

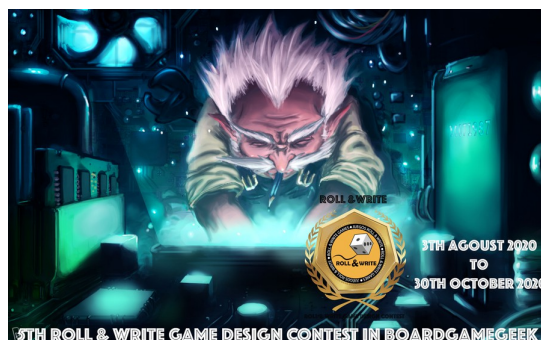
GRAWAG



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Thanks to the playtesters : Mark Fuhrman, Trevor&Jack, Julian Anstey, Ru Nacken and Toon for taking the time to play my game and help me improve it.

This game was designed as part of the 5th Roll & Write Game Design Contest sur BGG



A long time ago, somewhere in a hostile savanna, a small tribe of Australopithecus tries to survive. You will help it to develop patiently, generation after generation, and who knows, make it evolve enough to allow it to count among its ranks the first Homo Sapiens in history ...

GAME RULES

Materials :

- 3 sheets (to assemble to make a big one) by player
- 5 six-sided dice (including 1, if possible, of a different color)
- 1 pen or pencil
- 1 eraser

Goal :

Become the most advanced tribe possible by accumulating as many points as possible thanks to, the number of cavemen in the tribe, the skills acquired and the creations carried out.

SINGLE PLAYER MODE

Setup :

Install the game board by assembling the 3 game sheets (Tribe / Skills / Creations). Tick 3 berries in the Resources section. The game can begin.

How to play :

Throw the 5 dice and cross out a T situated under the different generations of the tribe.

All available actions can be performed in any order you want. Only the action corresponding to threats is compulsory. Any die not used in a turn is lost.

- Threats

The different colored die is only used for threats (animal attacks, ice ages and volcanic eruptions). For each value obtained, tick the corresponding box. If it contains a symbol, apply its effect as it is written on the game board. If a track is complete, tick in the neighbouring threat on the right.

The four remaining dice are used to perform the various actions and can be used in several ways depending on the player's wishes and needs :

- To get resources

One of the dice is needed to designate the wanted resource, a second one will indicate how many times this resource will be taken. So, two dice are needed to get one kind of resource.

Example : With a 5 and a 3, we can collect 5 pieces of wood.



Note :

At the beginning of the game, to feed his tribe, the player is only allowed to get berries. To do it, he has to obtain a 1 or a 2. To be allowed to hunt, he will have to learn how to cut stones first and have already manufactured a weapon. For each hunt, one weapon will be

- To procreate

Indeed, men are not immortal. We must therefore perpetuate the tribe to hope to reach a maximum level of development. To do this, you have to use a die, the value of which will indicate how many people you can add to the next generation. They will have to be circled. In return, a second die (among the 3 remaining) must be used for threats.

Note :

It is impossible to procreate if there is only one person left in the current generation.

- Use a bonus


To do this, a second die (among the 4 remaining) must be used for threats. Then, write a value from 1 to 6 in the targeted bonus and apply his effect.

Example : I want to get 5 pieces of wood from a broken tree. First, I use one of my 4 die to tick a threat. Then, I write a 5 in the box and finally tick 5 pieces of wood in my resources. At the end of the game, I will have a 5 points malus.


BONUS **MALUS**

Use a die for threats. Then, write a quantity from 1 to 6 and apply the effect.


INTURED ANIMAL




BROKEN TREE



SCREE



LOST CHILD



++

5

+++++=

-

And then







X WOOD





/	/	/	/	/	/	/

	Gives game resources.		Gives wood resources.
	Gives stones resources.		Increases the population of the next generation OR of the current one.

- Each game turn is represented by a T, there are 3 types :

T : it corresponds to an ordinary game turn.

T : it indicates that all the people of the tribe must be fed. All those who could not receive their ration will die, starting with the oldest. It is quite possible, although totally immoral, to let one or more members of the tribe die voluntarily. They will then have to be crossed out.

T : It indicates that the current generation is extinguished. All of its members die. There are only members of the next generation left.

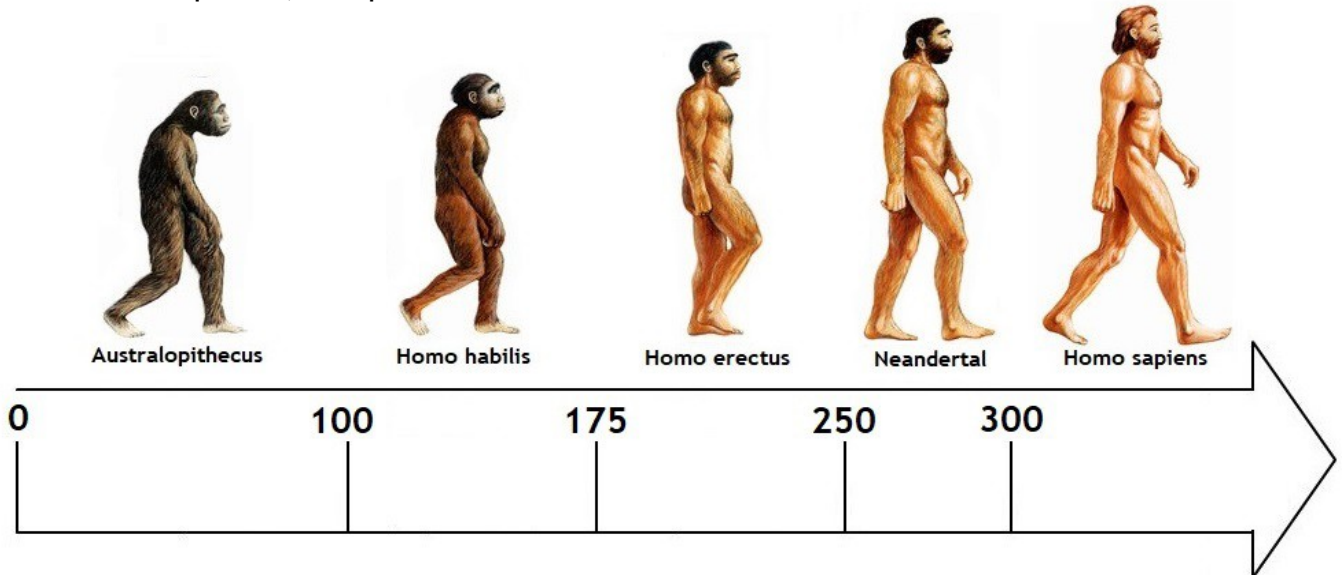
- End of the game :

The game stops in the following two cases :

- The tribe has no more members.
- All T symbols have been crossed out.

- Counting points

Points are counted only if the player has brought at least one member of his tribe until the last game turn. He then calculates a score for the members of his tribe, a score for the skills fully acquired and a score for creations still in his possession at this time of the game. The final score corresponds to the sum of these 3 scores without forgetting malus. To know its level of development, it reports the score obtained on the timeline below.



MULTIPLAYER MODE

For information, it is not necessary to have dice of different colors for this mode.

Game turn :

A first player is designated. He then rolls the five dice and it is he who decides which corresponds to the external problems. In addition to the choices available in single player mode, there is the possibility of attacking a neighboring tribe in an attempt to steal resources or copy one of their skills.

- Attack on a neighboring tribe

Each tribe involved counts the number of people who compose it. This number determines the number of dice she will have to use during this fight.

1 to 6 people : 1 die

7 to 12 people : 2 dice

13 to 18 people : 3 dice

It is possible to bet weapons to increase your chances of winning the fight. A spear will increase the value obtained by 1 and a bow by 2. Any weapon bet will be lost.

The winner is the one with the highest score. He can then perform one of the following two actions :

- steal a corresponding number of resources or objects, with the difference between the two scores obtained.
- copy a skill in the process of being acquired or already acquired by the opponent.

The rest of the game plays out just like in single player mode.

TRIBE

1st generation



T T I T T I T

2nd generation



T I T T I T T I T

3rd generation



T I T T I T T I T T

4th generation



I T T I T T I T T I T T



X

PROCREATE

Don't forget to use a die for threats.



As soon as a generation has more than 6 individuals, the creations require one resource less than expected to be carried out.

RESOURCES



X BERRIES



(feed one person)





X GAME



(feed two people)



A weapon is needed to be used.



X WOOD





X STONE



BONUS

Use a die for threats. Then, write a quantity from 1 to 6 and apply the effect.

INJURED ANIMAL



BROKEN TREE



SCREE



LOST CHILD



+ + + + + + + + =

MALUS

SKILLS

	+		TO MAKE FIRE		<input type="checkbox"/>	<input type="checkbox"/>		2 pts			
	+		TO CUT STONES		<input type="checkbox"/>			2 pts			
	+		TO TAN SKIN		<input type="checkbox"/>	<input type="checkbox"/>		5 pts			
	+		TO BUILD		<input type="checkbox"/>			5 pts / 8 pts			
	+		TO PAINT		<input type="checkbox"/>	<input type="checkbox"/>		8 pts			
	+		+		TO CULTIVATE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		10 pts
	+		+		TO BREED		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		10 pts

ANIMAL ATTACK

* only for single player mode

:- 2 :- 3 :- 5

If you prefer, to save men, you can use the following resources :

1 = 1 1 = 2 1 = 3 1 = 5

<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>

ICE




:- 1

If you prefer, to save men, you can






Each protects 1

<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>


CREATIONS


 + + =

 x 




1  **SPEAR**  (  et )

--	--	--	--

BOW  (idem)

--	--	--	--

 x 1 pt
 Allows to hunt. Allows to hunt and gives + 4 / hunt.

2  **CAMPFIRE**  ( et )





--	--	--	--	--	--	--	--

 x 1 pt

2  **TOOL**  (  et )






--	--	--	--	--	--	--	--

 x 1 pt

3  **CLOTHE**  ( et )







--	--	--	--	--	--	--	--

 x 2 pts
 Protects the wearer from the cold for the duration of the game. Can't be destroyed by ice ages.

3  **CAVE PAINTING**  (  et )

--	--	--	--	--	--	--	--

 x 5 pts
+ 10 : Chauvet + 20 : Lascaux

4  **HUT**  (   et )

--	--	--	--	--	--	--	--

 x 10 pts
+ 20 : camp

5  **HOUSE**  (    et )

--	--	--	--	--	--	--	--

 x 15 pts
+ 25 : village

5  **FIELD**  (    et )

--	--	--	--	--	--	--	--

 x 20 pts

6  **HERD**  (    et )

--	--	--	--	--	--	--	--

 x 25 pts

AGE



VULCANIC ERUPTION

TRIBE ATTACK

multiplayer mode only



 : - 3 

 = - 4 


Earn 5 points for each victory.
Earn 25 points more every 5 wins.

use the following resources :

1  = 3 


V : Victory L : Lose

			
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