Setup

Is this your first game? Begin with step 1.

For normal play: Start at step 2.

- For extended play: Start at step 8.
- with a yellow border) face down. Each player takes 2 start tiles with different types of landscape.
- Each player takes 3 of these tiles. Make sure every player has 5 different types of landscape.
 - 2 players

8 In the extended game, you do not

can choose your strategy all by

9 Place the two village tiles in the

middle of the table.

start with any tiles at all. Thus you



4 Each player chooses 2 tiles with a

5 Place your 2 tiles face up around the 2 village tiles on the table

according to the following

maximum total value of 7 status.

illustrations for 2, 3 and 4 players.

Place a hut in your color on both

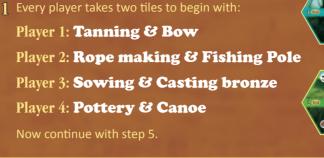
of your tiles. Take the abilities with the same name as these tiles and place them in front of you.

3 players

10 Sort out the 12 start tiles (marked

4 players

- **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



- **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.

with a yellow border). **11** Shuffle the other tiles and add 10 of these tiles to the start tiles. Shuffle the pile containing the

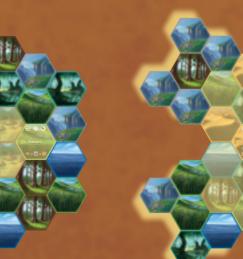
12 Add 2 tiles face up to the left and the right of the village tiles (these cannot be water tiles).

start tiles.









- **15** Place 1 status counter on each **19** When playing with 3 or 4 players face down landscape tile. also add the extension tile of each ceremonial site. Use the pattern **16** Is this your first game? Then on the border of the tiles to place place these ceremonial sites the right extension with the right back in the box: ceremonial site. Varna Necropolis Stonehenge 17 Shuffle the ceremonial sites. **18** Add 1 ceremonial site (face up) to each 'corner' of the landscape.
- ceremonial site.

20 Place 3 status counters on each

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.



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Status





Resources



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.





Offer token



Hut

Carrier board



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