

# LEGENDARY CHARACTERS

## BEAN

Bean is the great elder of many tribal elders, who taught the people how to make use of fire in the early years.

Profession: Elder  
Location: Eastern Mountains  
Special Skill: Summon



## JACK

Jack is the top warrior on the Pacific coast. He often carries trophies won from contests.

Profession: Warrior  
Location: Northern Hills  
Special Skill: Encourage



## JULIA

Julia is one of the most powerful prehistoric witches and has the ability to transform materials.

Profession: Witch  
Location: Western Plains  
Special Skill: Ritual



## FLUFFY

Fluffy is a well-known prehistoric treasure hunter, whom is said to have hidden treasures in many locations on the western coast.

Profession: Hunter  
Location: Western Coast  
Special Skill: Treasure Hunt





A mysterious island in the Pacific Ocean...

We can establish a mighty tribe as long as we work hard together!

A tribe somewhere...

I'll be in charge of hunting.

They went from learning how to make stone artifacts,

to making red potteries,

and black potteries.

Eventually they learned how to sculpt jade relics.

I'll be in charge of gathering!

and to the seas.

The elder led the tribesmen to the mountains,

The prehistoric culture unfolds a new chapter!



# ADVENTURE BEGINS

The Great Elder Bean decides to explore the unknown prehistoric island with their tribal fellows. Their goal is to build a great tribe! As a tribal elder, can you stand out in this prehistoric adventure and become the next Great Elder?

## COMPONENTS



Adventure Board



Game Resources



Legendary Characters x4

Dice x2

★ Reminder: Do not unplug it after it is plugged in, or it may loosen up!



Legendary Character Cards



Culture Boards x6



Artifact Cards



Tribal Tiles



Tribal Stands x4



Caveman Tokens



Tribal Tokens



Animal Companion Tokens



# MAP SETUP



**a** Artifact Cards: After a shuffle, open five artifact cards and place them on the map. The rest remains covered on the desktop.

**b** Tribal Tiles: Place two tribal tiles on the map. The rest remains covered on the desktop.

**c** Legendary Character Cards: Select a legendary character card and place it on the map.

**d** Game Resources and Food Tiles: Place the four types of resources and food tiles on the table based on their categories.



- a** Basic Tribal Groups: Tribal Stands & 3 Tribal Tokens.
- b** Artifact Cards Placement Area
- c** Cultural Achievements: Points can be awarded for each artifact card belonging to its own culture. Points can also be awarded for successfully combining specific artifact categories.
- d** Dedicated Animal Companions
- e** Culture Name
- f** Culture Excavated Area  
★ Represents the location to start the game.
- g** Resources and Food Tiles Placement Area: Each Player may only have a total number of 12 Resources at most.



Learning to identify the type of the artifacts is the key to success!





## BASIC RULES

### ✕ Game Object ✕

Players will play as the tribal elders of the six cultures to lead tribal fellows and animal companions on the journey. Along the way, players will expand territories, collect resources, produce culture artifacts and build prehistoric tribes. At the end of the game, the player with the highest score will be the prehistoric Great Elder!

### ✕ Starting a Game ✕

**1.** Set up the map. Please refer to the previous page.



**2.** Each player picks a culture in the game.



**3.** Initiate the basic tribal groups following the settings and place them on the culture boards.



**4.** Start with 2 caveman tokens and 1 animal companion and place them in the ★ position marked on the culture boards.



### ✕ A Game Round ✕

In each round, players can choose from "Explore" or "Workshop" actions:

**I. Explore:** this action is divided into the following two steps in sequence.

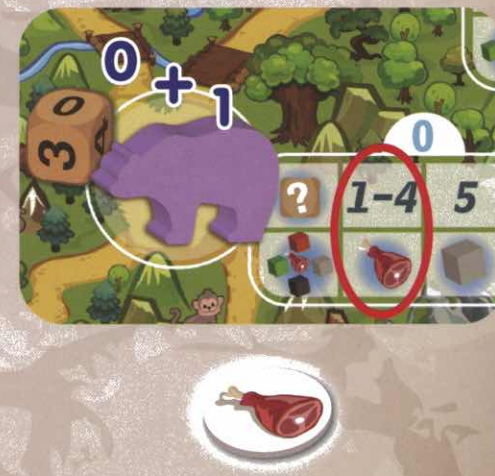
- 1.** Migration: A player can choose to move one of their caveman or animal tokens to an adjacent ring, or choose not to move at all.
- 2.** Collection: By rolling a die, any ring occupied by a player's caveman or animal tokens can generate resources. Resources are calculated based on the "dice points + number of tokens," corresponding to the list of resources next to the occupied ring. The collected resources or food tiles are placed on the player's culture board.

**Example a.**



If the player rolls the die to 2, and 2 tokens are placed on the ring, the number of points will be recorded as 4 points.

**Example b.**



If the player rolls the die to 0, and there is only 1 token on the ring, the number of points will be recorded as 1 point.

Note: Tokens with different cultures can be placed on the same ring at the same time. Only the tokens belonging to one's own culture can be included in the calculation.



## II. Workshop: A player can choose either to “Produce Artifacts” or to “Build Tribes” in this action.

1. Produce Artifacts: If resources owned by the player meet the requirements of any artifact card on the map, an artifact can be produced. The player can consume the corresponding resources to acquire the card, place it on their culture board and open a new card from the pile to replace the old one. The score of the artifact is displayed on the card.



2. Build Tribes: If resources owned by the player meet the requirements of any tribal tile on the map, the tribe can be built. Players will consume the corresponding resources to acquire the tile and open the next tribal tile on the map. Each tribal tile in the game accounts for 3 points.



Take a tribal token from the stand, and place it on a ring where the player's caveman or animal token occupies.

Note: Only one artifact card or tribal tile can be made in a single workshop action. Each player can only build tribes at most 3 times.

## ✕ Ending The Game ✕

According to the basic game rules, when a player obtains a total of **5 artifact cards and tribal tiles**, the game is over and scores are calculated.

1. Basic score calculation: The score of each artifact is displayed on the card. Each tribal tile accounts for another 3 points.
2. Achievement score calculation: Refer to the achievements on each culture board. If the artifact cards in any player's hand match the cultural achievements, the player can gain extra points.

The player with the highest score is the great elder of the game!

Example



## COMPLETE RULES

## ✕ Change of Ending Conditions ✕

According to the complete rules, when a player obtains a total of **8 artifact cards and tribal tiles**, the game is over and scores are calculated.

## ✕ Tribal Features ✕

In the exploration action, the tribal tokens placed on the map will also be counted as the player's tokens and included in the point calculation!



Unlike caveman tokens and animal companions, tribal tokens cannot be moved after placement.



## ADVANCED RULES

When players are familiar with the basic game rules, legendary characters can join in and start an adventure together!

### ✂ Role Settings ✂

At the beginning of the game, players select a legendary character and place the corresponding card on the map. The rest of the character cards are not used in this game. Place the legendary character on the "No. 0" ring in the center of the map.



### ✂ Using the Character's Skill ✂

When a player's cavemen or animal and legendary character are in the same ring. After choosing workshop action, the player can use the special skill of the character once. After each use, the player throws 2 dice, adds up the points, and determine the character's new location. When the "replacement requirement" of the character is met, the player flips the card and replaces a new character on the map after moving.



### ✂ Special Skills & Replacement ✂

#### Elder's Exchange and Witches' Altar

Place three resources on the card at the beginning of use (1 gray, 1 red, and 1 black). When a player activates the skill, use 1 resource to exchange 1 from the card.

Replacement requirements for this skill is when all 3 resources on the card are from the same type.



#### Hunter's Zone and Warrior's Guild

When a player activates this skill, place 1 food tile on the card and throw 1 die. If the die is rolled to 3, then collect 1 black resource; if the die is rolled to 4, collect 1 jade resource. The food tile cannot be retrieved. Replacement requirements for this skill is when there are 3 food tiles placed on the card.