

DOGGERLAND



Close your eyes, and imagine a time 15,000 years ago, at the end of the last great ice age.... A land existed, before being submerged by the North Sea to form the English Channel. A land where humans lived, hunted game, and used natural resources to survive there, despite the occasionally harsh climate. This territory has been dubbed "DOGGERLAND"...

By using wood and stone, by collecting bone and shells, the tribes created tools that allowed them to create their habitats, to fashion weapons and tools to go hunting or gathering, in order to find the nourishment necessary for their survival. Surely the will to live has driven humanity to develop, to learn to explore their territory, to move faster, and with greater efficiency. As a tribe grew with new births, its members needed to transcribe what they saw, what they experienced. Art was born. Humanity then began to create statues and necklaces, and to paint depictions of their way of living, in caves. Their handcrafted artifacts and paintings tell of their life, their emotions, their happiness, their religions, their exploits, and many other things besides.... Humanity had decided to make a mark on history!

Thousands of years later, we are still rediscovering these traces, these incredible proofs of an existence. But now you are the head of a prehistoric tribe, in the middle of a valley just waiting to be explored. Will you survive? Will you progress? Will you leave a trace for future generations?



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GOAL OF THE GAME

AFTER 8 SEASONS, YOU WILL TOTAL YOUR TRIBE'S POINTS 🏹 FROM BUILDING HABITATS, INCREASING YOUR POPULATION, THE RESOURCES YOU'VE GATHERED FROM THE LAND AROUND YOU, YOUR HANDICRAFTS, YOUR PAINTINGS, AND THE MEGALITHS YOU'VE ERECTED IN HONOR OF YOUR GODS. HOWEVER, YOU MUST SURVIVE THE HARSH CLIMATE OF GLACIAL WINTERS, AS WELL AS THE SCARCITY OF RESOURCES AND GAME. THE CLAN WITH THE MOST POINTS WINS!



CONTENTS



Double-sided game board



1 Central Starting tile

8 Starting tiles



54 Exhaustion tokens



1 Migration Priority arrow



1 1st Player hut



1 Round Tracker ring



60 Terrain tiles

24 Terrain tiles for 1- and 4-player games

36 Terrain tiles for 2- and 3-player games, including 4 Terrain tiles for a shorter game

30 resources of each type



Bone



Fur



Wood



Stone



Tool



Fruit



Meat



28 Animal meeples (7 of each)



24 double-sided Habitat tiles



18 Handcraft tiles



24 double-sided Scarcity tiles



12 Fresco tiles



8 Objective tiles for 2- to 4-player games



1 Tribe board (the back of which is used for Solo mode)

PER PLAYER



x1



x1



x1



x10



x3



x20



x2

1 village, 12 tribe members: 1 chief, 1 shaman, 10 hunter-gatherers, 3 megaliths, 20 cubes, 2 Shaman tokens, 1 player aid



x1



2 Storage trays



Scorepad

SOLO MATERIALS



The back of a Tribe board



30 cards with a Setup side and an Event side



1 Shaman Action overlay



11 Solo Objective tiles



2 white tribe members

NOTES: Scarcity tiles, cubes, and resources are unlimited. Scarcity tiles have the value -2 on the front, -10 on the back; you can always "make change" as needed. If you run out of something, find a substitute, or place a cube beside something to act as a 5x multiplier.

The ★ symbol represents the members of your tribe (chief, shaman, or hunter-gatherer).

To learn Solo mode, we suggest you read the complete rules, then the Solo mode specifics described on page 32.

CENTRAL SETUP

1

Place the board in the middle of the table, using the side designated for your player count (2–3 players on one side, 1 or 4 players on the other; this is indicated in one of the corners of the board). This board depicts the territory where you will develop your tribe.

2

Set aside the Central Starting tile and the other 8 Starting tiles (☀ symbol on the back). For a 2- or 3-player game, return the 4-player tiles (☀ symbol on the back) to the box; you won't need them. Shuffle the remaining tiles to form a face-down deck comprising one or more piles, and place it near the board. These tiles will be placed on the board as you explore DOGGERLAND.

5

Shuffle the Objective tiles and draw 4. Place these on the board, face up. Return the rest to the box. The tribes will compete to be the first to complete them.

6

Shuffle the Fresco tiles and randomly (and blindly) keep a number according to the player count (6/5/4 for 4/3/2 players). Return the rest to the box. Place these face down on the cave space on the board. Flip the first tile face up.

5

1

3

8

6

7

7

Place the Round Tracker ring on the first space of the Round track.

This ring will count the 8 seasons (rounds of the game), alternating between hot and cold seasons.

8

Place the Migration Priority arrow on one of the board edges (your choice). Animals will roam DOGGERLAND. If they are not hunted by the tribes, they will migrate according to the priorities defined by this arrow.



9

Form a supply of the Scarcity tiles.

10

Place the 7 winter Animal meeples and the 6 summer Animal meeples of each species in each corner of DOGGERLAND as indicated in the illustration.

3

Place the **Central Starting tile** in the middle of the board, on the space marked for it, oriented whichever way you like. Your story begins there. Each player places their village  there.

NOTE: This is the only time multiple villages will be on the same tile.

4

Shuffle the other 8 **Starting tiles**, and place them randomly surrounding the Central Starting tile. Make sure that these tiles are all oriented the same way (Migration Direction arrows in the same corner). Place a horse and a reindeer on their respective Starting tiles, which have their symbols. These 8 tiles are the territory your village knows at the beginning of the game. They include resources (wood, stone, fruit, shells, small game) and large game.

9



4



12



10



11

Shuffle the 18 **Handicraft tiles** to form 2 face-down decks; place them on the Handicraft area of the board. Draw Handicraft tiles equal to the player count +1, and lay them out in this location on the spaces provided (e.g. 5 tiles in a 4-player game).

13

Place the 24 **Habitat tiles** on the board near the habitat construction site, split into two stacks — one front, the other back — so everyone is aware of both possibilities (simple or prestigious habitats).

NOTE: If one of these stacks runs out, just split the other so you have both front and back stacks again.

2



Example of placing the Starting tiles: All the Migration Direction arrows are in their lower-right corners.



13

Place the resources (meat, fruit, wood, stone, fur, bone, tool) and Exhaustion tokens in the storage trays, within everyone's reach.

You will use these resources to represent food, progress, hunting, crafting, etc.

PLAYER SETUP

Each player chooses a color, collects all of the wooden bits of that color (meeples, village, Shaman tokens, megaliths, cubes), as well as a Tribe board, and then proceeds with the following setup:

1

Place your Tribe board in front of you, leaving space above and below it.

This represents your village and its dwellings, tribe members, resources, food, and abilities.

2

Take 3 furs  and 3 tools , and place them in their respective slots above your board. You will store all of your resources, except food, above your board.

3

Place 1 cube on the first level of each of your abilities. **From left to right:**
Movement Range
Transport Capacity
Toolmaking

4

Take a player aid.



5

Take your chief , your shaman , and 4 of your hunter-gatherers . Place 3 in the habitat in the upper-left corner, and 3 in the one to its right.

These first two makeshift habitats won't give you any tribe points, but serve as shelters. Later, you can cover them with constructed Habitat tiles.

6

Take 3 fruit , and place them in the first (leftmost) bowl. This bowl receives the fruit you gather.

7

Take 3 meat , and place them in the second bowl. Each time you receive fresh meat, it goes in this bowl.

8

Form a supply with your remaining 6 hunter-gatherers , 3 megaliths , 2 Shaman tokens , and remaining cubes.

9

The player who last visited a cave takes the 1st Player hut , and places it on space 1 of the Phase track on the left side of their Tribe board.



The bowls depicted on your Tribe board are used to track food spoilage. At the end of the round, uneaten  and  move one bowl to the right. Any food that moves out of the 3rd (rightmost) bowl spoils and is lost. Note that the 2nd and 3rd bowls might contain  and  after the food moves toward spoiling.

In a 2-player game, the 1st player removes 1  from its bowl.

In a 3-player game, the 1st player removes 1  from its bowl; the 2nd, 1 .

In a 4-player game, the 1st player removes 1  and 1  from their bowls; the 2nd, 1 ; the 3rd, 1 .

PLAYING THE GAME

The game lasts 8 rounds, which alternate between hot seasons ☀️ and cold seasons ❄️, tracked by advancing the 🕒 at the end of the round. These seasons will affect the frequency of different animal species on DOGGERLAND, as well as the cost of particular actions, such as requiring fur 🦊 to combat the chill of the cold seasons.

Note: A shorter 6-round variant is described on page 31.

Each round is divided into 5 phases.

PHASE 1 PROGRAM ACTIONS

(See page 7)

Take turns until everyone has dropped out.

PHASE 2 REVEAL TERRAIN TILES

(See page 17)

Each outing will allow you to see new territories to explore. The 1st player performs this phase.

PHASE 3 RESOLVE ACTIONS

(See page 18)

Everyone does this phase simultaneously; however, you can go in turn order if you wish. Perform your programmed actions in whatever order you like.

PHASE 4 ANIMALS MIGRATE

(See page 27)

Unhunted Animal meeples will migrate across DOGGERLAND. The 1st player performs this phase.

PHASE 5 END OF THE ROUND

(See page 28)

You perform certain actions, such as feeding your tribe, moving your village, and preparing for the next season.

The 1st player performs Phase 5 on the main board, and everyone simultaneously does their Tribe board.

At the end of 8 rounds, each player totals their tribe points. The player with the most wins.

The player with the 1st Player hut must announce each phase to the other players, to make sure no one misses anything.



The 1st player advances the 1st

Player hut 🏠 each phase on their Tribe board until Phase 5: End of the Round.

Then this player passes the hut to the player on their left to start a new round.

NOTE: A shaman ability can enable someone to keep or take the hut. If this happens, do not pass the hut to the left.

PHASE 1

PROGRAM ACTIONS

Starting with whoever has the 1st Player hut, then going clockwise, each player programs an action by placing a tribe member. This may continue more than one time around the table. When you no longer want to program any actions, you drop out (you won't be able to program any more this round). When everyone has dropped out, move on to the next phase (Phase 2: Reveal Terrain Tiles).

• THE ACTIONS YOU CAN PROGRAM ARE AS FOLLOWS:

A-CONSTRUCT A HABITAT (simple or prestigious)

B-CREATE A HANDICRAFT (necklace or statuette)

C-REPRODUCE (birth)

D-GATHER RESOURCES (wood, stone, fruit, shells, small game)

E-HUNT LARGE GAME (horse, reindeer, bison, mammoth)

F-PAINT THE FRESCO (using the Animal meeples put into the tribe's "collective memory")

G-IMPROVE YOUR ABILITIES (movement range, transport capacity, toolmaking)

H-USE THE VILLAGE SHAMAN (8 possible actions, each of which can only be performed once per player during the game)

IMPORTANT: Some actions, indicated on the board by the 🦋 symbol, have a cost you must pay at the moment you program them.

Sometimes you must pay a tool 🔨 to program the action, and sometimes a fur 🦊 if the current round is a cold season. For each such cost you can't pay (🔨 or 🦊), you take -2 from the Scarcity supply (place Scarcity tiles below your Tribe board). Exception: For an expedition (see page 10), you must pay the 🔨 cost; you cannot take Scarcity instead.

In Phase 3: Resolve Actions, you may opt out of resolving any or all programmed actions (for example, if you lack the required resources to resolve it), with no penalty, except for the shaman; however, everything you spent to program skipped actions goes to waste.

EXAMPLE: Programming the Paint the Fresco action requires 1 , and if it's a cold season, 1  as well. Creating a Handicraft also requires 1 , but not the  (because you do it in a habitat, which protects you from the weather). To Paint the Fresco, you could replace the tool with -2 of Scarcity, or the fur with -2 of Scarcity, or both with -4 of Scarcity (2 x -2).

Paint the Fresco:



Create a Handicraft:



The shaman is considered a hunter-gatherer, who can perform any action except Hunting Large Game (Animal meeples). This tribe member is too important to risk a hunting accident: This is the only tribe member who can perform the Use the Shaman action (see H, page 15).



The chief provides advantages when performing certain actions (more Mastery, costing fewer resources, etc.). These advantages are described for each action, and are summarized on your player aid.

• THE TERRAIN TILES

Each terrain tile depicts either an animal (on which an Animal meeple appears, depending on the season), or resources (wood, stone, small game, shells, fruit). The resources there will be depleted each time a tribe sends an expedition there. DOGGERLAND has limited quantities of these resources available. Sometimes you will have to move your village to be able to put new resources within your reach.



Terrain tiles on which Animal meeples appear
(Triangle at the top.) Shown here: A horse will appear in the hot season on the left tile; a mammoth in the cold season on the right tile.



Exhaustion spaces

Terrain tiles with resources

(Circle at the top.) Shown here: Two stones on the left; one shell on the right. The circles at the top and bottom will become covered by Exhaustion tokens during the game.

• THE ACTIONS IN DETAIL:

A - CONSTRUCT A HABITAT

(Programming cost: 1  in ; 1  + 1  in )

Habitats will be necessary to house newborn tribe members (see Action C: Reproduce), but also to improve your living conditions.

There are two types of habitat on the tiles (front/back):



Prestigious habitat: It houses only one tribe member. It is more impressive for your tribe's prestige, and is worth 3 tribe points at the end of the game.



Simple habitat: It is less comfortable, but can house 3 tribe members at once. It is worth 1 tribe point at the end of the game.



NOTE: At the beginning of the game, you already have 2 makeshift habitats worth 0 points to house your first tribe members.

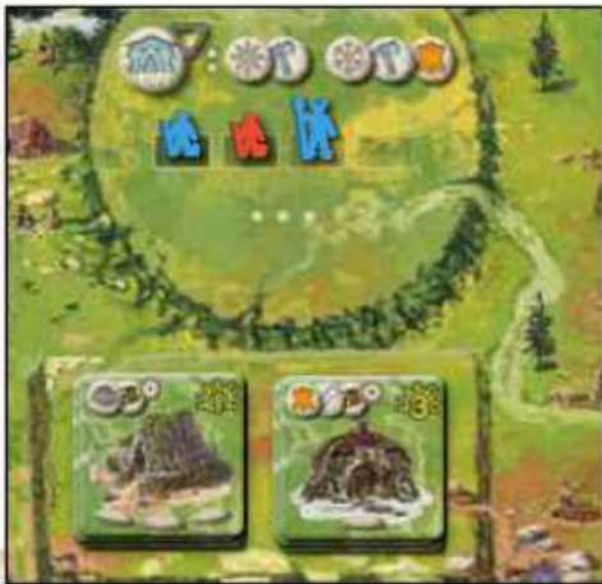
You can keep them as they are, or build new habitats atop them. You have 4 other empty spaces in which you may wish to build first.

To program construction of a habitat, take a tribe member from your Tribe board and place it on the habitat construction site. This location can host unlimited tribe members. Each player can go there, and each player can go there multiple times. However, you can only place one tribe member at a time per turn, and you must pay the programming cost for each tribe member you place there (there's a reminder on the board).



You do not need to have the construction resources available immediately (the cost is indicated on the habitat tile you wish to build). However, in Phase 3: Resolve Actions, you will need to have those resources (or not resolve the action). You could even choose the type of habitat you want, then place the tile on your board only once you resolve the action.

Chief's advantage: Pay 1 wood  fewer than indicated for the habitat when you resolve the action in Phase 3.



EXAMPLE: Blue wishes to build two habitats this round. On their turn, they place a hunter-gatherer and pay 1 . Because it is  , they don't need to pay a . For this first one, Blue plans to build a simple habitat to provide 3 spaces for future births, and thus will need to pay 1  and 1  upon resolving the action in Phase 3.

Red also chooses this action. Then, on another turn, Blue places their chief, and must again pay 1 . Blue has none, and decides to take -2 Scarcity in its place. Blue plans to make this one a prestigious habitat, and thus will need to pay 1  and 1  upon resolving the action (because the chief is performing the action, the 1  doesn't need to be paid).

B - CREATE A HANDICRAFT

(Programming cost: 1 , whether  or )

To program the Create a Handicraft action, take one of your tribe members from your Tribe board and place it on the Handicraft tile you wish to create. This tile must be unoccupied. **This action is limited: You can only create a handicraft once per round** (except for the chief's advantage*)! You do not need to have the resources available immediately for the handicraft. However, in Phase 3: Resolve Actions, you will need to have those resources (or not resolve the action). Right now, you only need to pay the programming cost: 1 .



NOTE: This action does not consume  no matter what season it is, because it is performed in your habitats.

Chief's advantage: * If you have placed your chief, you can still place a second tribe member on another Handicraft tile; OR if you have already placed a hunter-gatherer, you can still place your chief on another tile. These two placements must be made in two different programming turns; you cannot place them both at once. It must be two turns.

C - REPRODUCE

(Programming cost: none)



There is strength in numbers! But beware, you must be able to house and feed everyone.

To program a birth, take two tribe members from your Tribe board and place them simultaneously in the lower-left corner of your Tribe board, on the spaces provided for reproduction. The newborn comes into play during Phase 3: Resolve Actions.

Chief's advantage: None! The chief makes babies like everyone else!



GENERAL PRINCIPLES OF EXPEDITIONS

Composition and Costs

Your tribe will need to gather resources (wood, stone, fur, bone) to fabricate , construct habitats, create handicrafts, paint the fresco, pay the shaman, or erect . The tribe will also need to acquire fruit and meat by gathering or by hunting large game (horse, reindeer, bison, mammoth). To do this, members must venture into the Terrain tiles around their village. **Each group constitutes an expedition.**

You will need to program your expeditions in Phase 1: Program Actions, and take the benefits in resources during Phase 3: Resolve Actions.

To create an expedition, take tribe members from your habitats — possibly with  (weapons, knives, etc.) — to travel to a Terrain tile containing the desired resources or Animal meeples.

A gathering expedition is limited to a maximum of 3 components. Each hunter-gatherer, shaman, and  counts as 1 component; your chief counts as 2 components (this is summarized on your player aid).

Once the expedition has been assembled and sent, you can no longer modify it or reinforce it by adding components. You must choose the composition of your expedition on the first try. Furthermore, you cannot send an expedition of only .

Your expedition departs from your  and moves orthogonally on the Terrain tiles. The maximum number of tiles it can move depends on your Movement Range ability (2 at the beginning of the game; see page 14). The final tile of the expedition's move must either be unoccupied, or have a , a , or a  of your tribe; must have no opponent's pieces present; and must have no

other expedition of yours. However, the expedition can pass through such "illegal" tiles to reach its destination.

Your expedition will also give you a Mastery value . Each hunter-gatherer, shaman, and  of your expedition provides 1 ; your chief provides 2  (this is summarized on your player aid).

In Phase 3: Resolve Actions, when you take your resources, the total value of your  is multiplied by the resources indicated in the circle at the top of the terrain tile. For example, an expedition having 3  on a tile depicting 3  allows you to gather 9  (3×3).

However, your transport capacity determines the number of resources your expedition can carry home. At the beginning of the game, each tribe member sent can carry 2 resources, but this too can be improved (see page 15). In the example above, an expedition with 3 tribe members could only carry 6 of the 9  back home; the rest goes to waste.

An expedition to hunt large game is not limited to 3 components, but requires certain minimums to be respected (see page 13).

Furthermore, each expedition in the cold season  also requires spending 1  for the entire group to program it. As usual, this can be replaced by taking -2 Scarcity.

Chief's advantage: Provides 2 .



EXAMPLE AT THE BEGINNING OF THE GAME:

Red is the 1st player. Red sends an expedition of 3 hunter-gatherers to the tile with . Pink sends their chief to hunt horses. Then Blue sends an expedition of 1 hunter-gatherer and 1 shaman to . Yellow also needs wood, and settles on sending an expedition for  by sending 2 hunter-gatherers and 1  to have 3 . It's Red's turn again, but Red programs Creating a Handicraft, rather than another expedition. Pink sends the shaman for small game. Yellow then goes in search of , and Blue decides to hunt a reindeer with 4 hunter-gatherers (large game expeditions are not limited to 3 components).



BRRR... I REALLY NEED TO FIND SOME WOOD: WINTER IS BEARING DOWN HARDER AND HARDER.

IT'S ALREADY TOO COLD TO GO TO THE FOREST. WE'LL BURN BISON BONES.



THAT WON'T BE ENOUGH WE'D ONLY LAST A FEW DAYS.

DON'T WORRY! WE'VE MADE CAPES FROM THE BISON FURS. YOU WON'T BE FROZEN TO THE BONE!



HMM, NICE. CAN WE TAKE THEM? I HAVE HATCHETS READY.

NO NEED: THREE OF US COULD COLLECT DEAD WOOD WITHOUT HAVING TO CHOP DOWN TREES. BUT I SUPPOSE CHOPPING WOULD WARM YOU UP!



AH, THERE YOU ARE! I WAS WORRIED: NIGHT IS COMING QUICKLY.

WE TOOK THE TIME WE NEEDED TO STOCK UP WELL. I CAN ASSURE YOU THAT WE WON'T BE ABLE TO RETURN TO THAT GROVE FOR SEVERAL MONTHS.

EXAMPLE 1: Red forms an expedition with 2 hunter-gatherers, and thus 2 components. Its movement range is 2 (1 for each hunter-gatherer). Red could have added a 3rd hunter-gatherer or 1 shaman , because this expedition could take 1 more component. Red places the 2 hunter-gatherers on the tile with 2 berries , which is 2 tiles away from Red's village, conveniently the current maximum range. Furthermore, this round is a cold season, so Red must pay 1 cold season . Red will collect the resources in Phase 3: Resolve Actions.



EXAMPLE 2: Red forms an expedition with 1 chief and 1 hunter-gatherer, and thus 3 components (the chief counts as 2). Its movement range is 3 (1 for the hunter-gatherer + 2 for the chief). Red places the 2 tribe members on an unoccupied tile that provides 1 shell , which is 3 tiles away. This is possible because Red has since improved the tribe's movement range to 4 tiles. Currently, it's the hot season sun , so Red doesn't need to pay cold season . Red will collect the resources in Phase 3: Resolve Actions.



D - GATHER RESOURCES

(Cost: Organize an expedition; see page 10)

Organize an expedition to a tile depicting the desired resources berries , meat , shell , fish , gold , gems , or plants , respecting the expedition conditions (maximum 3 components [members and shaman], movement range, unoccupied Terrain tile, etc.). Remember to pay 1 cold season for the whole group in cold season (or take -2 Scarcity).

The resources will be generated and collected in Phase 3: Resolve Actions. Remember, what you collect will be the resources indicated at the top of the terrain tile, multiplied by the expedition's movement range total (see Phase 3, D, page 19).



The expedition above

will generate 3 berries
 $3 \text{ components} \times 1 \text{ berry} = 3 \text{ berries}$



The expedition above

will generate 6 berries and 6 fish
 $3 \text{ components} \times 2 \text{ berries} = 6 \text{ berries}$
 $3 \text{ components} \times 2 \text{ fish} = 6 \text{ fish}$



The expedition above

will generate 6 berries and 6 plants
 $3 \text{ components} \times 2 \text{ berries} = 6 \text{ berries}$
 $3 \text{ components} \times 2 \text{ plants} = 6 \text{ plants}$

Furthermore, the number of the resources generated in Phase 3 that you can transport will depend on your transport capacity per tribe member sent (see Transport Capacity, page 15).

• Peculiarity of shaman and chief

shaman and chief each generate 2 resources:

- a shaman generates 1 plant (of the sea) and 1 shell .
- a chief generates 1 meat and 1 cold season .

(This is summarized on your player aid.)



The expedition above will

generate 2 plants and 2 shells
 $2 \text{ components} \times 1 \text{ plant} = 2 \text{ plants}$ and $2 \text{ components} \times 1 \text{ shell} = 2 \text{ shells}$



The expedition above will

generate 3 meat and 3 cold seasons
 $3 \text{ components} \times 1 \text{ meat} = 3 \text{ meat}$ and $3 \text{ components} \times 1 \text{ cold season} = 3 \text{ cold seasons}$

REMEMBER: Your shaman can participate in gathering, including small game.

Chief's advantage: Counts as 2 components .

E - HUNT LARGE GAME

(Cost: Organize an expedition; see page 10)



Organize an expedition to a tile with large game on it, respecting the movement range and expedition costs (1), as well as 1 for the whole group in).

This time, the number of components in your expedition is not limited, because you must attain a minimum Mastery , and send enough tribe members to hunt the Animal

meeples. A table on your player aid gives you the conditions required to hunt, as well as the gains obtained through the hunt. You cannot hunt if the and the number of tribe members are not attained.

TABLE OF HUNTING / MULTIPLE RESOURCES

Mtn 2	3	6	8	
Mtn 1	2	3	4	
1	2	4	6	
2	3	3	5	
1	1	2	3	

Remember: cannot hunt large game

= + = +

The first row indicates the total required to combat the Animal meeples (a hunter-gatherer or 1 is worth 1 ; your chief is worth 2). The second row indicates the minimum number of tribe members you must send on your expedition (e.g. for a bison, you need at least 3 members).

Your chief only counts as 1 member, even though the chief is worth 2 . The other rows indicate the gains from the hunt, once the Animal meeples is hunted (see Phase 3: Resolve Actions, page 18).

Chief's advantage: Counts as 2 , but only 1 tribe member.

EXAMPLE: Red wants to hunt a bison 3 tiles away from the . The tile is not occupied by an opponent, and Red has a movement range of 4 tiles, so the bison is within reach. Red decides to send the chief (2) and 2 hunter-gatherers (1 each). Because the bison requires at least 3 tribe members to combat it, the expedition meets this quota. However, hunting the bison requires a total of 6 ! Red must either add more tribe members or pay . Red adds 2 in order to have a total of 6 .

Moreover, because this hunt is happening in , Red must also pay 1 . During Phase 3: Resolve Actions, Red will gain 4 , 3 and 2 (a total of 9 resources). However Red's transport capacity is only 2 per tribe member, so the 3 expedition members can only bring home 6 of the 9 resources, leaving the other 3 in the supply. That is, unless Red thinks to increase the tribe's transport capacity during the same round, before resolving the hunt...



IMPORTANT:

- If the tile contains resources, but there is a large game on it, you must first hunt the large game so you can gather there in a future round.
- The shaman cannot hunt large game.

F - PAINT THE FRESCO

(Programming cost: 1 in ; 1 + 1 in)



Fresco painting is an art form that will give you tribe points. Although our ancestors painted all sorts of things, in DOGGERLAND you only paint the Animal meeples successfully hunted by the tribe. To paint an animal, the meeples of the animal must be in your

"collective memory". This represents an exploit that the hunters recount to the other tribe members with so much enthusiasm that it's worth painting in a fresco. This "collective memory" is represented by 2 spaces on your Tribe board. You can only paint Animal meeples that your tribe still remembers.

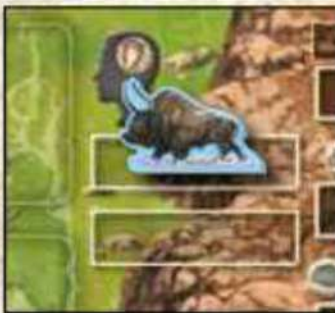
To program painting of the fresco, take a tribe member from your Tribe board and place it on one of the unoccupied animal spaces on a Fresco tile in the cave. Then pay 1 , and if it's , 1 as well.

This action is limited: You can only paint the fresco once per round (except for the chief's advantage*)!

You can program the Paint the Fresco action even if you do not yet have the chosen Animal meeples in your "collective memory". You will need to have it there in Phase 3: Resolve Actions, which will require hunting large game (see pages 20 and 23).

Chief's advantage: * If you have placed your chief, you can still place a second tribe member on another Fresco space; OR if you have already placed a hunter-gatherer, you can still place your chief on another Fresco space. These two placements must be made in two different programming turns; you cannot place them both at once. It must be two turns. In Phase 3, each (the chief and the hunter-gatherer) must paint a different Animal meeples, so you will need to have hunted 2 Animal meeples if you don't want to skip resolving any actions.

EXAMPLE: Red has already successfully hunted a bison in the previous round, and the Bison meeple is in the tribe's "collective memory" on Red's Tribe board. Red decides to program Painting the Fresco, and places a hunter-gatherer on the available depiction of a bison on the fresco, and pays 1 . Because it is , there is no need for .



Because Red has decided to hunt a reindeer this round, the Reindeer meeple will also enter the "collective memory", and will become paintable. On a later turn, Red places the chief on an available depiction of a reindeer on the fresco (Red must use the chief in order to paint 2 in the same round), paying 1  once again.



G - IMPROVE YOUR ABILITIES

with the option to make tools
(Programming cost: None)

Your Tribe board has three Ability tracks.



Movement
range



Transport
capacity



Toolmaking

To improve an ability, you must program a tribe member on the space of your Tribe board dedicated to this purpose. When you resolve the action, you must pay the required resources to increase the ability to the improved level. The resolution cost is indicated between each pair of levels.

IMPORTANT: You cannot improve the same ability more than once per round; however, you are allowed to improve several abilities per round, as long as they are different and you have programmed a tribe member on each.

• MOVEMENT RANGE



This ability represents the maximum number of tiles tribe members can move orthogonally from the  on an expedition. Your movement range starts at 2. Thus, each tribe member can go on an expedition as far away as 2 tiles orthogonally from the .

To improve it, place a tribe member on the space provided above the ability.

• TRANSPORT CAPACITY



When you hunt or gather, each tribe member has limited carrying capacity. This capacity represents the bags or other means developed by the tribe to transport resources or food. At the beginning of the game, each tribe member can carry 2 transportable resources.

When resolving a hunting or gathering action, the expedition will only be able to bring back what it can transport, even if the yield is greater. For example, if

you send 2 hunter-gatherers + 1  to a tile that provides 3 , this yields 9  (3×3).

However, if your tribe's transport capacity is 2, you could only take 4  (2 per hunter-gatherer)! The excess resources remain in the general supply. So it can be very beneficial to improve this ability to avoid waste.

To improve it, place a tribe member on the space provided above the ability.

• TOOLMAKING

This ability is a little different. By assigning a tribe member to this space, you could either improve your ability, or make , or do both.



The more you improve this ability, the more  you can make. These  are necessary for certain actions (Construct a Habitat, Create a Handicraft, Paint the Fresco, increased Mastery when hunting or gathering, etc.). You must plan ahead: You use this ability during Phase 1: Program Actions, but its effects won't be produced until Phase 3: Resolve Actions... which means its effects won't help you until the next Phase 1.

However, remember that you can almost always replace a  with -2 Scarcity when programming actions.

To improve this ability and/or make , place a tribe member on the space provided above the ability.

Chief's advantage: The chief provides no advantages in ability-improving actions.



H - USE THE SHAMAN



(Programming cost: None)

Your shaman is very important. The shaman can use magic to provide you with exceptional actions, and also directs the erection of megaliths  (places of worship: menhirs, standing stones, dolmens).

However, the shaman's magic is limited, and all of the shaman's actions are unique. Use these powers wisely!

You can only perform shaman actions with your Shaman meeple! Thus, you can only perform one such action per round. But the shaman can be used for the mundane actions any other tribe member can perform... except for hunting large game.



To program a shaman action, place your Shaman meeple on one of the 8 locations around the shaman's hut on the main board. Note that each space is unique. There can never be 2 shamans on the same space. Furthermore, if you

have already performed a particular shaman action in a previous round, you cannot perform it a second time later in the game (when you resolve the action in Phase 3: Resolve Actions, you will place one of your cubes beside the space to remind you of this).

There is no programming cost (no , and no  in ). The spending will occur in Phase 3: Resolve Actions to thank the shaman for providing magical services.

THE SHAMAN'S ACTIONS

Each action takes effect in Phase 3: Resolve Actions (see pages 24-27)

1

Paint perfectly on the fresco: This action allows you to paint the same animal up to 2 times on a single Fresco space in Phase 3. When you program this, place one of your Shaman tokens on an unoccupied Fresco space. There is no cost for placing the token.



EXAMPLE: Blue already has a Horse meeple in the tribe's "collective memory", and plans to hunt a second one. This means there will be 2 Horse meeples in the tribe's "collective memory" in Phase 3. Blue then places the shaman on Paint Perfectly, and immediately places a Shaman token on a Horse space in the fresco. This has no immediate cost, and will allow Blue to place 2 cubes on this Fresco space in Phase 3, granting double the points (2x1)! Of course, this will require 2 Horse meeples being in the "collective memory"; if there ends up being only 1, Blue will only place a single cube when resolving this action (see Phase 3 details, page 26).

4

Become the next 1st player and move your village before the others.

2

Take a long trip for an infinitely distant expedition.



3

Erect a megalith:

- A Menhir
- B Standing stone
- C Dolmen

5

Trade with a distant tribe to exchange resources.

6

Invoke twin birth: For this shaman action, you must place another tribe member (hunter-gatherer or chief) with the shaman.



EXAMPLE: Yellow wants twins, so the shaman and a hunter-gatherer go to the Invoke Twin Birth spaces. Resolving this action will provide 2 newborns.

During Phase 1, each player programs 1 action each turn, or drops out. Once you drop out, you can no longer program actions this round. After everyone has dropped out, advance the 1st Player hut to the next space of the Phase track and begin the next phase.

PHASE 2

REVEAL TERRAIN TILES

Expeditions outside your village allow you to discover new territories, which you can explore in later rounds.

For each tile-free space that is orthogonally adjacent to a tile with at least one tribe member (a Shaman token , doesn't count), or a  or a , the 1st player draws a new Terrain tile and places it on the space.

You can fill these spaces in any order you wish (without peeking at the tile first); however, we suggest that you start from a point on the map, and then proceed clockwise around the tiles already on the map. If the new tile depicts an animal, do not place the Animal meeple yet!



EXAMPLE: The tribes have gone exploring and Phase 1 is complete. Now the 1st player fills the newly "visible" spaces one by one with newly drawn Terrain tiles. Note that a megalith is all by itself in the lower-right corner, but it still allows the tribes to discover the adjacent terrain!



Here is the map after placing all of the new Terrain tiles in empty spaces orthogonally adjacent to tribe members,  (none in this example), and/or .



PHASE 3



RESOLVE ACTIONS

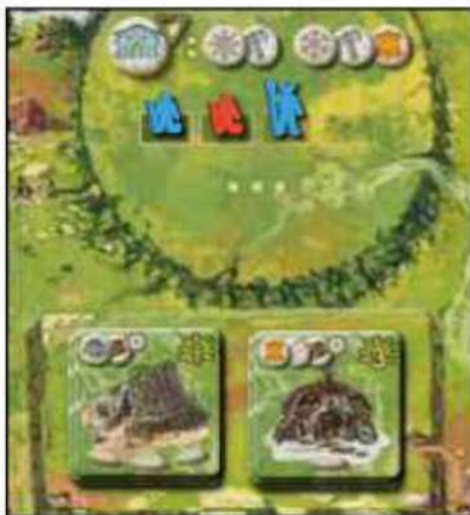
Now that programming actions has been completed in Phase 1, and the new Terrain tiles have been placed in Phase 2, you can resolve the actions you programmed. Resolve all of your actions in whatever order you like; however, you must fully resolve each action before moving on to another. Make sure you resolve them in an order that gets you the resources you need for the actions you planned (if possible).

Everyone can play this phase simultaneously; however, if you prefer, you can go in turn order, resolving all your actions before the next player goes. Turn order can really affect building a megalith (see page 26).

Certain actions (Construct a Habitat, Create a Handicraft, Improve Your Abilities, Use the Shaman) have a resolution cost indicated by this symbol: .

After you resolve an action, return the tribe member(s) you assigned to that action to a habitat (1 per prestigious habitat, 3 per simple habitat). Return all and resources you pay to the general supply.

A - CONSTRUCT A HABITAT



For each tribe member placed on this action, pay the resources required for a Habitat tile:

1 + 1 for a simple 3-person habitat

OR

1 + 1 + 1 for a prestigious 1-person habitat

If you cannot or do not wish to pay the resources, the programmed action goes to waste.



Place the tile on your Tribe board, on one of the 6 Habitat spaces. In addition to earning you points at the end of the game, habitats will be used to house new tribe members from births. Be sure your housing keeps up with your tribe's growth! Once you have built a habitat, you cannot remove or replace it.



Remember: Your Tribe board already has two makeshift habitats that you **can** cover with a Habitat tile when the other spaces are full.

Remember: The chief pays 1 fewer when building a habitat

B - CREATE A HANDICRAFT

For each tribe member placed on a Handicraft tile, pay the resources indicated on the tile. Then place it below your Tribe board. If you cannot or do not wish to pay the resources, the programmed action goes to waste.



C - REPRODUCE

Add a new hunter-gatherer from your supply to the Newborn space. The two tribe members who reproduced return to habitats.



IMPORTANT! You do not need to feed the newborn this round. It will move into a habitat at the end of the round, if there is space for it; otherwise, it will die immediately and be discarded.

NOTE: The more tribe members you have, the more actions you can take; but you will need to feed them.

D - GATHER RESOURCES

(wood, stone, fruit, shells, small game)

If you have sent an expedition to a Terrain tile depicting that does not contain an Animal meeple, you will generate the resources, and then transport as many of them as you can.

First, calculate the total of your expedition. Each hunter-gatherer, shaman, or provides 1 ; the chief provides 2 .

Then multiply this total by the resources indicated at the top of the Terrain tile.

Remember, 1 generates 1 and 1 ; 1 generates 1 and 1 .

EXAMPLES:

3 on a tile generates 6 and 6 .

2 on a tile generates 2 and 2 .

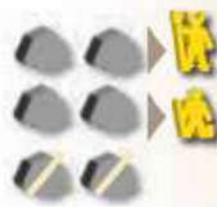
Then, from the supply, take only the quantity transportable by your expedition. This quantity depends on your transport capacity (see pages 15 and 24). Each member of the expedition can only carry a quantity up to this maximum (2–4, depending on your ability level). All leftover resources your expedition can't carry remain in the supply.

NOTE: The chief cannot carry any more than the other tribe members.

EXAMPLE 1:

An expedition of 1 chief and 1 hunter-gatherer is on a tile; the tribe's transport capacity is 2.

3 (chief: 2 + hunter-gatherer: 1) $\times$ = 6 . But they can only carry 4 (transport capacity per member is only 2). The other 2 that they couldn't carry stay in the supply.



EXAMPLE 2:

An expedition of 2 hunter-gatherers and 1 is on a tile. The total is again 3 (2 hunter-gatherers = 2 and 1 = 1). This generates 6 . In this example, the tribe's transport capacity is 3, so all the resources can be transported (3 per hunter-gatherer).



EXAMPLE 3:

An expedition of 1 hunter-gatherer, 1 shaman, and 1 is on a tile. The total is yet again 3 (hunter-gatherer, shaman, and are 1 each). This generates 3 and 3 . In this example, the tribe's transport capacity is 2, so the expedition can only transport 4 of those 6 resources. With the , they produced more than they could carry! Oops!



Place all transported , , , and  resources in their respective slots above your Tribe board. They are immediately available for use.



Place all transported food ( and ) in the bowls depicted at the bottom of your Tribe board.  go in the 1st (leftmost) bowl;  goes in the 2nd (middle) bowl. These also are immediately available, most notably to feed your tribe.



NOTE: At the end of the round, uneaten food will spoil a bit, and move one bowl to the right (see page 28).

Return the expedition members to the habitats on your Tribe board (remember: 1 per prestigious habitat; 3 per simple habitat). Finally, discard all  you took on the expedition, returning them to the general supply.

VERY IMPORTANT: Then exhaust the Terrain tile!

Gathering eventually depletes resources. You track this with the Exhaustion token.

In a 2-player game, the tile is exhausted completely, and no one will be able to harvest there again.

Place an Exhaustion token directly on the resource illustration.



You can never gather from this tile again, regardless of how many resources are in the supply.

In a 3- or 4-player game, the tile will be depleted after gathering twice. The first time an expedition gathers from this tile, place an Exhaustion token in the lower-left corner of the tile.



In a later round, when a second expedition gathers from this tile, move the Exhaustion token to be directly on the resource illustration.



You can never gather from this tile again, regardless of how many resources are in the supply.

E - HUNT LARGE GAME

If you sent any expeditions to Terrain tiles with large game (an animal Meeple), it is time to hunt it and return with , , and ! But will there be enough tribe members to carry it all? This action works almost the same way as gathering. First, total the  of your expedition.

Attention: The Animal meeple requires not only a minimum , but also a minimum number of tribe members.

NOTE: If, due to a programming error, you don't have enough of one or the other, the hunt is a failure, and your tribe members return to the habitats empty handed;  they took with them go to waste.

Remember: Each hunter-gatherer provides 1 ; each , 1 ; the chief, 2 .

A table on your player aid indicates the minimum required  and tribe members for each species.

EXAMPLE: In Phase 1, Yellow sent an expedition to hunt a bison. As you can see on the player aid, this species requires 6 . 2 hunter-gatherers provide 2 , the chief adds 2 , and 2 provide 2 , bringing the total to 6, reaching the quota. Additionally, Yellow sent 3 tribe members on the expedition, also meeting that quota. They can hunt the Animal meeple successfully.

Note that the bison is on a tile with because it has roamed during migration (see page 27). Because there was an Animal meeple here, Yellow cannot gather the .

• TABLE OF HUNTING / MULTIPLE RESOURCES

Min	2	3	6	8
Min	1	2	3	4
	1	2	4	6
	2	3	3	5
	1	1	2	3

Place the hunted Animal meeple on one of the two spaces of the "collective memory" on your Tribe board (see example below). If both spaces are already occupied by Animal meeples, you must replace one or discard the one you just hunted.

Collect the resources indicated on your player aid (limited by your transport capacity and number of expedition members), and place each in its respective location on or above your Tribe board. The tribe members return to the habitats. Discard the from the expedition.



Yellow places the and the 2 above the Tribe board, and the 3 in the 2nd bowl (fresh meat). The expedition members return to the habitats, and Yellow places the bison in the tribe's collective memory, completing resolution of this hunt.

IMPORTANT: Hunting large game does not exhaust the tile where it is located, because the resources cannot be gathered until a later round after the Animal meeple has been hunted.



The bison provides 4 , 3 and 2 , but Yellow only has a transport capacity of 2. The 3 tribe members on the expedition can only transport 6 of the 9 resources. Because Yellow's tribe already has plenty of meat, Yellow leaves ; and because the next season is hot, Yellow abandons 2 .





F - PAINT THE FRESCO

(Cost: Remove the Animal meeple from the "collective memory")

If you placed a tribe member on a Fresco space in Phase 1 (and possibly a second one with your chief), you can paint the animal there, provided you have the corresponding species of Animal meeple in your tribe's "collective memory".

If so, replace your tribe member with a cube of your color on the Fresco space, and return the tribe member to your habitats. Immediately discard the Animal meeple you painted from your "collective memory", returning it to the supply (a corner of the main board).

If you do not have the appropriate Animal meeple in your tribe's "collective memory", the action goes to waste; retrieve your tribe member without placing a cube. Each cube you place on the fresco will be worth the tribe points indicated beside its space.



EXAMPLE: During Phase 1, Red planned to paint a bison, and placed a hunter-gatherer on the Bison space of the fresco. Red successfully hunted one (this round or in a prior round), so there's one in the tribe's "collective memory".

So, Red replaces the tribe member on the fresco with a cube. The tribe member returns to a habitat on Red's Tribe board. Red discards the Bison meeple from the tribe's "collective memory", returning it to the supply of Bison meeples on the main board. Red will gain 3 tribe points at the end of the game for this painting.

NOTE: Placing cubes in the same row of the fresco can grant you additional points (see Final Scoring, page 30).

G - IMPROVE YOUR ABILITIES

(and make tools)

• MOVEMENT RANGE

(Cost: Indicated between the current and next level)

If you placed a tribe member on the Movement Range space in Phase 1, pay the resources required to increase your orthogonal movement range to the next level (first to 3 Terrain tiles, then to 4).

Move your cube to the next level.

You cannot increase this ability more than once per round.

EXAMPLE: Yellow programmed improving this ability for the first time, in order to have a maximum movement of 3 tiles. Yellow pays 1 ⚙️ and returns the hunter-gatherer to a habitat. From now on, Yellow's expeditions can move up to 3 tiles away from the ▲.



• TRANSPORT CAPACITY

(Cost: Indicated between the current and next level)

If you placed a tribe member on the Transport Capacity space in Phase 1, pay the resources required to increase your transport capacity to the next level (first to 3 resources per expedition member, then to 4). Move your cube to the next level. **You cannot increase this ability more than once per round.**

This ability is effective immediately. That is to say that your tribe members still on the Terrain tiles can now transport more things if they resolve hunting or gathering resources.



EXAMPLE: In Phase 1, Yellow had a transport capacity of 2, and sent 2 hunter-gatherers to a tile that produces . Yellow also planned to increase the tribe's transport capacity by placing a tribe member on the space to do so. In Phase 3, Yellow pays 1 and 1 to increase the tribe's transport capacity to 3 per expedition member. Now Yellow's expedition is capable of carrying all 6 they will gather. Because this effect applies immediately, Yellow's expedition will waste nothing.

• TOOLMAKING

(Cost: For next level and/or fabrication cost)

If you placed a tribe member on the Toolmaking space in Phase 1, you have 3 options:

- 1 Pay the required to improve your toolmaking to the next level (cost indicated between the current and next level). Move your cube to the next level. **You cannot increase this ability more than once per round.**

- 2 Pay the resources required to fabricate the number of indicated to the right of your cube (or of an earlier level). Place the above your Tribe board. **You cannot fabricate more than once per round.**

- 3 Improve then fabricate by paying both costs.



EXAMPLE: Yellow improves toolmaking by paying 1 , then can fabricate 4 by paying 1 and 1 , or just 3 by paying 2 (using an earlier level). Yellow also could have improved without fabricating , or could have fabricated without improving.

After improving an ability, return the tribe member to your habitats. If you cannot or do not wish to pay the resources, the action you programmed goes to waste.

H - USE THE SHAMAN

(Cost: According to Shaman action)

If you placed your shaman on one of the 8 actions around the shaman's hut (see page 16), pay the action's indicated cost, then perform the action and place a cube of your color on one of the 4 spaces connected to the action to indicate that you have made your one use of this action for the game.

• BECOME THE NEXT 1ST PLAYER

(Cost: 1 or 1 or 1)



IMMEDIATELY take the 1st Player hut and place it on Phase 3 of YOUR Tribe board. From now until the end of this round, you are the 1st player, as well as at the beginning of the next round!

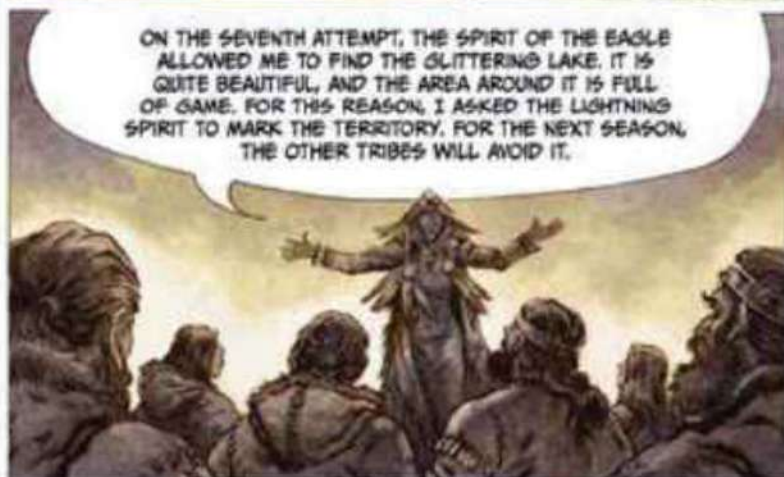


WE HAVE HEARD TALES OF A LAKE WHERE MANY FISH SWIM AND MANY HERDS DRINK. I WOULD LIKE TO TAKE OUR HUNTERS THERE, BUT IT IS OUTSIDE OUR TERRITORY AND WE DO NOT KNOW THE PATHS THAT LEAD TO IT.

HELP US FIND IT, AND I WILL GIVE YOU REINDEER FURS YOU COULD USE TO SOFTEN YOUR BED.



I WILL DO MY BEST, BUT KNOW THAT MY SEARCH COULD BE LONG. IT IS MORE DIFFICULT TO CONTACT THE EAGLE SPIRIT THAN IT IS TO CONTACT OUR ANCESTORS.



ON THE SEVENTH ATTEMPT, THE SPIRIT OF THE EAGLE ALLOWED ME TO FIND THE GLITTERING LAKE. IT IS QUITE BEAUTIFUL, AND THE AREA AROUND IT IS FULL OF GAME. FOR THIS REASON, I ASKED THE LIGHTNING SPIRIT TO MARK THE TERRITORY. FOR THE NEXT SEASON, THE OTHER TRIBES WILL AVOID IT.



LAST NIGHT, I SAW THIS LAKE AGAIN IN A DREAM, AND I THINK THAT THIS SITE MUST BE SACRED. PERHAPS WE SHOULD MOVE OUR CAMP CLOSER TO IT, AND ERECT A STONE ON ITS BANKS?

• TAKE A LONG TRIP

(Cost: 1  or 1  or 1 )



The legend says that the shaman would have the power to know distant lands by using the vision of an eagle. Myth or reality? Choose a Terrain tile with no opponent's  or . Place one of your Shaman tokens  on it, **no**

matter how far it is from your village. During the next round, you can make an expedition to this tile to gather or hunt! Moreover, no other tribe can go to that tile while your Shaman token is there.

At the end of the following round, remove the Shaman token, even if you did not send an expedition there.

NOTE: You may place your token on a tile with an opponent's tribe members on it; however, you'll want to make sure they're not going to exhaust the tile this round.

• INVOKE TWIN BIRTH

(Cost: 1  or 1  or 1 )



Place 2 new hunter-gatherers from your supply on the space for this on your Tribe board. As with normal birth, you do not need to feed them this round, and each must have a habitat space at the end of the round (or will die).

NOTE: You can still perform the Reproduce action in the same round to have a total of 3 births!

• TRADE WITH A DISTANT TRIBE

(Cost: 1  or 1  or 1 )



Exchange any 2 resources (identical or different) for any 1 from the general supply ( ); do this as many times as you wish. Only  are not allowed in the exchanges. If you take  or , place

them as if you'd freshly gathered or hunted them (1st bowl for , 2nd bowl for .

• PAINT PERFECTLY ON THE FRESCO

(Cost: 1  or 1  or 1 )



You can paint the Fresco space where you placed your Shaman token in Phase 1: Program Actions (see page 16). Retrieve your Shaman token  and place 1 or 2 cubes stacked atop one another. You can place 1 for each Animal meeple in your "collective memory" that matches this space. Finally, return the Animal meeples you painted from your tribe's "collective memory" to the general supply on the main board.

NOTE: You want to have 2 Animal meeples of the same species in your tribe's "collective memory" to make the most of this action.

• ERECT A MEGALITH

(Cost: 2/3/4 , 2/3/4 , and 2/3/4 )



Pay the construction cost in  +  +  according to your shaman's space. Place a  on a Terrain tile within reach of your  (according to your Movement Range). This tile must not have an opponent's  or .

Your  can go on the same tile as your village.

From now on, opposing tribes can no longer visit this tile; it is yours. However, they can still cross it, as usual.

On the main board, the different types of megaliths are represented by the same .

The only difference that matters is the cube you place on the Shaman action you used; that will determine its worth in the final scoring.

NOTE: You can erect the megaliths in any order.



After resolving a Shaman action, return your shaman to a habitat (and for the Twins action, return the other tribe member, too). Place a cube of your color on one of the 4 spaces beside the action. This is to remind you that you can never use this action again.

IMPORTANT:

- If you cannot pay for a Shaman action, you retrieve your shaman without any benefit, but you also do not place a cube. However, you take a penalty of -2 Scarcity , for wasting the shaman's time!
- If several players want to claim the same location (placing a megalith or Shaman token), they claim in turn order.

PHASE 4



ANIMALS MIGRATE

If any Animal meeples remain on DOGGERLAND, they will migrate. The 1st player should do this alone, to avoid mistakes. The faster animals, the Reindeer and Horse meeples, move 2 Terrain tiles.

The more massive animals, the Bison and Mammoth meeples, move just 1 Terrain tile.



The direction each Animal meeple moves for its entire migration is indicated by the arrow in the lower-right corner of its tile. Move the Animal meeple in the direction indicated (1 or 2 tiles, depending on the species), without changing direction, ignoring the arrows on intervening tiles. Then lay the meeple down to show that it's moved this round.

OTHER MIGRATION RULES:

- The priority for resolving each Animal meeple's migration is determined by the Migration Priority arrow at the edge of the board. The large arrow tells you to resolve migration for animals across the board from one side to the other. In case there are multiple Animal meeples "tied" according to the large arrow, use the small arrow the same way to determine which of them migrates first (see example below).

EXAMPLE: The large arrow indicates that we should resolve migration left to right. Because we have 2 Animal meeples in the same column (the leftmost), we look at the small arrow to see which one to resolve first (top to bottom). So, we move the mammoth [1], then the horse [2], then the reindeer from the 2nd column [3], and finally the bison from the 3rd column [4].



- The migrating Animal meeple will ignore Animal meeples in tiles it crosses; however, if it would end its migration on a tile with another Animal meeple, it keeps moving (even if the other one hasn't migrated yet) in the same direction.
- If a migrating Animal meeple moves beyond the final Terrain tile, it "wraps around" to start from the tile furthest directly behind it.
- If a migrating Animal meeple traverses a gap with no Terrain tile, skip the gap; it doesn't count toward the animal's move. Just keep counting from the next tile.

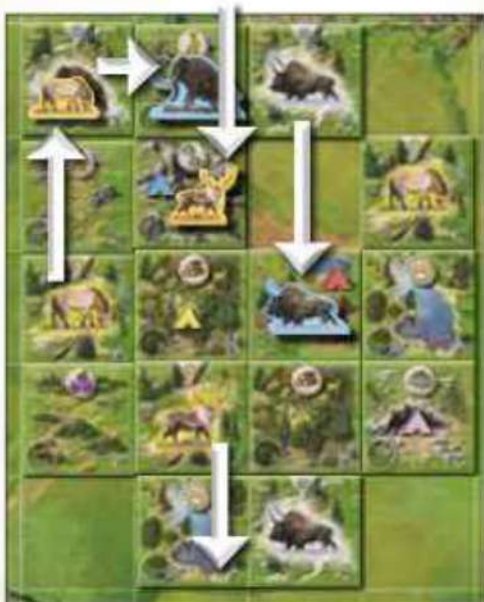
EXAMPLE, CONTINUED: Let's revisit the situation described in the previous example.

The mammoth moves 1 tile rightward.

The horse moves 2 tiles upward.

The reindeer moves 2 tiles downward. Because its 2nd step takes it out the bottom, it continues from the top; however, it lands on the mammoth, so the reindeer must move one tile further, ending its migration at the blue village.

The bison moves 1 tile downward, skipping a gap to move to the next actual tile.



Once all of the Animal meeples have migrated, stand them up again. Now move the Migration Priority arrow clockwise to its next space, oriented in the direction indicated by the space. This indicates the migration priority for the next round.

NOTES:

- Most of the time, migration will be obvious, because few Animal meeples will survive the hunts of the round.
- Sometimes an Animal meeple migrates back to where it started.
- A Terrain tile cannot contain 2 Animal meeples. Ever.

PHASE 5



END OF THE ROUND

Perform the following steps:

1. FEED YOUR TRIBE

You must feed your tribe. You do not need to feed newborns. Pay 1 food per tribe member. 🍖 is worth 2 food (and thus feeds 2 tribe members). 🍎 is worth 1

food. For each unfed tribe member, take -2 Scarcity 📉. Once you've fed your tribe, the remaining food spoils a little. Move the 🍌 and 🍖 rightward 1 bowl. Thus, the food in the 3rd bowl rots; discard it. Then food in the 2nd moves to the 3rd, and 1st moves to 2nd. Now move your newborns into habitats. If you can't, you must discard them!

Remember: 3 tribe members per simple habitat; 1 per prestigious habitat.



2. CHECK THE OBJECTIVES

Each player checks to see if they completed objectives on one or more of the 4 Objective tiles set up at the beginning of the game.

If you are the first to complete an objective, place one of your cubes on its 5-point space. If several people completed it this round, stack their cubes on the same space.



If you complete an objective that someone first completed in a prior round, place one of your cubes on its 3-point space. If several people completed it this round, stack their cubes on the same space.

IMPORTANT: Each player can only complete each objective once.

If an objective has been completed in two prior rounds, you don't place a cube (there is no 3rd place). See Objective Tile Details, page 31.

3. ADVANCE THE ROUND TRACKER

Advance the Round Tracker ring. If it was already on the final round, skip this step and go directly to final scoring, page 30.



4. ADD ANIMALS

If the new round is a season,

add and to their respective spawning Terrain tiles (if the tile already contains an Animal meeple, skip it).



If the new round is a season,

add and to their respective spawning Terrain tiles (if the tile already contains an Animal meeple, skip it).



NOTE: If you run out of Animal meeples for a species, place the new ones according to the Migration Priority arrow.

5. FLIP A NEW FRESCO TILE

Flip the next Fresco tile face up.

NOTE: The Fresco tiles should be lockstep with the Round Tracker ring.



6. REFILL THE HANDICRAFT AREA

If any Handicraft tiles have been completed, fill the empty spaces on the main board by placing new tiles face up in them (while respecting the maximum of $X+1$ tiles, where X = the player count).



7. MOVE YOUR VILLAGE

In clockwise order, starting with the player who has the 1st Player hut , each player moves their  up to 2 tiles orthogonally (regardless of their Movement Range). The destination must not be occupied by an opponent (, , or ), but can have an Animal meeple. You cannot return to the Central tile unless it's unoccupied.



NOTE: If someone has taken the Shaman action Become 1st Player, this is who moves their  first, because they have the 1st Player hut.

8. NEW 1ST PLAYER

Pass the 1st Player hut  to the player on your left. Attention! If someone took the Shaman action Become 1st Player this round, skip this! Not only did they take the 1st Player hut already, they moved their  first (see Step 7), and get to be 1st next round!

Begin a new round, starting Phase 1: Program Actions with the 1st player, going in clockwise order.

FINAL SCORING

After the end of the final round, use the scorepad to tally each tribe's  points:

- Earn 1 point per tribe member.
- Earn 3 points per prestigious habitat; 1 per simple habitat.
- Earn the points depicted on Handicraft tiles you created.
- Earn the points for megaliths your shaman constructed (6/8/10).
- Earn the points for each Objective tile with your cube on it (5 or 3).
- Earn the points for each animal you have painted on the fresco (1 per horse, 2 per reindeer, 3 per bison, 4 per mammoth). If you have 2 cubes stacked on a single painting, due to a Shaman action, you earn those points for each cube.
- Count pluralities per row of the fresco. The player with the most cubes in a row gets 4 points, second gets 2 (in a tie, each tied player gets the full points for their rank). See example to the right.
- Deduct the penalties for Scarcity tiles .



EXAMPLE of just the fresco row pluralities

Top row: Pink gets 4 points; Yellow gets 2.
Middle row: Red gets 4 points; Pink and Yellow get 2 each.
Bottom row: Blue gets 4 points; Red gets 2; Yellow gets 0.

The tribe with the most points leaves a trace of its existence for thousands of years to come.

If there's a tie, the tied player with the most total resources and  (i.e. wood, stone, tools, fur, bone, meat, and fruit) wins.

If it's still a tie, the tied player with the least Scarcity wins. If it's still a tie, the tied players share the victory.

SHORTER 6-ROUND VARIANT

This variant enables you to play a 6-round game, rather than the full 8-round game. The game plays the same way, but the final scoring occurs after the 6th round. There are a few changes to the setup, but that's it:

- Set aside the 4 "Shorter Game" Terrain tiles. These 4 tiles are among those used for a 2- or 3-player game.



- Set up the game as usual; however, start in Round 3, rather than Round 1.

- Then add the 4 tiles you set aside, placing one on each side around the 9 Starting tiles to form a sort of cross, as follows: Place the animal tiles opposite each other, but without Animal meeples on them; place the resource tiles (or) opposite one another.



- Each player adds 1 and 1 to their respective bowls.

- Each player takes their choice of any 3 of the following resources: fur, stone, wood, bone.

- Each player may pay the required resources to improve one of their abilities one level (Movement Range, Transport Capacity, or Toolmaking).

EXAMPLE: Pay 1 and 1 to improve Transport Capacity from 2 to 3.

Play the game as usual for 6 rounds, then go to final scoring.

NOTE: This variant is also a way to start the game in a easier mode.

OBJECTIVE TILE DETAILS



Have at least 10 tribe members (including chief and shaman).



Use at least 5 actions at the shaman hut.



Have habitats worth at least 9 points.



Paint at least 1 animal of each species.



Max out all tribe abilities (Movement Range, Transport Capacity, Toolmaking).



Create at least 5 Handicraft tiles.



Erect all 3 types of megalith.



Have at least 1 birth, erect 1 megalith, paint 1 hot-weather species, paint 1 cold-weather species, create 1 handicraft, and build 1 prestigious habitat.

SOLO SETUP

Solo mode setup is almost the same as multiplayer setup.

- Set up the game like a 4-player game (6 Fresco tiles, 5 Handicraft tiles).
- Do NOT set up Objective tiles.
- Cover the Shaman action Become 1st Player with the Shaman Action overlay that has the Move Your Village action.
- Take the yellow components and a Tribe board.
- Place only your village  on the Central tile (you start with 3 , 3 , and 3 ).
- Take the 1st Player hut  (you will use it to keep track of the phase).
- Take a second Tribe board and flip it over. Then set up Solo mode as indicated below:



Important! These 2 Solo Objective tiles cannot be in play at the same time. If this happens, randomly remove one of them, and replace it with another.

1 Place the Solo board nearby (it's on the back of a Tribe board).



2 Shuffle the 11 Solo Objective tiles and take 6-8, depending on the difficulty level you desire (6 is Easy; 7 is Medium; 8 is Difficult), and lay them out face up above the Solo board.

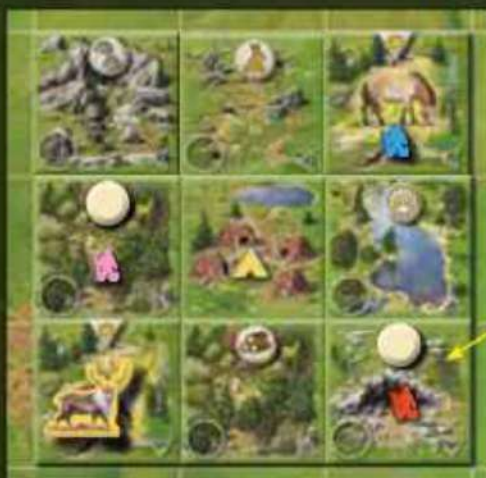
3 Place the white chief and hunter-gatherer, as well as the red and blue shamans, near the Solo board.



4 Shuffle the 30 Solo cards. Draw 8 without peeking, and place them face down on this space.



According to the back of the first Solo card, place a blue, a red, and a pink hunter-gatherer on the locations indicated on the starting tiles of the main board. Totally exhaust these tiles! If an Animal meeple is on one, remove it, and place it in the "collective memory" on the Solo board (see next page).



THE COLLECTIVE MEMORY



Add all Animal meeples that the opposing hunter-gatherers (red, blue, pink) hunt to the "collective memory" of the Solo board.

It has 5 spaces. When you add an Animal meeple to it, always place it in the rightmost empty space.

If all 5 spaces are occupied, you must follow the priorities explained on page 35.

PLAYING THE GAME

A Solo game lasts 8 rounds like a normal multiplayer game. Each round is divided into phases. The goal is to accomplish a certain number of Solo Objectives (placed above the Solo board) defined by the difficulty level (4 of the 6 in Easy; 5 of the 7 in Medium; 6 of the 8 in Difficult). See the details on page 36.

PHASE 1

PROGRAM ACTIONS

You always start with your opponents' actions. Flip the first card of the Solo deck face up on the space reserved for this. Then apply the event and the action, and place the opponents' Shaman meeples (upper part of the card; see detail below).



• RESOLVING THE SOLO CARD

1 First of all, read the event that applies to this round. This could lead to modifications to a phase, or adding or discarding resources or meeples (including white ones), etc.

If the card has this symbol , the event is mandatory, even if you can only do part of it. For example, if you must discard resources, but you don't have the number indicated, you must discard as many as you can. If this symbol is absent, the event is optional. There may be additional text at the bottom of the card to end the event.

2 Secondly, resolve the opponent's action. This is mandatory.



Discard the face-up Handicraft tiles with a statuette from the Handicraft area:



Discard the face-up Handicraft tiles with a necklace from the Handicraft area:



Paint all possible spaces matching Animal meeples in the "collective memory" on the Solo board, using blue cubes and returning the Animal meeples to their supplies on the main board. If an Animal meeple cannot be painted due to a lack of Fresco spaces, leave it in the "collective memory" on the Solo board, unless all 6 of the Fresco tiles have already been revealed.

NOTE: You can paint the fresco without worrying about the row pluralities, because plurality points aren't awarded in Solo mode.

3

Then, place the red and blue shamans on the spaces indicated around the shaman hut on the main board. They block those Shaman actions this round.

• THEN PROGRAM ALL OF YOUR ACTIONS

As usual, you cannot occupy a Terrain tile with an opponent's hunter-gatherer, but you can pass through them when moving.

In Solo mode, you are allowed to take -2 Scarcity to replace a  during an expedition, or a  or  when programming a handicraft, painting the fresco, or constructing a habitat. Place this Scarcity tile on the Solo board.

You are allowed 3 tiles at Easy difficulty; 2 in Medium; just 1 in Difficult.

If you must take more than you are allowed, you lose!



PHASE 2

REVEAL TERRAIN TILES

Place new Terrain tiles just as in multiplayer mode. Opponents' hunter-gatherers count for discovering new territories as usual.

PHASE 3

RESOLVE ACTIONS

Resolve all of your actions (only yours). All actions resolve as usual, except for the following peculiarities:



When you resolve a gathering expedition, totally exhaust the tile the first time, like in a 2-player game (place the Exhaustion token at the top of the tile). The resources are no longer available.



The Shaman action Become 1st Player has been replaced by Move Your Village. This permits you to move your  immediately

when you resolve this action (up to 2 tiles, as usual). You still get to move your village at the end of the round (thus this action enables you to move it a total of 4 tiles in one round).

PHASE 4

ANIMALS AND OPPONENTS MIGRATE

This is broken down into 2 steps: Opponents' tribes migrate, then Animal meeples migrate.

1. OPPONENTS' TRIBES MIGRATE

On the lower part of the card, each opposing hunter-gatherer migrates the distance and the direction indicated by the arrow on the card. As usual, an opposing hunter-gatherer cannot end its migration on a tile with your , your , your , or a hunter-gatherer of a different color.

The destination tile must be free of all these components. If that is not the case, keep moving until it's true. Skip gaps between tiles, and if the hunter-gatherer moves beyond the Terrain tiles, it "wraps around" to the other side, just like Animal meeples do.

Always do red first, then pink, then blue.

Example:



If an opposing hunter-gatherer crosses or lands on a tile with large game, immediately add it to the "collective memory" on the Solo board. A maximum of 5 Animal meeples can be stored there. On the other hand, if the Animal meeple is on a tile with your , , or one of your  when the opposing hunter-gatherer crosses the tile, the Animal meeple stays there; you've staked a claim to it!

IMPORTANT: If an opponent's hunter-gatherer kills an Animal meeple, and there are already 5 in the "collective memory" of the Solo board, check the following priorities:

- If all 6 Fresco tiles are already face up on the board, and there are no more available Fresco spaces to paint this animal, discard it immediately.
- Otherwise, if all 6 Fresco tiles are already face up on the board, and one of the Animal meeples in the "collective memory" on the Solo board can no longer be painted, because there are no more available Fresco spaces for it, discard it, shift the others rightward, and add the new Animal meeple to the left end.
- Otherwise, remove the rightmost Animal meeple from the "collective memory" of the Solo board, shift the others rightward, and add the new Animal meeple to the left end.

After an opponent's hunter-gatherer moves, if it lands on a tile with resources, exhaust the tile completely! ...even if this hunter-gatherer just hunted large game on it!

NOTE: They only exhaust the tile they land on, not the ones they cross.

2. ANIMALS MIGRATE

Just as in the multiplayer game, move the Animal meeples according to their species ( and  move 2 tiles;  and  move 1)

If an Animal meeple crosses or stops on an opponent's hunter-gatherer, it gets ambushed and immediately added to the "collective memory" of the Solo board, respecting the priorities above.

PHASE 5



END OF THE ROUND

In the End of Round phase, perform the steps as usual, noting the following changes:

- When the Animal meeples spawn, if one spawns on an opponent's hunter-gatherer, it gets ambushed and immediately added to the "collective memory" of the Solo board, respecting the priorities.
- Remember to refill the Handicraft area to 5 tiles as if it were a 4-player game. If the deck runs out, shuffle the discards to form a new deck.
- Each tribe member you fail to feed penalizes you with a -2 Scarcity tile that must go on the Solo board. **Remember:** If you exceed your quota (3 for Easy; 2 for Medium; 1 for Difficult), you lose!
- Check the Solo Objective tiles at the end of the round. Place a cube on each tile you complete (use the red cubes if you run out)!

Attention: If a Solo Objective tile is invalidated by an event, remove the cube: You must complete it again.



EXAMPLE: You have created 4 Statuette Handicraft tiles, built 4 prestigious habitats, and hunted 6 Animal meeples, but you need 3 more to complete this objective. Because you are playing a Difficult game, you still need to complete 4 more (because the 9-animal one still isn't complete) to win.

END OF THE GAME

According to your difficulty level:

- **Easy:** If you have completed 4 of the 6 objectives, with no more than 3 Scarcity tiles, you win!
- **Medium:** If you have completed 5 of the 7 objectives, with no more than 2 Scarcity tiles, you win!
- **Difficult:** If you have completed 6 of the 8 objectives, with no more than 1 Scarcity tile, you win!

If you have met the victory conditions before the final round, finish all 8 rounds of the game, because events can steal your victory, such as needing to feed your tribe. You must still survive until the end without losing your objectives, and without exceeding your Scarcity quota!

WARNING: Certain events can cause you to lose immediately if you take risks. We invite you to read all 30 Solo cards before playing your first Solo game.

Of course, if you find yourself feeling like it's a lost cause, you can quit the game whenever you like; however, you might be surprised if you tough it out, because some of the positive events could bail you out.

SOLO OBJECTIVE TILE DETAILS



Build at least 4 prestigious habitats.



Max out all 3 abilities (Movement Range, Transport Capacity, Toolmaking).



Erect at least 2 of the 3 possible megaliths.



Build 6 habitats (prestigious and/or simple).



Perform at least 5 of the Shaman actions.



Paint at least 4 hot-season animals (horses and/or reindeer) on the fresco.



Paint at least 3 cold-season animals (bison and/or mammoths) on the fresco.



Have at least 10 tribe members (including chief and shaman).



Hunt at least 9 large game. They don't have to be painted. Place a red cube on this each time you hunt one.



Create at least 4 Statuette Handicrafts.

NOTE: This tile cannot be in play with the necklace tile.



Create at least 4 Necklace Handicrafts.

NOTE: This tile cannot be in play with the statuette tile.

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The Super Meeple team would like to thank its playtesters and proofreaders, who have made it possible to develop this game. The numerous gamers at festivals, as well as Gaultier Juilly, JB the meeple, Nadège Tisserand, Arié Dés 100 Solo, Vianney Marcin from Entre Joueurs, Geeklette, Philippe Carpentier a.k.a. Dyce, Ludivine Viaene.

Super Meeple also thanks Emmanuel Roudier and Yvan Villeneuve who show incredible talent with their illustrations.

Acknowledgements from Laurent Guilbert:

"When you go from an idea to a game whose spirit, mechanisms, and publication I hope you like.... Thank you to everyone over the years who have playtested this game at different stages of its evolution. Very special thanks to Jérôme for having put my wishes through a sieve, refocusing me on the essentials, and the player's expectations, and for having followed our prototype wherever it went. A big Thank You to our sponsor, and the person in charge of this magnificent edition, Philippe Tapimoket. A degree of involvement that I have rarely seen on a project like this! And a thank you to my sweet darling for having supported me during numerous evenings in which we playtested the game. I hope you have as much fun playing it as we had designing it."

Acknowledgements from Jérôme Daniel Snowrschoff: "I would like to humbly thank all the people who participated directly or indirectly in the elaboration of this incredible project, both for playtests and tips creating the prototype. Special mentions: to my co-designer, Laurent, since our decisive meeting at Cannes 2018; to Philippe, a friend since we met at Ludix 2015; to Bernard for our very constructive exchanges; and to Charles-Amir for his trust and his enlightened opinions. A tip of the hat, of course, for the incredible graphical work of Igor and our oh-so-talented illustrators. I wish you all the best when you play. See you around!"

Doggerland is a game published by Supermeeple
193 rue du Fg Saint Denis
75010 Paris

Made in China by Whatz Games.

