

# ALTAMIRA

HUNTERS OF THE STONE AGE

A game by Peter - Paul Joopen



Dear Player! Before you read these game rules please have a look at the **supplemental sheet**. There you find the game preparations that should help you to easily understand how to use the game material. And now have fun in ALTAMIRA!

*Altamira in the year 11,765 B.C. - You live together with other hunters in a cave. Sitting at the campfire, every evening you plan where you want to go stalking the next day to bring home food, furs, and material for new weapons. On the hunt you meet not only saber-toothed tigers, bison and cave bears, but mostly also hunters of neighboring tribes you have to stand up to. Whoever masters this best and captures the most prey will be honored as the most successful hunter.*

## Object of the game

You send your hunters to hunting grounds where they make weapons; with adequate weapons, they can kill animals on the hunt that follows. This gives you prey points. The player with the most prey points wins the game.

## Course of the game

The player with the wildest mane gets the starting player token and the hunting right token. The game plays for several rounds. Each game round consists of 5 phases that you always play in the following order:

1. Sending hunters to areas
2. Making weapons
3. Exchanging weapons
4. Carrying out a hunting round / Distributing insignia if required
5. Gathering at the campfire

## Sending hunters to areas

- Each of you selects two of his six area tiles and lays them face down in front of him.
- After that, turn over both tiles and put your hunters into the chosen areas.
- If you want to send both hunters to the same area, you use the "x2" tile. (It is also possible to leave one or both hunters at the campfire.)

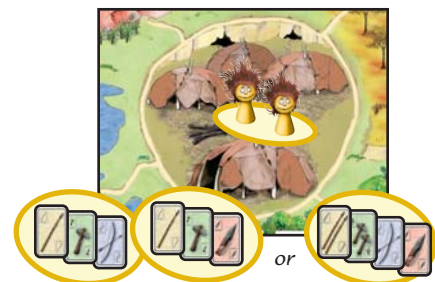


Gonzo lays out the campfire tile and the "x2" tile, so his two hunters remain at the campfire.

## Making weapons

Now, beginning with the starting player, you take weapons in turn:

- For each of your hunters, take **two** weapons from the hunting ground where he is. You may take either **two single weapons** or **one double weapon**.
- If both hunters are in the same hunting ground, you take four weapons there (e.g. one double weapon and two single weapons).
- For each of your hunters at the **campfire**, take **three different single weapons** from any hunting ground.
- If you make weapons of the same category, with **both hunters at the campfire**, you may choose two single weapons or one double weapon.



Gonzo has left his two hunters at the campfire. He takes one spear, one stone axe, and one arrow for his first hunter. He takes one more spear, one more stone axe, and one knife for his second hunter. Instead of the two single weapons "spear" and "stone axe", he would also have been allowed to take one double weapon of each of them.

If there aren't enough weapons left in an area, take fewer or no weapons accordingly.

## Exchanging weapons

Weapons may only be exchanged at the **weapon market** (see supplemental sheet "Set-up and game material"). The starting player begins; the others follow in turn.

You may exchange ...

- **2:1** - two identical single weapons (or one double weapon from your hand) for **one single weapon** that is on the weapon market.
- or
- **3:2** - three identical weapons for two identical weapons of another kind from the weapon market.

It may happen that single weapon categories at the weapon market are out of stock.

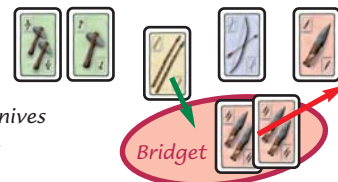
"Overpaying" is always allowed.

The amount of weapons at the weapon market changes constantly as the players exchange weapons. Single and double weapons are put on separate stacks.



Wilma exchanges two stone axes for one arrow at the weapon market.

Bridget wants two spears from the weapon market. She is willing to give up her knives for that. Since she only has two double weapons of those, she now exchanges four knives instead of three for the two spears.



## Carrying out a hunting round



At the beginning of a hunting round, the hunting right token is with the starting player. Then, as the hunting round progresses, the hunting right token is passed, in turn, from player to player. When you have it, you are the hunting master and may choose if you ...

- hunt only with **one** hunter.
- hunt with **both** hunters, one after another.
- refrain from hunting.

## The hunting master opens the hunt

If you want to hunt, you announce which animal on the **display** you want to go for. Each prey card there shows an animal that can be hunted.

### The prey cards

At the top of the prey card, the two weapon **categories** that are required to hunt this animal are shown. On the left the **primary weapon** is displayed, the **secondary weapon** is on the right side.



The **number** above the prey card indicates how many weapons per weapon category you need.

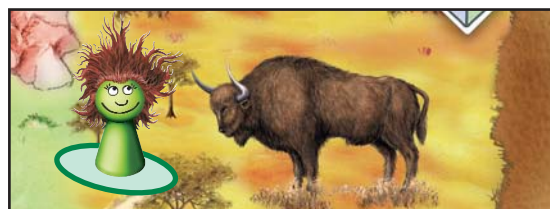
Here the **prey points** are displayed. There are animals with 1, 2, or 3 prey points.



In order to hunt the wisent in the middle of the display Fred needs at least 3 arrows and 3 stone axes.

You may hunt an animal only if you have at least one of your hunters in the according hunting ground.

Hunters sitting at the campfire don't hunt.



Only Fred's hunter may hunt the wisent since there is no other hunter in the savannah.

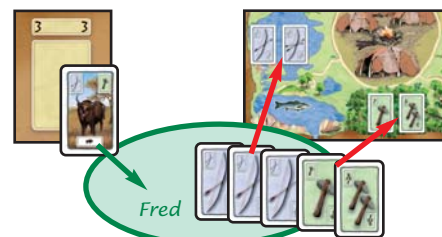
## Hunting alone

You hunt alone if ...

- no foreign hunter is in the same hunting ground.
- there are foreign hunters in the same hunting ground who don't want to or are not able to join the hunt.

You show the **hunting weapons required** and put them back onto the appropriate area tile piles. Then you take the prey card from the display and lay it out face up in front of you.

Fred hands over 3 arrows and 3 stone axes to receive the wisent.



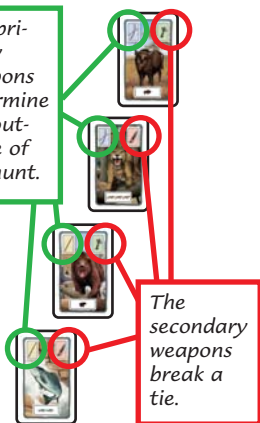
With your hunters you may...

- hunt **one** animal each when you are the hunting master.
- join the hunt anytime when other hunting masters hunt in the same area.

### Bluff weapons

Weapons that you lay out face down don't have to be hunting weapons. Unsuitable weapons serve as bluffs. This way you try to pull more weapons than may be necessary out of other hunters' hands in order not to leave another animal to them too "cheaply."

The primary weapons determine the outcome of the hunt.



### Foreign hunters join the hunt - display of weapons (example see below)

If your hunter is not alone in a hunting ground and other hunters want to **join the hunt**, a competition for the prey is held among the hunters. This competition takes place in the form of a **display of weapons** opened by the hunting master. This display of weapons proceeds as follows:

First, as the hunting master, you lay down at least the **required amount of hunting weapons face up** in front of you.

All co-hunters also lay down, in turn, **the required hunting weapons face up** in front of them and **at least one additional weapon face down**.

After that, you may, as the hunting master, choose from the following options:

#### a) You add more weapons face down.

Then, also the co-hunters, in turn, may increase their stake of **hidden weapons**. You repeat this until you, as the hunting master, decide on the option b) or c).

#### b) You don't add any more weapons and thereby end the weapons display.

#### c) You don't add any more weapons, but don't end the weapons display.

In this case, your co-hunters may, in turn, continue increasing their stakes as long as they want. After that, the display of weapons is finished.

Whoever does not want to add any more weapons in the course of the weapons display can let his stake lie, and awaits the end of the weapons display.

### Who gets the prey?

Now, **all players participating in this hunt** (also the players who have not added more weapons in the meantime) reveal the weapons that they put face down.

The player who laid out the most **primary weapons** wins the hunt. If there is a tie, the player who laid out more **secondary weapons** wins the hunt. If there is still a tie, the hunting master wins. If the hunting master is not involved in the tie, the player sitting closest to the hunting master in clockwise order wins.

The winner of the hunt takes the prey card of the killed animal from the display and lays it face up in front of him.

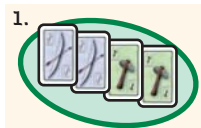
Then he puts all the **weapons** he used back on the area tile piles.

All other players involved in the hunt have to give up the bluff weapons they laid out-i.e. put them back on the area tile piles.

### Example of a display of weapons:



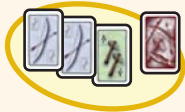
**Fred** is the hunting master. With his hunter in the savannah he opens the hunt for the wisent. **Bridget** and **Gonzo** have each positioned one hunter in the savannah and want to join the hunt. The hunting costs for the wisent there are two arrows and two stone axes.



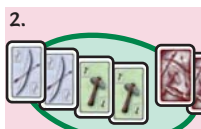
Fred lays down the hunting weapons required face up in front of him.



Bridget does the same and adds two more cards face down.



Gonzo also puts the hunting weapons required face up and one more card face down on the table.



Fred adds two face-down cards.



Bridget does not want to add any more cards and waits.



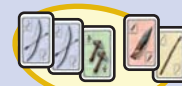
Gonzo adds one more card face down.



Hunting master Fred announces the end of the weapons display. All three players turn over their face-down cards. Fred had played one double arrow and one stone axe.



Bridget had placed three additional arrows.



Gonzo had bluffed with a knife and a spear.

#### 4. Hunt result



Fred has one arrow (primary weapon) less than Bridget. Therefore, he loses the hunt and takes his weapons back into his hand.



Bridget wins the hunt and receives the wisent from the display. However, she has to put all her arrows (primary weapon) and stone axes (secondary weapon) back into the corresponding areas.



Gonzo has to discard his bluff weapons (knife and spear). He may take the primary and secondary weapons back into his hand.



## The second hunter becomes active

If your second hunter is in a **hunting area** too, you can now hunt **one** animal with him in this area.

## The hunting right token changes hands

If you don't want to (or if you are not able to) hunt any longer you move the prey cards in the direction of the arrow from left to right.

You fill the spaces that are now available with new prey cards from the draw pile.

After that you pass the hunting right token to the player on your left who now becomes the hunting master.

The hunting round ends when each player has had the hunting right token once.



Fred moves the prey cards in the direction of the arrow.



Then he draws the top prey cards from the pile and places them on the spaces now available next to it. With the cards in this display, **Bridget** can now begin the hunt as the hunting master.

## Distributing insignia

There are four insignia cards  
- one for each kind of animal:



bear trophy



saber-toothed necklace



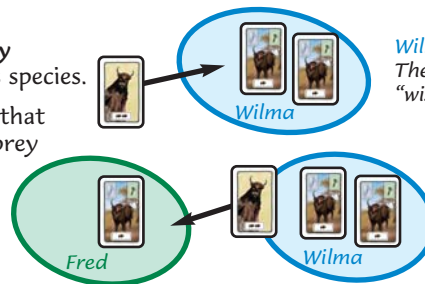
wisent cap



salmon wand

Each insignia card is worth **two** prey points.

- The player who is first to have gained **three** prey points of an animal gets the insignia card of this species.
- After that, the insignia card is always passed to that player who outnumbers the previous owner in prey points of this species. The prey points of the insignia card itself do **not** count in this case! If there is a tie, the insignia card does **not** change hands.



**Wilma** is first to have 3 wisent prey points. Therefore, she receives the insignia card "wisent cap".

Now, **Fred** hunts down a wisent with 3 prey points. Together with his first wisent he has 4 prey points of this animal category. Thus, he now takes the wisent cap from **Wilma**.

## Gathering at the campfire



At the end of a game round, you put your hunters back by the campfire. You take your two face-up area tiles from the table back into your hand. The **starting player token** is passed to the left neighbor, who also gets the **hunting right token**. A new round begins.

## End of the game and winner

The game ends when a player, **after the end of a round**, has obtained ...

- 18 or more prey points in a 3-player game.
- 15 or more prey points in a 4-player game.
- 12 or more prey points in a 5-player game.

The player who scores the **most** prey points wins the game.

If there is a tie, the player with more prey cards involved in the tie wins.

If there is still a tie, the player with more weapons wins.



**Wilma** has scored 16 prey points: 14 prey points by means of her prey cards and 2 prey points through her insignia card.

\* \* \* \* \*

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