards are covered in ice.

You get points per unassigned hunter, trophy, etc. as shown on your sexuality card. Daughters, elders, husbands, animals, and inventions only count for VP if they are mature. The alpha counts only for VP if you have an elder of rank 3, 4, or 5 and he's an unassigned hunter. Hunters placed at opponents (wanderlust) count as yours.

### Introduction

**Discs, domains, portals, vocabulary:** Players own discs representing abstract concepts in 3 domains: nature (white), social (orange), and technical (black) words. MPI discs can't be used for anything and can only be freed when changing sexuality. When a disc is placed on the Venus, Shaman, or Bison circle (portal) of the brain, it is a Portal disc. Portals can contain 2 discs: 1 of either color of the domains they occupy. A Portal disc is considered to be in both domains. The other discs are called your vocabulary and are available for use.

**Maturity:** Discs underneath or on a daughter, elder, husband, invention, or domestic animal show that it's immature. The item has absolutely no use (powers, VP, etc.) until you mature it by freeing (removing) all discs. Only husbands have a few abilities when immature. Discs can be freed by claiming hunting rewards, having mature domestic animals, or the neolexia action.

**Vocal, Tribal:** Players start the game as Vocal with the placard face-side up. Once they have 5 portal discs (6 for 2 players) they immediately turn Tribal by flipping the placard, freeing their portal discs and moving elders to the tribal side (without changing their maturity). Tribalism isn't needed to win, but it does allow you to gain VP for domestic animals and inventions.

**Sexuality:** The 3 sexualities decide your playstyle and scoring. Sexuality may change to the other side of the card if you had any losses during Chaos 🍒 & put the required MPI discs on the new side.

- Promiscuous players (6 MPI discs) gain babies at gathering biomes 🍌, but can't place new husbands. Husbands from before changing sexuality are not removed. They may court a foreign daughter, but, instead of marrying her, they replace an unassigned hunter of the victim with a wanderlust hunter from their deadpile.
- Harem holding players (3 MPI discs) may move husbands to different unmarried mature daughters in their tableau during hunter assignment (phase 2). They may also bid for daughters when they are tribal, using discs at half value.
- Pair bonding players (0 MPI discs) can only use the abilities and portal actions of their daughters when they are married.

**The alpha:** Your alpha cylinder counts as a regular hunter unless you have elder(s) that give him powers. During any phase, you may swap an unassigned hunter with your alpha cylinder if he is an elder,

husband, or in the deadpile. A mature knapper elder lets your alpha automatically roll a 1 for 🎲 hunt rolls. The same for trappers + 🎲, and warriors + 🎲 (incl. daughters). All hunters on a hunt with the alpha are a war party if you have a mature warrior elder.

**War parties:** Regular hunters only hit if they roll a 1 🎲. However, war parties hit on a 1 or 2 🎲 (during an attack against opposing players, not when hunting animals). Mature husbands and hunters hunting with a Warrior alpha count as war parties.

**Setup:** Shuffle the daughter cards and take 10 for the event deck. Shuffle North & South Europe Biomes in 2 separate decks, place 6 cards of both decks in 2 rows above each other. Randomly give each player a sexuality card (choose side) and placard (face side up). Place 6 cubes under it as unassigned hunters and 1 cube on the Fire Starter elder spot. Put the rest of the cubes aside to make a deadpile. Take 5 discs of each color, place 1 disc on a portal space as shown on the placard and 1 black disc under the Fire Starter. Place as many discs on your sexuality card as shown by Male Parental Involvement (MPI).

### Variants

**2 player game:** You need 6 portal discs to convert to Tribalism. If the first player icon on an event card shows a player color that isn't used, use the second player icon to designate who goes first.

**Solitaire (1p) or cooperative game (3p):** Play as all species and have 2 or more species with domestic animals at the end to win. During negotiation, you can swap 1 unassigned disk or mature Invention with another species if at least 1 of you is tribal, but you can't swap population, daughters, or animals. You must take trophies if you win them during hunting.

**Solitaire (1p) single species variant:** Choose 1 or more goals to achieve: **Points** (50 is default); **Tribal** with 1 animal and/or invention; **Hunter** with an alpha warrior, 2+ daughters married to you and 4+ trophies. Start with 8 hunters and 1 immature fire starter; make the event deck with 8 event cards.

You become tribal if you have 5 portal discs, can have max. 5 daughters, and when switching sexuality you are not limited to the ones on your card. If you don't lose hunters during chaos, you may put 1 or 2 (as designated) foreign hunters in your unassigned hunters pool. Your own Wanderlust hunters go to the deadpile. Every round, place 1 foreign hunter per mature daughter you have, to court her. When attacking him (phase 3), you are the first player. During Roll for Hunt (phase 4), a 1 or 2 is a successful courting roll. The foreign husband rolls first if you try to court the daughter back from him.

**Troubadour courtship:** All sexualities can place 1 unassigned hunter per daughter (during Hunter Assignment, phase 2) to woo her and become her husband (during Roll For Hunt, phase 4). There are no other restrictions (re: maturity, foreign, marriage), but it will fail if the daughter has not matured before phase 4. If there are multiple suitors, courtship rolls go in vocabulary order, using the daughter's disc colors in the middle of the card. If successful, the others are sent home and you must install a husband if possible (due to a lack of required vocabulary).

### 1 - Event & Culture auction (in player order)

Reveal an Event/Daughter card.

**A - Player order:** Set the player order as shown by the icons. The colors of the icons determine first and second player.

**B - Event icons:** All players perform the icons on the event card from top to bottom (see icon explanation)

**C - Auction (vocal and harem only):** Vocal players auction the daughter card and say the amount of available discs they want to bid (using disc colors shown in the middle of the card). The bid minimum is 1 disc and colors aren't mentioned. Other players may match or increase the bid. Keep going until no one raises; player order breaks ties. Winner takes the daughter in his tableau and puts all bidding discs on it. Losers get their discs back. Tribal Harem players may act in an auction but their discs count as half.

### 2 – Hunter assignment (in player order)

You may place any amount of unassigned hunters on any amount of biomes and 1 hunter on a daughter or elder space. Your alpha counts as a regular hunter if he has no powers. You can use hunters to:

**-Hunt biomes:** Placing a hunter on a biome will give you the opportunity to make a hunt later (for daughters, babies, abilities, freed discs). You must have available discs of the colors in the precondition tools box at the upper left of the biome (the discs will stay available and can be used in later phases). A disc can't be reused for multiple precondition tools in one phase.

**-Promote to elder:** Placing a hunter on an elder space gives an elder (when mature: abilities, higher hand limit, VP). Place an available disc of the elder space color beneath the cube. If you're Vocal and create a rank 3, 4, or 5 elder, you need to have portal discs of all 3 colors in the domain of the elder (same as precondition tools). 1 Elder per rank total, elders can't change ranks.

**-Promote to husband:** Placing a hunter on a mature daughter gives you a husband (when mature: wife is protected against blizzards, defends wife from courting, VP). If it's your own unmarried daughter, place an available orange disc beneath the husband. If the daughter is already married or is owned by another player, you must battle her husband (if married) and court her in later phases. You copy a foreign daughter's benefits if you marry her. Players may place 1 hunter per daughter.

Harem players may move husbands to different unmarried mature daughters. If you have no free hunters at the start of this phase you may reassign up to 2 elders as free hunters. If all your hunters are dead you can't hunt or get Wanderlusts, but you may auction.

### 3 – Negotiations, attacks, gathering

Perform these actions in the following order:

**A - Negotiations (tribal only):** If your hunters are on the same location as an opponent and at least one of you is tribal with a rank 1 chief, the tribal player can make a proposal for either of you to retreat. The proposal can be an offer, exchange, or demand of hand cards, mature tableau cards, marriage of a mature daughter (automatically maturing the husband), or non-binding agreements on future plays. If trading, hand cards must be exchanged for hand cards, and tableau cards for tableau cards. All players with cubes on that location have to agree to the proposal. Hunters that leave will be unassigned and do nothing this round, or you can marry them to a foreign bride with approval of the player that has the bride. Vocal players may only say "yes" (oook!) or "no" (ook ook).

**B - Attacks (in order of most available black discs):** If any hunters are still on the same location as an opponent, they will attack each other. Once per location, roll 1 die per hunter there. A roll of 1 will kill a hunter of the victim's choice, or, if there's a war party, a roll of 1 or 2 . Kills can be distributed over multiple opponents. When courting a daughter, an immature husband attacks normally, while a mature husband attacks as a war party.

**C - Gathering:** If you are promiscuous or have the gathering ability, gain 1 baby for each gathering biome with one or more of your hunters.

### 4 – Roll for hunt

You can hunt to court daughters, gain babies, abilities, and/or free discs. The order in which the cards are hunted is:

- 1- Uncontested non-predators (card order doesn't matter).
- 2- Contested non-predators (1<sup>st</sup> player decides card order).
- 3- Predators (1<sup>st</sup> player decides card order).

At a contested hunt, the player with the least hunters attacks first and the first to win gains the benefits; the other hunters go home. If a card is taken into hand, the other hunters may stay on this card and hunt the replacement card if they have the precondition tools.

Once per location, roll 1 die per hunter there; if you have as many hits as there are dice in the upper left part of the card, you win. A means a 1 is a hit; means a 1 or a 2 is a hit. The values of a Hunt Roll can be adjusted by an alpha male (decide to use his powers before rolling) and weapons. On a successful hunt you get the indicated rewards (gain babies, free discs).

If the biome has icons for triples or quadruples and you have rolled those, you may take the card in hand (hand limit!) or claim it as a trophy in your tableau. This can be done even if your hunt was not successful. Trophies can be claimed if no hunters survive and will not be replaced in the row except by climate change, while cards can only be taken into hand by survivors of the hunt and will be immediately replaced by a card from the draw deck. If any of your hunters rolled a number as shown on the frostbite or animal-bite dice on the biome/daughter card, those hunters die.

If you successfully hunted (incl. trophies ) Big Game you attract the closest predator from the same row (both if equally close). They can cross gaps but not ice-sheets. You will have to hunt them as well and can gain their rewards. If you don't hit them at all, they steal all your rewards (babies, discs, trophies, cards in hand) of the previous hunt. If a predator with hunters is attracted, the group with the least hunters hunts the predator first. Afterwards, your surviving hunters return to the unassigned hunters.

Hunters that were placed at daughters and survived the attack phase can start courting her in player order. Courting an uncontested daughter in your own tableau always succeeds and the husband is immature; other daughters need courting. Husbands with foreign wives start mature and copy her special ability and portal actions. A roll of 1 or 2 is a successful courting. A Warrior alpha always succeeds (due to ). If there are multiple successful courters, the last one wins and the rest return to the unassigned hunters. Foreign courters die if they roll an animal-bite .

Promiscuous players may court a foreign daughter, but instead they replace an unassigned hunter of the victim with a wanderlust hunter.

### 5 – Domestic animals (in any order)

A mature domestic animal gives babies and/or frees discs .

### 6 – Portal, Neolexia, Elder actions (in any order)

Perform 1 of the following actions:

**-Portal action (vocal only):** If you have a daughter or are married to one, you may place 1 available disc of her specified colors on a portal spot. Portals can hold 2 discs: 1 of each domain color. You turn tribal if there are 5 discs (6 for 2 players): flip the placard, move your elders to it, and free your portal discs.

**-Neolexia (vocal only):** Free a disc from an immature item with the color of a portal disc you have in your brain. If you are married to a foreign daughter , you may use one of the colors already installed on a previous turn in the brain of the daughter's owner. If he is tribal, you have access to all three colors.

**-Elder actions (tribal only):** Install 1 card from your hand in your tableau. The Trapper installs an immature invention with a white disc, The Knapper installs it with a black disc. The Shaman installs an immature animal with a white disc.

**1 - Event & Culture auction.** In player order:

**A - Player order:** Set the player order to on event card  
**B - Event icons:** Players perform the events from top to bottom  
**C - Auction (vocal and harem only):** Say the amount of available discs to bid (using daughter's disc colors), not the color. Bid minimum is 1. Match or increase the bid. Keep going until no one raises. Winner takes daughter, puts winning bidding discs on it.

**2 – Hunter assignment.** In player order, place unassigned hunters on biomes and/or 1 hunter on a daughter or elder.

**-Biomes:** Requires available discs of precondition tools colors.  
**-Elder:** Disc of elder color under elder. Vocal players creating a rank 3/4/5 elder require portal discs of all 3 colors in the elder's domain.  
**-Husband:** Only mature daughters. Auto-success for own unmarried daughter: orange available disc under husband. Otherwise, battle her husband (if married) and court her in later phases.

**3 – Negotiations, attacks, gathering.** Do actions in following order:

**A - Negotiations (tribal only):** On a contested location with 1+ tribal players with rank 1 chief: tribal player can propose a retreat. Offer, exchange, or demand hand cards, mature tableau cards, marriage of a mature daughter, or non-binding agreements on future plays. All players on location have to agree to proposal. Retreaters return home. Vocal players: yes = oook!, no = ook ook  
**B - Attacks (order: most free black discs):** Hunters on contested areas attack others. Roll 1 die per hunter. Hit=, War party hit=  
**C - Gathering:** if gathering, gain baby per -biome with your hunter(s) on it.

**4 – Roll for hunt.** Players with the least hunters on a location hunt first if it's contested. Card hunting order:

- 1- Uncontested non-predators (card order doesn't matter).
- 2- Contested non-predators (1<sup>st</sup> player decides card order).
- 3- Predators (1<sup>st</sup> player decides card order).

Roll 1 die per hunter; gain hunt rewards if you have as many hits as dice in the upper left ( = 1, = 1 or 2). Decide to use Alpha powers before rolling. Weapons adjust rolls. Rolling triples or quadruples gives you the card in hand (hand limit!) or as a trophy in tableau if the card shows those icons, even if the hunt failed. Trophies aren't replaced and can always be claimed. Cards can only be taken into hand by survivors and are replaced by the draw deck. Hunters die if rolling a frostbite or animal-bite .

If you successfully hunted/got a trophy at Big Game you attract and hunt the closest predator from the same row. If you don't hit them, they steal all your rewards of the previous hunt. Afterwards, your surviving hunters return to the unassigned hunters.

Hunters court daughters in player order, success = rolling a 1 or 2 . Husbands with foreign wives start mature. Foreign courters die if they roll an animal-bite . The last successful courter of a daughter wins and the rest return home.

**5 – Domestic animals.** Any order:

A mature domestic animal gives babies and/or frees discs .

**6 – Portal, Neolexia, Elder actions.** Any order. Do 1 action:

**-Portal action (vocal):** Place 1 available disc of an owned or married daughter's colors on a portal spot. Turn tribal if there are 5 discs.  
**-Neolexia (vocal):** Free a disc from an immature item with the color of a portal disc you have in your brain. Marriage to a foreign daughter allows usage of colors of the daughter's owner (tribal allows access to all 3 colors).  
**-1 Elder action (tribal):** Trapper installs invention + white disk. Knapper: invention + black disc. Shaman: animal + white disc.

**Uses for items – only when mature, exception for husbands**

Daughter	Portal action; Special ability; VP
Elder	Special ability; Hand limit +1; VP
Husband  (immature)	Defends wife as a regular hunter; If pair-bonding, unlocks wife's abilities.
Husband  (mature)	Defends wife as war party; Wife is protected against blizzard; Copies foreign wife's special ability and portal actions; If pair-bonding, unlocks wife's abilities; VP
Domestic animal	Babies  and/or frees discs ; VP
Invention	Special ability; VP

**Mature elder abilities in specific phases (all give hand limit+1)**

Chief - Rank 1	Phase 1- Chaos  has no effect on you. 3- You may negotiate 6- Cards are installed mature
Shaman - Rank 2	6- Install animal card  with a white disc
Knapper - Rank 3	4- Alpha auto-rolls a 1 for big game 6- Install invention card  with a black disc
Warrior - Rank 4	1- If 1 <sup>st</sup> player you may make someone else 1 <sup>st</sup> 3- Hunters with your alpha are war parties 4- Alpha auto-rolls a 1 for clubs
Trapper - Rank 5	4- Alpha auto-rolls a 1 for small game 6- Install invention card  with a white disc
Firestarter - Rank 6	2- New elders  are created mature 4- Your hunters ignore frostbite

**Icons**

	<b>Global cooling.</b> Replace the lowest climax card (number in the top right corner) with an ice-sheet by placing the top card of the North Europe deck face down. The replaced card moves down to the southern row, removing a southern card from the game.
	<b>Global warming.</b> Replace the lowest climax card with the top card of the South Europe deck. The replaced card moves up to the northern row, removing a card from the game, then flip all ice in the south row. If the north card is ice, flip it and remove the original south card.
	<b>Elder death.</b> Roll as many dice as there are icons. For every number rolled, an elder of that rank dies.
	<b>Blizzard.</b> Daughters with no/immature husband, elders, and animals die if dependent. Per 2 unassigned hunters you can make 1 elder, animal, or daughter nondependent. Otherwise, daughters married to mature husbands, hunters, and husbands are nondependent.
	<b>Chaos.</b> If you have more hunters than available discs, lose half (incl. Alpha & wanderlust) of your unassigned hunters and 1 elder. If you had any losses, you may change sexuality.
	<b>Wanderlust.</b> If you lost the most hunters during chaos, move 1 deadpile hunter to an opponent per icon. He may use them only as a regular hunter & one of his own hunters must go with them to biomes. He can't receive a WL'er if all his hunters are dead. VP is for first owner.
	<b>Wurm glacial.</b> Add a turn to the game: put a random unused daughter at the bottom of the event deck.
	Each 1 is a hit / Each 1 or 2 is a hit
	Gain a baby: take a hunter from the deadpile and add it to your unassigned hunters.
	If you have rolled 3x the same number, take card into hand or as trophy, depending on icon (also exists for 4x)
	Take card in hand. Can be installed by an elder action. Use hand limit (# of elders), replace with new card in row
	Put trophy in tableau. Trophies with 2 dots count as 2 trophies for VP. Don't replace with new card in row.