



A pure area control game about the spread of early man across the globe.



Some 60,000 years ago, early *homo sapiens* left their homeland in eastern Africa, and began a long series of migrations that spread humanity across the globe. In *Cro-Magnon*, players control tribes of early humans. Your quest is to spread from your homeland and inhabit the world. Periodically you will fall into conflict with your neighbors. At those moments, saved resources can mean the difference between victory and defeat. Achieve more, score more, and win!

COMPONENTS

Map board: Three boards, with one start area (East Africa) and 15 scoring areas, which players seek to control with their tribes. Use the track surrounding the board to record victory points (VP).

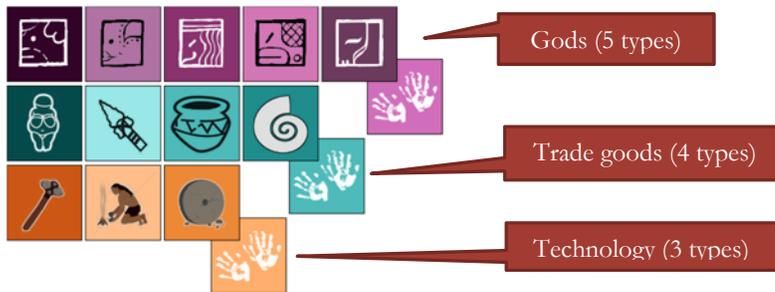


Tribe cubes: Five differently colored sets of 15 eurocubes (game limited).

Scoring tokens: Five differently colored tokens, used to record players' victory points.

Resource tiles:

The front side depicts the resources (15 total types, in 3 categories):



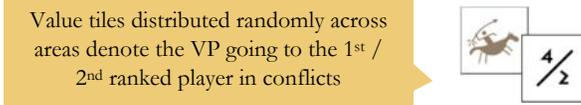
The back of the resource tile denotes that a player has collected it. Collecting the last resource of a given type triggers conflict (a scoring session) on tiles containing that type.

Action tiles: When a resource tile is collected, flip it to its “collected” side and select an action tile of the corresponding type from the action board.

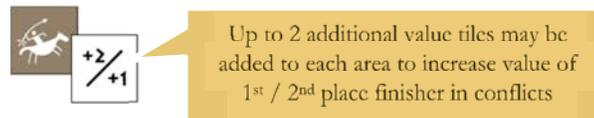
Action board: This board holds action tiles, and contains useful rules summaries.

[illustration – flip resource tile and collect corresponding action tile]

Value tiles (initial): These are placed randomly on each area at the start of the game, to denote the Victory Points (VP) each area is worth to the players who come in 1st and 2nd in any conflicts in the area.



Value tiles (additional): Additional value tiles enter play through the collection of resource tiles.



SETUP

Place the board in the center of the table. Shuffle initial value tiles into a face-down stack. Starting from area #1, place one on the scoring space of each area on the mapboard. Flip the tiles to reveal their values.

Arrange resource tiles face-up into three shuffled stacks, one for each category (gods, trade goods, and tools). Starting with area #1 on the board, place the top tile from each stack on each numbered area of the board (do not examine the actions on the bottom of the tiles). Note that one trade goods tile will not be placed; remove it from play.



Sort action tiles face-up into their respective stacks. Place one action tile on each corresponding space on the action board. One trade good space will be left blank; remove it from play without examining its action.

Each player takes a set of colored cubes (tribes), and places 4 on the sole area on the board with a temple (East Africa). Place your scoring marker on the “0” place on the scoring track.

Randomly determine a player to begin. Play proceeds clockwise around the table.

THE GAME TURN

On your turn, you may take one of these two options:

OPTION A: Take 2 new tribes from your stock and place them on any available temple (a temple marked by your tribe, or a temple without any players’ tribe on it). Your turn is now over.

OPTION B: Move your tribes from one area they occupy, and take a resource tile.

Step 1: Move your tribes: Select an area containing your tribes.

- You have as many movement points (MPs) as there are total tribes (of all players) on the area – up to 3 MPs. To move each tribe from one area to an adjacent area costs 1 MP.
- You must use all of your MP, and at least one of your tribes on the selected area must move.
- A moving tribe may not move to an area it has occupied or passed through on this turn.
- A tribe on a temple tile counts as a tribe in its area. You may move this tribe to another area, but the temple will then be open for all players’ use. (An open temple may never be controlled by a single player.)

What to do with your resource tiles:	
	Must immediately play and resolve at end of Step 2
	May keep and play as actions during Step 3 (then discarded)
	Keep to use for +1 tribe in conflicts (then discard), or save for final scoring

MOVEMENT EXAMPLE

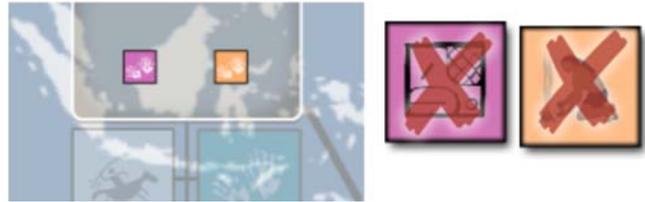
Green begins with 3MP (4 total tribes) and wants to move both tribes to an adjacent area. She uses 1MP to move one tribe there. She must use the 2MP that remain so moves through an additional area to end in the same area.



Now red moves. She uses her 2MP to move both tribes to an adjacent area.

The first player to enter this area will be required to pay collected resource tiles of these types

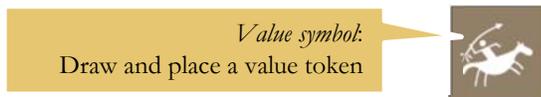
- Some areas have resource category symbols on them. These represent the cost of moving a tribe into this area, *if the area is otherwise empty of tribes, and no resource tiles have yet been collected from it.* To enter, the moving player must discard one collected tile of each category; at least one tribe must be left on this area.



Step 2: Take a resource tile. After moving, you must pick up one uncollected resource tile from an area on which you have at least one tribe (if no such tile is available, you may not select any tile). Flip the tile to its “collected” side, and select a corresponding tile from the resource board. Faces of collected tiles are open information for all players, but only their owner may view the action on their underside.



- If you pick a value tile.* If you draw a resource tile with the value icon on it, reveal it immediately, then pick the top value tile from the stack on the board and place face-up it on any area with resource tiles (collected or not) on it. *An area may never accommodate more than 3 total value/temple tiles.*



Step 3: Play an action tile. You may now reveal, play, and then discard one collected action tile (see tile descriptions below).

Step 4: Check for conflict: Taking the last action tile of a single type triggers a conflict session on those areas containing tiles of the type just selected.

TILE DESCRIPTIONS

	Play upon collecting. Place the top additional value tile from its stack on any area with resource tiles (collected or not) on it. (No area may ever have more than 3 total value/temple tiles on it.)	
	You have indicated MPs to move one or more of your tribe(s). They need not start in the same area. You need not spend all MPs.	



You have indicated MPs to move one or more tribes belonging to another player(s). You may not move a tribe to an area if it would require a resource cost. You need not spend all MPs.



Move your tribes from one area containing your tribe(s) to another area(s) containing your tribe(s).



Discard this tile to pay all resource costs of entering a new area (regardless of required categories).



From stock, place indicated number of your tribes on any temple available to you (open or marked with your cube).



Place this temple tile on an open value space of an area on which you have at least one tribe. Place one tribe from your stock on the temple tile to denote your control. (No area may ever have more than 3 total scoring/temple tiles on it.)



Use this tile in any conflict to add .5 to your total force.



Discard this tile to earn VP equal to the number of tiles you currently possess (including this one).



In end-game scoring, earn 4 VP for each set of 3 different resource categories (excluding this tile).



CONFLICT

The player whose move triggered a conflict session begins by selecting any of the areas to be scored.

Working clockwise from the player who selected the area, each player with tribes in the area may play one resource tile she has collected – only of a type now on the area (collected or not) – to influence the outcome of the conflict. Each tile is worth +1 tribe to your force. A player who cannot or does not wish to play a tile must pass and can no longer contribute tiles to the conflict on the current area. Continue until all players pass.

Determine the strength of each player's force. Add the sum of your tribes in the area to the total value of any tiles you have played. The player with the strongest force receives VP equal to the total 1st place value of the area (add all value tiles). The second-place player is determined in similar fashion. Players tying for 1st place split the total 1st place and 2nd place VP (rounded down); the 2nd place player receives nothing. If more than two players tie, no player receives VP. Players tying for 2nd place split the 2nd place VP (rounded down). Record scores on the scoring track. Discard the “collected” tile on the area just scored.

Blue has fewer tribes, but supplements them with collected resource tiles, to build a force of 5.

1st place (blue) = 7VP
2nd place (green) = 2VP



Trade good tile has been selected; it has flipped to its “collected” side, and one action tile of corresponding type has been selected from the action board.

The area is now being scored. One empty tile-slot has already been scored. The god tile has not yet been scored.

The player who won the area now selects the next area to resolve. (In case of a tie, the last player to select continues to select.) Continue until all areas of the type considered have been scored.

GAME ETIQUETTE

Players are free to talk and negotiate any aspect of play (e.g., where they will move, or whether they will bid collected tiles during conflict), but no promises need be kept, and game components (e.g., tiles or VP) may never be exchanged.

GAME END AND FINAL SCORING

The game is over after 9 of the 12 tile types have been scored. Players collect end-game VP for any collected tiles they still retain (see chart below, and on player aid). The player with the most total VP is the winner. Break ties in favor of the player with the most collected resource tiles still in players’ hands, then the player with the most god, trade goods, and finally technology tiles.

Number of same tile <i>type</i> (not category) collected		1	2	3	4	5
		3	6	10	15	21
		4	8	13	19	
		5	10	16		

CREDITS

Design and production: Patrick Rael
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