

At the dawn of mankind, when humans were still weak and could not yet successfully fight the ever-present hunger and cold, there had already existed on Earth a mighty and ancient civilization. And, for a long time already, it had been ruling the world. The first humans called them “the Ancients”. Their power was based on magic and highly advanced technology.

The Ancients took pity on the humans and shared their technology with them. They helped the young humankind to survive, and taught them how to live in harmony with the rest of the world. These technologies helped the humans to battle the elements and the disease. As time passed, they grew stronger and stronger and, by then, had also developed their own magic - a result of their growing faith. This magic became unrestrained, and it gave birth to some cunning and cruel spirits who, fed by human desires, helped them in achieving all of their goals.

In time, the human magic began to supplant and weaken the magic of the Ancients. and the latter’s world began to decline. Losing their power, the Ancients became increasingly aggressive gradually turning into something akin to animals. Meanwhile, the power of Humankind was growing more and more.

It turned out that humans had been secretly jealous of the Ancients, who had been their teachers and patrons for centuries. However, instead of helping them in their hour of need, they decided to take advantage of their weakness to take away more of their technology and secret knowledge. A long, bloody war ensued that was exhausting for both sides. Many Ancients and humans died on the battlefield, but neither could prevail. After centuries of devastating warfare, humans and Ancients called a truce. The Ancients realized that the enemy was growing stronger by the year, and they would probably break the truce and destroy the Ancients. Then the elders of their five clans made the hard decision to leave this world, as they felt that it no longer belonged to them. They built a portal and, gathering the remnants of their magic, decided to use it as a gateway to escape to other worlds. However, the humans found out about the escape plan and decided to attack them in one final battle.

Mount Kiheileh was the very place where that battle between the humans and the Ancients took place. The stone blocks near it are said to be the petrified remnant of the Ancients, the last defenders of the Portal. We can only wonder if some of them still had managed to escape to the other side, where they hoped to regain their power and find peace.

ABOUT THE GAME

Each player takes control of one or more clans of the Ancients and try to leave this world.

It is a cooperative game and all players win or lose together. Each player controls one or more clans of Ancients.

In the game you have to establish a portal to another world by collecting "shards of power" scattered all over the playing field. If you collect the right combination in the right place, the players can activate the "place of power".

When four "places of power" are activated, a portal will open. This must be done before

humans can invade these lands, and before any clan is exterminated or degenerates into an animal state.

Places of power attract evil spirits that are even more dangerous than the human tribes.

Players take turns, and each turn is passed clockwise. Each player's turn is then divided into two phases: the Human Phase and the Ancients' Phase.

Each Ancient clan in the game has a deck of cards with the following basic actions: Attack, Movement, Population, and Development. In the game, the clans can receive both harmful cards and useful cards with into their decks with certain unique or strong effects.

Over the course of the game, the clans of the Ancients and the human tribes will change several generations. Clan numbers and abilities will also change from generation to generation. The humans, on the other hand, will grow stronger with each new generation.

THE GAME OBJECTIVE:

The goal is to open the portal by activating the four places of power, for which you need to collect shards of power in certain areas. You win immediately after the portal is opened and representatives of all the clans gather at the portal in the central area.

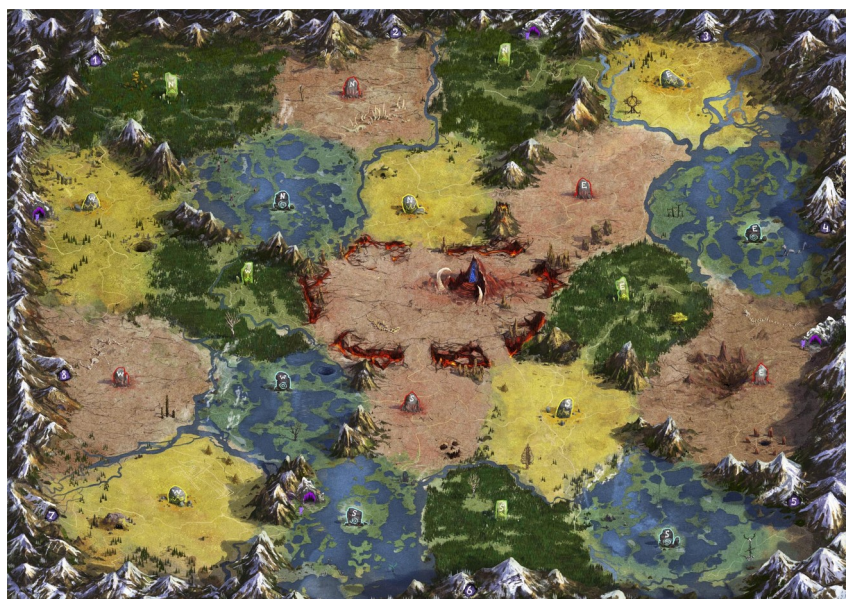
THE NUMBER OF PLAYERS

Mammothodus can be played by one to four humans. One player can control all four clans or one single clan, but the latter option will significantly increase the difficulty of the game. It is the same with multiple players. The fewer Ancient clans are on the field, the harder is the game.

GAME COMPOSITION AND COMPONENT OVERVIEW

The Playing field

It is divided into 21 territories. Each territory has its own landscape type - highlighted in color (important for activating the Ancients, the tribes of humans and the places of power)- and belonging to the region of "North", "West", "East" and "South" - indicated by a letter on the image of the stone. In addition, the territories are separated from each other by mountain ranges. The central area does not belong to any territory. The outermost territories are marked with human trails: the ones already open at the beginning of the game and places where they can be opened during the game.



2. Ancients' card deck - six decks of 12 cards each

A deck containing basic actions: Attack, Move, Population



x4



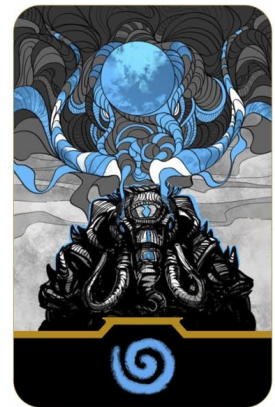
Population



Move



Attack



Development

and Development.

3. Ancient development cards

Bonus cards with extended actions for players



EXTRA ACTION



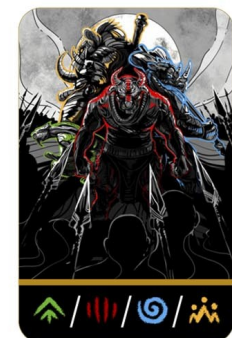
EXTRA ACTION



DRAW 3 CARDS



EXTRA ACTION



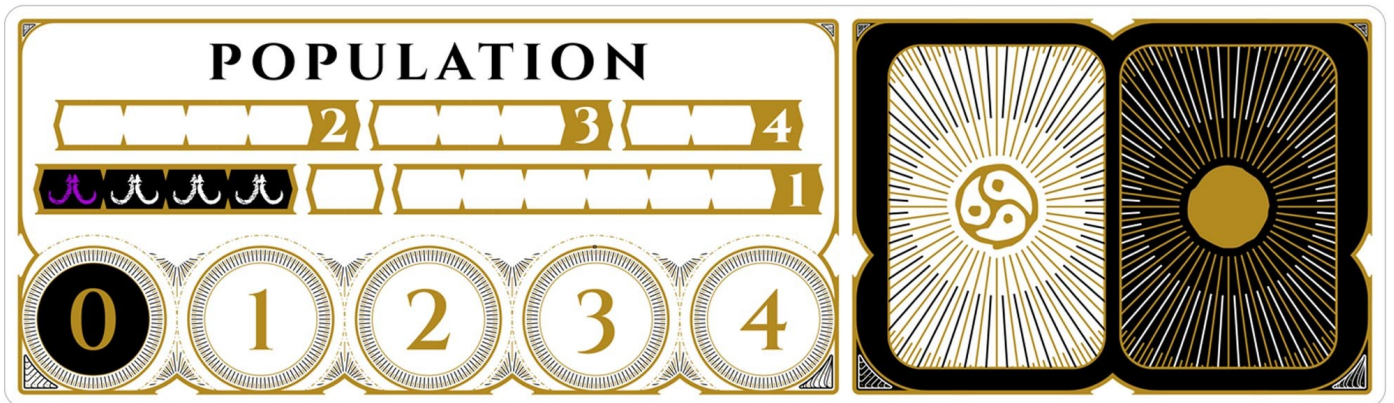
4. Degradation cards

Negative cards that can be mixed in a player's deck



5. Ancient Clan Tablets

The tablet helps keep track of population and degradation levels and also serves as a cards stand.



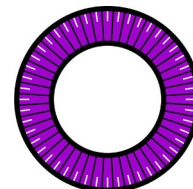
6. Population markers

Mark population levels on the Ancient Clans' tablet



7. Markers of degradation

Markers to indicate the level of degradation on the Ancient Clans tablet



8. Figurines of the Ancients

Figurines to indicate the location of the clans of the Ancients on the Playing field.

9. A deck of humans action cards

Cards indicating the actions of humans at the moment



10. Cards of human's discoveries

Cards that improve the characteristics of all human tribes on the Playing field.



11. Figurines of the human tribes

Figurines to indicate the location of the tribes of humans on the Playing field

12. Figurines of the spirits

Figurines to indicate the location of the spirits on the Playing field.

13. Spirit Cards



Spirit selection cards after they are summoned.

14. Portal Track Fragments (Prediction Track)

Shows arbitrarily formed conditions for the activation of places of power.



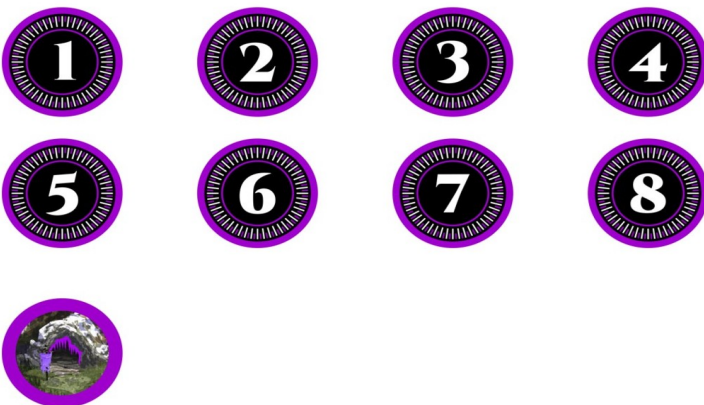
15. Power Shard Tokens

Tokens to collect the conditions for the prediction track



16. Human Trails Tokens

Placed on the playing field when new trails of humans opens



17. Ancient Talent Tokens

Ancient Clan Special Skill Tokens



18. Ancient Talent Tablets

Tablet with a description of the special skills of the clan of the Ancients



19. Places of Power

Figurines for marking places of power on the playing field

20. “D6” Dice

Required in battles with human tribes or spirits.

GAME PREPARATION

Put the field in the middle of the table.

Put the Human Discovery cards, Ancient Talent tokens, and Ancient Talent cards back in the box. They are needed for the advanced rules games (see page).

Mix up all the power tokens and place one in each area, except the center one, face down.

Place a Human Tribe figurine in each of the four territories with initial Human Trails (*designated on the field). Place the remaining Human Tribe figurines next to the field.

Shuffle the new trail tokens and stack them next to the field, face down.

Shuffle the humans' action cards and place them next to the field, face down.

Shuffle the spirit cards and put them in a stack next to the field, face up. Place the spirit figurines next to each other.

Shuffle the Ancient Discovery cards and place them face down next to the field. Then reveal the top four cards and place them next to the field.

Put the degradation cards next to the field, face up.

Place five dice next to the field in an easy to reach place for all players.

Each player chooses one or two clans of the Ancients, depending on the number of players, and takes his corresponding figurines, starting deck, the tablet, as well as two markers to mark the population -- and to fight degradation.

Each player places a marker on the Population Track at position "7" on his marker, and a degradation defense marker at "0".

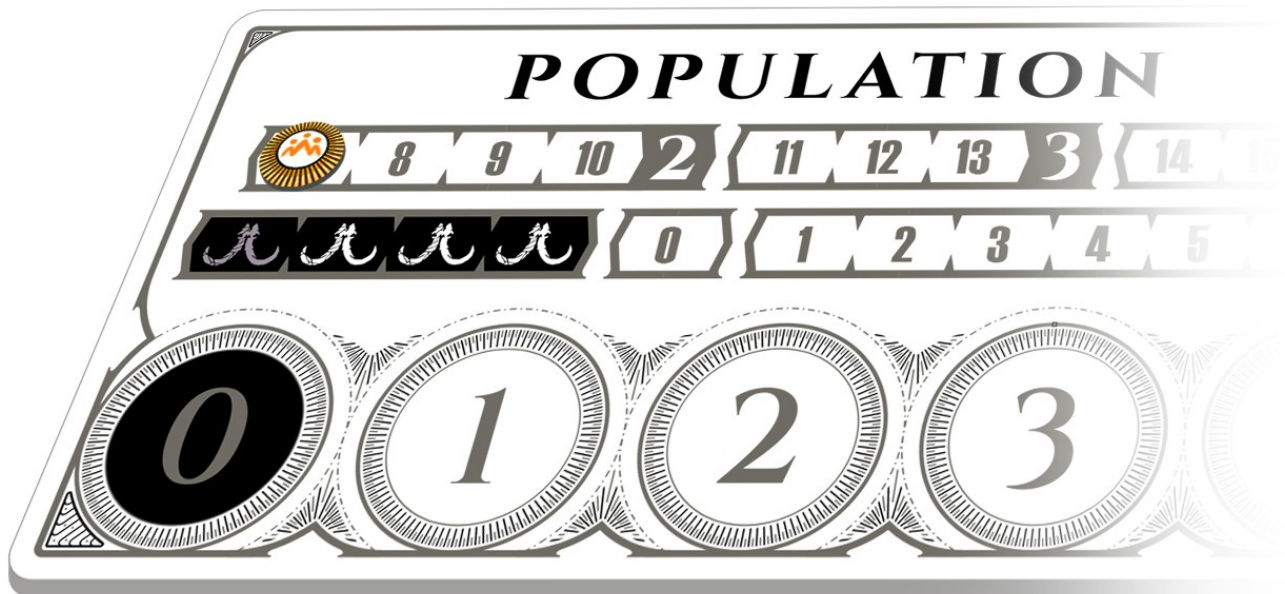


FIG1

Each player places any two figurines of his clan of Ancients in the central area (according to the Population Track). Players choose which ones (each figure has a bonus for one of the actions, see page...). The remaining figurines are placed on the board at positions "3" and "4" of the Degradation Track.

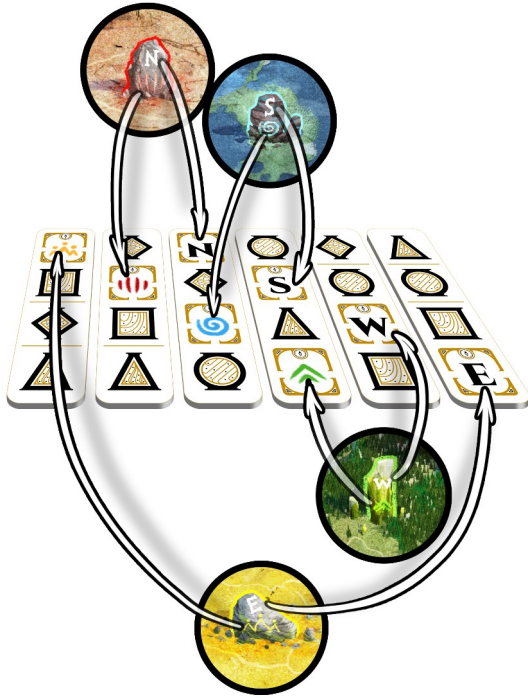


FIG2

Turn the portal track pieces upside down, shuffle, and arrange them in a row. The first four tokens should be face up. Pay attention to the orientation of the tokens, it should be the same (the focus on the compass symbol -- FIG3-- should be on top).



FIG4



Next to each line you place the figure of the place of power.

Each player shuffles his base action deck and takes four cards from the top of the deck.

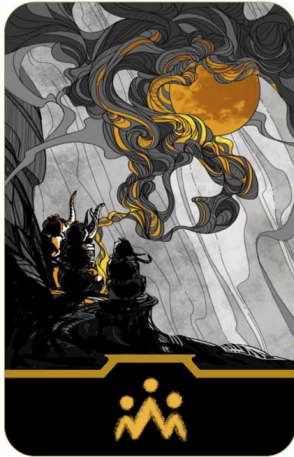
The player to go first is chosen at random.

WHO IS WHO IN THE GAME?

The Clans of the Ancients

The Mammoths

These are mighty creatures with huge tusks and inexhaustible wisdom. They are ancient guardians of peace, order, wisdom and knowledge. They protect this world from danger, and now, the moment came for them to unite the clans in the face of the new threat.

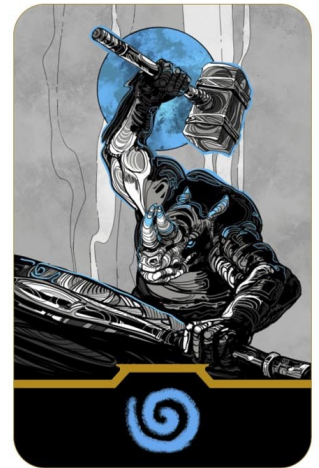


The Bisons

These are large nomadic animals living on the green plains. Being freedom-loving travelers for centuries, the bisons had led a mobile lifestyle. With the arrival of the humans, everything changed forever, they settled down and accepted the challenge of their new reality.



The Woolly Rhinos

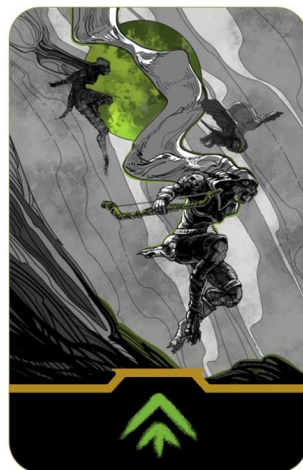


Like everything in the ancient world, the woolly rhinoceros clan had a purpose. The rough, stubborn animals were among the first to master the art of blacksmithing, and they made considerable progress in it. In

the times of need, they answered the call and joined the Alliance of the Ancients.

The Saber-toothed Cats

Cunning and crafty, they always try to get the upper hand over the Mammoths. After the arrival of the humans, they aligned themselves with the Ancients to fight back against their new enemies.



The First Humans

Greedy and selfish, the humans, driven by spirits, began to conquer this world.

The Spirits

These were born out of human passions, hidden vices and suppressed desires. They began to patronize the humans in pursuit of all of their dark and cruel goals. The cruel games of the Spirit of the Wind can become a real disaster for all living beings caught in its path.

The Spirit of the Wind

The Spirit of the Wind was born out of the humans' desire to destroy. He patronizes humans by filling their souls with rage. He comes to warriors before battle, those who are battered and silent in a moment of despair, and those who are frightened in a moment of fear. Under his influence, blinded by emotion people commit reckless, terrible acts, which in the aftermath, they cannot explain. Just as you cannot stop a hurricane, so you cannot control the Spirit of the Wind. He can only be worshiped, nothing else.

The Spirit of the Progenitors

Born out of the eternal fear of death and the eternal desire of humans to subjugate it, the Spirit of the Progenitors has found a connection with the world of the dead. The power to bring the dead back to life gives it unprecedented power, but at the same time requires huge expenditures of energy. That is why it, more than all the other spirits, needs human sacrifice. It is a dictator of human vices, and can find a way to everyone's secret fear.

The Spirit of the Earth

Out of the insatiable desire to subjugate nature, to change the course of rivers, and to destroy mountains, the Spirit of the Earth was born. Hungry and greedy, it forces humans to pursue profit and gold. With no disdain for treachery and with a mean stab in the back, sparing neither themselves nor others, humans extract wealth for the glory of the Spirit of the Earth. However, sacrifices made to it cannot satisfy its hunger. Again and again it demands gifts: more and more gold, more and more blood, etc.

THE GAME PROCESS

The players take turns, and the turn is passed clockwise. Each player's turn is divided into two phases:

1. The human tribal phase
2. The phase of the Ancients

At the end of his or her turn the player gets up to four cards (this may cause a generation change, see page...), and passes the turn to the next player clockwise.

THE HUMAN TRIBAL PHASE

At the beginning of his or her turn, the player reveals one card from the top of the human deck.

IN CASE A "NEW TRAIL" CARD CAME UP



Open one **random** trail token, look at the number on the back of it, and place it in the area with the corresponding number (from 1 to 8) with the trail side up. Humans will now appear in that region, as well.

IN CASE A COLORED CARD CAME UP



Human tribes and spirits perform actions according to the following rules:

-All the tribes and all the spirits are activated in the territories of the color of the card they are in at the time the card is opened.

WHEN ACTIVATING A HUMAN TRIBE FIGURINE, THE FOLLOWING MUST BE CONSISTENTLY CHECKED:

1. If one or more tribes of humans are in an area with an open place of power:

a) Summoning of the Spirit takes place - a spirit figure appears in the territory and one of the tribal figurines is removed from that region. Draw a random spirit card and place its figurine in that territory.

b) If there are Ancient figurines in this territory, the spirit immediately attacks: roll a die, and each clan then takes population damage equal to the die roll result divided by two, rounding up for each figure in this territory.

If there are already three spirit figurines on the field, and it is necessary to put the fourth in there, the game ends immediately, and the players lose.

2. If one or more human tribes are in a territory with ancient figurines, but with no open place of power, they attack:

a) For each attacking tribe, the population of each Ancient clan in that territory is reduced by one for each of its figurines in that territory. That is, if there are two Ancient figurines in a territory, the population is reduced for each. This means that two human tribes in a territory with two Ancient Figurines cause four- fold population damage.

Important: Falling population does not cause figurines to be removed from the field. The number of Ancient clan figurines changes ONLY when you change generations (see page...).

However, if the population of any of the clans at any time becomes less than minus four, the players lose immediately.

3. If the tribe figurine is in a territory with no Ancient figurines and/or places of power, it must move.

a. If there is a place of power in the neighboring territory, the tribe of humans moves there.

b. If there are no power places in the neighboring territory, but there are Ancient figurines, the tribe of humans moves to where the largest concentrations of Ancient figurines are.

If there are no Power Places or Ancient figurines in adjacent territories, the tribe of humans moves by 'one' toward the target within two territories, determined by the same logic (first to the power places, then to the largest concentration of the Ancients).

d. If there are no power places and Ancient figurines are at distance 'two', the same happens at distance 'three', and so on.

e. If there is an equal choice of movement direction - the active player chooses the direction of the movement of the tribe of humans.

IF NO HUMAN TRIBAL FIGURINES HAVE MADE A MOVEMENT

(It attacked, summoned spirits, or there are no human tribes in the desired territories): a new tribe figurine appears in each territory of an open card color where there is a human trail token (including the initial ones).

If there are already 12 tribal figurines on the field, and it is necessary to put in the thirteenth, the game ends immediately, and the players lose.

WHEN ACTIVATING A SPIRIT FIGURE, THE FOLLOWING MUST BE CHECKED:

1. If it is in a territory with at least one Ancient figure. If a spirit attacks, roll a die, and each clan takes population damage equal to the die roll divided by 2, rounded up for each figure in that territory.
2. If there are no Ancient figurines in the territory with the spirit, the spirit moves to the nearest territory with an Ancient figurine (regardless of the distance) and immediately attacks: roll a die, and each clan takes population damage equal to the die roll divided by 2, rounding up for each figure in that territory.
 - a. If the distance is equal, it moves to the place with the most Ancient figurines.
 - b. If the distance and number of Ancient figurines are equal, the active player chooses the specific location where the move will be made.

Example 1: In the Human Tribulation Phase, a green card has been opened. This means that all tribes and spirits that are in the green territories at that moment are active.

There are no places of power or Ancient figurines on the territory with this tribe. This means that it must make a move.



There are no places of power in the neighboring territory either, but there is a figure of an Ancient One, which means this tribe is moving toward it.

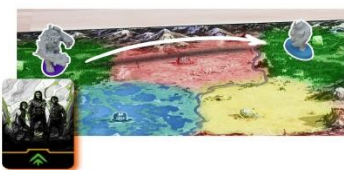


This tribe also moves, but there are no power places or Ancient figurines in neighboring territories. They may or may not be at a distance of two from this tribe. The priority is the place of power, and the tribe of humans must make a move one territory towards it.

Since this can be done in two ways, the player in whose turn it happens decides where this tribe of humans will move.



This tribe is adjacent to the Ancient figure and will attack. The population of this Ancient clan is reduced by one.



This spirit moves to one of the nearest Ancient figurines and immediately attacks. This will result in a population loss of one to three, depending on the die roll result.

The human tribes made movements during the phase, which means that new tribes are NOT added to the field.

Example 2: In the Human Tribes Phase, a yellow card has opened up and the Human tribes that are in the yellow territories are active.



Three human tribes are in territory with an Ancient figurine. This means they attack and reduce this clan's population by three.



The human tribes are in an area with an activated place of power. This means that they call a spirit, a random spirit card is drawn and one of the tribal figurines is removed from the field. In its place, the corresponding spirit figure appears in that territory. Since there is an Ancient One figurine in that territory, that spirit immediately attacks, reducing that clan's population on a die roll. The rest of the human tribes in this territory do nothing else.



Since none of the human tribes have moved during this turn, one new tribe appears in each yellow territory with an open human trail.

IF THE DECK OF HUMANS HAS RUN OUT AND IT IS NECESSARY TO TAKE A NEW CARD, DO THE FOLLOWING:

The leftmost of the closed fragments of the portal track is reversed, making it difficult to activate all of the remaining places of power.

The humans' cards are shuffled to form a new deck

PHASE OF THE ANCIENTS

The player chooses one of the actions that he or she will apply during this turn.

1. THE MOTION
2. THE ATTACK
3. THE POPULATION
4. THE DEVELOPMENT
5. THE DEGRADATION
6. THE ACTIVATING OF A PLACE OF POWER

The chosen action can be done by any of the clan's figurines. To perform it, the player will need to play cards of that action from his or her hand or cards of the color of the region where the action figure is located.

The player acts with his or her pieces one at a time. That is, first he chooses a piece, plays the appropriate cards on it, and applies their effect. Then he can choose another figure and do the same. This continues on, as long as there are available pieces on the field, there are cards in hand, and one wishes to carry out the chosen action.

Each figurine has a bonus for one of the actions.

Important: A figurine that has a bonus for an action receives the bonus only if at least one card has been played on it.

Players can reinforce each other's action by adding cards to the other player's action (see page...).

The player is not required to play all cards. Unplayed cards remain in the player's hand.

Attention! A player is supposed to perform only one action per turn!

If the player has no cards at the beginning of the turn or can not play them, the player immediately proceeds to the surplus cards.



MOVE

Green cards + the cards of the color of the territory in which the moving figure starts the move.

Each card played allows you to move one Ancient piece to one adjacent territory. One figure may make any number of moves, within the number of cards played on it. However each piece may only move once per turn.

When moving, each figure can move one open shard of power with it. The shard may be "picked up" and "thrown" at any moment of the movement.

When all Ancient figurines have finished moving, the power tokens in the areas where the Ancient figurines stopped are opened.

The green figure may move one additional territory if at least one card has been played on it.

Example: a red mammoth clan figurine begins its turn in a blue territory. The player plays one green card and one blue card, which allows him to move this figurine to two territories. Along the way, this figurine takes only one of the open power shards with it.

The green figurine stands on a red territory, the player plays one red card on it and moves on two territories as well, because this figure can always move on an additional territory if and when it moves.

Since the red figurine has completed a turn in the territory with a closed shard of power token - this token can now be opened.

The player cannot play this card on the red piece even though it is now in the red territory, since it has already moved during this turn.



Note that all areas that share a common boundary are considered contiguous. Mountains separate the "north", "west", "east", and "south" parts of the field (this may be important for activating a place of power) and the central area, but do not interfere with any movement.



ATTACK

Red cards +the cards of the color of the territory in which the attacking figure is located.

Each card played allows you to roll one combat die. The number of dice rolled is determined strictly before the roll. One figure may attack only once per turn.

Each result of four or more allows you to destroy one human tribe. The necessary values on the dice to destroy a spirit, as well as their number, are shown on the card of the spirit itself. Wounds on spirits do not accumulate. All damage must be dealt upon the spirit during a single attack. The rolls can be distributed among the targets in the territory where the attack takes place.

The red figurine participating in the attack rolls one more die when attacking. It is necessary to play at least one matching card.

Extra re: population

The player has the right, after a roll, to reduce his clan's population by one and roll any dice again. This can be done several times.

Example: A red mammoth clan figurine begins its turn in the blue territory. The player plays one red card and one blue card, allowing him or her to attack with three dice. He rolls 1, 2 and 5.

This allows you to remove one human tribe figurine from the territory but not enough to defeat the Spirit of the Stone. The player decides to spend one population and roll dice with 1 and 2. The new result is 4 and 2. This is enough to destroy either the two tribes of humans or the Spirit of the Stone.

The player cannot play more cards to make a new roll, since this piece has already made an attack during this turn.

The green figurine stands in the red territory, which means that the player can only play red cards to attack it. He plays one red card and attacks with one die.



POPULATION

Yellow cards + the cards of the color of the territory in which the activated figure is located.

The player increases the population of his tribe/clan by as many points as the number of cards played.

A yellow figurine participating in the action additionally increases the population by one.

Important: population growth does not cause figurines to be added to the fields immediately. The number of Ancient Clans' figurines changes ONLY when the generation changes (see page...).

Example: A red mammoth clan figurine begins its turn in the blue territory. The player plays one yellow and one blue card on it, and increases the population by two.

A yellow figurine stands on the red territory, the player plays two red cards on it. Since it is a yellow figurine, the population growth is 3: 2 for the cards and one more for the property of the figurine itself.

Even though the population marker now shows that the player can have four figurines on the field, the player does not place a new figurine there. This will only happen when a generation change occurs.



DEVELOPMENT

Blue cards + the cards, the color of the territory on which the activated figure is located.

This action allows you to protect the Ancient clan from degradation and get development cards into your deck. For each card played, you may move a degradation protection token along the track from left to right. This will reduce the number of degradation cards the player may receive in his deck when changing generations (see page...).

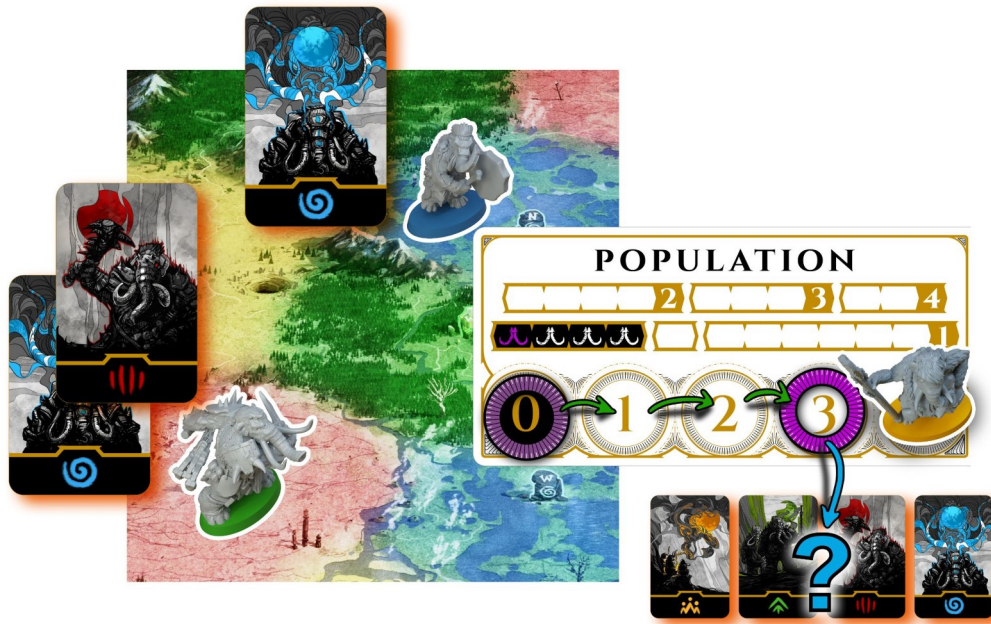
When the marker reaches the fields closed by the figurines, the player can take one Adaptation card for each card played from the "market" or from the top of the Adaptation deck and place it in his or her hand (the Market of Development cards is replenished at the end of the turn). Thus, the number of cards to be played to protect against degradation equals the number of figurines on the field.

The blue figure participating in the action increases the action by one.

Example: A green Ancient Clan figurine stands on the red territory. The player plays one red card and one blue card. This moves the marker two positions.

The blue figurine stands on blue territory. The player plays one blue card, but since it is a blue figure, the marker must move by two.

The first time he shifts and reaches the closed fields. This means that the player can take into his hand one of the development cards that are currently available.



ADAPTATION CARDS

Players can get Adaptation cards into their deck. These are special cards that show that the clan of the Ancients has adapted better to the new, cruel world.

Adaptation cards come in several varieties:



This card can be played at any point in the game to immediately gain three cards. Note that in this case, the player may have more than four cards in his hand.

It can also lead to an immediate generation change (see Page ...)



A card that allows you to take two different actions per turn. This card may be played as an action of the color indicated on it. In this case, it is no different from any other card, or it can be played after the player completes the action to immediately choose another action and play it according to the same rules. For example, a player may play one card to make a move, then discard the card that gives him or her an extra turn, and immediately play the "attack" action with the remaining cards.



This card counts as a card of any color of the player's choice.



This card counts as two cards of the specified color. However, it can only be played on one piece. In other words, you cannot "split" this card and play it separately on different pieces.



DEGRADATION CARDS

These cards will be shuffled into the player's deck and interfere with its function since the only way to get rid of degradation cards in your hand is to play them and spend the allowed action. Degradation cards that have been played are discarded (this means that they may be put back into the hand in the future). This action is not tied to figurines and territories, but it does take a player's turn.

As with other actions, other players can "help" by discarding their degradation cards if they are in the same or neighboring region (see "helping allies").

ACTIVATING A PLACE OF POWER



Blue cards + the cards, the colors of the territory on which the place of power is activated.

The number of cards needed to activate a place of power is equal to the number of already activated places of power +1.

To activate a place of power it is necessary to collect in one territory all the shards of power necessary at the moment.

In some cases, it is necessary to collect them on a specific territory. The necessary tokens and territories are indicated on the open portions of the portal track in the line coming from the power place token not yet placed on the field.

Note that each time you open a new fragment of the track, the difficulty of activating a place of power increases.

However, it no longer has any effect on the already activated places of power.

When a place of power is activated, discard any shards of power that were used for it (unused ones remain lying in the territory) and put the place of power figurine in that territory.

From this moment on, you are a little closer to victory, but the threat to you has also grown, as the humans will now summon spirits in this place that are much more dangerous than the human tribes themselves.

A place of power cannot be activated in the central territory!

Example: The portal track line indicates the need to collect shards of power in the yellow northern territory. This condition is met at the start of the Ancients' phase, and the player decides to choose the "Activate Place of Power" action. He or she discards two cards (since one place of power has already been activated) - one blue and one territory color. Those shards of power that were required to activate the place of power are removed from the field, and in their place in the territory, there is placed a token of the place of power.

The shards of power that were not required for this action remain in place.



ALLY ASSISTANCE

Players can reinforce each other's actions by playing another player's turn on the figurine of the player who is taking the turn now. It is necessary to have a piece in the same or neighboring territory where this action takes place. The action can only be reinforced strictly with the cards of that action (not the color of the territory)- and figurine bonuses do not matter for that.

These cards are added to the cards played by the player taking turns. However, the player must play at least one card by him or herself to be able to enhance his or her action.

Warning! Cards are added only at the end of the player's turn. Thus, by helping other players you lose cards that you could have used for your own actions.

Example: The red mammoth clan figurine plays an attack action in the blue territory. The player discards one red and one blue card for this action, getting three attack dice.

A Cats Clan figurine in an adjacent territory may help make an attack by discarding any number of red cards, and adding a die to each. Although it is also a red figurine, it does not add its bonus to the attack.



ADDITION OF CARDS.

At the end of the turn, the player can discard any cards and then gain up to four cards from his or her deck.

If his or her deck runs out and he/she needs to draw at least one more card, a generation change occurs (see below).

After completing all the actions associated with the change of generation, the player mixes new cards (including received cards of development and degradation), forms a new deck from it and gets up to four cards.

THE GENERATION CHANGE OF THE ANCIENTS

Every time a player has to draw a card, and his or her deck runs out of cards, a generation change occurs.

The player must perform the following actions:

1. Degradation check: If the player's degradation marker has not reached the closed boxes, the player must put as many degradation cards into his discarded card group as the number of boxes remaining before the last box is closed.

In other words, the player must add to the discarded card group as many degradation cards as he/she has pieces on the board, minus the number of development cards played during that generation. After that, the degradation marker is moved back to the initial position. If the player needs to take another degradation card, and there are no more, the game ends immediately with the players losing.

2. Population check:

a. If the number of figurines on the field is less than its current population, it adds figurines to the central territory, to the territory with its figurines or to the territory adjacent to its figurines.

b. If the number of figurines on the field is greater than its population, the player removes the extra figurines from the field (by his /her choice).

If there are no clan figurines left on the field after the population change (in other words, the population at the time of the change is 0 or less), the players lose immediately.

When you change generations, you can change the specializations of the figurines, replacing the current ones, while keeping their locations.

WINNING AND LOSING THE GAME

Players **win** immediately:

If at any time of the game, all four places of power is activated, and at least one figurine of each clan participating in the game is in the central area.

Players immediately **lose** in one of the following cases:

If there are already twelve tribe figurines on the field, and it is necessary to put the thirteenth.

If there are already three spirit figurines on the field, and the fourth must be placed on it.

If there are already eight trail tokens on the field and a ninth token is placed over it.

If you need to take a degradation card, and there are none left in reserve.

If at the time of the generation change of any of the Ancients its population is less than or equal to 0.

If at any time the population of any player has decreased to below four.

The general principle is: if the players must do something but can't, it's considered **defeat**.

FOR EXPERIENCED PLAYERS

GAME PREPARATION

We do not recommend using these rules in your first game. If you have mastered the basic game, you can add the following rules to it:

ACTION IN THE HUMAN TRIBAL PHASE

When the humans' deck is shuffled, among other things, open the the humans' discovery deck, Each of these discoveries takes effect from this point on and affects the rest of the game.

Human Discovery

MOVEMENT + ATTACK



From the moment this card was unlocked until the end of the game, every time humans make a move (but not when they appear across the trails) they immediately attack the Ancient figurines, whenever possible. This does not affect the movement priority. However, if human tribes enter an area with a place of power and Ancient figurines, they still attack.

+1 TO DEFENSE



From the moment this card was unlocked until the end of the game to destroy the Tribe of Humans you need a die score of 5 or more (instead of 4 or more).

+1 TO ATTACK



From the moment this card was unlocked until the end of the game, each time the humans attack the Ancients they reduce the population by one extra per attacked Ancient figure. The number of human tribe figurines attacking does not matter. That is, one tribe will decrease the population by two, and four tribes-- by five.

APPEARANCE + MOVEMENT



From the moment this card was unlocked until the end of the game, when tribes of humans appear in the area of the Human Trail, they immediately make a move. If the tribe of humans appeared in an area with an Ancient figurine or a place of power and this does not happen, they are already where they wanted to be in the first place

+2 DEGRADATIONS.



When this card is opened, the player on whose turn it happened, immediately puts two degradation cards into his deck. After that, this card is out of the play.

GAME PREPARATION

+ ACTION IN THE PHASE OF THE ANCIENTS

During his or her turn, the player can use his or her tribe's talents. This is independent of the action being performed and is done in addition to the action (except degradation, which does not allow the use of clan talents). To do this, he or she can discard a card of the same color as

the color of the action figure at any time of his turn. Each card played in this way allows one to put a talent token into an area with that tribe/s figurine or a neighboring tribe's figurine.

Each of the tokens has a different effect on the game (indicated on the Tribe Tablet). Most often, it can be reset to prevent humans from taking a certain action.

Each token is reset after it is triggered. Players decide whether to use the token or not. Activating a token placed on the field is not an action and does not require the use of cards from your hand.

CHOOSING OF THE "TALENT OF THE ANCIENTS" TABLET

Each player chooses one of the available Ancient talents and takes an Ancient talent card and all corresponding Ancient talent tokens.

TALENTS OF THE ANCIENTS

SPIRIT CALL BLOCKING

A token can be dropped at the moment when humans must summon a spirit at a given place of power. If no spirit summoning occurs, the tribe of humans remains on the field.

It does not matter what the number of humans in the location is as only one token is always spent for this action.

You can also put a token in a location without a place of power (in the expectation of its further appearance there).

THE PROTECTION

Acts when attacked by humans. Protects from all attacks of humans and spirits in a given territory during a turn. Gives +2 to the result of all dice rolls when attacking humans and spirits.

THE TRAP

Acts on tribes of humans and spirits entering this location (does not act on human appearances through trails). The player can activate any number of traps in the territory. Each activated trap allows you to immediately roll an attack die, as if someone had played an attack card.

THE BAIT

When you activate the bait, all tribes of humans in neighboring territories move into the territory with the bait, and those who were in it do not leave it ignoring all other targets.

THE TRAIL LOCK

If you activate this location, humans do not appear on the top during the token's use. The token is reset. It is also possible to place a token in a location with a trail that is not yet open (in the expectation that it will continue to appear there).