Great Plains

Objective: Players compete to control meadows by having more of their tribe in a meadow than their opponent.

Setup

1. Shuffle the 7 tiles, face-down, randomly arrange them in the configuration shown below, and then flip them face-up to form the game board.
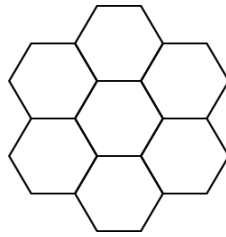

2. Each player takes 3 Cave tiles and 20 Tribe tokens of a single colour (& or &).

3. Place the 9 Animal tiles (, , and) next to the game board to form the supply.

4. Randomly select a starting player to take the first turn of the game.

End of Game

The game ends when both players have placed all of their Tribe tokens (and).

Scoring: For each meadow on the game board, if one player has more Tribe tokens in that meadow than their opponent, that player scores a number of points equal to the number of grass spaces ( ) in that meadow, plus the number of Springs ( ) adjacent to it.

- Remaining Animal tiles (, , and) provide no additional points.

The player with the most points wins the game.

Tie-Breaker: If there is a tie, play another game to break the tie.

Terrain Spaces

Meadow: Any area of contiguous grass spaces, including grass spaces on adjacent tiles form a single meadow.

| Mountains			Lowlands			
Peaks	*Cave*	*Spring*	*Grass*	*Horse*	*Eagle*	*Bear*

Animals

When placing a Tribe token (or) on their turn, a player may instead return one of their Animal tiles to the supply and place their Tribe token as per rules of the corresponding tile:
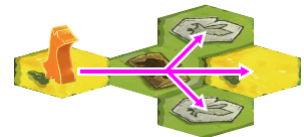
Eagle ( ): The player places one of their Tribe tokens into any empty lowland space 2 spaces away from one of their Cave tiles ( ) or Tribe tokens, on the directly opposite side of a mountain space.

- A player cannot use an Eagle tile to place their Tribe tokens over an empty or occupied lowland space.
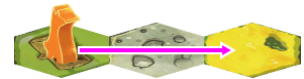
Horse ( ): The player places one of their Tribe tokens into an empty lowlands spaces that is 2 spaces away from one of their Cave tiles ( ) or Tribe tokens by moving through any occupied or unoccupied lowland space.

- A player cannot use a Horse tile to place their Tribe tokens over a mountain space.

Bear ( ): The player places one of their Tribe tokens into an occupied lowland space adjacent to one of their Cave tiles ( ) or Tribe tokens and then pushes their opponent's Tribe token in a straight line into the empty lowland space behind it.

- A player cannot use a Bear tile if the space the Tribe token is to be pushed into is occupied by another Tribe token.

- If the space the Tribe token is being pushed into is a mountain space or off the edge of the board, the Tribe token is instead removed from the game.

- If the opponent's Tribe token is pushed into an animal space, the opponent does not take the corresponding Animal tile.
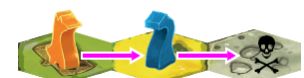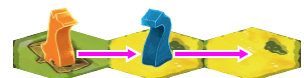
Turn Order

1. **First Phase – Players emerge from their caves:** Players take alternating turns to place one of their Cave tiles (/) at a time onto any empty cave space ( ) on the game board, until both players have placed all 3 of the Cave tiles on the board.

    ● The first phase begins with the starting player that was determined during setup.

2. **Second Phase – Players explore the landscape:** Players take alternating turns to place 1 of their Tribe tokens (/) onto an empty lowland space adjacent to one of their Caves (/) or one of their Tribe tokens that is already on the board.

    ● The second phase begins with the player that placed a Cave tile last during the first phase.

    ● A player may never place one of their Tribe tokens onto a Mountain space.

    ● The second phase ends once both players have placed all of their Tribe tokens.

    Playing an Animal Tile: Instead of placing a Tribe token normally, the player may return one of their Animal tiles (, , or) to the supply to place one of their Tribe tokens according to the rules for that Animal tile:

    ● A player may only play one Animal tile per turn.

    Placing a Tribe token on an Animal Space (, , or): If the player places a Tribe token on a horse, eagle, or bear space, they take the corresponding Animal tile from the supply.

    ● If there are no tiles of the required type in the supply, the player does not take an Animal tile.