CAVEMAN

	Move	Hits	Missiles	RPS mods	Special
Caveman	Normal	1	3 rocks, 1/turn	None	None
Hero	Run	3	6 rocks, 1/turn	None	None
Shaman	Normal	1	None	Die on 1st loss	3 Totems, can gain more
Baby Mammoth	Normal	5	None	None	None
Mammoth	Normal	10	None	3 losses = auto kill	If babies attacked, auto kill attacker on 2 losses
Saber Tooth Cat	Fast	4	None	None	None

Turn Sequence

Cavemen players activate tribe in random order

Beasts activate

Movement

Normal: 1 "Step" with index & middle fingers

Fast: thumb to pinkie on outstretched hand

Really Fast: elbow to index finger (Beasts only)

Cavemen move Normal when walking, Fast when running

Can't throw when running

Climbing/Crossing rough ground uses Slow

Throw things

Throw "Rock" at opposing player from defined distance away

Hitting player causes Wound

Hitting Things

3 rounds of RPS   2 losses = Wound

3 losses = Kill, remove from board

After 1st round loss, looser can move Fast distance, winner can follow up Normal distance

Outnumbering caveman opponent counts as winning 1st RPS

Hurting Things

If wounded, roll Cave Die: Red = Wounded, Black = Dead

Shaman can heal wounded caveman, roll Red on Cave Die

Beasts

2 caveman RPS wins causes 1 hit to beast

3 caveman RPS wins auto-kill beast

For every attacker beyond 1st, reduce number of hits needed to kill by 2

Shaman Totems

Use 1 totem to do 1 of the following:

Increase tribe's movement by extra Fast move

Use missile weapon twice in a turn

Cancel round of RPS

Heal wounded Caveman

Bold Italics can earn another totem if successful

Communication

Can only use the following words when communicating to other tribes

alunda	love
bobo	friend
haraka	fire
macha	monster
nya	no/not
ool	food
pooka	broken
ugh	like
ya-nu-ta	it's gone
kuda	come
thek	bad/yucky
ooweee	hunting/gathering/looking for