

MÂAMUT

L'ESPRIT DU CHASSEUR

SPIRIT OF THE HUNTER



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The year is 10 000 BC. The death of the Bearer of the Sacred Spear has left the Bear's Clan without leadership for the hunts, which are so necessary for survival. The Shaman has assembled all of the hunters, and will choose the new Bearer of the Sacred Spear. To stake a claim each hunter must attempt to seize the spirit of Mâamut, the giant mammoth. Using trickery and skill, each hunter must attempt to capture Mâamut, using a series of traps that are scattered across the wide grassland. Mâamut is naturally fearful, but can harness immense power when trapped, so this will be no mean feat. The game has just begun...

COMPONENTS:

- 37 hexagonal tiles
- 4 «hunter» tokens (1 per colour)
- 1 «mammoth» token
- 16 «trap» tokens (4 per colour)
- 36 «moving» cards (8 of 3 squares, 16 of 2 squares and 12 of 1 square)

THE TILES:



- 7 «rock» tiles : neither the hunters nor the mammoth can get access these tiles.



- 18 «grass» tiles : accessible to both the hunters and to the mammoth. The hunters are able to place traps on these tiles.



- 11 «snow» tiles : accessible to the hunters and to the mammoth. Traps cannot be placed on these tiles.



- 1 «cross» tile : acts like a «snow» tile. This is the starting position of the mammoth.

AIM OF THE GAME:

Be the first hunter to make the mammoth fall into one of his/her traps.

SETTING UP THE GAME:

Place the crossed tile at the centre of the table. Shuffle the other tiles and place them randomly all around the crossed tile to set up the board of the game.

Setup example.

Note:

There cannot be more than four «rock» tiles around the crossed tile, as the mammoth will be unable to move. If the tiles happen to fall into this configuration, re-shuffle and start again.

The «moving» cards are shuffled, and three are dealt to each player. The remaining cards are placed face down in a stack next to the board.

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The «mammoth» token is placed on its starting (crossed) tile. Each player places his/her hunter on one of the outer tiles of the board, starting with the player who does the best imitation of a mammoth call and moving around clockwise. There are two rules for placing a hunter:

- A hunter cannot be placed on a «rock» tile.
- A hunter cannot be placed on a tile where there is already a token.



FLOW OF PLAY:

During his/her turn, each player can perform one of the following actions:

1) PLAY A «MOVING» CARD and move your hunter in a straight line in any direction by as many hexagons as are indicated on the card. A hunter cannot go on a «rock» tile, and must complete his move. Therefore, it is a possibility that a hunter will be unable to move in a certain direction.



In this scenario, if the player plays a «moving» card featuring two symbols, he/she will only be able to move in one direction.

Caution:

A hexagon can be occupied by multiple hunter tokens and a hunter can pass through a trap or another hunter during his move.

2) PLACE A TRAP OF YOUR COLOR on a hexagon where your «hunter» token is placed. There can only be one «trap» token by hexagon. The «trap» tokens can only be placed on «grass» tiles.

Caution:

You cannot place a trap on a tile where there are multiple hunters.

3) DESTROY ONE OF THE OTHER PLAYER'S TRAPS OR TAKE BACK ONE OF YOUR OWN. The «hunter» token must be on the same tile as the trap. The «trap» token is then removed from play and its owner can use it later on.

Caution:

You cannot remove a trap from a tile where there is more than one hunter.

4) DISCARD ONE OF YOUR CARDS AND PASS.

After your move, if you have discarded a card, draw a new one from the deck to replenish your hand to three cards. Then the next player takes his/her turn.

When all cards from the deck have been drawn, take the discarded cards and reshuffle them to form a new deck.

RULES TO MOVE THE MAMMOTH:



It is well known that the mammoth fears the man. If, during his/her move, a hunter lands on a tile occupied by the mammoth, it will flee in the opposite direction. The card of the player who invaded its tile determines the number of hexagons that the mammoth will run. **Beware, the mammoth cannot penetrate a «rock» tile and nothing may interfere with it during its entire move. If the hunter hasn't finished his move, he must.**

The «hunter» token moves two tiles and penetrates the tile occupied by the mammoth. Afraid, the mammoth flees two tiles in the opposite direction.



If any obstacle blocks the direction, for example a rock tile or the limit of the board, the mammoth must take the first possible unblocked direction instead, counting clockwise. **The mammoth never takes the direction from which the hunter came.**



The «hunter» token moves two tiles. Positions 1, 2, 3 and 4 are blocked by «rock» tiles and limit of the board. The mammoth must take the following direction clockwise, but not the direction from which the hunter came. Therefore, the mammoth takes direction 5.



If the mammoth arrives on a hexagon occupied by a hunter, the hunter becomes frightened (a charging mammoth is frightening!) and flees to any free adjacent hexagon, except the one from where the mammoth came, respecting the movement rules.

If the hunter cannot flee, he is removed from the game. If the mammoth cannot flee, it will face up to the careless hunter (the giant mammoth should not be taunted!) The hunter is then removed from the game.

If the mammoth lands on tile that is equipped with a trap, it falls in and the game is over, even if the mammoth has not finished its move.

END OF THE GAME:

The player who owns the trap, into which the mammoth fell, wins the Sacred Spear even if he/she isn't the player who trapped the mammoth. The other hunters acclaim him/her as a mark of respect.

PARTICULAR CASE:

If the scenario of impossibility for the hunters to lead the mammoth into a trap occurs, then it survives the hunt and emerges as the winner of the encounter. It would be the ultimate disgrace for the hunters and the clan would remain leaderless, which may endanger its survival.

2 OR 3 - PLAYER GAME:

You can play Mâamut with 2 or 3 players. The rules are the same. The more hunters, the merrier.

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