

**Setup**

1. Separate cards into their respective ages, shuffle, place face down.
2. Take one card from ages 1-9 and place face down in the middle. These are now Achievements.
3. Place the five Special Achievements.
4. Deal two Prehistory cards to each player.
5. Give each player a reference card.

6. Determine start player. Each player "melds" a card. The player who melds the card closest to the start of the alphabet goes first. First players turn (Or first 2 in 4 player game) consists of one action.

**Goal of the Game****Player Turn****End Game**