

CATAN

DAWN OF HUMANKIND

RULES

HUMANITY'S ODYSSEY

The origin of modern humans, *Homo sapiens*, lies in Africa. Scientists base this conclusion on discoveries of human skulls in modern Kenya, Ethiopia, and Morocco. These skulls display all the anatomical characteristics of today's humans and date back 150,000 to 300,000 years.

Whether because of climatic disasters, food shortages, or natural curiosity, some human wanderers left Africa 185,000 years ago and spread through the Near East across the entire world.

Humans journeyed to East Asia 60,000 years ago and to Europe about 20,000 years later. In between, about 43,000 years ago, they conquered the ocean and settled Australia.

About 14,000+ years ago, an ice age created a land bridge across what is now known as the Bering Strait between Russia and Alaska, connecting Asia to the Americas. Humans took the opportunity to migrate once again. During their long and slow migration, humans had to constantly adapt to new climatic conditions and hostile environments. They had to find new food sources and invent new tools.

But physical adaptation alone did not allow humanity to populate the world. Rather, it was their highly developed brains and the products of their crafts that served them best of all. Humankind constantly devised better hunting equipment, developed the science of making fire, and learned to preserve food by smoking or drying.

They could not always find caves for protection from the elements, so they learned to create sturdy and cozy tents with hides, wood, bones, and mammoth tusks. When they reached the coasts of Southeast Asia, they built boats and populated Australia and the Pacific Islands.

In Europe and Asia, *Homo sapiens* met the comparably intelligent Neanderthals, who had already left their African homeland many thousands of years before their human cousins. Archeological discoveries show that both groups of people lived side by side and had contact for thousands of years. Whether this contact was only of a peaceful nature, we do not know, but one thing is certain: they competed for the limited resources of the world. In the long run, the Neanderthals became extinct about 40,000 years ago. Most scientists today believe that these Neanderthals were not exterminated by modern humans but rather integrated into them.

With *CATAN – Dawn of Humankind*, you can experience how this human saga unfolds across the millennia. Can you lead your tribe out of Africa and settle Europe, Asia, Australia, and America?

The history of humankind is ever-changing in nature. Each year, archaeologists and paleontologists unearth new discoveries that increase our understanding of the Pleistocene Era and *Homo sapiens'* role within that world. Modern scientific tools and methods allow us to reexamine prior finds in new ways and help us reevaluate theories. We hope *CATAN – Dawn of Humankind* inspires you to delve deeper into this fascinating and evolving period of history.

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CONTENTS, OVERVIEW, AND SETUP

CONTENTS

1 Game Board (double-sided)



1 Rules and 1 Quick Setup Sheet



13 Number Discs



Africa Number Discs x13

2 Tribal Threats



4 Progress Tracks, with 4 Progress Victory Point (VP) Tiles

Clothing



Construction



Food



Hunting



80 Resource Cards with 1 Card Supply Tray



4 Player Aid Cards



4 Player Piece Sets (in four colors)



Explorers x2



Camps x6



Progress Markers x4

5 Special Victory Point (VP) Tiles



OVERVIEW

The game board shows an abstract map of the Paleolithic world. The world is divided into regions (Africa, Europe, Asia, Australia, and the Americas (North and South)). The regions are divided into **hexes**. Each hex depicts 1 type of terrain. There are 4 different types of terrain: *forests*, *plains*, *pastures*, and *mountains*. The edges of hexes are called **paths**, and the corners are called **intersections**. Intersections come in 4 types: **intersections**, **starting sites**, **campsites**, and **exploration zones**.

There is a **number disc** on each hex. When you roll one of these numbers during the game, hexes with the corresponding number disc produce 1 **resource** for each **camp** beside it (*not for explorers beside it*). The type of resource produced depends on the terrain in each hex (see page 4).

Each player's tribe starts in Africa with 3 camps and 1 explorer. During the game, you will receive resources based on the dice rolls and the terrain types. Resources let you move your explorers who travel along paths to build new camps on campsite markers. Each campsite marker gives you 1 victory point (VP). You may also receive special VPs if your people progress or if you explore dangerous areas with your explorers. **The first player to reach 10 VPs wins the game.**

SETTING UP THE GAME

Place the **game board** with either the 3-player or 4-player side up, according to the number of players. Refer to the quick setup sheet if you want an overview of a fully set up board.



3-player 4-player

Place the **4 progress tracks** beside the board in a way that works for you. We suggest that you place the *Clothing* and the *Construction* tracks together because you will check their values simultaneously during the game. Then place the **progress victory point (VP) tiles** on the last space of their corresponding progress tracks.

Place the **13 number discs** on the terrain hexes in Africa as shown in the starting setup image to the right.



Give each player a **player aid card**. It shows which resources you must spend for the development and advancement of your explorers. It also summarizes the advantages your explorers gain when they advance along each progress track.

Each player takes all of the **player pieces** in the color of their choice:



All players: Place 1 of your **progress markers** on each starting space of the 4 progress tracks.

Create the **supply** by sorting the **resource cards** by type and placing them face up into the card tray. Put the supply beside the board.



Give each player 1 **hide** and 1 **bone** card from the supply as their starting hand. **Note:** Keep your hand of cards hidden from the other players during the game.

Place the **5 special victory point tiles** beside the supply.



Place the **5 adaptation tiles** onto their respective cloud formations on the board.



Separate the **campsite markers** by type. Place 1 marker on each campsite with the matching color and icon. For example, a berry campsite marker goes on a berry campsite. 3-player games have fewer campsites.

Separate the **exploration markers** by animal type. Shuffle each group face down. Place them face down on the **exploration zones**. Be sure to match the animal on the marker with the animal in the watermark.



Important: North and South America have the same regional color but different animals. Be sure to place them correctly.



Place the **Neanderthal** and **smilodon** figures in the glacier (generally, the Neanderthal to the West, the smilodon to the East).



Place the **2 dice** on the game board.

STARTING SETUP FOR YOUR FIRST GAME

Everyone's tribe starts in Africa. Place your **3 camps** on the campsites as shown in the starting setup below. Then, place **1 of your explorers** on the intersection beside 1 of your camps as shown.



Important: In a 3-player game, leave the pieces of the unused player color out of the setup in Africa.

Note: After you have played a few games with the standard setup, you should use the **Variable Setup** method instead. See page 7 for details.

GAME PLAY AND OTHER RULES

GAME PLAY

The youngest player goes first. On your turn, you are the active player. The active player completes the phases below. You **must** complete phase 1 before proceeding to phase 2.

1. Production Phase

2. Action Phase

When you finish your turn, pass the dice to the player on your left. That player becomes the active player.

1. PRODUCTION PHASE

At the beginning of your turn, you **must** roll the dice for production. The sum of the dice determines which terrain hexes produce resources. Every player receives **1 resource card for each of their camps** beside a hex marked with the number you rolled. These cards come from the supply. If you have 2 or 3 camps beside that hex, you receive 1 resource card for **each camp**.

Note: If you roll a "7," refer to the rules on page 5.

Example: Yellow rolls a "4" on his turn. White and Red each receive 1 meat resource card from their camps. Yellow receives nothing because he has no camp beside a "4." Blue receives nothing because explorer pieces don't collect resources.



2. ACTION PHASE

After you complete the production phase (all players have received their resources), you enter the action phase. You may perform as many of these actions as you wish, **in any order** you choose. You may repeat an action more than once if you choose. The actions are:

- A. Trade Resources
- B. Create an Explorer
- C. Move an Explorer
- D. Convert an Explorer into a Camp
- E. Advance a Progress Marker

A. Trade Resources

You may trade resource cards with any of the other players. You can announce which resources you need and what you are offering for them. Trades do not need to be 1:1 (you can offer or accept multiple cards for 1-card trades). You can never give a card of the type you receive (*for example: you can't trade 1 flint + 1 hide for 1 hide*). You are not required to take the best offer.

Important: During your turn, the other players can **only trade with you**. The other players cannot trade among themselves.

Example: White is the active player. They say "I need 1 meat and I'll give 1 hide in exchange." Yellow says "I'll give you 1 meat, but I want 1 hide + 1 of any other resource instead." Red calls out "I'll give you 1 meat for 1 hide!" White accepts Red's offer, so they exchange their cards.

Trading with the Supply: You can always trade with the supply at a rate of **3:1**. If you have 3 identical resource cards, you may trade them with the supply for any 1 other resource of your choice.

Example: White puts 3 hide cards into the supply, then takes 1 meat card from the supply.

B. Create an Explorer



To create an **explorer**, you must pay **1 hide and 1 meat** (pay the resources to the supply). Place your new explorer on any empty intersection adjacent to **1 of your camps**.

Note: If you want to create an explorer but have 2 explorers on the board, you may remove 1 that has not yet moved this turn. You must create this explorer again on the same turn by immediately paying the normal costs.

Important: Explorers **do not** collect resource cards when the number on an adjacent hex is rolled. Only camps do!

C. Move an Explorer



To move 1 of your explorers, you must first pay **1 hide OR 1 meat** to the supply. After paying, move that explorer from intersection to intersection (see example on page 5) along any connecting paths. A base move is **1-3 intersections** (you can move farther if you have advanced on the Food progress track).

Note: All campsites (with or without a marker), starting sites, and exploration zones are considered intersections for the purpose of movement.

Food Progress Move Bonus: Advancing on the Food progress track allows all of your explorers to move farther. Each level you advance adds **+1 move** to your explorers (see *Advance a Progress Marker* on page 5).

Example: Red is at level 3 on the Food progress track. She pays 1 meat to the supply to move 1 of her explorers. Her explorer can now move 1-6 intersections as indicated on the Food progress track.

Important: Each explorer figure can move **ONLY ONCE** per turn.

Additionally:

- You can move both of your explorer figures during the same turn, but you **must pay for each explorer separately**.
- An explorer on a campsite does not need to convert into a camp (see *Convert an Explorer into a Camp* on page 5).
- You can move an explorer along the same path more than once each turn (*i.e. you can retrace your steps/move back and forth*).
- You can only move an explorer to an **exploration zone** if you meet the appropriate requirements (see *Exploration Zones* on page 6).
- You can move your explorer over other explorers or camps (regardless of who owns them). Your explorer must end its movement on either an **empty intersection** (no explorer or camp figures on it) or an intersection with a **marker** on it (campsite or exploration).



Example: Blue is at level 1 on the Food track. He pays 1 meat and moves his explorer 4 intersections, passing over Yellow's pieces along the way.

D. Convert an Explorer into a Camp



You may convert your explorer into a camp **only** when it's **on a campsite marker**. Pay **1 hide, 1 bone, and 1 flint** to the supply, take your explorer off of the board, and replace it with one of your camps. Each camp you build earns you **1 campsite marker** worth **1 VP**.

When you create a camp, you must:

- Return your explorer to your supply.
- Remove the campsite marker from the board and place it VP-side up in front of you.
- Place 1 of your camps on that intersection.

Your new camp will produce resources for you from the adjacent hexes on the appropriate die rolls.

Remember: You can only convert an explorer into a camp on an intersection with a campsite marker (never on an empty campsite intersection)!

Choosing which camp piece to place

- If you have any camps in your supply, you must use them first.
- If all 6 of your camps are on the board, you must remove 1 of your existing camps from Africa to build your new camp.
- If you have no camps left in Africa, then you must remove any of your camps on the board to build your new camp.

E. Advance a Progress Marker

There are 4 progress tracks: Clothing, Construction, Food, and Hunting. Each track has 4 levels of progress. You must pay resources to advance your marker along 1 of these tracks. The number and type of resources is shown on your player aid card and on the progress track. The cost to advance differs with each level. You are **immediately** entitled to the advantages of the new progress level when you attain it. The advantages are summarized on the back of your player aid card.



Example: Blue pays 1 bone and moves his progress marker to level 2 on the Food progress track. His explorers may now move up to 5 intersections as shown on the track. He must still pay 1 hide or 1 meat to move 1 explorer.



Clothing and Construction: You must progress on both of these tracks for your explorers to traverse exploration zones (see Exploration Zones on page 6).



Food: Increases the basic distance (number of intersections) your explorers can move after paying 1 meat **or** 1 hide. The progress levels show your improved movement. For instance, if you are at level 4, your explorers can each move 1 - 7 intersections.



Hunting: This progress track provides an immediate advantage when advanced. Move 1 of the tribal threat figures and take 1 card from a player adjacent to the threat (see *Tribal Threats* below).



Important: Progress can earn you victory points! If you are the first player to reach the final space on a progress track, you take the corresponding progress VP tile.

OTHER RULES

TRIBAL THREATS

The Neanderthal and the smilodon (saber-tooth) are threats. They block resource production. As long as a tribal threat figure is on a terrain hex, that hex cannot produce resources when its number is rolled.

The tribal threats are restricted to particular regions, as follows:



- The Neanderthal is restricted to hexes in Europe or Asia.
- The smilodon is restricted to hexes in the Americas or Australia.
- A tribal threat can **ONLY** be placed on a hex where the number disc is printed on the game board (they can **never pass the African border**).

After you place a tribal threat on a terrain hex, you must take 1 card from another player as described in *Rolling a "7"* (action 2) below.

ROLLING A "7"

If you roll a "7," no one receives resource production from any hex. Instead, perform the following actions:

1. First, any player with **more than 7 resource cards** (i.e. 8+ cards) must select half (round down) of their cards and return them to the supply.
2. Then, you **must** move 1 of the tribal threats to a new hex (*either the Neanderthal to a hex in Europe or Asia, or the smilodon to a hex in the Americas or Australia*). You **must** then take 1 random resource card from the hand of any one player who has a **camp (not an explorer)** adjacent to this hex. If more than one player has a camp adjacent, choose from which player to take the card. If the player(s) beside the new hex have no cards, you do not get to steal anything.

Afterwards, proceed to the normal action phase.

OTHER RULES AND ENDING THE GAME

EXPLORATION ZONES

As humankind spread across the earth, they ventured into the frozen wastes of the north, braved the land bridges between continents, and sailed the Pacific in primitive boats. However, before they could successfully embark on these perilous journeys, they needed to achieve certain levels of technological advancement. **CATAN – Dawn of Humankind** represents these requirements as follows.

Exploration zones are the intersections that have requirements printed beside them. They start the game covered by an exploration marker.

- The **white number** with the clothing icon represents your required Clothing progress level.
- The **black number** with the construction icon represents your required Construction progress level.

You can only move an explorer to an exploration zone if your progress **equals or exceeds** the required levels on the corresponding progress tracks. The first player to move their explorer to an exploration zone collects the marker from the board (see *Exploration Markers*, below).

Example: White has advanced to level 2 on both the Clothing and Construction progress tracks. They spend 1 meat and move their explorer 3 intersections (follow the arrows in the example). Because White was the first to move to the 2–1 exploration zone, they take the exploration marker and look at its bottom side.



EXPLORATION MARKERS

When you collect an exploration marker, you must reveal it immediately. There are 3 kinds of exploration markers: Tribal Threat, Desolation, and Adaptation. Each creates a different effect that you must resolve immediately (see below). After resolving the effect, place the marker, animal side up, in front of you. You need to keep track of how many exploration markers you collect because they can earn you additional VPs (see *Greatest Explorer*, in the next column).

1. Tribal Threat

If you reveal a tribal threat, you must immediately move 1 of the threats (not both). Move the Neanderthal to another hex in Europe or Asia, OR move the smilodon in the Americas or Australia. Additionally, you must steal 1 resource card at random from the hand of another player who has a camp beside the now-threatened hex (unless they have no cards).



2. Desolation

If your exploration marker reveals a terrain hex, you must remove a number disc from a matching terrain hex in Africa (put it back in the box). Terrain hexes without number discs no longer produce resources for the rest of the game.



Important: You can only remove number discs from Africa. The African hexes are defined as the hexes below the dashed lines on the paths between Eurasia and Africa.

3. Adaptation

In new habitats, humans could only survive if they could adapt to the new conditions such as new food sources.

If you reveal a VP icon, immediately take the corresponding 1 VP adaptation tile and place it VP side up in front of you. It is worth 1 VP.

Example: If you reveal the adaptation icon in Europe, take the European 1 VP adaptation tile.



SPECIAL VICTORY POINT TILES

There are 3 types of special VP tiles in the game: Greatest Explorer, Rapid Expansion, and Expansion.

1. Greatest Explorer (x1)

Keep track of how many exploration markers you collect. If you are the first player to collect 2 exploration markers, take the Greatest Explorer tile. This tile is worth 1 VP.

However: If another player ever collects **more** exploration markers than the player holding the Greatest Explorer tile, immediately give this tile to that player.



2. Rapid Expansion (x1)

If you are the first player to collect at least 1 campsite marker of each of the 4 colors, take the Rapid Expansion tile. This tile is worth 2 VP. This tile cannot be taken from you. Once you have it, you cannot collect an Expansion tile (see below).



3. Expansion (x3)

If you are the second or subsequent player to collect at least 1 campsite marker of each of the 4 colors, take an Expansion tile. This tile is worth 1 VP. This tile cannot be taken from you. You can only have 1 of these tiles.



ENDING THE GAME

The game ends as soon as a player has **10 or more VPs on their turn**.



Example: Red has 5 campsite markers (5 VPs), 2 Adaptation VP tiles (2 VPs), and the Rapid Expansion tile (2 VPs). On her turn she moves her progress marker to level 4 (Pottery) on the Food progress track. This earns Red the Food progress VP tile (1 VP). Red now has 10 VPs and wins the game!

A note for players that are familiar with CATAN: All of the VPs you earn in *CATAN – Dawn of Humankind* are **ONLY** represented by the VP tiles you earn and place in front of you. The player pieces on the board **do not** count as VPs. (Since your camps are not permanently placed on the board, they are not a good measure of points).

TIPS, VARIABLE SETUP, AND HISTORICAL INSPIRATION

READ TO ALL FIRST-TIME PLAYERS

CATAN - Dawn of Humankind offers various paths to victory, but everything is in limited supply. Early on, key campsite locations get taken. The race on the progress track is just as important as the race for camps. If you ignore the progress track early on, you will miss opportunities for exploration markers, settling in key locations of the Americas and Australia, and all the victory points (VPs) that come with them. The exploration markers also earn VPs and some control over other players. They can disappear quickly as well.

VARIABLE SETUP (OPTIONAL)

Players take turns placing their **3 starting camps** and **1 explorer** in Africa over 4 initial placement rounds. To decide who starts, each player rolls the dice. The person with the highest roll is **Player 1**. The person to Player 1's right is the **Last Player**. Proceed as follows:

Initial Placement Rounds:

1. Player 1 places their **first camp** on any **starting site icon** in Africa (circle with a hand). Then the other players do the same in **clockwise** order. Once the Last Player places their first camp, go to round 2.
2. The Last Player places their **second camp** on any starting site icon in Africa. Then the other players do the same in **counterclockwise** order. Once Player 1 places their second camp, go to round 3.
3. Player 1 places their **third camp** on any starting site icon in Africa. Then the other players do the same, again in **clockwise** order. Once the Last Player places their third camp, go to round 4.
4. The Last Player places their **explorer** on an empty intersection adjacent to one of their camps. Then the other players do the same in **counterclockwise** order. Once Player 1 has placed their explorer, the variable setup is complete.



Give each player a starting hand of **1 hide** and **1 bone**. Player 1 now rolls the dice to begin the first turn of the game.

Remember: Once the variable setup is finished, the normal rules for building camps apply. You can only build a camp on a **campsites marker** (and there are no campsite markers in Africa, only starting site icons).

HISTORICAL INSPIRATION

CATAN - Dawn of Humankind showcases humankind's growth and travel across the globe, a period called The Great Human Migration. Our story begins in Africa, where humankind (*Homo sapiens*) has already mastered the use of stone tools for hunting, building tools and shelter, and creating art. Stone was not the only resource at our disposal. The game depicts some of the key resources and tools utilized by humankind as it explored and populated the globe.

RESOURCES:

Hide: Every part of the animal was put to careful use. Hides were scraped clean and used as blankets and shelter. Bone awls allowed us to punch holes in hides to sew clothing and pouches.



Bone, tusk, and antler: Once the meat was consumed, there remained bones, tusks, and antlers. Bones came from hunts or were scavenged. Large bones and tusks combined with hides became tents. Smaller bones were made into tools. Tusks and antlers were crafted into necklaces and decorated clothing.



Flint: Hand axes, made primarily from flint, were the first significant tools created by early humankind. By the Paleolithic era, they had become very refined. The familiar teardrop-shaped stone was created by knapping (striking off) stone until you had an edge useful for butchering meat, digging soil, and cutting wood.



Meat: For most of the Paleolithic period, meat made up the majority of our diet. We were an apex predator, hunting and feasting on large animals and gathering fish and mollusks from the water.



REGIONAL FEATURES:

As humankind spread to the Near East and then Europe and Asia, we encountered new food sources. We found new varieties of fruits and vegetables thriving in these climates. Megafauna – animals varying in size from a human to an elephant – provided hunting challenges. These discoveries continued as we crossed the ocean to Australia and the Bering Strait land bridge to the Americas. New lands also meant new competition and threats in the form of *Homo neanderthalensis* and smilodon.

EUROPE:

Berries can be found growing wild across Europe. While it is difficult to find direct fossil evidence of fruit and vegetable consumption, we do know berries were part of humankind's diet in the Iron Age.



The **woolly rhino** (*Coelodonta antiquitatis*) was a herbivore found in the cooler climates of Europe. It had long, thick hair, weighed 2-3 tons, and had a large hump between its shoulders for storing fat. Its front horn was 1-1.5 meters long and used for fighting, defense, and as a tool for digging in the snow to find the buried grasses underneath.



ASIA:

Enoki mushrooms grow wild in East Asia. Wild varieties look very different from their cultivated cousins, turning a deep yellow-orange in the sunlight.



The **woolly mammoth** (*Mammuthus primigenius*) lived in the steppe and tundra of East Asia and present-day Russia. The mammoth was 3 meters tall at the shoulder, with a large shoulder hump, sloping back, and 2.5 meter curved tusks. Despite its massive bulk, the woolly mammoth's diet consisted of grasses and leafy greens.



AUSTRALIA:

Macadamia trees originated in Australia. Two of the varieties produce nuts that are safe to eat. Other varieties produce poisonous nuts, but early humankind learned how to make them safe through a prolonged leaching process.



HISTORICAL INSPIRATION AND CREDITS

The giant tortoise (*Meiolania*) was an armored tortoise with a 2 meter long shell. The shell served to protect its body, while horns protected its head and a spiked tail protected its hindquarters. This tortoise lived solely on land and had a diet of small reptiles, mammals, and fish.



NORTH AND SOUTH AMERICA:

Potatoes (*Solanum jamesii* and *Solanum tuberosum*) grew in thousands of varieties when humankind arrived in the Americas. Those potatoes were generally toxic, but we mimicked local animals and ate potatoes with a clay slurry that allowed the toxic compounds to pass harmlessly through our systems.



The Giant Sloth (*Megalonix jeffersonii*) was found in coniferous forests throughout North America from Mexico to Canada. This 3 meter tall creature lived in family groups and ate leaves, twigs, and nuts.



The Giant Armadillo (*Glyptodon*) lived in the forest and grasslands of South America. It was a herbivore, foraging nuts and grasses from the ground. This 3.3 meter long creature developed heavy armor and a spiked tail similar to the giant turtle of Australia, although the two megafauna developed along different evolutionary chains. The armadillo's shell may have been used by humankind as a shelter against weather or other predators.



TRIBAL THREATS:

Neanderthal (*Homo neanderthalensis*) ranged across Europe and Asia, competing with modern man for access to the megafauna that made up the bulk of both diets. Both species used similar tools, but Neanderthal man was built for sprinting, while modern man was built for endurance hunting. Ultimately, the Neanderthal population dwindled due to low birthrates and high mortality rates. Their DNA lives on in modern man, however, as we now know that the two societies interbred successfully.



Smilodon, or sabre-toothed cat, hunted across North and South America. There were 3 species of smilodon, ranging in size from a large dog to a polar bear. They preyed on large herbivores like bison and camels. While there is no direct evidence that smilodon and humankind preyed on each other, they were in direct competition for food.



Thylacoleo carnifex, a marsupial lion, held a similar place in Australia's ecosystem. Its powerful bite and large, retractable thumb claws meant it could take down large herbivores that were a key part of humankind's diet.

ACHIEVEMENTS AND INNOVATIONS:

Humankind grew and evolved with each challenge faced. By the end of the Pleistocene period, humankind boasted refined tools that were works of art in their own right.



Jewelry: Early clothing was constructed using hides and cords. As early as 30,000 years ago, there are fossil records of woven cloth. Beads made of materials such as shells, teeth, clay, and ochre were strung into necklaces and used to decorate clothing. Jewelry expressed identity and may also have indicated age, social status, or tribal ties.

Tallow lamp: Lamps were initially made from natural impressions in stone. Animal fat was placed in a hollow along with wicks made from moss or evergreen needles.



Later lamps were made from stone or carved bones and given a handle for easy carrying. They were sometimes further decorated with etchings and paintings of animals.

Pottery: The art of pottery developed out of a need to store and carry food easily. It began in present-day China nearly 20,000 years ago and rapidly spread throughout Asia. Early pieces show amazing symmetry and delicacy of decoration, indicating that pottery was one of the earliest forms of functional art.



Bow and arrow: The earliest hunting weapons developed were the spear and atlatl. They had a key disadvantage of needing to be relatively close to the prey for accurate use. The bow and arrow were developed in Africa and allowed animals to be hunted from a much greater distance with both accuracy and force.



Flint spearhead: The flint spearhead came into widespread use during the time when humankind was moving from Africa into Asia and Europe. Remnants can be found on every continent. Stone points with thinned bases were attached to a pole with birch bark tar or woven cords.



Oyster shell: Oysters were a staple of early humankind's diet. They could be easily harvested, and scorch marks on shells indicate they were cooked before being eaten. The shells could then be used as a variety of tools including bowls, blades, scrapers, weights for fishing nets, and lamps. Large shells with natural perforations could have those holes enlarged to attach them to a wooden handle, creating digging tools like hoes.



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You have purchased a game of the highest quality. However, if you find any components missing or damaged, please visit: catanstudio.com/support

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