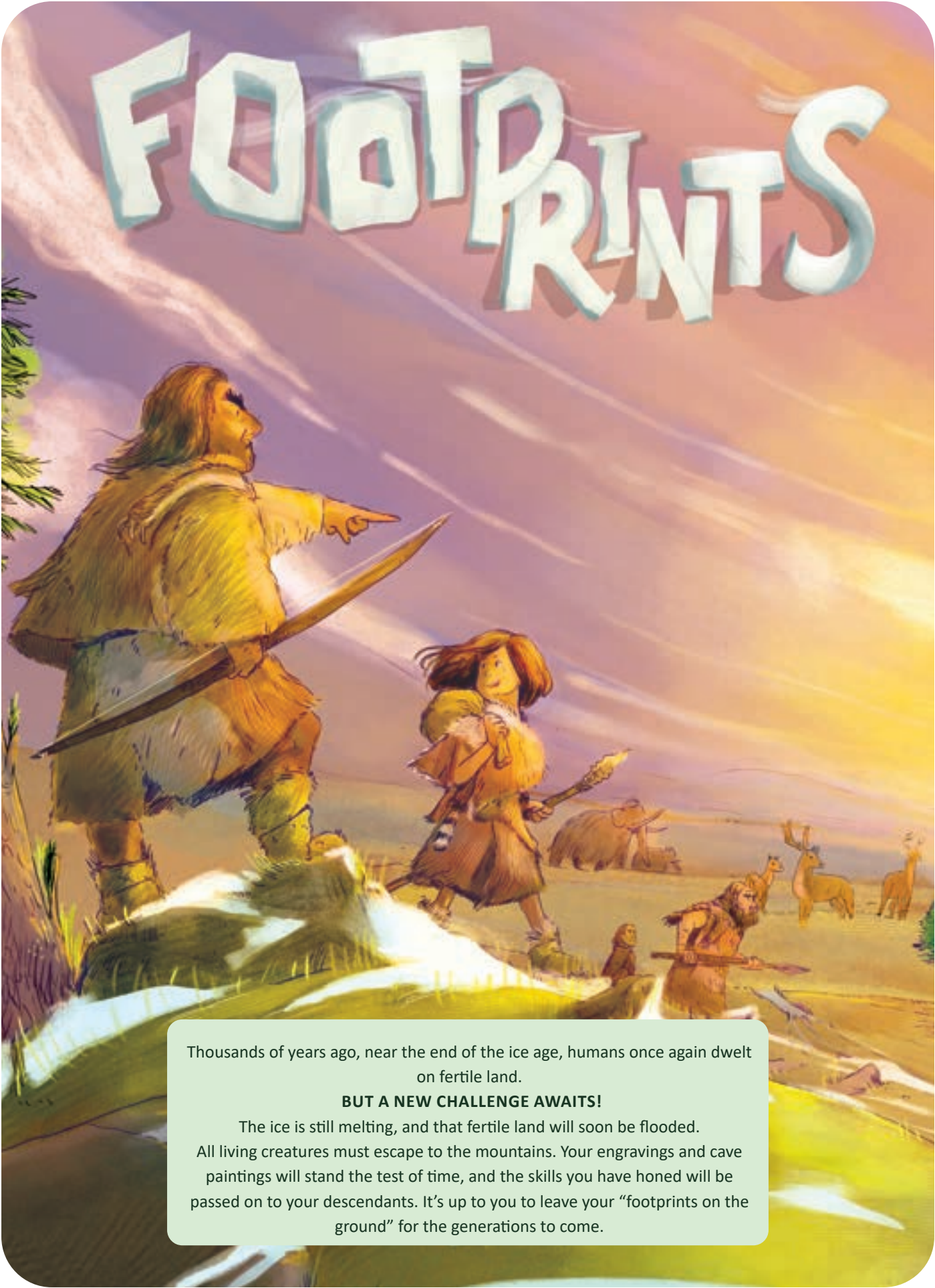


FOOTPRINTS



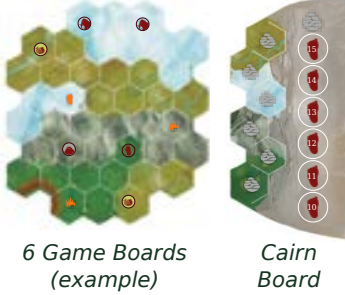
Thousands of years ago, near the end of the ice age, humans once again dwelt on fertile land.

BUT A NEW CHALLENGE AWAITS!

The ice is still melting, and that fertile land will soon be flooded. All living creatures must escape to the mountains. Your engravings and cave paintings will stand the test of time, and the skills you have honed will be passed on to your descendants. It's up to you to leave your "footprints on the ground" for the generations to come.

❖ COMPONENTS ❖

7 Game Board Pieces



6 Player Boards



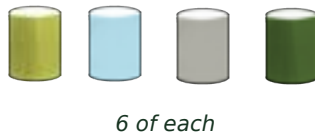
6 Overview Cards



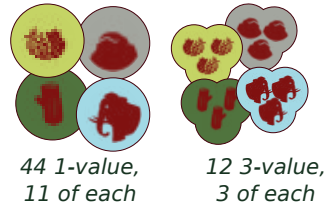
6 Home Tokens



24 Skill Markers



56 Resource Tokens



1st Player Token



10 Cave Tokens



6 Pawns



30 Creations (6 sets)



24 engravings, 4 in each player color (example: blue)



6 wooden cave paintings, 1 of each symbol

90 Clan Cards (6 sets)



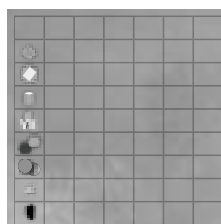
20 Fire Cards



28 Footprint Cards



1 Score Pad

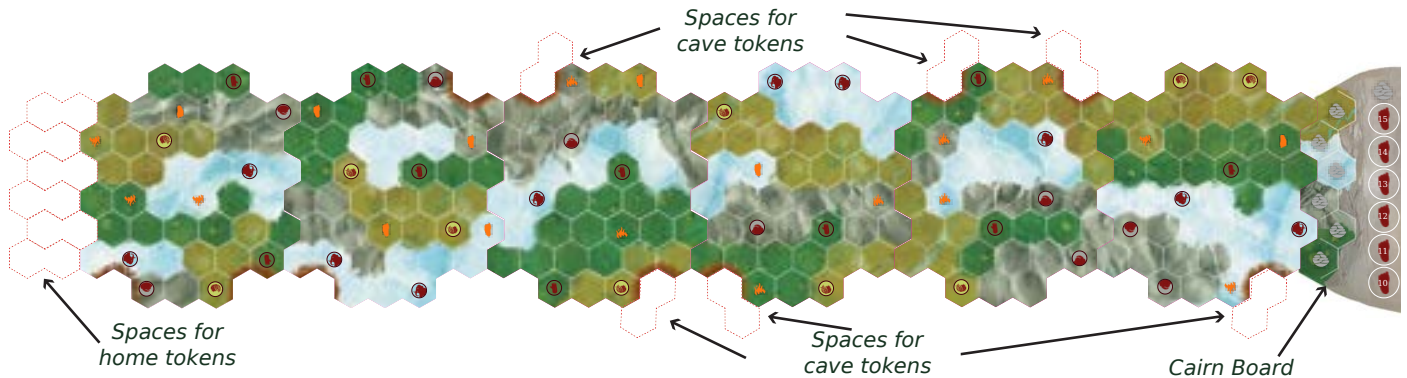


❖ GENERAL SETUP ❖

Assemble the full game board by:

1. placing the cairn board with the flat edge on the right,
 2. placing a random game board to the left of the cairn board, and
 3. placing a random game board to the left of the last placed game board. Repeat this until all game boards are placed.
- Each game board must be oriented so that the arrow on its back points left-right (it is randomly oriented in one of two ways).

Example of an assembled game board



Place one random home token to the left of each of the leftmost spaces of the assembled game board. Randomly determine which side of each token will be used in this game.



Example of 2 of 6 home tokens placed to the left of the assembled game board

For each of the four game boards closest to the cairn board, place one random cave token face up on each of the spaces for cave tokens (see example above). Orient each token so that the footprint symbol is closest to the cave marking on the game board. Return unused cave tokens to the box.

Note: Since each game board has 1 or 2 caves, depending on the setup, there will be 6–8 cave tokens in play.

1–3-player game: Place cave tokens on the three game boards closest to the cairn board in the same way as described above (there will be 4–6 tokens in play).



Cave Marking

Example of a correct cave token placement

Separately shuffle the fire cards and footprint cards to make two facedown decks near the assembled game board.

Place the resource tokens in a common supply near the assembled game board.



Note: Resources are not limited to the number of tokens available. At any time during the game, you may exchange three 1-value resource tokens of the same type for a corresponding 3-value resource token.

❖ PLAYER SETUP ❖

PLAYER BOARD

Deal each player a random player board. Each player then takes the following components:

- The *cave painting* matching the *clan symbol* on their player board (horse in the example to the right).
- The 4 *engravings* matching their chosen player color.
- 4 skill markers, one of each color.

Organize your components as shown in the example to the right: The *cave painting* is placed on the top middle space (inside the dotted lines), each *engraving* is placed on the space matching its background color (inside the dotted lines), and each skill marker starts on the top left space ("2") of their corresponding track.



CARDS

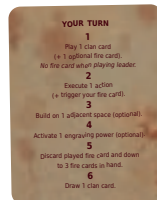
Give each player all clan cards (see THE CLAN DECK below) with backs corresponding to their *clan symbol*. Then, each player performs the following steps:

- Remove both *leaders* from your clan cards. Return *leader B* to the box (only *leader A* is used in your first game).
- Shuffle the remaining 13 clan cards (*followers*) and place them face down to the left of your player board.
- Draw the top 7 cards from this deck and shuffle them with *leader A*. Place these 8 cards back on top of the deck, face down. These 14 cards form your *clan deck*.
- Reveal the top 4 cards from your *clan deck* and place them face up below your player board to form your *clan display*.

Return leader B to the box



Clan Deck



Overview Card



Footprint Card (example)

Give each player an **overview card** and one random **footprint card** to start their *footprint display* to the right of their player board.

See **ADVANCED PLAYER SETUP** on the next page.

Clan display (example)



THE CLAN DECK

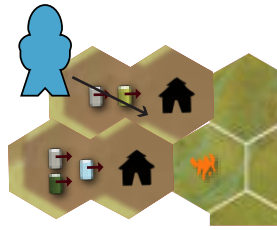
The *clan decks* (and player boards) are asymmetric. Each deck has a *leader* with a unique power. At the bottom of your player board, there is an overview of how many cards there are of the different terrain types in your deck. At any time during the game, you may look through your played cards in order to know which cards are left in your deck.



Example: This deck consists of the following cards: 1 leader, 4 mire cards, 4 ice cards, 3 forest cards, and 2 mountain cards.

STARTING POSITIONS

- Randomly choose a starting player. This player takes the 1st player token and keeps it in their play area the entire game.
- Starting with the player sitting to the right of the starting player and continuing counter-clockwise around the table, each player places the pawn in their player color on any unoccupied home token. Place the pawn on the hut symbol (closest to the game board).
- After you have placed your pawn, immediately take the bonuses shown on the home token you claimed (see BONUSSES below).



Example: Blue (Rick) places his pawn on this home token. He advances his grey and light green skill markers one space each.

BONUSSES

The following bonuses are found on home tokens, game boards, player boards, and fire cards.



Gain a 1-value resource token of the corresponding type.



Advance your corresponding skill marker 1 space (in ascending number order).



Advance any one of your skill markers 1 space (in ascending number order).



Draw the top fire card from the deck to your hand (keep it secret until it is used). If no cards remain in the deck, shuffle the discarded cards to form a new deck.



Draw the top footprint card from the deck. This is a mission you may complete. Immediately decide whether to keep it face up in your *footprint display* OR discard it (at the end of the game, you lose 3 points for each card in your *footprint display* which you have not completed). If no cards remains in the deck, shuffle any discarded cards to form a new deck. If there are no discarded cards, the bonus is *forfeited*.

ADVANCED PLAYER SETUP

After your first game, use the following advanced setup:

- When setting up your *clan deck*, secretly choose which *leader* to shuffle with the top 7 cards in your *clan deck*.
- Return the unused *leader* to the box.
- Instead of starting with 1 random footprint card, deal 3 random footprint cards to each player. Each player chooses 1 to place face up in their *footprint display*.
- Shuffle the unchosen footprint cards back into the deck.

❖ GOAL OF THE GAME ❖

The goal of the game is to gain most footprint points  – from now on called **points**. You gain points in several ways on your journey:

By making creations (through the action “Build”), reaching the top of the skill tracks, and reaching the cairns in the horizon. You will also gain or lose points depending on whether you achieved the objectives on the cards in your *footprint display*.

All points are tallied at the end of the game.

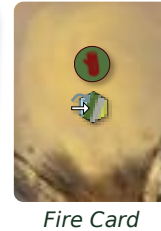
❖ A PLAYER'S TURN ❖

Beginning with the starting player and continuing in clockwise order, each player takes turns until the game ends. On your turn, perform the following steps in the order shown (see details below):

1. Play one clan card (+ 1 optional fire card)
2. Execute action (+ trigger your fire card)
3. Build (optional)
4. Activate one engraving power (optional)
5. Discard fire cards
6. Draw one clan card

1. PLAY ONE CLAN CARD (+ 1 OPTIONAL FIRE CARD)

- You must play one clan card by choosing one of the four cards in your *clan display* and placing it face up above your player board in your *clan card discard pile*.
- Additionally, if the clan card was not your *leader*, you may play one fire card from your hand. Place this card next to your *clan card discard pile*.



Example: Rick plays one clan card and chooses to play 1 fire card.



Note: In each game, each clan card will only be used once, so use it wisely. Thus, cards in your clan card discard pile are never returned to your deck/display.

2. EXECUTE ACTION (+ TRIGGER YOUR FIRE CARD)

13 cards in your clan deck are *followers* with two main actions (read about your *leader* on the next page). If you played a *follower*, execute either its upper or lower action.

UPPER ACTIONS

Move your pawn up to as many spaces on the depicted terrain (mire in the example) as your corresponding skill level (the number on the space where your corresponding skill marker is).

Grey skill marker = Mountain terrain
Ice blue skill marker = Ice terrain
Dark green skill marker = Forest terrain
Light green skill marker = Mire terrain

Note: Some cards grant an extra movement of 1 space on a different terrain (ice in the example).



The dominant terrain of each *follower* is depicted in its upper right corner (mire in this example).

LOWER ACTIONS

In any order, advance your corresponding skill marker (light green in the example) 1 space and move your pawn to the next unoccupied space of any terrain.

Note: Some cards grant an extra skill marker advancement on a different track.

See clarifications and examples of these actions on the next page

General movement rules:

- You cannot end your movement on an occupied space. However, you may move through other pawns, counting occupied spaces as any other space. An *engraving* (see BUILD on page 8) works like any other unoccupied space of that terrain type.
- After you have finished all your movement, gain bonuses from unoccupied spaces you passed or landed on, in any order (see BONUSSES on page 5).
- You may move back and forth (horizontally or diagonally) during the same movement, but you only gain the bonus from each space once.

CLARIFICATIONS OF UPPER ACTION:

Rules for actions granting movement according to skills:

- Move up to as many spaces on the depicted terrain as your *skill level* for that terrain type. 
- Additionally, if the card shows a bonus movement of 1 space on a different terrain, you may use this movement before, during, after, or instead of the normal movement. 

EXAMPLE OF AN UPPER ACTION:



Rick's skill level on ice

Chosen action



Example: Rick's skill level on ice is 4. When executing this action, Rick moves up to 4 spaces on ice and 1 bonus movement on forest (for a total of 5 spaces). For the route depicted, he does not get the wood token bonus, since the forest space is occupied; he does get a mammoth token for entering an unoccupied space with a mammoth bonus icon.

CLARIFICATIONS OF LOWER ACTION:

Rules for actions granting movement to the next unoccupied space:



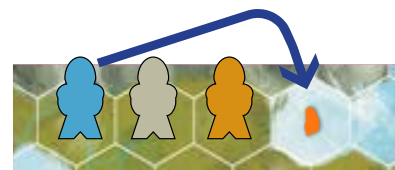
- You may move to an unoccupied adjacent space of any terrain type.
- OR
- You may jump over 1 or more adjacent pawns in a straight horizontal or diagonal line to land on the next unoccupied space of any terrain type. If you jump over more than 1 pawn, the first pawn must be adjacent to you and each subsequent pawn adjacent to the previous one on the same line.

Note: You cannot move to a home token or jump over a pawn positioned on a home token.

EXAMPLE OF A LOWER ACTION:



Chosen action



Example: Rick "jumps" over two opponents and lands on the ice space. He gains a footprint card for entering an unoccupied space with a bonus icon. Then, he advances the ice blue and light green skill markers 1 space each to gain 1 wood and a fire card as bonuses from the tracks.

Rules for advancing your skill markers



- Advance your corresponding skill marker 1 space (in ascending number order).
- Gain bonus from each space the skill marker passes or lands on, except for the footprint symbols (see SCORING on page 10).
- If your skill marker is at level 11, instead of advancing your skill marker, gain a 1-value resource token of the type depicted to the right of "11" for each space you should have advanced.

Using fire cards:

If you played a fire card during step 1, you may trigger this card before, during, or after your main action. When using a fire card before or during your action, you must finish using the fire card before continuing the action. See APPENDIX on page 12 for an overview of all fire card icons.

EXAMPLE OF USING A FIRE CARD:



Using the leader card:

If you played your *leader* during step 1, execute its text during this step. All normal rules apply unless special rules are specified on the card. *Remember that you cannot play or use a fire card together with your leader unless a special ability allows you to do so (e.g., Shaman).*

Example: Rick's skill level on ice is 3. First, he moves 1 space on ice. Then, he uses his fire card to move 3 spaces on mountain spaces. Once he is finished using his fire card, he completes his main action by moving his remaining 2 spaces on ice. After completing all of his movement, Rick gains 1 stone from the bonus icon on the unoccupied mountain space.

3. BUILD (OPTIONAL)

You may build one creation by following these rules:

- Pay the number of resources shown next to the creation on your player board.
- When building an *engraving*, place it on any vacant space adjacent to your pawn of the corresponding terrain type (e.g., ice engraving on an ice space, etc.). To be vacant, the space cannot have a bonus symbol, a pawn, a creation, or a cairn symbol.

Remember: *After you have built an engraving, this token counts as a normal space of that terrain type when moving (for you and others).*

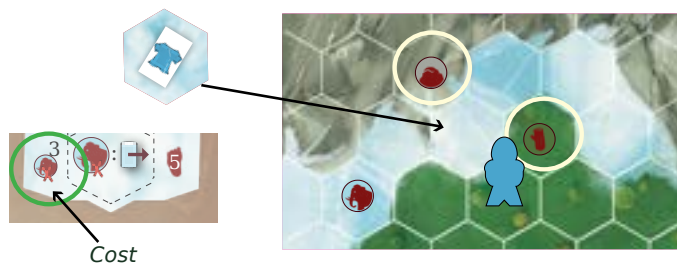
- When building your *cave painting*, place it on an unoccupied adjacent cave token, covering its footprint symbol.

GAIN BONUSES:

After you have built, gain the bonus from each unoccupied space adjacent to the creation you just placed. See BONUSES on page 5.

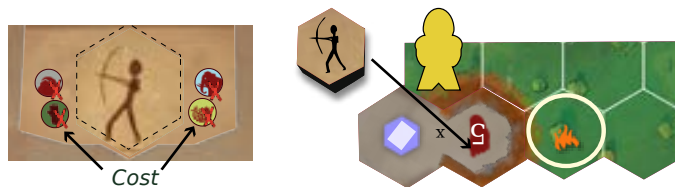
Notes: *During this step, you may gain bonuses from the same spaces as you did during step 2. You do not gain bonuses from any adjacent home tokens.*

EXAMPLE OF BUILDING AN ENGRAVING:



Rick pays 3 mammoth resources to build the ice engraving (cloth) on the ice terrain. He gains 1 stone and 1 wood from the unoccupied bonus icons adjacent to this engraving.

EXAMPLE OF BUILDING A CAVE PAINTING:

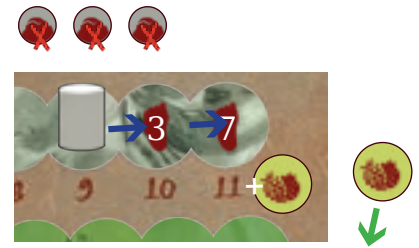
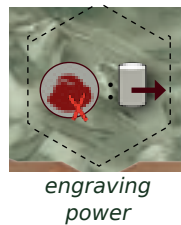


Laura pays 1 of each resource to build on the adjacent cave token. She gains a fire card from the unoccupied bonus icon adjacent to her cave painting.

4. ACTIVATE ONE ENGRAVING POWER

Each time you build an *engraving*, a power is revealed. You may activate one of your revealed powers during this step (if you have built more than one *engraving*, you must choose which one to activate).

All powers are of the same type: **Advance your corresponding skill marker for each depicted resource paid (no limit).**



Example: Laura pays 3 stones to move her grey skill marker 3 spaces. Since she cannot move beyond level 11, she gains berry resource for the last advancement.

5. DISCARD FIRE CARDS

If you played a fire card during step 1, place it in a common discard pile. Additionally, if you have more than 3 fire cards in hand, you must discard fire cards of your choice until you have 3.

6. DRAW ONE CLAN CARD

Complete your turn by revealing the top card from your *clan deck* face up in your *clan display*. If no cards remain in your *clan deck*, do not reveal a card (you will have fewer cards in your *clan display* for the remainder of the game).

❖ COMPLETING FOOTPRINT CARDS ❖

Each footprint card consists of 2 or more objectives (see APPENDIX on page 12 for a detailed overview of all objectives).

Any time on your turn, you may flip a footprint card if you meet every objective on the card. This footprint card is now regarded as completed. Keep completed footprint cards face down for the remainder of the game (each of them grants 6 points during scoring). You may complete several cards during the same turn, if possible.

Important: There is no limit to how many cards you can hold in your footprint display. But remember that you will lose 3 points at the end of the game for each footprint card you have not completed.



Example: Rick has built the forest engraving, and his dark green and ice blue skill markers are both on or above level 6. He has therefore completed this footprint card and flips it.

❖ THE END OF THE GAME & SCORING ❖

The end of the game is triggered at the end of a player's turn if one of the following occurs:

Their pawn has ended its movement on a cairn space on the cairn board

OR

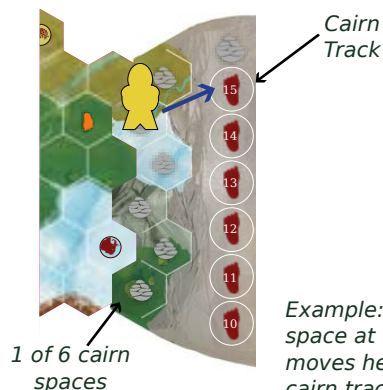
There are no more cards in their clan display

If applicable, continue taking turns until all players have had an equal number of turns.

Notes regarding cairn spaces:

- Two cairn spaces are of dual terrain types (regarded as both terrain types).
- You may build from (but never on) a cairn space.
- You may move through one or more cairn spaces (and possibly end your movement on another space without ending the game).

Important: If your pawn is on a *cairn space* at the end of your turn, move your pawn to the topmost unoccupied space of the *cairn track* on the cairn board.



Example: Laura's pawn is on a cairn space at the end of her turn and moves her pawn to the top of the cairn track after her turn.

SCORING:

You may use the score pad to tally each player's points as described in the categories to the right.

The player with most points wins. In case of a tie, the tied player whose skill levels form the highest sum wins the game. If it's still a tie, the tied players share the victory.



CAIRN: If you have reached the cairn, score the points shown next to your pawn on the *cairn track* (10 – 15 points).



ENGRAVINGS: Points shown on your personal board for each of your built *engravings*.



Example: Laura scores 5 points for this engraving.



SKILLS: 3 or 7 points per track where your skill marker is on level 10 or 11 (respectively).



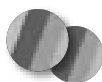
Example: Laura's grey skill marker ends up on level 11. She scores 7 points for this marker.



FOOTPRINT CARDS: 6 points for each completed **footprint card**. Minus 3 points for each card that is not completed.



CAVE TOKENS: Points for the **cave token** on which you built your *cave painting* (see details on the next page).



RESOURCE TOKENS: 1 point for every 2 remaining **resource token** (rounded down).



FIRE CARDS: 1 point for each unused **fire card**.

CAVE TOKENS



2 points times your corresponding skill level (example: If you are on level 8, gain 16 points).



3 points times your lowest skill level (example: dark green is your lowest with 5, and you score 15 points).



10 points plus the points shown next to your pawn on the cairn track (see CAIRN on previous page).



5 points for each engraving you have built.



3 points for each bonus icon on spaces adjacent to your built engravings (occupied or unoccupied).



Points equal to your normal score for engravings (see ENGRAVINGS on previous page).



5 points for each completed footprint card.

❖ SOLO GAME ❖

Follow the rules above with the following exception:

At the end of the game, score 8 points for each unused clan card. Compare your score with the achievement tables below. If you score at least **80 points**, you win the game.

LOSING SCORES

SCORE	ACHIEVEMENT
39 or less	Try again
40-49	You can do better this
50-59	You're getting there
60-69	Approved
70-79	Good

SCORE	ACHIEVEMENT
80-89	Very good
90-99	Impressive
100-109	Amazing
110-119	Excellent
120+	You belong to another age

WINNING SCORES

❖ TACTICAL TIPS ❖

- Keep an eye on how many cards you have of each terrain in your clan deck (by looking through your clan card discard pile) and clan display and choose wisely your short-term route based on that knowledge.
- Do not be afraid to take the lower action of your clan card (advancing your skill markers) early in the game. This may help you later by making longer movements and gaining points for certain footprint cards.
- Do not try to maximize all your cards at the expense of progress.
- Fire cards are great, do not be afraid to use them! Typically, you will gain more soon.
- Collect bonuses! Try to move on terrains with bonuses. Rushing through empty terrain is rarely a winning strategy.
- Build engravings as soon as you can. Gain the needed resources quickly so that you can activate the engraving powers as many times as possible.

❖ APPENDIX ❖

FIRE CARDS ICONS

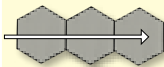
Examples:



Move your corresponding skill marker back without gaining any bonus.
Later, you will again gain bonuses if advancing, even bonuses you have already gained.



Pay the depicted resource token.



Move up to 3 spaces on the corresponding terrain (see **General movement rules** on page 7).



If you play a *follower* with a dominant terrain of any of the two depicted types this turn, perform both the upper and lower action on the card – in any order. You must complete the upper/lower action before performing the other.

See BONUSES on page 5 and EXECUTE ACTION on pages 6-7 for other icons on fire cards.

FOOTPRINT CARDS OBJECTIVES

Examples:



Having built the depicted engraving.



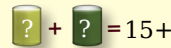
Having built your cave painting.



Being in possession of the depicted resource token. *You are free to pay this resource after you have completed the card, even in the same turn.*



Your corresponding skill marker is on or above the skill level shown. *You are free to move this skill marker back to a lower level (through a fire card) after you have completed the card.*



The sum of the levels of your corresponding skill markers are at least 15. *You are free to move these skill markers back to a lower level (through a fire card) after you have completed the card.*

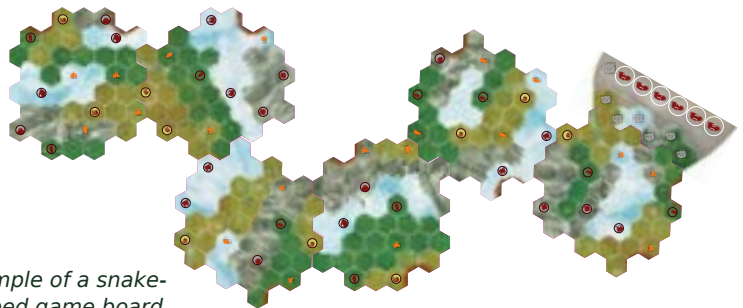
❖ PROPOSED GAME VARIANTS ❖

These two game variants can be played together or separately to give players a slightly different game experience.

“THE SNAKE”: You may assemble the game boards differently, so that the shape looks like a snake. Make sure that the cave markings on the four (or three in a 1–3 player game) game boards closest to the cairn board have open edges, and that the second game board does not give certain starting positions too much of an advantage/disadvantage. All cairn spaces must be accessible. See example to the right.

“2 LEADERS”: Play with both of your leaders. Draw 9 followers from the deck (instead of 7) and shuffle both leaders with these cards before placing these 11 cards back on top of your deck. Consequently, you have 15 cards in your clan deck, and the game might last one more turn (if ending on cards).

Variants in a solo game: For each variant you choose to play with, add 10 points to each score criterion in the achievement tables. Special note for “The Snake”: Make sure the minimum distance from a home token to a cairn space is at least 30 spaces.



Example of a snake-shaped game board

Chilifox Games and the designers would like to thank all external play testers: Trond Arvid Røise, Ellen Wahlquist, Fridtjof Buvarp, Christian Bratsberg Olsen, Maria Berg, Vegard Eliassen Stillerud, Selma Wahlquist, Einar Wahlquist, Lill Cathrin Berntsen, Håvard Wilsgaard, Per A. Flåtten, and Christian Gustad.

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