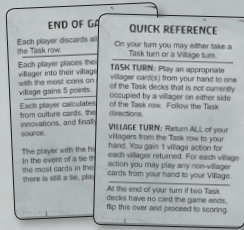




NEOLITHIC:



2 FOUNDER CARDS



2 PLAYER
REFERENCE CARDS



1 FORAGE TASK
CARD



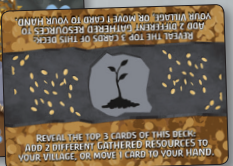
9 PROCREATE TASK
CARDS



14 HUNT TASK
CARDS



15 GATHER TASK
CARDS



15 INNOVATE TASK
CARDS



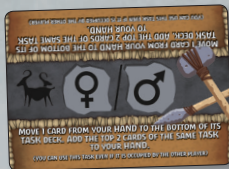
ADVANCED CULTURES:



28 FORAGE TASK
CARDS



8 ELDER CARDS



1 TRADE TASK
CARD



1 DOWRY TASK
CARD



1 FESTIVAL TASK CARD
9 FESTIVAL CARDS



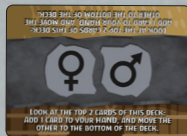
8 VILLAGE
ACHIEVEMENT CARDS



SETUP

1. Set the forage task card to the side.
2. Give each player a founder card.
3. Separate the remaining cards according to their backs.
4. Shuffle each deck separately, and place them in a single row of four facedown, side by side decks in the middle of the play area. This forms the task row.
5. Deal 1 procreate card and 3 innovate cards to each player. These cards, along with the founder card, form the players' starting hand.
6. Take the top 2 cards of the procreate, innovate, hunt, and gather tasks and place those 8 cards facedown in a deck to the side of the forage task card.

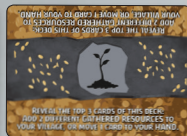
The player who last went to a museum takes the first turn.



PROCREATE TASK DECK



HUNT TASK DECK



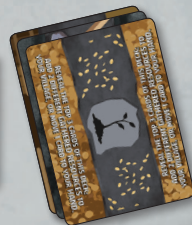
GATHER TASK DECK



INNOVATE TASK DECK



FORAGE TASK CARD



FORAGE TASK DECK



STARTING HAND: 1 VILLAGE FOUNDER, 1 PROCREATE TASK CARD, 3 INNOVATE TASKS CARDS

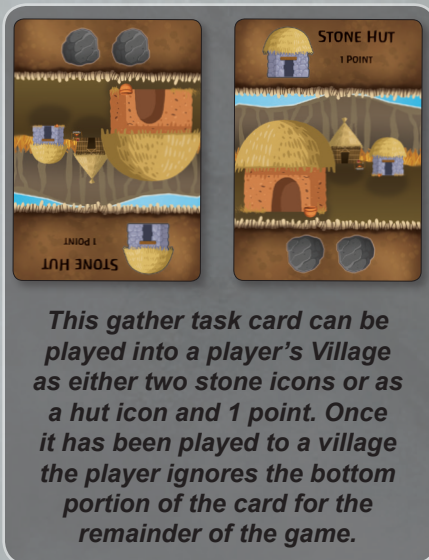


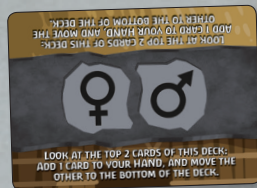
CARDS AND TASKS

NEOLITHIC features dual-use cards; each card has two specific parts (or uses). One side provides icons for end of game scoring and the other side provides either icons or effects during the game.

Aside from the players' starting hands, cards are acquired from the task decks. Each task deck provides specific cards (the fifth task, forage, contains a mix of cards from the other tasks). Throughout the game, each player will play villager cards from their hand to the tasks to acquire additional cards to add their hand and Village. Each task shows the required task icons needed to perform the task, as well as how the specific task provides cards. The task area should look like this after setup. Each player should have a starting hand of 5 cards. There is no maximum hand size.

The way a card is oriented when played dictates which part of the card is being used. The used part faces the player, while the unused part faces the opposing player. The unused part of any played card is ignored for the remainder of the game and does not add to the icons in a player's Village or add to their score at the end of the game.





PROCREATE TASK

The procreate task deck consists of villager/culture cards. Each of these cards has a villager part with task icons **1** and a culture part which provides end of game scoring **2**.

1 TASK ICONS

When played for its villager part it provides task icons that are used to perform tasks.

Procreate cards played for their villager part are the only cards that are played to the tasks.



2 CULTURE

When played for its culture part it is played from hand to your Village and grants a scoring icon, as well as additional scoring at the end of the game based on the culture's scoring icons.





HUNT TASK

The Hunt task deck consists of hunted/domesticated animal cards. Each of these cards has a hunted animal part icons **1** and a domesticated animal part which provides an animal icon in addition to an ongoing ability **2**.

1 HUNTED PARTS

When played for their hunted animal part these cards provide meat or skin icons.

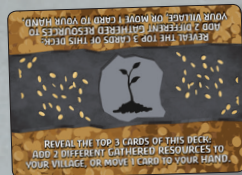


2 DOMESTICATED ANIMAL

When played for their domesticated animal part from hand to your Village they provide scoring icons as well as a special power to aid in a specific task.

Domesticated Animal abilities are not optional and DO NOT stack.





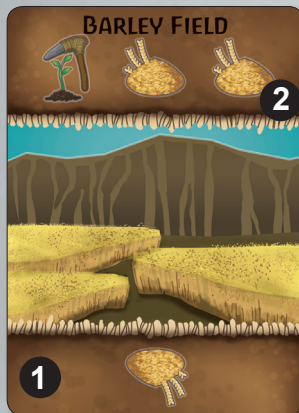
GATHER TASK

The Gather task deck consists of gathered/developed resources. Each of these cards has a gathered resource part **1** and a developed resource part **2**.

1

GATHERED RESOURCES

When played for their gathered part these cards provide scoring icons.

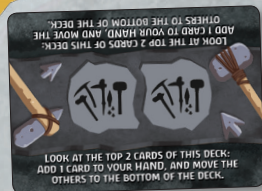


2

DEVELOPED RESOURCES

When played for their developed resource part they are played from hand to your Village to provide scoring icons and in some cases points as indicated by the card.



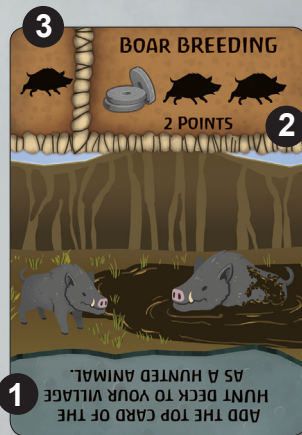


INNOVATE TASK

The Innovate task deck consists of ritual/innovation cards. Each of these cards has a ritual part **1** and an innovation part **2** with a cost required to add the innovation to a players village **3**.

1 RITUAL

When played for its ritual effect Innovate task cards are discarded from hand to a general discard pile to acquire a card without performing a task, even if the task is currently occupied.



2 INNOVATION

Innovation cards are played from hand to your Village if you have the innovation card's required icons in your Village. Innovation cards provide scoring icons and points.

3 INNOVATION COST

The indicated icon(s) must be present in your Village to be able to add this card to your Village.





FORAGE TASK



The Forage task deck consists of cards from each of the other four task decks. The Forage task card can be used by a playing a villager card with either a Hunt icon or a Gather icon. When a player plays a villager card to the Forage task card that player ignores any icons on the back of the cards that make up the forage task deck and references the icons on the Forage task card instead.

PLAYING NEOLITHIC

NEOLITHIC is played over a series of alternating player turns. The game ends when two or more task decks have no cards remaining. The task row is comprised of the five task decks and is located in the middle of the play area. Each player also has a Village (personal play area) where the cards they acquire are played. Players have two options during their turn.

1. Take a Task turn
2. Take a Village turn

Once a player has taken either a Task or Village turn, the other player takes a turn.





TASK TURN

Perform a task that does not already have any villager(s) played to it. To do this, play a procreate card(s) from hand that has the task's icon(s) on the villager icon part, placing it on your side of the selected task. Next, follow the selected task's directions to the best of your ability.

You cannot choose to take a task turn if all tasks have villagers played to them. Each task lists how it works as well as the task icon(s) required to perform the task (villager cards provide task icons). Each card played to a task provides one task icon of your choice. Any cards that are revealed but not chosen when performing a task are moved to the bottom of their respective task deck.

The Forage task is special in that you may perform the Forage task even if it is occupied by an opposing villager (but not if it is occupied by your own villager).

In the event that a task does not have enough cards remaining to meet the task's instructions, use all cards that remain in the task to perform the task to the best of your ability.

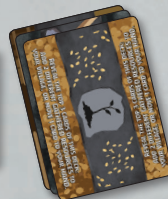
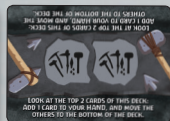
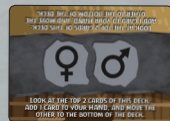




1 Chris decides to take a Task turn. Currently the procreate task and the gather task are both occupied. The villager in his hand has the Hunt icon so he could play that villager to the Hunt task or Forage task.



2 Once Chris has played his villager card down to the Hunt task he resolves the effect of the task revealing the top 3 cards of the Hunt task deck. He decides to add a Domesticated Boar to his hand to play it into his village during a future turn.



3 The unselected cards are returned to the bottom of the Hunt task deck and Chris' turn is over. Jess will now begin their turn deciding whether to take a Task or Village action.



VILLAGE TURN

Return all of your villagers from the task area to your hand. For each villager returned, gain 1 Village Action. With each Village Action you may:

- Play up to one animal card from hand to your Village as either a domesticated or hunted animal.
- Play up to one resource card from hand to your Village as either a developed or gathered resource.
- Play up to one innovation card from hand to your Village if you have the innovation's Requirement icons in your Village.
- Play up to one culture card from hand to your Village.
- Discard up to one ritual card from hand to use its ability

When using Village Actions, you are only limited by the cards in your hand and the number of Village Actions you receive. You are not required to use all of your Village Actions but unused Village Actions are lost.

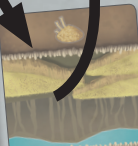
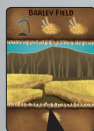
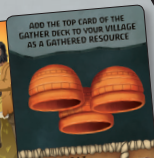
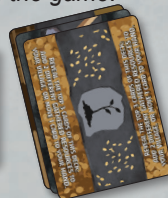
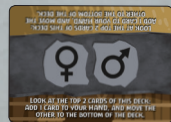
You cannot take a Village Turn if you have no villagers occupying tasks.

Once a card is played to a player's Village, it stays there for the remainder of the game and cannot be moved or otherwise altered.



1 Chris is out of villager cards to play to tasks so he is forced to take a Village action this turn. He returns all of his villagers to his hand gaining 3 village actions this turn.

2 For his first Village action Chris chooses to play the Domesticated Boar to his village. This gives him the Boar icon for end of game scoring as well as the ongoing effect of the Domesticated Boar card. Chris will ignore the icons on the hunted side of the card for the remainder of the game.



3 Chris will spend his second Village action to play the ritual effect of one of the innovation cards in his hand to add the top card of the gather deck to his hand, and then spend his third action to play that card to his Village. Having spent all 3 of his actions Chris' turn is over. Jess will now begin their turn.





END OF GAME AND FINAL SCORING

At the beginning of your turn, if two or more of the task decks have no cards remaining, that will be the last turn of the game. After the last turn, the game ends and scoring begins.

First, each player returns all of their villagers from the tasks to their hand. Then, each player plays their founders card to their Village, discarding all remaining cards in hand to the side of the play area, and each player counts the number of icons in their Village.

The player with the most icons receives 5 points. If there is a tie, neither player receives points.

Beginning with the player who took the last turn, each player calculates their points from culture cards, then from innovations, and finally from any other source. The player with the highest score wins. In the case of a tie, the player with the most cards in their Village wins. If players are still tied, play again.

NOTE: Scoring icons on culture cards and Requirement icons on innovation cards do not count toward total icons at the end of the game.



**HUT: ANY HUT ICON COUNTS
FOR EFFECTS AND SCORING
THAT REFERENCE HUTS**



1 At the start of Chris' turn both the Procreate task deck and the Hunt task deck are empty signaling the end of the game. Chris takes a village action on his final turn placing some more cards into his village before moving to final scoring.

1

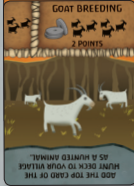














2

2 Both players play their village founders into their Village and total all icons in their villages. Chris has 20 and Jess has 18. Chris has more icons in their village so they will score the 5 bonus points from their village founder.

3 Chris will score the following based on the cards in their village at the end of the game:

- **5 points** from the Founder bonus.
- **3 points** from the Pastoral culture card.
- **4 points** from the Agrarian culture card.
- **3 points** from the Bread innovation card.
- **2 points** from the Goat Breeding innovation card.

For a total of 17 points.



ADVANCED CULTURES offers new cards, tasks, and ways to play NEOLITHIC. This new content is designed to be modular: players can add in or leave out whatever new content they wish. The biggest impact ADVANCED CULTURES has on the base game of NEOLITHIC is variety. Each game, different cards will be available, changing the Village strategy and scoring tactics for every game.

Playing several games of the base game before adding the additional content from ADVANCED CULTURES is strongly recommended. Unless otherwise noted, when using the new content, the game is set up as it would be in a normal game of NEOLITHIC.

ELDERS

Elders are a new type of procreate/village card. Unlike normal procreate/village cards, elders cannot be played to your Village and do contain a culture part. However, each elder is especially adept at one particular task. Elders are used just like the villager part of normal procreate cards to perform tasks.

To use elders, shuffle together the elder cards and deal 1 to each player during setup. Elders replace the initial non-founder procreate/village cards dealt at the beginning of the game. All remaining elder cards are returned to the box. When using elders, players should begin the game with 3 innovate cards, 1 village/founder card, and 1 village/elder card.



*ADVANCED
CULTURES content
can be identified by
this icon on the back
of the cards.*





ADVANCED FORAGE TASK



This deck features dedicated Forage task cards not found in the original task decks. To use these new forage cards, alter the game setup by shuffling the new forage cards and dealing 8 into a facedown pile. Then, discard the top 2 cards of each non-Forage task deck and remove them from play.

This Forage task deck will replace the Forage task card used during setup for a standard game of NEOLITHIC. Any remaining forage cards are placed to the side of the play area, these may be accessed during the game through various card effects.

FESTIVAL TASK

The Festival task allows players to access festival cards. The available festival cards are different each game, and offer unique abilities, as well as points and Icons.

To set up the Festival task, place the Festival task card next to the other task decks in the middle of the play area. Then, shuffle the Festival cards and place 3 festival cards faceup next to the task area. Return the unused festival cards to the box.

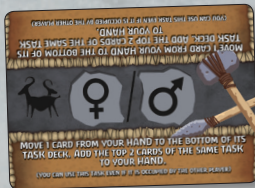
When a player performs the Festival task they may add one of the available festival cards to their hand.



TRADE TASK

The Trade task allows players to discard cards from their hand to obtain new cards using a procreate village card with either a male or female icon.

To set up the Trade task, place the Trade task card next to the other tasks in the middle of the play area. A player that plays a villager to the Trade task place a card from their hand on the bottom of its corresponding task deck, then adds the top 2 cards from the same task deck to their hand.



Chris places a villager card at the Trade task. **1** They decide to place the Hunt card Domesticated Board from their hand on the bottom of the Hunt deck. **2** Then they draw the top two cards from the same deck, adding them to their hand.





DOWRY TASK

The Dowry task allows you to interact with your opponent's Village using a procreate village card with either a male or female icon.

To setup the Dowry task, place the Dowry task card next to the other tasks.

The Dowry task works differently than any other task. When you use this task, place your procreate Village card on the other player's side of the task instead of your own. Choose any card in the other player's Village and move it to your hand. When the other player takes a Village turn, the villager will be returned to their hand and become their villager.



1 Chris places a villager cards at the Dowry task, placing the card on the Jess' side of the card.

2 Chris then takes the Domesticated Sheep card from Jess' Village adding it to his hand. When Jess takes a Village turn the villager card that Chris played will go to Jess' hand.





SOLO NEOLITHIC

SETUP

Set up the game following the rules of the base game of NEOLITHIC. Then, take the 8 Village achievement cards and shuffle them together. Place the top 3 cards faceup in your Village. These 3 cards will be your Village Achievements for this game. The remaining 5 cards form the timer deck, and are placed in a facedown deck to the left side of the task area.

OPTIONAL SETUP

You can use the following ADVANCED CULTURES modules in a solo game of NEOLITHIC:

- Trade task
- Advanced Cultures Forage cards
- Elders

If you choose to use these cards, use the setup rules for the cards the same way you would in a 2 player game of NEOLITHIC. As with the two-player game, you're encouraged to play with just the base game before adding in any expansion content.

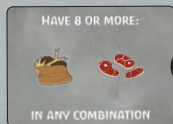
For easier solo games, at the beginning of the game, add both village/founder cards to your hand.





ACHIEVEMENT CARDS

Each Achievement card requires you to have a certain type and number of icons in your Village at the end of the game. If you have at least the required Icons for a particular achievement card, you have completed it. Flip the completed achievement face down to show that it has been completed.

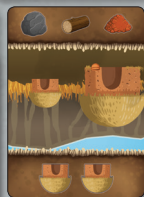
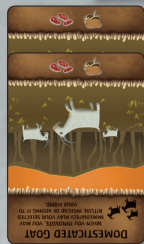


1



2

1 In this Village example the Meat/Skins achievement and the Wood/Clay/Stone achievement are would be considered completed. card. **2** The three huts achievement is not completed as there are no Hut icons present in the village.



END OF GAME

A solo game of NEOLITHIC ends after the last timer deck card is moved to the box. If you have completed 2 achievement cards, you win. If you completed all 3 achievement cards, you're a crafty planner! If you failed to complete at least 2 achievement cards, you lose.



NEOLITHIC

Credits and Thanks:

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Graphic Design: Chris Byer

Lead Developer: John Clowdus

Developers: Chris Hamm

Production: Zongxiu Yao-Charpentier

