

Setup

Is this your first game? Begin with step 1.

For normal play: Start at step 2.

For extended play: Start at step 8.

1 Every player takes two tiles to begin with:

Player 1: Tanning & Bow

Player 2: Rope making & Fishing Pole

Player 3: Sowing & Casting bronze

Player 4: Pottery & Canoe

Now continue with step 5.



2 Shuffle the start tiles (marked with a yellow border) face down. Each player takes 2 start tiles with different types of landscape.

3 Shuffle the other tiles face down. Each player takes 3 of these tiles. Make sure every player has 5 different types of landscape.

4 Each player chooses 2 tiles with a maximum total value of 7 status.

5 Place your 2 tiles face up around the 2 village tiles on the table according to the following illustrations for 2, 3 and 4 players. Place a hut in your color on both of your tiles. Take the abilities with the same name as these tiles and place them in front of you.



2 players



3 players



4 players

6 Take all the remaining start tiles (including the ones discarded by the players) and shuffle them. Now randomly select 18/16/14 tiles with 2/3/4 players and place them face down in 2 'rings' around the village. The game should now look like this:



7 Take all the remaining tiles, shuffle them and add 5 tiles to each of the edges of the landscape. Turn the page to continue setup with step 15.



8 In the extended game, you do not start with any tiles at all. Thus you can choose your strategy all by yourself.

9 Place the two village tiles in the middle of the table.

10 Sort out the 12 start tiles (marked with a yellow border).

11 Shuffle the other tiles and add 10 of these tiles to the start tiles. Shuffle the pile containing the start tiles.

12 Add 2 tiles face up to the left and the right of the village tiles (these cannot be water tiles).



13 Place the other tiles from the same pile face down on your table creating 2 rings around the village.



14 Take the rest of the tiles and add 5 tiles (face down) to each of the edges of the landscape. Turn the page to continue setup with step 15.





15 Place 1 status counter on each face down landscape tile .

16 Is this your first game? Then place these ceremonial sites back in the box:

- Varna Necropolis
- Stonehenge

17 Shuffle the ceremonial sites.

18 Add 1 ceremonial site (face up) to each 'corner' of the landscape.



19 When playing with 3 or 4 players also add the extension tile of each ceremonial site. Use the pattern on the border of the tiles to place the right extension with the right ceremonial site.

20 Place 3 status counters on each ceremonial site.



21 Place the overviews next to the game board. Place them in such a way that all players can have a good look at them.



22 Place the resource counters, food cubes and status counters near the game board.



Status



Food



Resources

23 - 29

You:

23. Take the clan leader in your color.
 24. Take all the huts in your color.
 25. Take the 4 offer tokens in your color.
 26. Take the carrier board in your color.
- If this is your first game, use the side where you can carry 7 resources. Otherwise, the players decide which side to use.
27. Place a 5-value status counter on your carrier board.
 28. Place 16 food cubes on your carrier board.
 29. Take 1 antler, 1 tendon and 1 hide and place them on your carrier board.



Clan leader



Hut



Offer token



Carrier board



30 Determine a starting player. The starting player takes Ötzi (the starting player token) and keeps it for the whole game.