

Humans

The Brief:

You are playing as a civilization of humans in the country of Indonesia, on the island of Borneo. Your new colony is built on the border of a lush forest, ripe with resources and opportunity. Each turn, you will be given the opportunity to **construct new settlements**, which help you **gain resources and expand your growing territory**. Sharing the same jungle is a migratory herd of Orangutans, will there be enough resources for you to share? Your goal is to obtain **Victory Points** (which represent the success of your colony) by meeting the objectives listed below. **Upon collecting 6 Victory Points, you will win the game.**

Set-Up: (This will already be done for you in TableTop Sim!)

- You start the game with a city (your capital) placed on the tile E2 (see grid coordinates on the border of the playspace)
- You have 5 wood, 5 stone, and 5 food.

Playing the Game:

Turn order alternates between you and the opposing Orangutan player, with the Orangutans going first. After their turn ends, yours begins.

- You start your turn by **gathering the resources that each of your settlements provides**, for example, if you were to control a farm, then you would gain 2 food tokens.
- Next, you **spend food to maintain each of your settlements**. Each settlement consumes **one food per turn**. If you do not have enough food for each of your settlements, you may choose which to feed, and must destroy the rest. **Roads and Nature Reserves do not require food to operate.**
- Next, you may choose to **deforest one forest tile adjacent to any of your settlements**. For **1 food token**, you may flip-over a Forest tile. This gives you **5 wood**, and the tile is flipped and becomes a Plains tile.
- Finally, during your turn, you may **spend your resources to construct settlements** across the board.
 - To build a settlement, you must have the required resources. Once the settlement is built, those resources are spent and discarded. Only one settlement may be built per tile.
 - You can build up-to two settlements per turn.
 - New settlements **must be placed next to another settlement**. To expand your reach, consider building roads, as they are cheap and do not consume food.
 - *TIP: Consider starting by building a farm, as without food, your civilization will fall!*

Winning and Losing:

- You win the game by collecting 6 Victory Points.
- You lose the game by losing all of your settlements, either by natural disaster (enacted by the orangutans) or starvation (running out of food).
- **You may need to help and/or make deals with your opponent in order to get what you need to win.**

Settlement	Construction	Effect
Road	2 Wood Must be built over a Plains, River, or Forest tile.	These can be used to connect your colony across wide distances without the need to spend resources on larger settlements. Can also be built to cross rivers.
Mine	5 Wood Must be built over a Mountains tile.	Produces 2 Stones per turn.
Farm	3 Wood, 2 Stone Must be built over a Plains tile.	Produces 2 Food and 1 Wood per turn.
Nature Reserve	1 Wood, 5 Stone Must be built over a Forest tile.	Produces 3 Science Points per turn. Also, produces 1 orangutan per turn, for the opposing player, at the start of their turn.

Victory Points	Objective
4 Victory Points	“Scientific Breakthrough” Objective: Collect a total of 10 Science Points <i>Your nation has put time and resources into researching and defending nature. Because of this, you are at the forefront of scientific innovation.</i>
3 Victory Point	“Resource Rich – Habitat Destruction” Possess 10 Wood and 10 Stone. You lose these points if either your Food or Stone goes below 10 again. <i>You’ve taken advantage of your surroundings, and exploited the natural resources for all their worth. You have a rich and powerful nation because of it.</i>
2 Victory Points	“Prepped” Possess 10 Food. You lose these points if your Food goes below 10 again. <i>You’ve devoted yourself to looking after your people, and invested in reliable food sources.</i>
2 Victory Points	“Green Living” Have 10 Forest tiles left on the board. You lose these points if the number of Forest tiles goes below 10. <i>You’ve taken care not to irrevocably devastate the world around you, your people and the environment are better-off for it.</i>
1 Victory Point	“Big Money” Deforest 5 Forest tiles. <i>You are committed to expanding your civilization, and will do whatever it takes to get the resources you need.</i>

Orangutans

The Brief:

You are playing as a migratory herd of Orangutans on the island of Borneo, Indonesia. You live in the lush rainforest, rich with food, shelter, and fellow wildlife. Your goal is to **survive** by moving across the map, **finding food** for your herd to eat and new mates to **reproduce** with. Recently, a new colony of humans (your opposing player) has settled near your jungle, and they are looking to get their hands on the same resources you need for your survival. Will there be enough to go around? **Upon attaining 15 herd members, you will win the game.**

Set-Up: (This will already be done for you in TableTop Sim!)

- You start the game with your orange play piece on the B5 tile (see grid coordinates on the border of the playspace).
- You start the game with a population of 5, and 10 food.
- A potential mate is placed on the board, on the B3 tile, represented by the purple play piece.

Playing the Game:

Turn order alternates between you and the opposing Human player. You go first.

- You start your turn by feeding your Orangutans. For each member of your herd, subtract one food. If you do not have enough food for all of your orangutans, you lose one population, and your food count is set to 0.
- **Roll the orange 6-sided die**, you may move that many spaces (or less, if you want) You may not move diagonally.

When you land on a River tile:

Draw 3 food tokens for each member of your population. (i.g. a population of 10 would yield 30 food.)

When you land on a Forest tile:

Draw an **Act of Nature** card.

When you land on the tile occupied by your potential mate:

Your population increases by 2. A new mate appears somewhere on the island, roll the two blue dice to determine the new coordinates, then move the purple piece to those coordinates. If you roll the tile you are currently standing on, you must roll again.

- At any time, you may spend 10 food to re-roll the position of your mate.

When you land on or cross through a tile occupied by any human settlement other than a Nature Reserve (including roads):

- Roll the numbered blue 6-sided die. If you roll a 1-3, one of your orangutans has been poached by humans, and you lose 1 population. If you roll a 4-6, you escape unharmed.
- Whenever you pass through a farm, you gain 5 food, regardless of outcome.
- Any time one of your population dies, humans lose 2 science points.

Winning and Losing:

- You win the game by attaining a population of 15.
- You lose the game by losing all of your orangutans.
- **You may need to help and make deals with your opponent in order to get what you need to win.**

Acts of Nature:

Title	Option A	Option B
Earthquake	Flip two Plains tiles over, turning them into Forest tiles.	Destroy any one Human settlement of your choice (except their city).
Nature's Boon	Gain 10 food tokens.	Allow Human player to build a Nature Reserve at no cost. (Nature Reserves grant you +1 Population per turn).
Tornado	Spend 5 food, roll the movement die again.	Destroy two roads built by the Human player.
Sunny Day	Give the human player 2 of each of their resources except Science. You gain 1 population.	Give human player 5 food tokens. You also gain 5 food tokens.
Rapid Winds	Double your movement roll on your next turn.	Remove two of each of your opponent's resources, including Science.
Elder's Wisdom	Use tools while hunting; Gain 10 food!	Defend yourself using tools; Next time you pass through human territory, you cannot get poached.