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# CAVEMAN RUMBLE

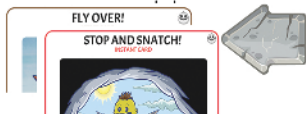
## RULE BOOK

### SET UP

There will be two (2) decks: Event Deck (black cards) and Main Deck (blue cards).



If you're playing a 2-3 player game, remove the cards with a caveman symbol on the upper right corner from the main



When playing a 4-6 player game, add the cards with the caveman symbol to the main deck. Shuffle each pile and place this card on the very top of the Event Deck:

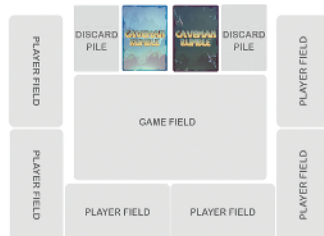


Each player will start with 5 cards from the Main Deck in their hand.



### HOW TO PLAY

The first player (the one who defeated a dinosaur last night, or if you're not that cool, then I guess the one who had eggs for breakfast) will start the game. A Player starts their turn by drawing 2 cards from the Main Deck and then flipping one over from the Event Deck to the game field.



Once a card is flipped from the event deck, the player must read and perform what the card says. If it's calamity or fortune event you read and perform what the card says and then place the card on the discard pile. If it's a Dino or an egg card, perform what the card says (if anything) and place it on the game field.



### INTRODUCTION

Welcome to the world of **Caveman Rumble**, where as of this moment you are a caveman on the hunt for delicious eggs and dinos by matching colors while *stealing, destroying, and betraying* your fellow cave friends.

### OBJECTIVE

The goal of the game is to match the colors of your cavemen cards with the eggs and dinosaurs from the event deck and get the most points possible.



During the game, strategy is your best cave friend! With many unpredictable event cards, that can help or jeopardize your gameplay, and many useful effect cards, you can use to your advantage — or others' disadvantage, this game will take you on the most exciting, unexpected rumble of your life. Whoever ends the game with the most points, wins the game.

After drawing 2 cards and flipping the event card, you may play as many *cavemen cards*, *effect cards* and *instant cards* as you like. These cards must be played one at a time. Cavemen cards will go on your field. Effect and instant cards are played on the game field and then placed in the discard pile.

How to obtain an egg/dinosaur:



You must match the colors of your cavemen cards exactly to the colors that are on the egg or dinosaur

The only cards any player can play during another player's turn is an instant card (stop, stop and snatch, or mega stop). These cards must be played at the moment a turn player plays any card (ex. If a turn player plays a caveman, you can play a "stop and snatch" and stop them from playing it and snatch their card). You can also stop the stop of another player.



You do not have to obtain an egg/dinosaur in order to play cavemen cards. You can also play no cards, pass, and end your turn.

\*If you run out of cards in the main deck you can shuffle the cards on the discard pile and turn it upside down and draw from that new main deck.

### END OF GAME

- After the last Event card is flipped, everyone will get one last turn to try to win as many points and sabotage the field of other players. Players will only be allowed to play 3 cards from their hand on the last turn. After the last turn, everyone will count their points. (Play a stop card does not count as a card played in the last turn.)
- If there is a tie, the tied players can have one more turn to try and break the tie.
- Whoever has the most points in the end is the **Ultimate Caveman Champion!**

### EXAMPLE OF A TURN



- You start your turn by drawing two cards from the Main Deck and flipping a card over from the Event Deck, the Event card is a Zen Dino



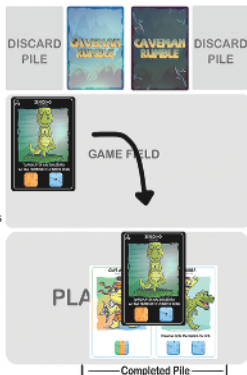
- You play a caveman card with two blues on your field
- Another player plays a "Stop and Snatch" to stop your card from being played and play it on their own field
- You "stop" that player's "stop and snatch", there are no more stops, so you continue to play that card and activate its skill



- You play a caveman wild card on your field.



- You now have one wild and two blues, so you get the Zen Dino from the Game field to your field on top of the matching colors. This is a completed pile.
- Once a completed pile is on the field, you cannot move cavemen cards, egg or dino cards from the pile unless a card says so.



- You play a "Fly Over" on this completed pile, which will protect this completed pile from other cards until the start of your next turn.
- You Pass and end your turn.

### EXTRA FUN!

- If a player has *Dino cuisine* or *Egg pan*, they will get bonus points for each dino card (Dino cuisine) or egg card (Egg pan).
- The game length is determined by how many cards are in the event deck. You can customize your own event deck within the event cards, dino and egg cards.
- Be creative and have a good balance of dino, egg and event cards on the event deck. Games can be as fast paced as you want or use all the event cards to make it as strategic and skillful with all your friend and cave family.



## EFFECT CARDS

\*You can only play these cards during your turn, not another player's turn.\*



**Steal:** if you discard a card in your hand, you can steal a card from another player's field or hand. When stealing from the field the stolen card goes the new player's field. When stealing from the hand, the stolen card is chosen randomly and goes to the new player's hand.



**Fly Over!:** This card can be placed on top of a completed pile. This pile cannot be affected by other cards until the start of the player's next turn.

\*The fly over card can be affected by other cards.\*



**Skip:** This card skips the turn of another player.



**Atomic Fart:** if you discard a card in your hand, you can destroy any card on your field, or another player's field.



**Swap:** with this card, you can swap one of the cavemen on your field with another player's cavemen on their field.



**Color Over:** This card can be placed on top of a caveman and change its color to the color on this effect card.

\*This card is not a caveman card\*

## INSTANT CARDS

\*These are the only cards that can be played during any players' turn. You can use these cards to stop another player's stop card.\*



**Stop:** this card stops the activation of any player's card and sends it to the discard pile.



**Mega Stop:** this card stops the activation of any player's card and it cannot be stopped by any other cards.



**Stop and Snatch:** This card stops the activation of any player's card and gives you the option to play that card.

## EVENT DECK CARDS

\*Event deck cards are unaffected by effect and instant cards.\*



**Dino cards:** these cards have effects that when flipped are activated for the turn player or every player in the game.



**Calamity/fortune cards:** these cards have effects that when flipped are activated for the turn player or every player in the game. Some may ask you to flip the next card and their effects are turn based, unless specified so.

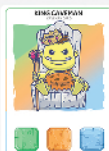


**Boss cards:** these cards have effects that when flipped, they go on top of the event deck and no one can flip the next event card until this card is defeated. Unlike Dino and egg cards, you don't have to match it exactly to get the Boss card. Just have all required colors on your field and the boss card will go to the side on your field as bonus points at the end of the game. This card can't be destroyed or stolen by other players.

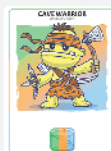


**Egg cards:** these cards will rarely have an effect, but are a caveman's favorite meal.

## CAVEMAN CARDS



Color caveman cards.



Wild caveman cards can be any color you would like.



Some cavemen cards have special effects

## HOW TO CUSTOMIZE YOUR EVENT DECK

**Fast pace game**  
2x Dino cards  
3x Egg cards  
4x Event cards

**Medium pace game**  
3x Dino cards  
5x Egg cards  
7x Event cards  
2x Boss cards

You may also remove or add cards of your choosing, including future **CAVEMAN RUMBLE EXPANSION CARDS**.

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If colorblind here are ways to see the colors in the game. Each stone has a non-cracked edge that will determine the color.



Green Orange Blue

## Q&A

1. Can I use the color over card on any caveman on the field? Yes, you can place the color over card on any caveman on any field even if its your opponent's caveman, even on an completed pile, making it incomplete.

2. When I stop a card and another player uses a stop and snatch card on mine do they get to play the stop card? No, any stop card used after an initial stop, even if it's a stop and snatch, will just be considered a stop.

3. Can I use a stop card after another player has stopped my initial stop card? Yes, all players can continue to play as many stop cards as they would like. (Determine if the first card gets played based on the stops that were placed.)

4. What if an event card says "the total colors you have", does that include hand and field? No, this only applies to the cards on your field.

5. Do the egg/dino cards go back to the game field once the complete pile loses a caveman and becomes incomplete? Once a completed pile is no longer "complete" then the egg/dino is placed back on the game field where anyone can get it.

6. Does the player who draws the last event only finish the turn on which the card is drawn, or do they finish that turn and take one more turn? After the last event card is drawn, everyone, including the turn player will get one last turn after the current turn is played. Therefore that player will finish their turn and still have one more turn.

Created by Jan Kucera  
cavemanrumble.com  
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