

# Hunter and Gatherer

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Players: 2 – 4

Age: From 10 years

Duration: c.45 Minutes

## Contents

200 Tiles: 112 Summer Tiles and 88 Winter Tiles

### Food



Berries = 1 Point  
(30 Tiles in Summer/  
30 in Winter)



Tubers = 2 Points  
(18/18)



Herbs = 3 Points  
(5/5)

### Valuable Goods



Jug  
(10/0)



Necklace  
(10/0)



Pelt  
(0/10)



Skull  
(0/10)



Weapon  
(12/3)



Mammoths = 3–8 Points  
(3/12)



Path (19/0)



Cave (5/0)



16 Pawns (4 each in the 4 player colours)




16 Storage boxes (4 each in the 4 player colours)



1 Board







Life was not easy in the Stone Age. Gatherers had to roam the land constantly, looking for food such as berries and tubers, or for crucial herbs as a remedy for ailments. Of particular importance was the hunt for mammoths, which provided much meat, and their fur made it possible to keep warm in winter. There were also some man-made items: Solid weapons were made, jugs were formed from clay for the storage of precious water, and necklaces and embellished skulls bearing antlers were created as gifts, to help to keep the peace with other tribes. Anyone who did not use the summer to collect as much food as possible, and to build a useful stockpile of weapons and goods, faced a long, harsh winter.

## Game Idea

**Hunters and Gatherers** has two phases: In the summer, players mainly collect food for the winter and store it in camps. In winter, they use the weapons that they amass to hunt mammoths and to obtain more food in order to survive the cold season.

At the end of the game, the player who has collected the most points wins. Berries, tubers, herbs, and mammoths each give the points printed on their tiles. The more of each good a player has collected, the more points he will receive. Also, any supply packs in camps provide points at the end of the game.

### Winter Storage

The winter camps remain empty at the beginning of the game..

### Supply Packs

Each player takes his four supply packs and puts them in front of him.

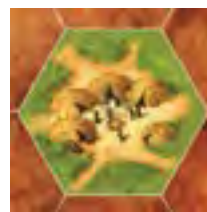






## Game Preparation

The **board** is placed in the centre of the table. It shows four summer camps, four winter camps, and 112 other spaces.



Summer camp



Winter camp

The **tiles** are sorted by their reverse side (summer or winter). All **summer tiles** are shuffled and placed **face up** onto the blank spaces on the board at random or as desired (maybe to better distribute the caves), one on each space (not on the summer and winter camps). Set the **winter tiles** aside for now: you will use them in the second half of the game.



Reverse View  
Summer tiles



Reverse View  
Winter tiles

Each player takes the characters and supply packs of one colour. He puts one of his characters in each of the **four summer camps** and puts his supply packs in front of him.

## Game Play

The hairiest player starts, then play passes in a clockwise direction.

### Move characters and take tiles

On your turn, you have two movement steps which must be used, by moving either:-

- one of your characters to take two tiles; or
- two separate characters, each taking one tile.

**Note:** Characters can only be moved onto spaces with a tile or a camp. At the end of the turn, there may only be one character per tile (see special cases on page 4).

In general, when a character moves off of a tile, take the tile from the board, and place it face down in front of yourself. You may not look at the tiles you have taken again until the end of the game.

### Exceptions:

- Path and cave tiles are never taken from the board.
- Weapon and mammoth tiles are placed face up in front of you.

### Cave Tiles

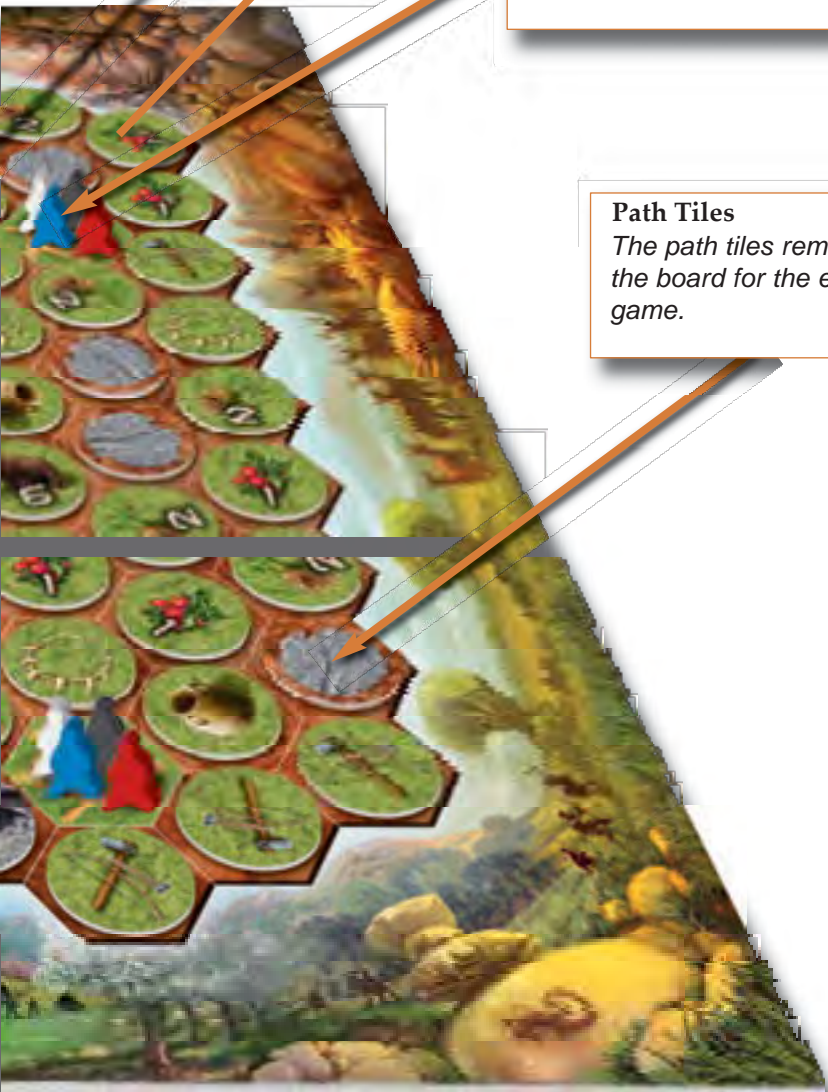
The cave tiles remain on the board for the entire game. When a character is moved onto a cave tile, it can cover large distances via the cave network.

### Summer Camps

Each player places one of his characters in each of the four summer camps.

### Path Tiles

The path tiles remain on the board for the entire game.

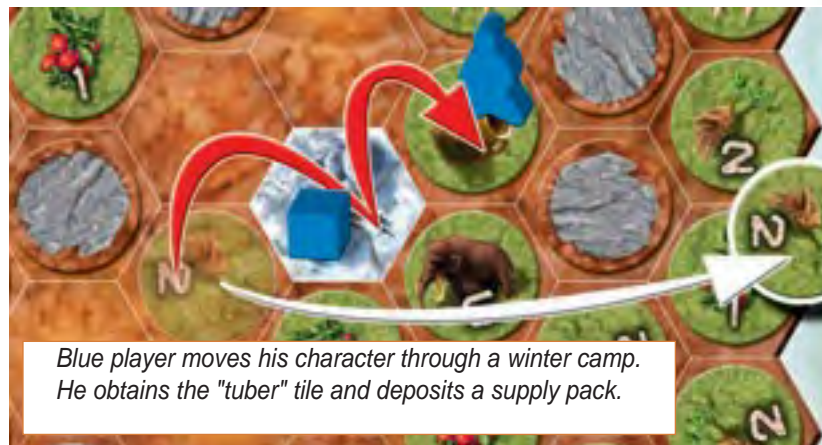






## Storing a Supply Pack

Whenever a character moves onto or through a winter camp, that player immediately deposits a supply pack on it. The deposit is not a movement. There may only be one storage box of each colour in each camp.



## End of Summer

As tiles are progressively removed from the game board, the movement of characters is increasingly restricted.

**Summer ends** when all the tiles, with the exception of the path and cave tiles, are taken from the board, or are inaccessible. Left over tiles are removed from the game. Only the path and cave tiles remain where they are. Each player retrieves any of their own characters that are still on the board.

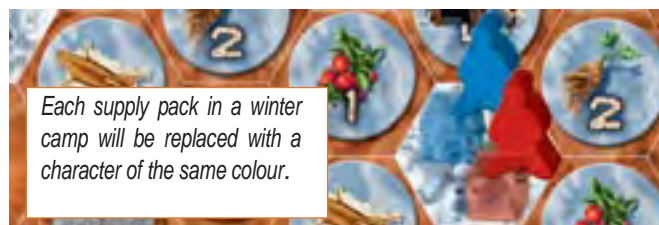
*The leaves fall, the days are short, winter is coming! Happy is the man who is well prepared and has enough weapons, because in winter, mammoths are most numerous. The search for berries and other delicacies will continue after the first snow falls...*

## The Beginning of Winter

The 88 winter tiles are shuffled and placed face up on the blank spaces on the board, one to each space. Each player places one of his characters in each winter camp where he has one of his own supply packs. Therefore a player who did not supply all four winter camps during summer must play through winter with fewer than four characters.



Winter tile



## Special Cases:

- Characters may be moved into any **camp**. More than one character can be there at the same time.
- A character may jump from a **cave tile** to any other cave tile, rather than just a neighbouring tile. This counts as one movement step. Any number of characters can stand together on a cave tile.
- A character may move two steps over an **occupied tile**, to end its move on a free tile, a cave or a camp. Occupied tiles are not taken.
- A character may only take a **mammoth tile** if the player has a weapon tile or received one earlier in the same move. The player spends the weapon tile, putting it back in the box. Without a weapon, he may not step onto or jump over the mammoth, but must go around.
- Instead of moving a character on the board, a player may **take one off the board**. This action counts as one movement step, and the player may take the abandoned tile in the same way as when the character steps off the tile. Mostly this is useful only at the end of summer or winter, because the characters cannot be put back on the board during the respective season. If a player has no more characters on the board, the other players play to the end of the season without him.

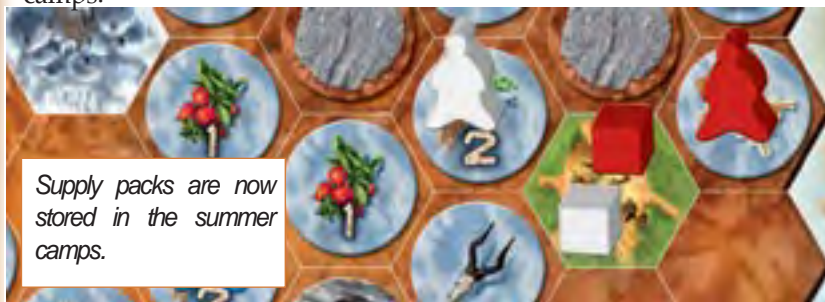




All supply packs are returned to the players. Unused characters are placed in the box.

The player that captured the most valuable mammoth during summer is the starting player for winter.

The rules are the same as in summer, except that the **supply packs** are now deposited in the **summer camps**, rather than in the winter camps.



## End of the Game

**Winter ends** once all tiles except the path and cave tiles are removed from the board, or are inaccessible.

**Berries, tubers, and herbs** are worth the points printed on them (1, 2 or 3).

**Mammoth tiles** are worth the points shown on them.

**Weapons** are worth **zero** points.

The more of a single type of **good** (skins, skulls, jugs, necklaces) that you collected, the more points that specific type will be worth:

Tiles	1	2	3	4	5	6+
Points	1	3	6	10	15	20

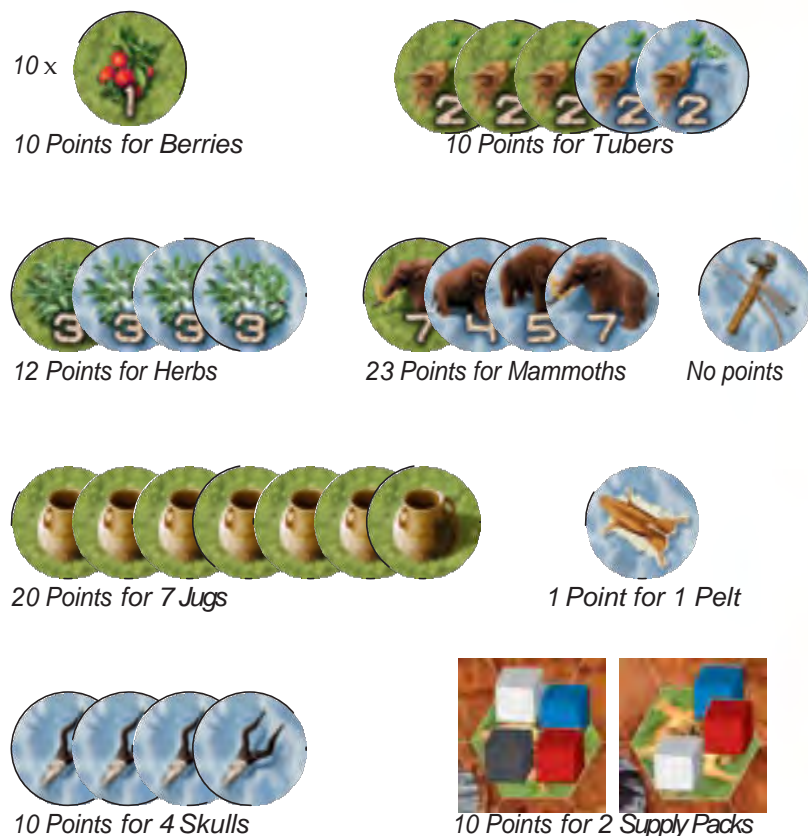
Each **supply pack** on a summer camp is worth 5 points.

Now total up each player's points. The player with the most points is the winner.

*The author wishes to thank all playtesters of this game that contributed to its development, in particular Iain Adams, Jonty Blackwell, Sebastian Bleasdale, Chris Bowyer, Chris Dearlowe, Martin Higham, Ross Inglis, Kevin Jacklin, Simone Kane, Richard Kemp and Chris Lawson.*

## Scoring Example

The red player has collected the following tiles:



The red player has achieved a total of 96 points.

### Note for Storage of the Game

Once you have liberated all the tiles from the sprues, please do not throw away the empty sprues! Lift the box insert and place the empty sprues in the bottom of the box. Then put the insert on top of the sprues.

In this way, if the game is stored vertically, the box contents will not get jumbled together.



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