

Mankind's Odyssey

The origin of modern humans, *Homo sapiens*, lies in Africa. Scientists believe this because of a human skull that was found in modern Kenya. The skull displays all the anatomical characteristics of today's humans, and its age is estimated at approximately 150,000 years.

Whether because of climatic disasters, food shortages, or natural curiosity, some human wanderers left Africa 100,000 years ago and spread through the Near East across the entire world.

60,000 years ago humans journeyed to East Asia, and Europe about 20,000 years later. Finally, at about 30,000 B.C. they conquered the ocean and settled Australia. Around 12,000 B. C., humans successfully reached the Americas when an ice age created a land bridge connecting that land to Asia.

During their long journey humans had to constantly adapt to new climatic conditions and hostile environments. Eventually, ethnic differences formed. The dark pigmentation of the skin protects the Africans and Pacific Islanders from the direct sunlight of equatorial areas, while the light skin of the Caucasians and Asians was better suited to the sparse sunlight of the north.



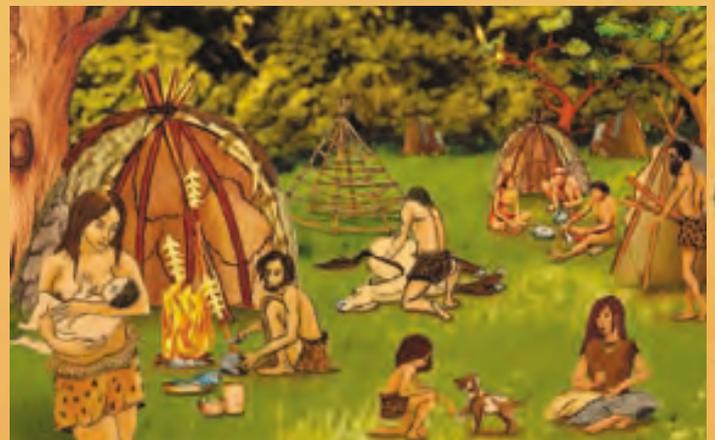
But physical adaptation alone did not allow humanity to conquer the world. Rather it was their highly developed brain and the products of their crafts that served them best of all. Mankind constantly devised better hunting equipment, developed the art of making fire, and learned to preserve food by smoking or drying.



tents with hides and mammoth tusks. When they reached the coasts of Southeast Asia, they built boats and conquered Australia and the Pacific Islands.



In Europe and Asia *Homo sapiens* met the equally intelligent Neanderthal, who had already left their African homeland many thousands of years before their cousin. Archeological finds show that both groups of people lived side by side and had contact for thousands of years. Whether this contact was only of a peaceful nature, we do not know, but one thing is certain: they competed for the limited resources of the world. In the long run, the Neanderthals became extinct approximately 30,000 years ago. Many scientists today believe that these Neanderthals were not exterminated by modern humans but rather integrated into them.



Now, with this game, you can see how this drama unfolds across the millennia. Can you lead your people out of Africa and settle Europe, Asia, Australia, and America?

They could not always find caves for protection from the elements, so they learned to create sturdy and cozy

The Game at a Glance

Each player starts the game with three camps in Africa. Every camp must border on at least one land hex. You may receive meat, flint, hides, and bone (resources) during the game based on the die rolls and the terrain types. Resources let you send out explorers who travel along paths to create new camps on suitable intersections. Each new camp gives you one victory point. You may also receive victory points if your camps become more advanced or if you explore dangerous areas with your explorers. The first player to reach 10 victory points wins.

Setting Up the Game

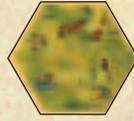
Lay out the game board between all the players. The board shows a map of the world divided into hexagonal regions (called **hexes**). Each hex depicts a type of terrain.

The edges of the hexes form **paths**, and the corners are **intersections**. There are four different types of land hexes: **hills**, **plains**, **mountains**, and **forest**.

There is a number on each hex. When one of these numbers is rolled during the game, all hexes with the matching number will produce resources. The type of resource produced depends on the terrain in each hex:



Hills produce meat



Plains produce bones



Mountains produce flint



Forests produce hides



Along each side of the board is a different **progress chart**.

Each player receives an overview card. It shows which resources you must spend for the development and advancement of mankind. It also describes the advantages you earn when you advance along each progress chart.

Development Costs Create an Explorer Convert an Explorer into a Camp Move an Explorer	Advance a Progress Marker To Level 1 To Level 2 To Level 3 & 4 To Level 5	Clothing Progress Permits passage through Requirement Boxes (Left, White number) Construction Progress Permits passage through Requirement Boxes (Right, Black number)	Food Progress Explorers may move up to 2+ Level of advances Hunting Progress Move the Wondrous! or Sabertooth wild animal card
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Each player selects a color and takes the pieces of that color:

2 explorers,
5 camps, and
4 progress markers



Camp



Explorer



Progress Marker

The starting position is illustrated below. Each player places three camps on the intersections indicated in Africa (with black dots) and places an explorer beside one of the camps, as shown in the illustration.

Note: If there are only three players, do not place the pieces of the unused color

Note: Experienced players should use the "Variable Setup" for placing their first three camps, as described at the end of these rules (see page 8).



Each player places his progress markers on the starting spaces ("0") of the four progress charts.



Separate the resource cards by type and place the four piles face up beside the board.



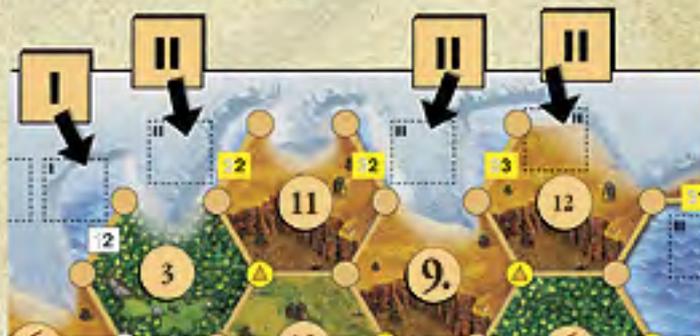
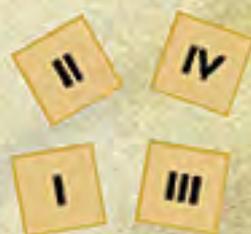
Each player takes one "hides" and one "bone" resource card. Resource cards are held concealed in the players' hands.

The 32 tribe counters are placed on the intersections with matching colors.

Note: In a three-player game only five counters of each color are placed on the intersections marked with triangles (▲). Do not place counters on the intersections that do not have triangles when playing with three players.



The 18 exploration counters are turned facedown, so the Roman numerals are showing. Separate them into groups by Roman numeral. Shuffle each group separately, and then place them on the Requirement Boxes marked with the same Roman numeral.



The "Neanderthal" and "sabertooth tiger" figures are placed on the land hexes beside the land bridge between Eurasia and America, as shown below.



Place each Art victory point card on the fifth space of the progress chart with the matching color.



The **double victory point cards** for "Exploration" and "Expansion" as well as the four **victory point cards** for "Adaptation" are placed beside the board.



The hexagonal desert tiles and the two dice are also placed near the game board.

Game Play

The youngest player goes first. On your turn, you may take the following actions. You must take these actions in the order listed:

1. Roll for resource production
2. Trade
3. Advance progress markers and move explorers

When you finish your turn, pass the dice to the player on your left. Play proceeds clockwise.

1. Roll for resource production

You must begin your turn by rolling the dice. The sum of the dice determines which terrain hexes produce resources. Every player receives one resource card from the appropriate pile for each of his camps that borders a hex marked with the number you rolled. If you have two or three camps bordering that hex, you receive one resource card for each camp.



Example: Blue rolls a "5" on his turn. White, Red, and Orange each receive a meat resource card. Blue receives nothing.

2. Trade

After all players have received their resources, you may trade resources with any of the other players. You can announce which resources you need, and what you are offering for them. The other players can also make their own proposals and counter offers.

Important: During your turn, the other players may only trade with you. The other players may not trade among themselves.

Example: White needs a "meat" resource. He has extra "hides" in his hand. Thus he offers a "hides" in exchange for a "meat." Orange needs a "hides" so she agrees to the trade. Orange gives the "meat" card to White and receives the "hides" card for it.

Trading with the Bank: If you have three **identical** resource cards, you may exchange them with the "bank" for any resource; i.e., you return the three cards to the appropriate supply pile and take one of any other resource card.

3. Advance Progress Markers and Move Explorers

During the game, each player strives to spread camps over the entire world. To further your goals, you may use any of these options:

- a) Create an explorer
- b) Move an explorer
- c) Convert an explorer into a camp
- d) Advance a progress marker

On your turn, after you have finished trading, you may take as many of these actions as you wish, in any order you choose.

a) Create an explorer

To create an explorer you must spend one "hides" and one "meat" (return them to the supply piles). The new explorer may be placed on any empty intersection adjacent to one of your camps.

Important: Explorers do not collect resource cards when the number on an adjacent hex is rolled!

b) Move an explorer

Moving an explorer costs one "meat." When you pay one "meat" card, you may move one of your explorers one or two intersections along any adjacent path.

As you advance on the food progress chart, you will be able to move your explorers farther when you pay one "meat" (see Advance a Progress Marker on page 6). Each level you have advanced allows your explorers to move an additional intersection.

An explorer may move more than once each turn. Each time you spend one "meat" to move, you can select either of your explorers (if both are on the board). You can move the same explorer again, or you can move the other explorer.

The following restrictions apply to movement:

- You may move an explorer over other explorers or camps (regardless of who owns them) as long as the



Example: Orange pays a bone and moves her progress marker to level 2 on the food progress chart. Her explorers may now move up to four intersections each time she pays a “meat” card.



• Clothing and Shelter

Progress on these charts is necessary before explorers may be moved over paths with requirement boxes (see “Requirement Boxes” on page 7).

• Food

When you pay 1 “meat” resource card, you may move an explorer a number of spaces up to 2 plus the level you have achieved on this progress chart.

• Hunting

An advance on this progress chart does not grant a permanent advantage. Each time you advance on this track, you may move either the Neanderthal in Africa or Eurasia, or the sabertooth tiger in America or Australia. For the results of these moves see “Other Rules” below.

Important: The fifth advance in each progress chart is **unique!** The first player to reach the fifth space receives the matching victory point card. All the other players may not advance their progress markers to the fifth stage of that progress chart!

Other Rules

The Neanderthal and Sabertooth Tiger

The Neanderthal and sabertooth tiger are enemies of all players. They can block the terrain hexes that they are on. Any blocked hex does not produce resources, even when its number is rolled. The enemy figures may be moved to any hex during the game, as long as they obey these **restrictions**:

The Neanderthal may be placed only on hexes in Africa or Eurasia.

The sabertooth tiger may be placed only on hexes in America or Australia

Rolling a “7”

If you roll a “7,” no one receives resource production from any hex. Instead, the following actions occur:

1. Each player who has more than seven resource cards must select half (round down) of those resource cards and return them to the bank.
2. You must move the Neanderthal (not the sabertooth tiger) to another hex in Eurasia or Africa. You **may** then take one resource card at random from the hand

explorer ends all of his movement for the turn on an empty intersection.

- An explorer may change or reverse direction during his move as often as desired.

Example: Red starts an explorer beside one of his camps, pays two “meat” and moves four spaces away over the orange pieces.

c) Convert an explorer into a camp

There are four progress charts: “food,” “hunting,” “shelter,” and “clothing.” To advance a marker along one of these charts, you must pay the resource(s) shown on your overview card for the level that you are advancing to. The higher levels are more expensive. You are immediately entitled to the advantages of the new level of progress, as described on your overview card.

When you create a camp, you must:

- return the explorer to your supply,
- place the tribe counter (worth one victory point!) in front of you, and
- place a camp on the intersection.

From now on you will also receive resources for the hexes adjacent to this camp on the appropriate die rolls. **Important:** An explorer may be converted into a camp only on an intersection with a tribe counter!

If you already have all five of your camps on the board, and you would like to create another camp, you will need to remove one. You must remove a camp from Africa, if you have any left there. If you have already removed all of your camps from Africa, then you may remove any of your camps, anywhere on the board.

d) Advance a progress marker

There are four progress charts: “food,” “hunting,” “shelter,” and “clothing.” To advance a marker along one of these charts, you must pay the resource(s) shown on your overview card for the level that you are advancing to. The higher levels are more expensive. You are immediately entitled to the advantages of the new level of progress, as described on your overview card.

of any one player who has a camp adjacent to this hex.

Afterwards you may trade and develop normally.

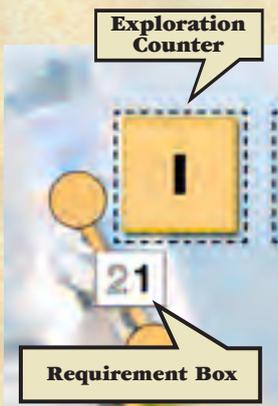
The Requirement Boxes

When modern man spread across the earth, he advanced into the frozen wastes of the north and sailed in fragile boats to Australia and the other islands of the Pacific. Of course, he had to achieve certain advancements before this could be accomplished.

Some of the paths on the board have a requirement box and an exploration counter.

The white number on the left represents the "clothing" advances required, and the black number on the right represents the "shelter" advances required.

You may move an explorer over a requirement box **only** if you have reached the required level of progress on the progress charts. The first player who meets the requirements and moves an explorer past the requirement box will receive the exploration counter.



Example:

Red has advanced to the second stage in each of the "clothing" and "shelter" progress charts. He spends one "meat" and moves his explorer three intersections. Since he was the first to move over the 2/1 requirement box, he takes the exploration counter.



The Exploration Counters

When you receive an exploration counter, you must reveal it immediately. There are three kinds of exploration counters: enemies, desertification, and adaptation

1. Enemies

If you find one of these counters, you must immediately move the Neanderthal to another hex in Eurasia/Africa or move the sabertooth tiger in America/Australia. In addition you may steal a resource card



at random from the hand of another player who has a camp at the new hex.

2. Desertification

If you draw one of these counters, you must put a desert tile



on a terrain hex that matches the type of terrain shown on the counter.

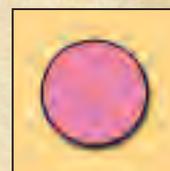
Important: Only hexes in Africa (adjacent to black intersections) may be covered by deserts. Hexes with deserts produce no more resources for the rest of the game.



3. Adaptation

In his new habitats man could survive only if he successfully adapted to the new climatic conditions.

If you find one of the counters with a colored dot, you immediately receive the "adaptation" card showing the same color. Place the matching card in front of you. It is worth one victory point.



The Double Victory Point Cards

1. Exploration

After you resolve an exploration counter, place it in front of you. If you are the first player to have two exploration counters, you receive the "Exploration" card. This card is worth 2 victory points!

But: If another player collects more exploration counters than you have, this card must be handed over to him immediately.



2. Expansion

If you are the first player to earn at least one tribe counter of each type, you receive the "Expansion" card. Keep this card until the end of the game. It is worth 2 victory points.

The second player to earn a tribe counter of each type receives one victory point:

You may take any one of the tribe counters on the board and place it in front of you.



Ending the Game

The game ends as soon as a player has 10 or more victory points on his turn.

Example: Blue has 7 tribe counters (7 victory points), and the "Expansion" card (2 victory points). On his turn he moves his progress marker to the fifth stage of the food progress chart. This earns him the "Statue" Art card (worth 1 victory point) and he wins the game with 10 victory points!



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Variable Setup

The players place their three camps in Africa in three placement rounds.

1. All players roll the dice. The highest roller will go first. He places one of his camps on any intersection with a black dot. Then the other players follow clockwise and set one camp each on any empty intersection with a black dot.
2. The last player of the first round begins round two. That player places his second camp, and then the other players follow **counterclockwise** placing their **second** camps on any empty intersections with black dots.
3. When the last player places his second camp, he immediately places his third, and then the other players follow again in the **clockwise** direction. Again, the camps are placed on empty intersections that have a black dot.

Each player starts with one "hides" and one "bone" card.

The players do **not** start the game with an explorer.

