

Hunting Primitive Man

Number of players 3~5

Play time 15~20 minutes

Ages 9 and up

A cooperative game for everyone! How far can you go?

Summary

You are cavemen!

You are hungry, so you go hunting for food!

You have to do "just the right amount of damage" together to get the prey! You know the damage of everyone's weapon, but you don't know the damage of your own weapon...!

Listen to everyone's opinions and predict the total damage!

Can you hunt as expected?

An exciting and suspenseful cooperative game.

Components

- Weapon cards: 36
- Prey cards: 7
- Help cards: 5
- Leader card: 1
- Manpuku-do card (how full you are): 1
- Rules: 2 sheets

Preparing for the Game

1. Shuffle the weapon cards well and deal them face up one at a time so that each player has 7 cards on the table. Do not look at the face of the dealt cards. Place the cards in front of you, face down, not in your hand. Place the remaining cards in the box.
 - a. If a player has four or more cards of the same weapon in his or her hand, replace them until there are three.
2. Shuffle the prey cards well and place them face up in the center of the deck. Draw a card from the deck of prey cards and place it face up next to the deck.
3. Shuffle the cards well, draw three cards, and place them face up where everyone can see them. The remaining cards are placed in the box.
4. The leader card is distributed to the player who has performed the near movement. If not, the leader card is given to the player who wins the rock-paper-scissors game.
5. Place the manpuku-do card where everyone can see it. This is used at the end of the game.

Rules

Any comments about numbers are strictly prohibited during the game play.

1. The player hunts for the prey card that is on the surface.
The leader selects a weapon card to use from the cards in front of him or her and places it in front of him or her. The next player to the left does the same, and so on in a clockwise direction until all players have finished.
2. When all players have played, hold the weapon card without looking at its face and raise it in front of your forehead. Hold it up so that everyone can see the face of the weapon card.
From this point on, each player may not look at his or her own weapon card. Check the surface of the weapon cards held up by other players.
3. If the total value of all the weapons cards is within the range of the numbers written on the top of the prey card, the prey is yours. The numbers on the top of the cards indicate whether you think you can do it or not. You can tell your opinion to the leader.
The participants look at the numbers on the surface of the cards and tell the leader their opinions, such as "I think I can do it!" **The leader looks at the numbers on the cards and says, "I think I can do it" or "I think I can't do it".**
The leader considers the opinions received from the participants, and then says, **"Let's go hunting!"** or **"Let's trade someone!"**
 - a. **"Let's trade someone!"** - Only one person can exchange a weapon card. The players discuss whose card is to be exchanged. When a player decides to exchange, he or she returns the card to his or her deck, and draws a new card.
 - b. **"Let's go hunting!"** - Each player puts his or her cards in front of him or her and checks the surface of everyone's weapon cards. If the sum of the values of all the players' weapon cards is within the range of the prey card, the player wins the prey. If the total is less than or equal to the prey card, the player does not get the prey.
4. If the players succeed in obtaining a prey card, he/she determines a success area and places it there. If you fail to get the card, you decide the failure area and place the card there. Place the prey card face up. Draw a card from the deck of prey cards and place it face up. This is the next prey. Weapons cards are discarded. The discard area is determined and the cards are placed face up in the discard area.
The leader card is passed to the player to the left, who is the next leader. Repeat from rule 1.

Prey Card Objectives

The number of players in the game will affect the range of total damage for the capture of the prey.

Select your weapon cards based on the average per player.

For example:

With 3 players → 135~180

With 4 players → 180~240

With 5 players → 225~300

Average per player → 45~60

End Condition

The game ends when the deck of prey cards runs out and all prey have been hunted.

Total up the values of the Manpuku-do cards and check the percentage of the total. Check the Manpuku-do cards and share the result with everyone!

If the manpuku-do exceeds 100%, the hunt is a success!

Aim for more than 100 % of a full stomach.

About the Leader Card

The leader passes the leader's card to the player to his left as he moves on to the next prey.

The leader listens to everyone and decides whether to continue hunting or exchange one leader's weapon card.

If you want to exchange, you can discuss with everyone who will be doing the exchange.

No one other than the leader may give instructions or preside over the event.

About the Salvation Cards

Three out of the five cards are used at random. You can use them in your preferred timing, as long as they are available.

You can only use a Salvation Card once. After use, look at the card and turn it over.

Talk together and decide when you will use it!

Shuffle the cards when you play again. It will be a different play!

If the timing is right, you can use more than one card at a time.

Introductions

Rabbit: He likes to fight and is proud of the scar on his cheek.

Chickens: They have no worries because they forget everything when they walk three steps.

Bovine: My hobby is muscle training. I've become so muscular.

Wild boar: He is always furious and only thinks of the boar's rush.

Bear: He has a bad look in his eyes, but in fact, he has a kind heart.

Bison: He seems to be thinking about something, but actually he's not thinking about anything.

Mammoths: They're always looking for trouble with the humans who attack them.

Q&A

Q. Is there any penalty for a player who is not the leader and takes control of the table or does something that is forbidden, such as talking about numbers?

A. No, there are no penalties. Please be careful.

Q. Can I use the Otasuke card consecutively as long as the conditions of use are met?

A. Yes, you can.

Q. I know that if the prey is not damaged enough, it will escape, but why is it still a failure if the damage is too great?

A. If the damage is too great and it is exceeded, the prey is severely damaged and there is nowhere to eat.

Advanced Rules

Difficulty UP Level 1 Primitives who don't know numbers yet: No comments about being over or under, etc., and nothing related to numbers, are allowed.

Difficulty UP Level 2

Primitive man who does not yet know the language: No comments are allowed.

You are forbidden to say anything at all, and you must communicate only in gestures.