

# At the glacier's edge

## [Am Rande des Gletschers]

A stone age game for 2 to 4 players by Anja and Patrick Menon

### Outfit

- 110 cards
  - o 4 Cave cards
  - o 20 Clan cards (7 each with 1 and 2 clan members, 6 with 3 clan members)
  - o 60 Hunt cards (32 Prey, 8 Herbs, 10 Weapons, 4 Artefacts, 5 Events, 1 Winter)
  - o 24 Fate cards
  - o 2 chip cards (cut apart for 12 Trophy Chips)
- one rules sheet

In addition, a six-sided die is needed.

### Objective of the game

Every player leads a clan of cave people. The clan must secure its survival in winter by hunting and thereby collect Trophy Chips during the Great Clan Meeting. The first clan to attain the required number of Trophy Chips wins the game.

### Card explanations

#### Cave cards

A Cave card is divided into several different areas:

- The Supply Cave stores hunted Prey and collected Herbs.
- Inside the Weapon Cave you find the weapons the clan needs for the hunt.
- The living area of the cave houses the clan members (Clan cards) after they

have been used during a turn (face up) or when they are sick (face down).

- In the back of the cave is the clan shaman's holy abode where you can find an Artefact and the collected Trophy Chips.

#### Clan cards ["Clankarte"]

Clan cards represent the whole clan. The number of cave men depicted show the number of clan members.

#### Hunt cards

##### Prey cards ["Beutekarte"]

These cards represent the animals which can be hunted. Each shows the following symbols:

The **Nutrition Value** shows how many clan members can be provisioned by this animal. Additionally, the Nutrition Value determines whether a Prey card is considered Small Game ["Kleintier"] (Nutrition Value of less than 3) or Big Game ["Großtier"] (Nutrition Value of 3 or more).

##### Additional explanation for the *Fish* card ["Fische"]:

*If you use a Net ["Fangnetz"] card to catch Fish, their Nutrition Value increases to 2 (the Net is placed in the Supply Cave along with the Fish to show this).*

The **Clan Value** gives the number of clan members (not Clan cards) needed to hunt for this Prey card.

The **Hunting Value** must be met if you want to hunt this Prey card.

The **Weapon Value** is only shown on Prey cards which can be transformed into a Weapon card (see below).

The following cards exist:

- *Auerochse*: Wild Ox (Aurochs)
- *Bison*: Bison
- *Fische*: Fish
- *Hase*: Hare
- *Höhlenbär*: Cave bear
- *Mammut*: Woolly Mammoth
- *Rebhuhn*: Partridge
- *Rentier*: Reindeer
- *Riesenhamster*: Giant Hamster
- *Steinbock*: Ibex
- *Wildpferd*: Wild horse
- *Wildschwein*: Wild boar

### Herb cards ["Heilkräuter"]

Herb cards are used for curing Clan members and can also be used as supplies during the winter.

The **Nutrition Value** shows how many clan members can be provisioned by this Herb.

The **Clan Value** shows how many clan members (not Clan cards) are needed to find this Herb.

The **Story Value** is important for the Great Clan Meeting. The higher the value the more significant the Herb is for recipes and healing stories.

The following cards exist:

- *Frauenmantel*: lady's-mantle
- *Kamille*: Camomile
- *Ringelblume*: Marigold
- *Salbei*: Sage
- *Thymian*: Thyme

### Event cards ["Ereigniskarte"]

These cards show important events which must be played as soon as they are revealed.

The following cards exist:

- *Erdbeben*: Earthquake  
An earthquake shatters the land. All clans are involved. Every player rolls a die:  
1-2: Nothing happens  
3-5: Weapon or Artefact destroyed; discard one Weapon or Artefact card.  
6: Clan members die; discard one Clan card.
- *Hochzeit*: Marriage  
A marriage takes place; your clan is growing. Draw an additional Clan card and put it face up into your Living Cave.

### Additional explanation for the *Earthquake* ["Erdbeben"] card:

*Losses by Earthquake are chosen by the player who has just rolled a die. Whether the lost Clan card is in the Living Cave or in the player's hand is of no importance.*

### Artefact cards ["Artefaktkarte"]

The shaman uses the **Weapon Value** to aid the hunt in addition to any played Weapon cards.

The **Story Value** is important for the Great Clan Meeting. The higher the value the more significant the Artefact is for the shaman's reputation.

The following cards exist:

- *Der Kristall*: The Crystal
- *Heiliger Kieselstein*: Sacred Pebble
- *Weißes Leopardenfell*: Skin of the white leopard
- *Zahn eines Säbelzähntigers*: Fang of a Sabre-toothed Tiger

## Weapon cards ["Waffenkarte"]

A Weapon card can be played to aid a hunt.

The **Weapon Value** improves the chances of a successful hunt. The number of spear tips indicates the modifier for the hunt. The card also indicates the types of animals (Small/Big Game ["Kleintier/Großtier"]) which can be hunted with this weapon.

The **Story Value** is important for the Great Clan Meeting. The higher the value the more significant the Herb is for recipes and healing stories.

The following cards exist:

- *Fangnetz*: Net  
+1 against Big Game, +2 and Nutrition Bonus against Fish
- *Schleuder*: Sling  
+1 against Big Game, +2 against Small Game
- *Speere*: Spear  
+2 against Big Game, +1 against Small Game
- *Steinaxt*: Stone axe  
+1 against Big Game

## Winter

Winter begins the moment that the Winter card is revealed (see **Winter**, below).

## The Fate cards

With these cards the players can influence the fate of their own or their opponents' clans. The different Fate cards are used at different times according to their colour:

### Red

Cards which can be used against other clans during their hunt.

The following cards exist:

- *Der große Sturm*: The Great Storm  
Another clan has a difficult Hunt because of bad weather. It receives a modifier of -1 to its Hunting roll.
- *Der Streit der Jäger*: Hunter's dispute  
Another clan's hunting grounds overlap your own. You can get the other clan's Prey after their Hunt. To do that, both sides roll a die. If you roll higher, you steal the Prey card.
- *Die zerbrochene Waffe*: Broken Weapons  
Another clan's weapon breaks during the Hunt; the weapon is discarded. After that the clan calls off its Hunt.

### Green

Cards which can be used during your own hunt or to defend against dangers.

The following cards exist:

- *Das Opfer für die Geister*: Sacrifice to the Spirits  
The shaman performs a ritual against evil spirits. For this ritual he must sacrifice a Prey card. A Fate card used against the clan is warded off or any loss by an Earthquake is prevented.
- *Die erfolgreiche Jagd*: Successful Hunt  
The clan has a lucky hunt. The Hunting roll is valued as a 6, No Fate card can be played against this hunt.

### Yellow

Cards which you can use at the end of your own turn against other clans.

Eventual losses by Fate cards are chosen by the stricken player himself. The only exception is the **Raid** ["Der Überfall"] card; here the attacking player can choose the victim of his attack.

The following cards exist:

- *Das Raubtier: Predator*  
A predator ambushes another clan.  
If no Herb is used the attacked clan loses one Clan card.
  
- *Der Aasfresser: Carrion Eater*  
A carrion eater attacks another clan's cave. The clan rolls the die:  
1-2: Nothing is stolen.  
3-5: Any one Supply card is stolen.  
6: Two Supply cards are stolen.
  
- *Der Überfall: Raid*  
You attack another clan and try to steal their supplies:  
1-2: Nothing is stolen.  
3-5: Any one Supply card is stolen.  
6: Two Supply cards are stolen.
  
- *Der Zorn der Götter: Wrath of the Spirits*  
The Spirits are enraged about another clan. Its artefact is cursed and cannot be used during the next round (flip Artefact card face down for one round).
  
- *Die Große Wanderung: The Great Migration*  
Another clan's hunting grounds are depleted. It must leave its living area and look for a new cave. During the next round the Clan may not take any action.
  
- *Die verdorbenen Kräuter: Spoiled Herbs*  
Another clan's Herbs are spoiled.  
The clan must discard any one Herb card.

**Additional explanation for the card *Die Große Wanderung* ["The Great Migration"]:**

*A clan attacked by this card is not allowed to hunt or to collect Herbs. Also, it may not play a Fate card at the end of the turn. Its Cave card is turned over until the end of his next turn. The three Hunt cards are disclosed nonetheless because the player is still allowed to take any Weapon or Artefact card. An Event card is also resolved normally.*

## Game preparation

Every player receives a Cave card which he places in front of himself.

In addition he takes three Clan cards (one each with 1,2 and 3 clan members) in hand. The remaining clan cards are shuffled and placed face down in the middle of the table as a deck.

All Hunt Cards except for the Winter card are shuffled and placed face down onto the table as well as the so-called Hunting Deck. The Winter card is placed underneath the Hunting Deck.

The Fate cards are also shuffled and placed face down onto the table. Every player draws one Fate card and takes it in hand.

The Trophy Chips are put aside until the Winter arrives.

The player with the highest die roll begins the game.

If you are playing with two or three players, see **2 Players** and **3 Players** below for some special rules.

## The game

**At the glacier's edge** is played over several years, every year lasting a certain number of turns. All of the clans meet at the end of the year (indicated by the Winter card) for the Great Clan Meeting where all clans tell stories of their adventures and Trophy Chips are distributed. After that every clan must nourish its members using its supplies and make them survive the winter.

## Taking a turn

- A. The clan (i.e. the player taking his turn) draws three cards from the Hunting Deck and places them face up onto the table.
1. If there are Event cards among the drawn cards they are resolved in the order they were disclosed
  2. If Weapon and/or Artefact cards have been revealed, the clan can put these into its cave at once (in the appropriate areas). If the clan already possesses an Artefact, it may not take a different one because a clan can only have one Artefact at a time.
- B. If the clan has any hurt Clan members (face down Clan cards in the living area of the Cave card) these are now turned over. These Clan cards may not be used for an action during this turn.
- C. Now the Clan player can perform an action for every Clan card he has on his hand. As every player has three Clan cards on his hand at the beginning of the game he can perform three actions. It is not mandatory to perform all possible actions. Clan cards can only be used as a whole. *For example, if you could perform an action with just one clan member, but the only Clan card available is a card with three cave men you must use the entire card for this action; the surplus clan members cannot be used for any other action.*
- Every time an action is performed the used Clan card must be taken from the player's hand and put into the living area of the Cave card. If for any action more than one Clan card is used all participating cards are placed into the cave. By doing this you reduce the number of available actions.
- The following actions are possible

1. Hunt Prey
2. Collect Herbs
3. Transform Supplies into Weapons
4. Draw Fate cards

Further explanations for these actions are provided below.

- D. After all actions have been used and all clan members are inside the cave or after the player has chosen not to perform any more actions all Hunt cards not used are discarded. The player then takes all face up Clan cards from his cave in hand.
- E. The player can play a Fate card against another clan as the end of his turn which takes effect at once (this does not count as an action).
- F. The clan player may not hold more than eight Clan and/or Fate cards at the end of his turn, including any Clan card(s) still in his cave. If he has more than eight cards in hand, he must discard surplus cards at once. He must discard Fate cards first; only if he has no more Fate cards left, yet still more than eight cards in hand, can he discard Clan cards.

After that the next player can start his hunting season.

## Actions

### C.1. Hunt Prey

First the player chooses his Prey from among the open Hunt cards and forms a hunting party from the Clan cards in hand. With a die roll he then tries to attain the Hunting Value of the Prey card. There are several possible modifiers for this die roll:

- The Clan Value on the Prey card indicates the number of clan members necessary for the hunt. If there are more than the necessary number of clan members

participating you receive a bonus of +1 to your die roll.

If you send out fewer clan members out to hunt, you subtract -1 for every missing clan member - calculated from the Clan Value of the Prey card).

- From your Weapon Cave, you can use either a Weapon card or a Prey card which has been transformed into a Weapon (you can never use more than one Weapon card). The Weapon Value from this card is added to your die roll.  
For some weapons the Prey's size is important to determine the Weapon Value. Prey cards with a Nutrition Value of 1 or 2 count as Small Game ["Kleintier"], those with a Nutrition value of 3 or more count as Big Game ["Großtier"].  
The used Weapon card or transformed Prey card is discarded after the hunt as it can only be used for one hunt.
- The Shaman can use his Artefact to summon the Spirits of the Hunt. In this case the player can add the Weapon Value of the Artefact to his die roll. The Artefact can be used but once during a turn.
- The Shaman can discard any one Prey card from the Supply Cave to gain a bonus of +1 to his die roll.
- The other players may play a Fate card against the hunting player before he makes his die roll.  
Only one fate card per hunt can be played against the clan player; moreover, every opponent can use only one Fate card during any one turn.  
The player to the left of the clan player gets the first chance to play a Fate card. If he declines his neighbour may do so.  
Finally, the clan player has the chance to play **Das Opfer für die Geister** ["Sacrifice to the Spirits"] against any Fate card played against him and cancel its effects.

If the modified die roll equals or exceeds the Hunting Value, the clan player can place the Prey card into his Supply Cave. The used Clan cards are placed face up into the Living Cave.

If the modified die roll is insufficient the Hunt is not successful and clan members were hurt in the process. One Clan card which participated in the Hunt must be placed face down in the Living cave; these cards are turned over during the player's next turn.

As long as the Clan player has not yet rolled the die he may call off the Hunt if he sees that his chances for success have worsened. The Hunt will be treated like an unsuccessful hunt, but without any hurt clan members.

After a successful Hunt, an opponent who has not yet played a Fate card may use the Fate card **Der Streit der Jäger** ["Hunter's dispute"] to acquire the Prey card for himself. However, to do that the opponent must roll higher on a single die than the Clan player who tries to defend his Prey.

### C.2. Collect Herbs

To retrieve an Herb, the Clan player sends out as Clan Members equal to or greater than the Clan Value on the Herb card. The Herb card is stored in the Supply Cave.

### C.3. Transform Supplies to Weapons

A Prey card which lies in the Clan's Supply Cave and shows a Weapon Factor (one or more spear tips on the card) can be transformed into a weapon. This costs one action per Prey card. The card is then transferred from the Supply Cave to the Weapons Cave. It can now be used like any Weapon, but is no longer available as provisions for the winter. However, the card's Story Value can still be used.

### C.4. Draw Fate card

The Clan player draws one card from the Fate Deck and takes it in hand. This Fate card can be used at once.

## Winter

As soon as the Winter card is disclosed the end of the year has come. Along with the Winter card more cards can be drawn until there are three Hunting cards on the table. The Clan player is allowed to finish his turn.

### Preparations for next year

After that the Hunting Deck for next year is prepared. The discarded Hunting cards are shuffled and placed underneath any remaining cards from previous years. The Winter card is placed underneath this new Hunting Deck.

All players then discard all but one of their unused Fate cards. This one card can be kept and saved for next year. If a player doesn't have any Fate cards at the end of the year he begins the new year without any Fate cards. After that the Fate Deck is shuffled as well.

### The Great Clan Meeting

The Great Clan Meeting begins. All the clans tell stories about the events of the past year.

- First the hunters tell their stories. The clan with the best and most glorious story wins. Each clan rolls the die once and adds the highest Story Value from the Prey cards in his Supply or Weapon Cave; only one Prey card is used. The clan with the highest modified die roll receives a Trophy Chip.
- Then the Healers and Herbalists report their greatest deeds. This time, the highest Story Value of a Herb card is used as a die roll modifier, and the highest modified die roll wins another Trophy Chip.
- Finally, the Shamans can win a Trophy Chip with a story from the world of spirits. The Story Value of

his artefact is added to his die roll and the result is compared to the other Shamans' results.

If several clans have the same result in these competitions they roll the die again until a decisive result is reached.

A clan can only participate in the various competitions if it has a relevant card. E.g. a clan without an artefact cannot take part in the shamans' storytelling competition.

## Winter

After that, the actual winter begins, and all clans must discard as many points of Nutrition Value in Prey and Herb cards as they have Clan members. The following rules apply:

- If a Clan can supply enough Nutrition Value points for all clan members the clan grows in size; the player draws a new Clan card.
- If a clan cannot supply enough Nutrition Value points for the whole clan, but for at least half of them, there is no change in the clan.
- If a clan cannot supply enough Nutrition Value points for half his members, some clan members will starve; the player must discard one Clan card.

After the winter, all used supplies are shuffled separately and placed underneath the already formed Hunting Deck (as a result the Winter card will not be the last card in the Deck but will probably be somewhere in the last third of the deck). All Clan cards including hurt clan members are taken back into the players' hand after the winter.

At last, the new year starts with the first clan's normal turn.

## Loss of all clan members

If a clan is destroyed by losing all Clan members the player must discard all cards (except for his Cave card) and all Trophy Chips. After that he draws one Clan card and one Fate card and founds a new clan.

## The end of the game

The game ends when a clan has acquired

- 3 Trophy Chips for 4 players
- 4 Trophy Chips for 3 players
- 6 Trophy Chips for 2 players

and survives the following winter. If more than one clan has the necessary number of Trophy Chips the one with the most Trophy Chips wins. If there is still a tie the clan with the largest number of members wins.

## 2 Players

If only two players play the game the following rules changes apply:

The Hunting cards with the symbols ? (blue rhombus) and ? (yellow rhombus) are taken out of the game (18 cards altogether).

The opponent can use a Fate card against every Hunt the current Clan player undertakes.

## 3 Players

If three players play the game the following rules changes apply:

The Hunting cards with the symbols ? (yellow rhombus) are taken out of the game (6 cards altogether).

KRIMSUS KRIMSKRAMS-KISTE  
c/o Mark Sienholz  
Barerstr.65 / D-80799 München  
Germany  
Phone (00 49 - 0 89) 2 71 69 61

Graphic design by Jos Weijmer

Visit our web site:  
<http://www.krimsu.de>

or mail to:  
[info@krimsu.de](mailto:info@krimsu.de)