

QUEST FOR HOME

30,000 BC



by Lisa Smedman

A single-player card game

QUEST FOR HOME – 30,000 BC

Quest for Home – 30,000 BC is a game in which players guide a small clan of Neanderthals in their quest to find a new cave to live in. Glaciers have overtaken the old cave, driving away game and killing off food plants the clan formerly foraged for. Other clans have spoken of a cave to the south, large enough to hold a clan. Now begins an arduous trek, in search of that new home.

Goal

Find new home for your clan by reaching the Cave card with as many of your clan surviving as possible.

Players

1 Player

Components

24 Clan Cards

18 Terrain Cards

- 5 x Forest
- 5 x Meadow
- 3 x Hills
- 2 x River
- 1 x Mountain
- 1 x Ice Field
- 1 x Cave (Destination)

24 Event Cards

10 Green (Forage) dice

10 Yellow (Morale) dice

10 Black (Craft) dice

10 Red (Protect) dice

4 White (Wild) dice

1 Purple (Randomizer) die



64 Condition Tokens (16 each of Hungry / Sad / Cold / Weary)

96 Sickness Tokens (16 each of Fever / Stomach / Urinary / Rash / Dysentery / Congested)

6 Medicinal Plant Tokens (1 each of Fever / Stomach / Urinary / Rash / Dysentery / Congested)

Setup

The player is randomly dealt a hand of 8 Clan Cards. This is their clan.

The 18 Terrain Cards are prepared by taking out the Cave card and shuffling it with 3 other randomly selected cards. Keep these cards face down during this process. Shuffle the rest of the cards, and place them on top of the smaller stack containing the Cave card. This becomes the Terrain Cards draw deck.

Clan Cards

Each person in the clan has different skills, represented by the colored dice on their card.

Green Dice – Foraging for food and medicinal plants

Black Dice – Crafting shelters and clothing to keep warm, making fires, weapons and tools

Yellow Dice – Singing, storytelling, making art, and comforting others to boost morale

Red Dice – Protecting the clan from animal attacks and environmental dangers

White Dice – Any of the above skills; may not be rerolled

Toddlers have few skills (one die), but can be easily carried, should they become Injured or Sick. Youth have some skills (two dice). Adults have the most skills (three dice).

Some adults are specialists in a particular skill, with two dice of the same color. Other adults can turn their hand to anything, and have a “wild” (white) die that can be used for any one skill, once per turn.

When using skills, each roll of 5 or higher (5+) is a success.

Why Must Your Clan Search for a New Home?

Roll the purple die:

1. The “other people” (homo sapiens) attacked, and drove you out of your cave. Roll the purple die; this many members of your clan are Weary.
2. Your cave collapse in an earthquake, and your clan is all that survived. One member of your clan is Injured (see “Injuries”).
3. Glaciers are encroaching on your land, making foraging and hunting difficult. Roll the purple die; this many members of your clan are Cold.
4. Your clan grew too large for their cave, and you were forced to split up. Roll the purple die; this many members of your clan are Hungry.
5. A sickness wiped out the rest of your clan; your old cave must be “cursed.” One member of your clan is Sick (see “Check for Sickness”).
6. One of your elders had a vision that you must move, that a better home awaited you. No bad effects.

Actions During a Turn

1) Camp or Travel (Resolve Events)

Decide whether the clan is camping or travelling. (If the clan camped on the previous turn, they must travel.)

Camping

If the clan chooses to camp, do not draw any Terrain or Event cards. Roll the purple die and remove Weary tokens from this many people, then go immediately to Skill Checks.

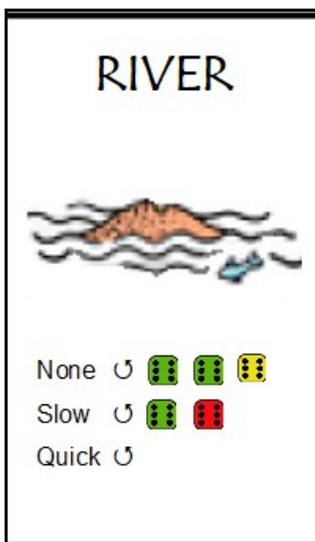
Slow Movement

If the clan is travelling, draw a Terrain Card, and then draw an Event Card and resolve the event. Note that some events only take place if the clan is on certain types of terrain when the card is drawn.

If the Event Card includes requires a Protect roll to be made, roll all of the red dice available to your clan. If you clan has any white dice and you wish to add them to the roll, you may do so. Depending upon the Terrain Card, there may be an opportunity to reroll one or more of the red dice; refer to the Slow movement section of the card. Count the number of successes rolled, and check to see how the event is resolved.

Quick Movement

The clan can pick up the pace and continue travelling, should the player wish. Draw a second Terrain Card and Event Card and resolve the second event. Once again, if a Protect roll is required, roll all of the red dice available; if the clan has any white dice that have NOT already been rolled this turn, these may be included. The number of red dice that may be rerolled is dictated by the Quick movement section of the card.



Example: A clan making a Protection roll on the River Terrain Card would be allowed to reroll one red die if moving slowly, but would not get any rerolls if moving quickly.



Quick movement may result in members of the clan becoming Weary. After resolving the second Event card, place a Weary token on any person who is Sick or Injured. (Sick or Injured toddlers may be carried by a youth or adult to prevent them from becoming Weary.)

Next, determine how many others in the clan also become Weary as a result of the quicker pace. Roll the purple die and place Weary tokens on this many people.

2) Skill Checks

Choose to do any two of the following: Craft, Entertain, Forage.

Whichever activity is not chosen will result in some members of the clan suffering.

- If Craft is not chosen, roll the purple die; add a Cold token to this many people.
- If Entertain is not chosen, roll the purple die; add a Sad token to this many people.
- If Forage is not chosen, roll the purple die; add a Hungry token to this many people.

Craft: Roll all of the black dice available to your clan. If the clan has any white dice that have NOT already been rolled this turn, these may be included.

Depending upon the Terrain Card currently in play, there may be an opportunity to reroll one or more of the green dice; refer to the appropriate movement section of the card (Camp, Slow movement, Quick movement).

Count the number of successes (5+) rolled.

- Zero Successes: Roll the purple die. Add a Cold token to this many people. (Only add tokens to those who do not already have a Cold token.)
- 1 or More Successes:
For each success, remove a Cold token.



Entertain: Roll all of the yellow dice available to your clan. If the clan has any white dice that have NOT already been rolled this turn, these may be included.

Depending upon the Terrain Card currently in play, there may be an opportunity to reroll one or more of the yellow dice; refer to the appropriate movement section of the card (Camp, Slow movement, Quick movement).

Count the number of successes (5+) rolled.

- Zero Successes:
Roll the purple die. Add a Sad token to this many people. (Only add tokens to those who do not already have a Sad token.)
- 1 or More Successes:
For each success, remove a Sad token.



Forage: Foraging works a little differently from Crafting and Entertaining. Before any dice are rolled, the player must decide which of the green dice available to the clan (plus any white dice that have NOT been used already this turn, if the player wishes to include them) will be allocated to foraging for food, and how many will be allocated to foraging for medicinal plants. The dice may be allocated entirely to one or the other, or may be split between the two activities as the player sees fit.

Depending upon the Terrain Card currently in play, there may be an opportunity to reroll one or more of the green dice; refer to the appropriate movement section of the card (Camp, Slow movement, Quick movement). Note that even if the green dice have been split into two piles, the number of rerolls is for all of the green dice, not for each pile.

Roll the dice that have been allocated to **foraging for food**. Count the number of successes (5+) rolled.

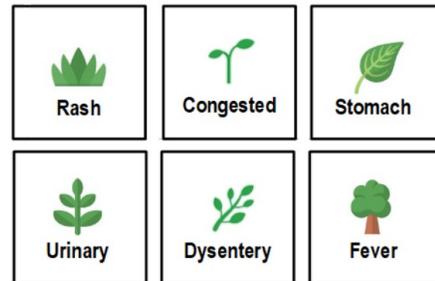
- No successes (or no dice allocated to foraging for food):
Roll the purple die. Add a Hungry token to this many people. (Only add tokens to those who do not already have a Hungry token.)
- 1 or more successes:
For each success, remove a Hungry token.



Roll the dice that have been allocated to **foraging for medicinal plants**. Count the number of successes (5+) rolled.

- No successes (or no dice allocated to foraging for medicinal plants):
No medicinal plants are found.
- 1 or more successes:
For each success, a medicinal plant is found. Roll the purple die to determine which type it is. (Do not reroll any duplications; they simply mean that more than one member of the clan found the same type of plant.) For each type of plant found, take the appropriate token.

- 1 = Plant that reduces fever
- 2 = Plant that soothes stomach upsets
- 3 = Plant that cures urinary infections
- 4 = Plant that soothes rashes
- 5 = Plant that cures dysentery
- 6 = Plant that soothes congestion



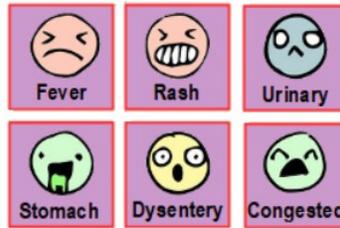
The **Icefield** card prevents foraging. Any Forage rolls made while the clan is on this card automatically fail (zero successes).

3) Check for Sickness

Check to see if any members of the clan fall ill: roll the purple die for each member of the clan. If the die roll is higher than the current number of Condition Tokens the clan member has (Weary, Hungry, Sad, Cold) the person is all right. If not, the person becomes Sick.

Roll the purple die to see the type of illness they succumb to, and add a Sickness Token of that type. Then remove all Condition Tokens from that Clan Card.

- 1 = Fever
- 2 = Stomach Upset
- 3 = Urinary Infection
- 4 = Rash
- 5 = Dysentery
- 6 = Congested



If the roll results in a sickness the person already has, reroll the die.

4) Healing

If the clan has medicinal plants, these plants can be used to remove all instances of sickness cured by that plant. The Medicinal Plant Token is discarded, and all members of the clan suffering from this type of sickness are cured. Remove all Sickness Tokens of that type from the clan.

Any Medicinal Plant Tokens that are discarded become available to potentially be found again, on subsequent turns.

5) Check for Death

Check to see if any members of the clan die.

For each person who is Sick, tally up the number of illnesses they have. Each token of Fever, Stomach Upset, Urinary Infection, Rash, Dysentery, and Congested adds 1 to the total.

Next, roll the purple die once for each Sick person. If the number rolled is greater than the number of illnesses the person is suffering from, they continue to live. If the number rolled is equal to or less than the number of illnesses they have, they die.

For each person that dies, roll the purple die and add this many Sad tokens to the clan.

6) Check for End of Game

Has the clan reached the Cave card? If so, the game is over and may now be scored. (See “Reaching the Cave” and “Scoring” for details.)

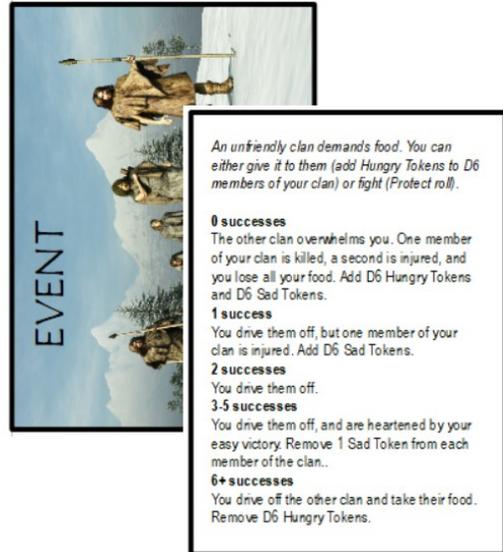
Event Cards

Some of the Event Cards do not require a Protection roll. Instead, they direct the player to roll a die; use the purple die.

If an Event Card results in members of the clan becoming killed or injured, the player may choose which characters are affected. (You cannot apply a “killed” and an “injured” result to the same character as part of the same result.) Some Event Cards ask you to roll a die, rather than making a Protection roll. Use the purple die for this.

When an Event Card stipulates that D3 of the Clan are affected by an event, roll the purple die.

- 1-2: 1 person is affected
- 3-4: 2 people are affected
- 5-6: 3 people are affected



Injuries

Each time a clan member suffers an injury, it “locks” one of the dice available to the clan, removing it from those available. Take a die that corresponds to one of the colors on the Clan Card of the injured person and place it over the die of that color on the card. This die is permanently locked and may not be rolled again.

A clan member on which all dice are locked may not receive more injuries; choose another clan member to be injured, instead.

Reaching the Cave

The cave offers three bonus white dice (regardless of how fast the clan was travelling), which can be applied to Skill Checks as the player wishes; each of these wild dice can be used just once.

Cave Capacity

Although a new home has been found, it might not be big enough to hold everyone! After resolving the turn in which the cave is reached, roll the purple die three times, and add the results. This is how many people the cave can hold (3 to 18 people).

If the cave isn't big enough to hold everyone, the player has two options.

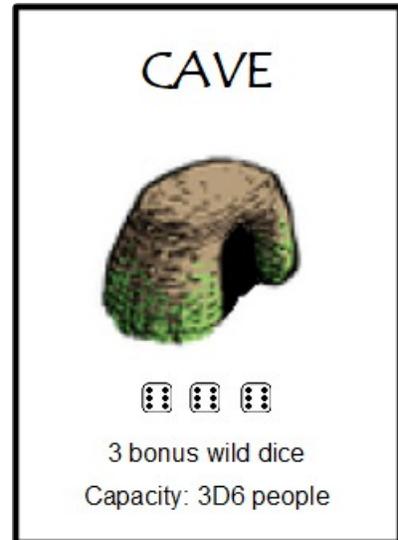
- 1) End the game here, choosing which members of the clan get to stay in the cave, and which are turned away to find some other home. Discard those turned away, and score the game based on the characters who fit in the cave.
- 2) Keep playing to determine the fate of those turned away. Shuffle all of the Terrain Cards and create a new deck of 5 randomly determined cards, plus the Cave card, which is shuffled into these cards. Play through these 6 cards until the outcasts find a cave (if they're lucky, it might be the first card drawn!). Determine the capacity of the second cave, as above. Add the score for the characters who find a home in this cave to the score for the first group.

If by some chance, the second cave is also too small to hold everyone, the player may repeat the second option as many times as required. Note, however, that the smaller the number of people turned away, the less chance they'll have of surviving to find a new home – there will be fewer characters who can roll when attempting tasks!

Scoring

How well did your clan fare? After playing through the final turn, score points as follows:

- 10 points for each clan member who reached the cave, adjusted as follows:
 - - 5 points for each person who is Sick (amount of sickness doesn't matter)
 - - 3 points for each person who is Injured (number of injuries doesn't matter)
 - - 1 point for each Weary, Hungry, Cold or Sad token



Historical Notes

The food the Neanderthals foraged for included nuts (pine, acorn, pistachio); greens (moss, white clover, galium, nettles); fruit (berries, dates, figs, grapes, olea); beans and peas (lentils, vetch, prickly caterpillar); tubers (nut grass); grains (wild oats, stiff brome, dhoob, wild barley, goatgrass); and fungus (split gill mushrooms). Small game animals included rabbits, birds, tortoises, and fish.

The Neanderthals knew of a number of medicinal plants. Althaea Root, Ephedra, Wormwood and Yarrow reduced fever. Ephedra and Yarrow were also used to treat colds and congestion, as were Mallow, Pine Needles, and Ragwort. Yarrow was also effective against dysentery, as was Annual Mercury. Stomach ailments could be treated with Althaea Root, Chamomile, Fennel, Juniper, Wild Radish, Yarrow, and Wormwood (which, as the name suggests, also purged worms). Annual Mercury and Juniper also treated urinary infections, as did Birch, Muscari, and Pine Needles. For skin afflictions, there was Althaea Root, Annual Mercury, Pine Needles and Wild Radish. Yarrow as effective for toothache, and Althaea Root and Ragwort for pain. Annual Mercury was also used to treat eye infections.