

A TIME BEFORE TEXAS

GAME GUIDE

COMPONENTS

- 1 active player token
- 44 item cards
- 48 food cards

BEFORE YOU BEGIN: TYPES OF CARDS

There are two types of cards: food cards and item cards. Both of these have different sub-types of cards.

ITEM CARDS: There are six types of item cards: weapons, traps, tools, packs, skills, and knowledge.

- Weapons, traps, tools, and packs each have their own symbol and color associated with them that is the same across all cards of that type (i.e., a spear and an atlatl are different cards, but both fall under the weapon category, so will both have a blue circle with the same icon in it).
- Skill cards are split between two categories. When used, the player that used the card may select only one of the two colors.
- Knowledge cards are wild and can be played for an item in any category.

The icons seen on the item cards will be used to fulfill requirements on food cards. Food cards will feature the same icons as item cards, but will represent which item cards have to be spent to collect them.



FOOD CARDS: There are three types of food cards: hunt, gather, and ambush. These card types are spread across three seasons: spring, summer, and autumn.

- Each food card, regardless of type, has a different number of required items depending on the season. Food cards in spring require four item cards, summer cards require five, and autumn requires six. The only exception is ambush cards, which always require six items regardless of the season. The symbols on the food cards show which item cards the players need to play from their hand in order to succeed on the food card.
- Hunt and gather cards are very similar. The main differences are the point values and the item cards required for victory. Hunt cards are a little tougher to gain than gather cards and are worth more points. The icons pictured on these cards are unique to the specific organism featured, to reflect the techniques used to collect them.
- The mammoth card is the only card in which one of the cards played **MUST** be a knowledge (wild) card.
- Ambush cards function slightly different than the



other food cards. If an ambush is revealed during an expedition, the players must deal with the ambush card first. There is at least one ambush card in each season, and all of them have the same requirements. When an ambush is successfully dealt with, players earn a revealed food card that gives the lowest points. If the ambush is failed, every player discards one card from their hand, and all food cards revealed during that expedition are discarded.

ALMOST READY: THE SETUP

- Shuffle each seasonal sections of the food cards, keeping them separate from one another.
- Once shuffled, create the deck by placing the autumn section on the bottom, then the summer section in the middle, and the spring section on top.
- Deal six food cards face down in two rows of three cards each and place the deck on the left side of the cards dealt.
- Shuffle the item cards and deal four to each player.
- Deal three face up in one row, and place the deck face down to the left of the cards dealt.
- Randomly determine who will take the first turn, and give this player the active player token.



BEGIN! GAME PLAY

The game is played in turns, with each player taking one action on their turn. There are three possible actions a player may take: Explore, Craft, or Scout.

EXPLORE: The active player may choose to go on an expedition to gain food.

To do this, the active player first decides to go on a short, medium, or long expedition. If they chose to go on a short expedition, they flip the two cards closest to the food deck. For a medium expedition, they flip over the four closest. For a long expedition, all food cards are flipped over.

Then, all players discuss which food card they would like to attempt to gain. The final decision is made by the active player. Once a food card has been decided on, players play an item card from their hand to try and meet the requirements of the food card. The active player is the only

player required to play an item card at first, however, it will be necessary for all players to play cards as difficulty increases.

After checking to see if the group succeeds or fails, discard all food cards that were flipped over but not chosen. On a success, add the chosen card to your victory pile. On a failure, discard it with the others. After the expedition concludes, replace all discarded cards with more face down food cards. If the current season runs out of cards that can be used to replenish, wait to replace the food cards until all of the cards from the current season have been discarded or won before replacing with the new season.



Player 1 (Peter)

Player 2



Player 3



Player 4

Example: Medium Expedition

On Peter's turn, he decides to go on a medium expedition. He flips over the first and second columns, revealing the cards to the group. He sees a rabbit and a bison. After talking with the group, Peter leads the group on a hunt against the rabbit. Everyone plays an item card that helps satisfy the requirements on the rabbit. They succeed and add the rabbit to the food pile. The food cards that were revealed but not chosen are discarded. The two remaining face down cards slide to the left, and four more cards are placed face down.

CRAFT: The active player may choose to gain up to two item cards. To do this, they may take any combination of two item cards, either from the deck or the row. After a player takes their item cards, discard the two food cards

furthest from the food deck. Replace any taken item cards from the dealt cards with cards from the item deck. If the item deck runs out of cards, shuffle the discarded item cards that have already been used to remake the deck.



Player 1 (Peter)



Player 2



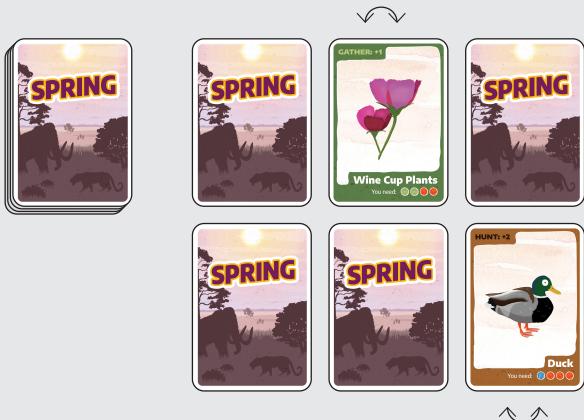
Player 3



Player 4

SCOUT: The active player may choose to take the scout action. To do this, they choose any two cards and flip them

face up. After all the players have seen them, flip them back over to be face down.



Play proceeds with players taking one of these three actions, then passing the active player token to the next player. At the end of each season, count your score. Your group must exceed a set point threshold at the end of spring and summer (4 points before the end of spring and 6 points before the end of summer) to be successful.

Example: Scout

On Peter's turn, he decides to scout. Peter picks any two food cards that are in the grid and flips them over revealing them to the group. He then flips them back over and ends his turn.

If your group does NOT accomplish this, the group must choose a player to lose their entire hand of cards. This does not apply to the autumn deck; once it is finished and the last food cards are discarded, the game ends and all points are counted.

SCORING

At the end of the game, count up the point values of all earned food cards and consult the following:

0 to 9 points	You did not collect enough food. Your group completely starves and dies.
10 to 14 points	You are a bit short on food. It is a very rough winter and most everyone scrapes by, but not without a couple losses.
15 to 19 points	You have collected enough food! Everyone survives.
20+ points	You have collected an abundance of food. Everyone has full bellies and this is the most prosperous season your group has ever had!