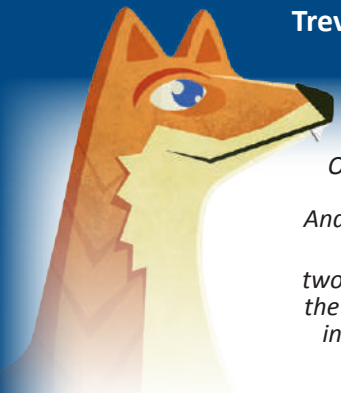
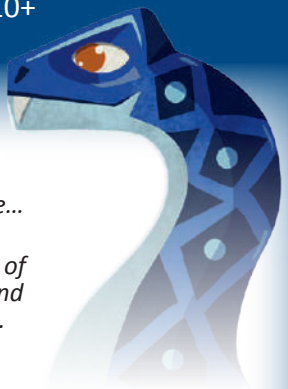
GREAT PLAINS

Trevor Benjamin & Brett J. Gilbert | 2 players | 20 min | ages 10+



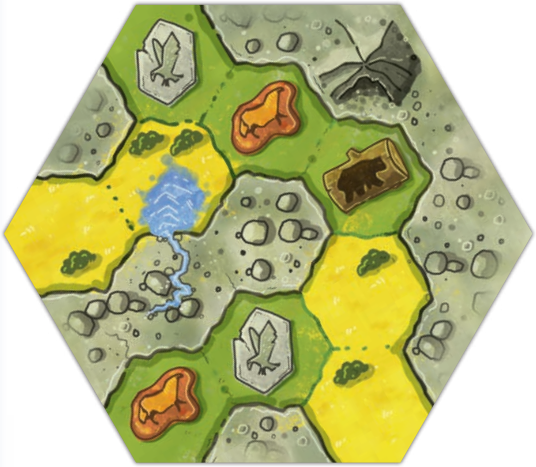


Our ancient ancestors created images on the walls of caves to tell stories about the world around them and the animals they shared it with. And perhaps they, like you, played games to make those stories come to life…

A mysterious game about a not so mysterious behavior of our kind: two tribes compete for the dominance over the Great Plains! With the help of the spiritual animal world they overcome mountains, cross the lowlands, and invade each other's territory in order to become the tribe who will live on.

Great Plains lets you experience the struggle of our ancient ancestors.

COMPONENTS



7 double-sided tablets

6 cave tiles
(3 blue, 3 orange)

40 tribe tokens
(20 blue snakes, 20 orange foxes)

9 animal tiles
(3 horses, 3 eagles, 3 bears)

AIM OF THE GAME

Explore the lowlands and call upon the wild animals you encounter to help you fight for dominance.

SETUP

Randomly shuffle and flip the tablets and place them into the arrangement shown to create a unique game board.

Give each player 3 cave tiles and 20 tribe tokens of one color. Place the 9 animal tiles beside the game board.

Each space on the game board represents a type of terrain: **mountains** *(peaks, cave, and spring)* and **lowlands** *(grass, plus the habitats of the three animals: horse, eagle, and bear)*.

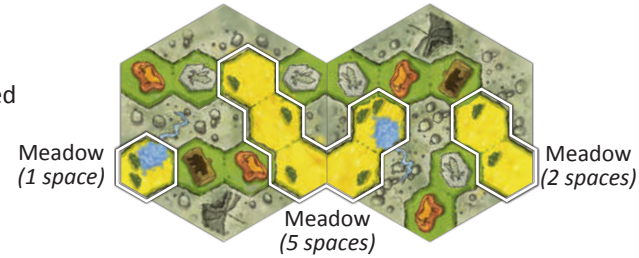
Mountains

Peaks Cave Spring

Lowlands

Grass Horse Eagle Bear

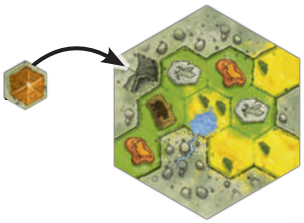
Any number of contiguous **grass** spaces, including connected spaces on adjacent tablets, create a single **meadow**.



HOW TO PLAY

In the first phase of the game, the players emerge from their caves.

Choose a starting player for the first phase, and then take alternating turns to place **1 cave tile** on an empty **cave space** anywhere on the game board. Continue until each player has placed their **3 cave tiles**. There will be one remaining unoccupied cave.



In the second phase of the game, the players explore the landscape.

The player who placed the last cave tile goes first in the second phase. Then take alternating turns until both players have placed all of their tokens.

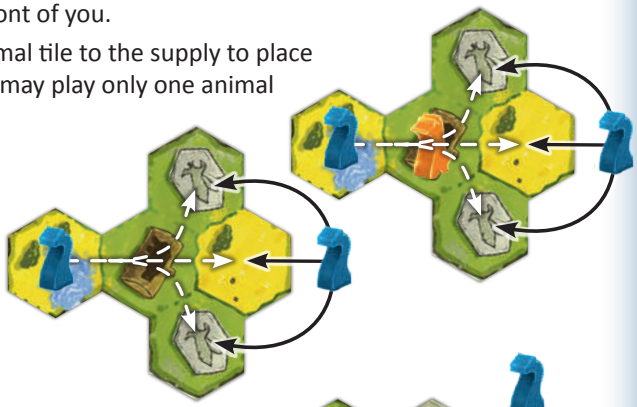
On your turn, place **1 token** on an **empty lowland space** adjacent to any one of your cave tiles or existing tokens. You can **never** place a token in a mountain.

ANIMALS

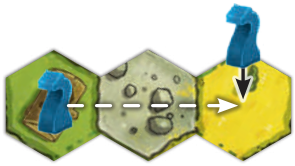
If you place a token on a **horse**, **eagle,** or **bear** space, take a corresponding animal tile from the supply, if there is one, and keep it in front of you.

At the start of any turn, you may return one animal tile to the supply to place your token by the following alternate rules. You may play only one animal tile per turn.

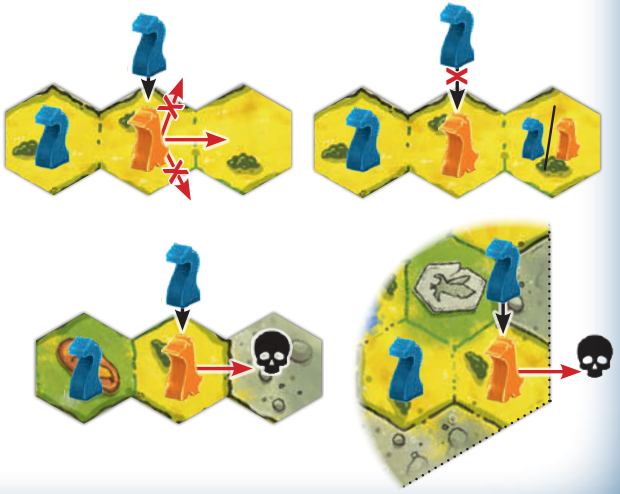
HORSE: *Explore further through lowlands.*
Place a token into an empty lowland space two steps away from one of your caves or tokens, moving through an **empty or occupied** lowland space. *You cannot use a horse to move over a mountain.*



EAGLE: *Explore beyond mountains.*
Place a token into an empty lowland space two steps away from one of your caves or tribe tokens, on the directly opposite side of a **mountain** space. *You cannot use an eagle to move through an empty or occupied lowland space.*



BEAR: *Explore into your opponent's territory.*
Place a token into an **occupied** lowland space adjacent to one of your caves or tribe tokens, and push the opponent's tribe token in a straight line into the empty lowland space beyond. If this is an animal space, your opponent does not take a tile. You cannot use a bear if the space beyond is **occupied.** If the space beyond is a **mountain** or off the **edge** of the board, remove your opponent's tribe token from the game.



In all cases, if you use an animal tile to place one of your tokens into an animal space, you take a corresponding animal tile.

END OF THE GAME

The game ends when both players have placed all of their tribe tokens.

Look at each meadow in turn. If one player has **more tribe tokens** in the meadow, that player scores points equal to the number of **grass spaces** in the meadow plus the number of **springs** adjacent to it. Animal tokens that you have left do not score any points.

The player with the most points wins. If tied, play again.

Example:

This meadow is worth 6 points (5 for the number of grass spaces in it, plus 1 for the spring). The Foxes have 3 tokens and the Snakes 2 tokens. ***The Foxes score 6 points.***

For clarity, the tribe tokens on animal spaces are not shown.

This meadow is worth 2 points (1 grass space and 1 spring). ***The Snakes score 2 points.***

This meadow is worth 5 points (5 grass spaces and no springs). The Foxes have 2 tokens and the Snakes 1 token. ***The Foxes score 5 points.***

This meadow is worth 1 point (1 grass space and no springs). ***The Foxes score 1 point.***

This meadow is worth 3 points (2 grass spaces and 1 spring). Foxes and Snakes are tied with 1 token each. ***Both players score 0 points.***

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