



# NOTAD

A Game by Pierrot



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## GAME COMPONENTS

122 terrain tiles,  
of which 12 are  
distinguished as  
round markers



1 shaman hill:  
action  
selection  
structure



numbered  
steps  
turn order  
track

22 predator tokens  
with pow prints,  
orange backside



46 prey tokens  
with pow prints,  
green backside



8 sacrificial baskets in 4 colors  
for action selection  
(2 per player)



40 white marker discs  
(10 per player)



12 hunters in 4 colors  
(3 per player)



4 yurts in 4 colors  
(1 per player)



4 terrain boards  
(1 per player)



4 camp boards  
(1 per player)





## GAME OBJECTIVE (AND STORY)

A nomadic tribe wants to leave its current campsite and settle in the proximity of an old shrine they have heard of by hearsay. To explore the unfamiliar land and hunt animals, the best hunter is sent forward. His task is to find the optimal path leading to the shrine and to obtain food for the tribe. In the meantime, the tribe's Shaman prays to the Goddess of Nature to make the venture successful.

## SETUP

- ◆ Shuffle the **terrain tiles** separately in two groups: round marker tiles (light brown back) and regular tiles (dark brown back), then arrange them on the table in 8 face-down decks (1 deck of the round marker tiles and 7 decks of the rest). Flip over 1 round marker tile and 7 regular tiles (1 of each deck) and lay them in the center of the play area to create a display.
- ◆ Drop the green **prey animal tokens** in the green draw bag and the **predator tokens** in the orange bag; draw 2 prey tokens and 1 predator token, and add them to the display, next to the terrain tiles.
- ◆ Assemble the shaman hill as shown below and place it in the middle of the table, within everyone's reach.







When ready, all players shall:

- ◆ Take 1 **terrain board** and 1 **camp board**. Then put 2 **hunters** of their chosen color on the camp board, and 1 **yurt** and 1 hunter in the starting cell in the upper left corner of the terrain board. Take 10 white **marker discs** and place them beside the camp board.
- ◆ Draw 2 **terrain tiles** randomly (but not round marker tiles).
- ◆ Take 1 **sacrificial basket** of their chosen color in case of 3-4 players, or 2 baskets in case of 2 players.



Choose a starting player by lot. This player places their own sacrificial basket in the 1st (leftmost) space of the turn order track at the bottom of the shaman hill. Then all the other players, proceeding clockwise one after the other, place their basket on the subsequent empty space.

## OVERVIEW OF A ROUND

Players have 12 rounds to reach the destination. At the beginning of each round, 1 light brown round marker tile is flipped over to track the progress of the game. Each round consists of 3 phases.

- ◆ Phase 1 **PRAY** - In the order shown on the turn order track, players put their basket on one of the unchosen levels of the shaman hill; the starting players does so first. This choice determines your opportunities for the rest of the round.
- ◆ Phase 2 **EXPLORATION** - This time, the turn order goes from top to bottom; you pick terrain tiles and/or animal tokens as applicable in your selected position (0-5 pieces in total).
- ◆ Phase 3 **ACTIONS** - You may perform as many actions as your position on the shaman hill allows (0-5). (If you cannot or do not want to exploit all the actions available in your chosen position, you may do less.)

When done, always check whether you have more than 7 terrain tiles in your hand. (If yes, you must discard the surplus to the dedicated space at the lower part of your camp board.) After this, the next round's turn order is defined (see under section End of a Round).

## GAMEPLAY - THE 3 PHASES IN DETAIL



### Phase 1: PRAY

In this phase, beginning with the starting player and taking their turn as on the turn order track, all players place 1 sacrificial basket on one of the unchosen levels of the shaman hill (only 1 basket is allowed per level). This will determine the order of actions in the next phase, as well as the number of items and the number of actions players can take during the round.



### Examples:

The player whose basket is on level #1 (in the highest position) shall not take any terrain tiles and/or animal tokens in the Exploration phase, but may perform up to 5 actions; this player will be the last in the turn order for the next round.



The player whose basket is on level #5 can perform 4 explorations and 1 action, and might become starting player for the next round - unless another player's basket occupies the lowest level of the hill.



**In case of 2 players,** both use 2 baskets throughout the game. Every odd round put 1 basket on the hill and leave it in the same position for the next round. In even rounds, turn the basket upside down on the hill (to indicate it was played in the previous round) and then, in the current turn order, place your second basket on one of the remaining empty levels. After this round, all the 4 baskets are removed from the shaman hill.



## Phase 2: EXPLORATION

Exploration is to be done as specified in your chosen position: pick terrain tiles and/or animal tokens from the display up to the total quantity shown beside your sacrificial basket on the shaman hill. (This may include the round marker tile, as it is also a terrain tile).

The player whose basket is in the highest place on the shaman hill begins the selection; the others follow in the sequence of their position, from top to bottom.

Keep the selected terrain tiles in your hand.

However, you should immediately place the animal tokens on the terrain board, face up, on top of an unoccupied terrain tile featuring the matching animal icon. Or, you may keep the animal tokens for later use and store them on your camp board (in the designated spaces at the top, marked with white footprints). But there is room here for only 3 tokens. If all the 3 spaces are filled, you need to make room for the new animal. To do this, remove a token from here and either discard it or place it on the terrain board. (Placing an animal token on the terrain board is not considered an action in itself). If you take an animal token from the display, you must find a place for it (even by discarding another token stored on your camp board, if necessary).





**Important!** On levels 5 or 6, if you are unable to pick up sufficient number of items from the display, draw the missing quantity randomly from the face-down terrain tile decks, but only after the last pieces have been taken from the display. However, make sure not to draw any tiles from the light brown deck (round marker tiles), or any tokens from the bags.

## Phase 3: ACTIONS

In the Actions phase, you can do as many actions as your position on the shaman hill allows. Actions are the following 3 operations:

- a) moving a hunter
- b) relocating the camp
- c) placing a terrain tile on the board

You may perform any of these actions multiple times as long as your limit is not exceeded. The order of actions is optional, and exploiting all available actions is not mandatory. Experienced players may do their actions simultaneously, no need to wait for others to finish theirs.



### A) MOVE A HUNTER (OR HUNTERS)

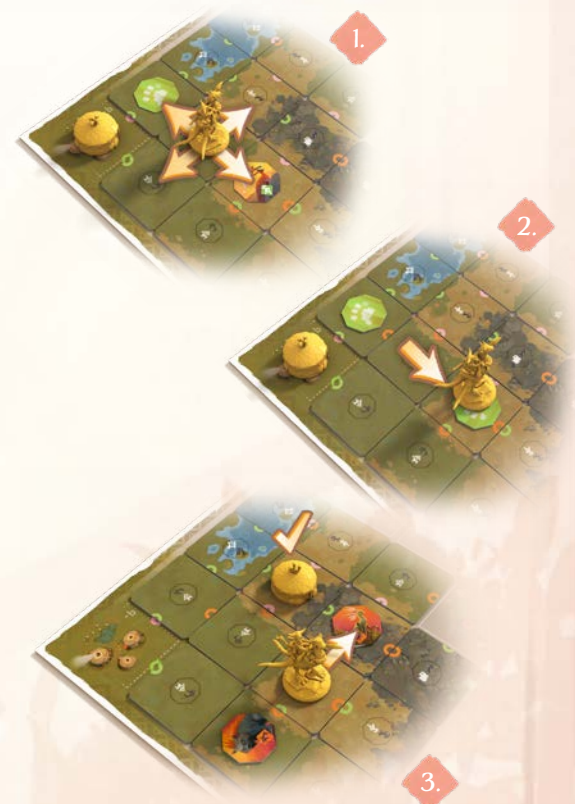
Using 1 action, you can move your hunter figure to a next terrain tile touching by side. (Figure 1)

If the hunter enters a place already occupied by a prey animal (green token), flip the token face down to indicate that this animal has been hunted. (Figure 2) One single hunter is sufficient to hunt a prey. (Each hunted prey animal on the terrain board – green token turned face down – is worth 1 point at the end of the game).

But predators (orange tokens) can be hunted only if the hunter is helped by his own people in the camp. This means that the hunter can step onto a tile occupied by a predator only if the tile is adjacent by side to the terrain tile where the camp resides. (Figure 3) Indicate that the predator has been hunted by flipping the animal token face down. (Each hunted predator on the terrain board – orange tokens turned face down – is worth 3 points at the end of the game).

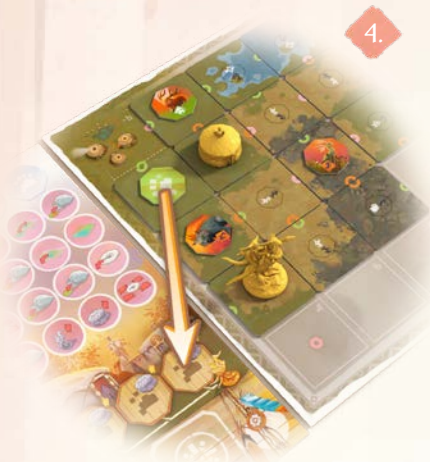
Hunting is not an individual action, but an inherent part of the hunter's movement. (In other words: the movement itself counts as 1 action, while hunting is only a possible outcome of the move.)

If you already have more than one hunter in play, you can choose which one to move; it can even be the hunter just obtained in the previous action.





## B) RELOCATE THE CAMP



In order to move the camp, you must remove from the board 1 already hunted prey or predator token and place it on your camp board in one of the 3 designated spaces, marked with a yurt icon, in the lower part of the board.

(Figure 4) After this, you can relocate the camp's yurt to a neighboring cell.

(Figure 5) (Take into consideration that animal tokens removed from the terrain board do not earn you points at the end of the game).



The camp can only be moved to a cell which has already been explored (including waters). The presence of a face-down animal token or a hunter in the cell shall not prevent moving the camp there; however, the camp cannot be settled in a cell occupied by a face-up (not yet hunted) animal token.

(Figure 6)



**Additional hunters:** Once you have collected the third hunted animal token on your camp board (as a result of having relocated your camp 3 times), you can add another hunter to your team. Take a hunter figure from your camp board and place it on the cell where the camp currently resides. You may move the new hunter as soon as in your next action. Finally, discard the 3 hunted animal tokens from your camp board (remove them from the game); the spaces can now be filled with further hunted animals. Up to 2 new hunters can be added during the game. (Figure 7)




## C) TERRAIN TILE PLACEMENT


The placement of each terrain tile onto the terrain board costs 1 action.


The rules for attaching the tiles are as follows:

- ◆ Only place terrain tiles from your hand.
- ◆ The landscape of touching tiles must match, but this is not a requirement for the motifs at the edges where the two tiles meet.

But if you manage to align the tiles so that the color motif fragments properly meet at one or more sides to form a complete motif, you get the following extra bonuses:

 **Green motif:** Draw a random prey token from the green bag. You may place it immediately on the terrain board, on top of a terrain tile with a matching animal icon. If there is no such tile, place the animal token on your camp board, in one of the designated spaces at the top, marked with white footprints.

 **Orange motif:** Draw a random predator from the orange bag and place it on your terrain board, on top of a terrain tile marked with the matching icon, if possible. If this is impossible, place the animal token on your camp board, in one of the designated spaces at the top, marked with the footprints.

 **Pink motif:** Choose one of the 16 bonuses displayed in the upper part of your camp board and cover it with a white marker disc. Get the bonus immediately. Covered bonuses are no longer available. You can gain up to 10 bonuses in a game, using your 10 white marker discs

**Important!** Pink motifs are also found on the terrain board itself. You are also entitled to this bonus when covering one of these pink motifs on the board with a newly placed terrain tile.

In case you acquire an animal token either by joining terrain tiles (green or orange motifs), or through a camp board bonus, you may decide to discard this newly received token instead of removing a token from your camp board.





When placing a terrain tile on your terrain board, multiple bonuses might be applicable simultaneously; for example, you might cover a pink motif on the board, while the color motifs at the edges of the tiles might also match, and you could immediately put on the tile an animal token with a matching symbol. In such cases, you are free to decide in what order you want to proceed.

## ANIMAL TOKEN PLACEMENT (DOES NOT COUNT AS AN ACTION!)



You can place an animal on your terrain board either in the **EXPLORATION** phase immediately after picking it from the display, or in the **ACTION** phase, taking it from your camp board. The placement of an animal token is never a separate action.

In your turn, you may place multiple animals on the board. An animal token can only be set on top of a terrain tile which is not occupied by the camp, a hunter, or any other animal token (whether face up or face down). In addition, the icon of the animal must match one of the animal icons on the terrain tile you want to place it on. (White icons represent prey animals, black icons represent predators.)

Once an animal is placed on the board, it can only be moved to another terrain tile or removed from the board by means of specific bonus actions. A face-down animal token, representing a hunted animal, shall remain in place until you decide to remove it with the purpose of relocating the camp (see above). Put any discarded animal tokens beside the draw bag of the matching color, and not into the bag. Should a bag run out of tokens, drop the discard pile in the bag for reuse.

## END OF A ROUND



When all actions have been done, the player in the highest position on the shaman hill removes their basket and puts it in the rightmost space of the turn order track at the bottom of the hill. Now the next player in the top position puts their basket next to the previous player's basket on the turn order track, and so on. Consequently, the starting player for the next round will always be the player whose sacrificial basket is closest to the bottom of the hill.

To set up a **new round**, discard all the remaining items from the display (these are removed from the game); flip over 8 new terrain tiles for the new display (1 of them should be from the round marker deck), and add 1 predator and 2 prey animal tokens from the bags.



## END OF THE GAME

When round 12 begins, the last piece of the light-brown terrain tiles is added to the display. This indicates that the final round's 3 phases will follow, and when finished, the game comes to an end.

Finally, calculate the points scored during your journey as follows.

Each hunted **prey animal** (face-down green token on a terrain tile) is worth 1 point.

Each hunted **predator** (face-down orange token on a terrain tile) is worth 3 points.

Each connected area of the same **terrain type** on the terrain board map gives you points, depending on size. The size of an area is measured by the number of terrain tiles the connected area is composed of. ALL connected areas can earn you points, even if you have multiple sets of the same terrain type.

TERRAIN TYPE	2	3	4	5	6(+)
MEADOW (LIGHT GREEN)	0	0	0	2	4(+2)*
FOREST (DARK GREEN) MAX. 8 POINTS	2	4	8	8	8
DESERT (LIGHT BROWN)	0	0	2	4	6(+2)*
HIGHLANDS (GREY) MAX. 8 POINTS	2	4	6	8	8
LAKE AND SWAMP (BLUE) MAX. 8 POINTS	2	4	6	8	8
* Each additional terrain tile gives you +2 points.					

The position of the **camp** gives the following points: 16 points if you have managed to reach the cell with the old shrine's ruins; if the camp stands in another cell, the points earned are equal to the value of the cell (between -6 and 12, as the board shows).

Finally, deduct from the total 1 point for each **uncovered cell** on the terrain board.

The player with the highest scores wins the game. In case of a tie, the position of the camp will decide; if still a tie, the player with more hunted predators (still on the terrain tiles) is the winner.



Example: Scoring for the end-game status below:

HUNTED PRAY ANIMALS:	3 HUNTED ANIMALS	1P×3	=3P
HUNTED PREDATORS:	4 HUNTED ANIMALS	3P×4	=12P
MEADOWS:	AREA OF 6 + AREA OF 8	4P+8P	=12P
FORESTS:	AREA OF 2 + AREA OF 2	2P+2P	=4P
DESERTS:	AREA OF 8	10P	=10P
HIGHLANDS:	AREA OF 5	8P	=8P
LAKES:	ARE OF 3 + AREA OF 2	4P+2P	=6P
POSITION OF THE CAMP:			=12P
UNCOVERED CELLS:	4 CELLS	-1P×4	=-4P
			=63P



Camp board bonuses:



Discard a terrain tile already on your terrain board. (1x)



Replace a terrain tile on the board with another in your hand (discard the former). (1x)



Draw a prey token from the bag. (2x)



Draw a predator token from the bag. (2x)



Choose: draw a prey or a predator token from the bag. (2x)



Move your hunter to an adjacent terrain tile (and hunt a predator if you have the chance). (2x)



Draw a terrain tile from the face-down stock (but not a round marker!) and add it to your hand. (2x)



Move an animal token already on the terrain board to another location (must be appropriate for the animal). (1x)



Discard a (face up) animal token from the terrain board. (1x)



Move your camp to an adjacent terrain tile. (1x)



Relocate a terrain tile already on the board (observe the rules for alignment). (1x)





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