

TRIBES™

It's 50,000 B.C. Where are your children?

GAME DESIGN BY DAVID BRIN AND STEVE JACKSON
ILLUSTRATED BY DONNA BARR

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Tribes is a roleplaying game that simulates the way our ancestors lived long ago, when we were first becoming human. Players can re-create – and change – the earliest human societies, and see what effects the rules of society have on their ability to survive and reproduce.

The object of *Tribes* is to raise healthy children. To do so, you must face the challenges of nature and make the best use of your abilities within the rules of your tribe . . . or convince your fellow tribespeople to change those rules.

COMPONENTS

This game includes the following components:

This rulebook.

Gameboard (two sheets; you may want to tape them together and/or tape them lightly to the table before play).

A master sheet from which you may copy Character Cards, Birth Records and, if you like, extra tokens and markers.

Food, Grain, Basket and Spearhead tokens; cut them out.

Numbered markers for Children and Guardians – 24 sets of 2.

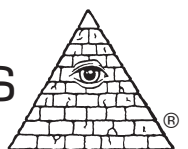
The large ziplock bag the game is packaged in, and smaller bags to hold counters.

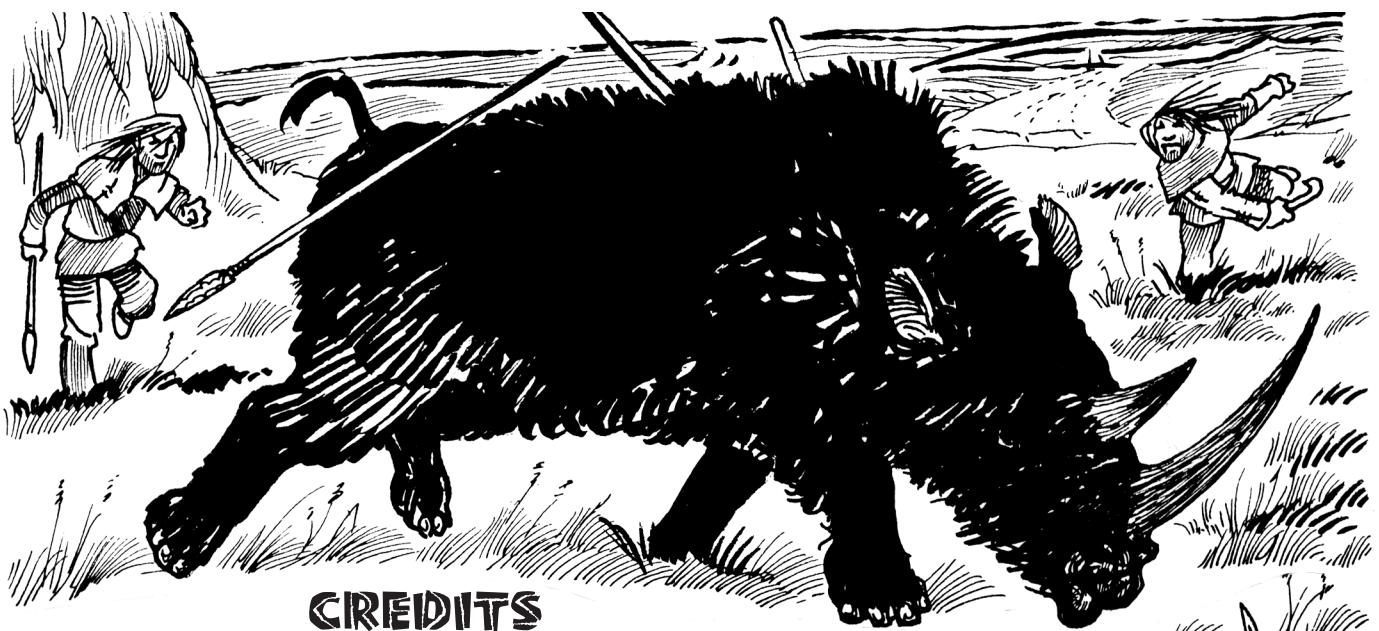
You will also need pencil and paper, and several six-sided dice.

OBJECT OF THE GAME

In this game, each player represents a primitive tribesman or tribeswoman. The object of the game is success, as defined in *biological* terms . . . that is, to have healthy, adult descendants. During the course of the game, characters will have children (represented by tokens on the board). An individual is successful if he/she has many children who reach adulthood. The tribe as a whole is more successful if lots of children reach adulthood, because everybody's children have a better chance if the tribe is strong.

STEVE JACKSON GAMES
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CREDITS

The authors gratefully acknowledge Dr. Jared Diamond of UCLA, whose “Darwinopoly” article in *Discover Magazine* inspired this game!

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- DIAMOND, JARED, *The Third Chimpanzee*. HarperCollins, 1992. Discusses our primate heritage and its effects on our society. Why did we really develop agriculture? How do we choose our mates, and why do we “cheat” on them? Why do we age and die?
- HRDY, SARAH BLAFFER, *The Woman That Never Evolved*. Harvard University Press, 1981. A discussion of evolutionary biology as it applies to the female of our own species, in the context of her primate heritage.



ABOUT THE AUTHORS

David Brin (www.kithrup.com/brin/brin.html) is the author of several best-selling science fiction books, including *Startide Rising*, which won both the Hugo and Nebula awards. His latest book is *The Transparent Society*, a nonfiction look at freedom and privacy in the Information Age.

Steve Jackson (sj.sjgames.com) is the designer of various award-winning games, including the *GURPS* roleplaying system, *Illuminati*, and *Car Wars*. He is currently waxing enthusiastic about the Internet as a medium for both games and game support.

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BIRTH RECORD

CHILD #	MOTHER	FATHER	SEX	NAME	NOTES
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____
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23	_____	_____	_____	_____	_____
24	_____	_____	_____	_____	_____

TRIBES

NAME _____

STRENGTH _____

MALE OR FEMALE? _____

SKILL _____

TRIBES

NAME _____

STRENGTH _____

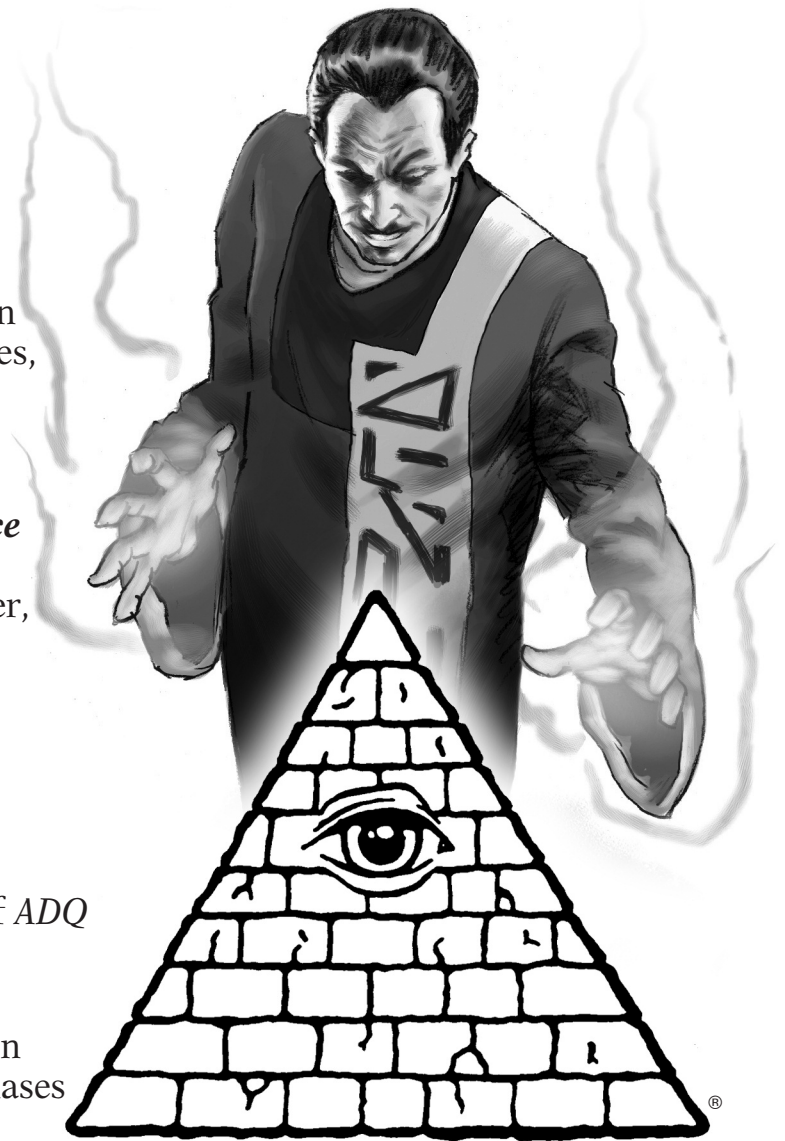
MALE OR FEMALE? _____

SKILL _____

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