

MOOGH - PRINT & PLAY – DEMO VERSION

What is this file?

- **Disclaimer: read all the advices before starting to print the PNP.**
- This game as been designed by Niklas HØØK (game design and graphic design).
- This is a demo version of the game (the players don't have access to all the game elements).
- This is not the final version of the game (the graphics, the rules and the components may evolve).
- In the final version, there will be more content (more tribes, more beasts, more boards, more cards...).
- The rulebook of the Print & Play is the draft rulebook of the final version of the game.
- Some elements visible in the rulebook are not available in this demo version (some terrains, etc.).
- MOOGH will be published by Nuts! Publishing.
- There will be a crowdfunding campaign on Spring 2022.

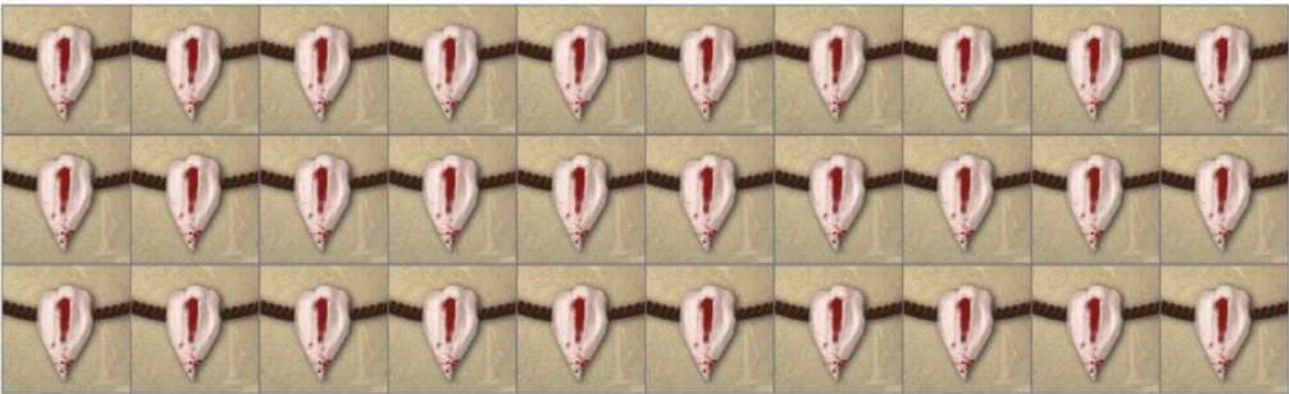
How to print this PDF?

1. Print the components and the rulbook by following these advices.
 - A. Print page 2 on a sticker paper.
 - You will need to cut the different tokens and to glue them on components.
 - For the sides of custom draw dice, glue them to blank dice (III x 3, V x 2 and X x 1 on each die).
 - Glue the two sides of each character on the two sides of the same disk.
 - Glue the MOOGH meeples on two separate blocks.
 - Glue the other types of tokens (Savage points, Rage tokens and trap tokens) on cardboard.
 - B. Print the pages from 3 to 10 double sided.
 - C. Print the pages from 11 to 39 as you wish (you can put 2 pages on each sheet, print double sided, etc.).
 - This rulebook includes the rules and two scenarios (at the end of the rulebook).

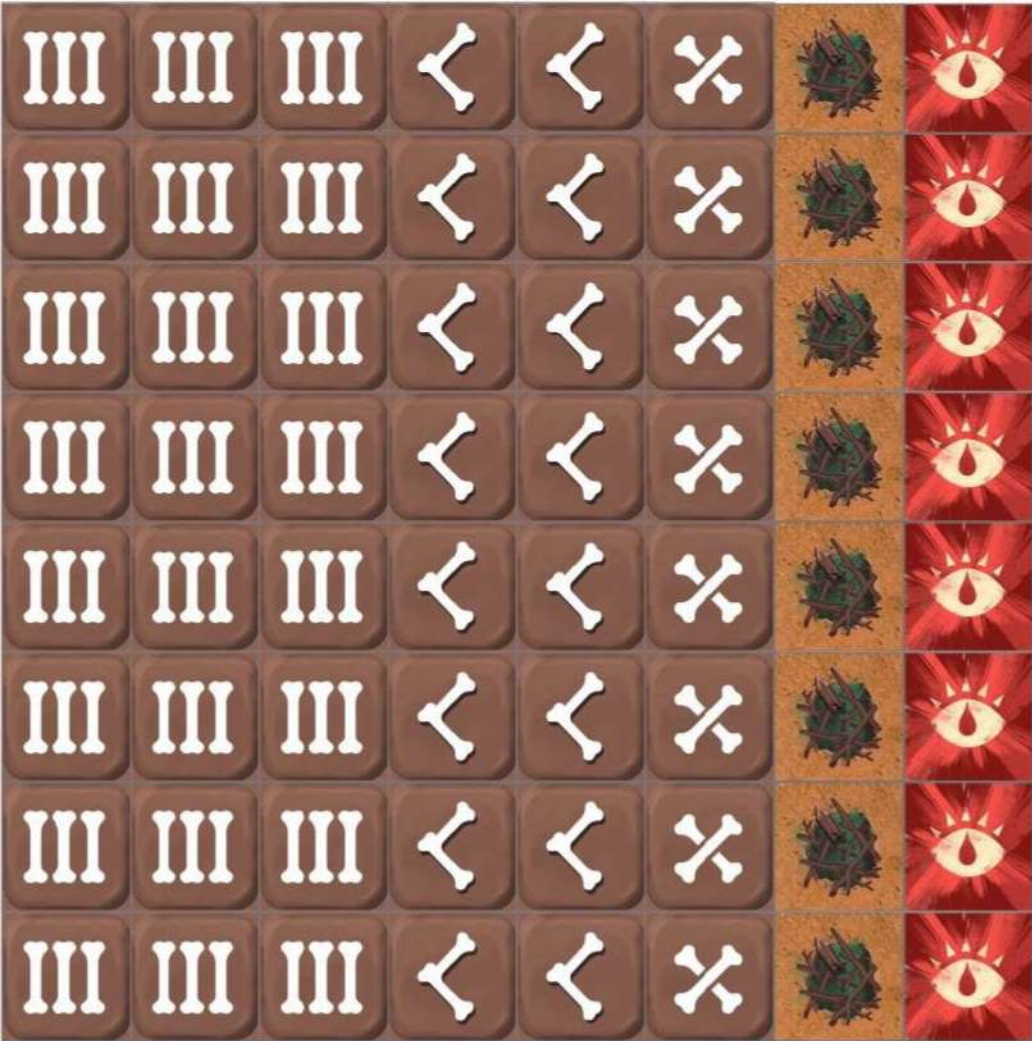
What do you need to play this game?

- 1 cardboard sheet (in order to have rigid tokens).
- 2 square blocks (4 cm x 4 cm / 1.5 inches x 1.5 inches).
- 4 cubes (2 yellow action cubes and 2 red action cubes).
- 7 disks : 1 turn marker, 2 transparent rage disks and 4 character disks (less than 1.5 cm / 0.6 inches).
- 10 six sided dice (8 blank dice for Bone dice and 2 red dice for Beast life points).

Savage point tokens



Sides for custom bone dice



8 Trap tokens and
8 Rage tokens

Optional flat cut meeples



Cavemen cards front



Cavemen cards duplex back (flip on long side)





SAVAGE POINT SCORE SCARD

Point award

Action

- 


Take 1 life from a beast
- 


Successful stab from the top
- 


A caveman fails a save roll
- 


You heal another tribes caveman
- 


Successful stab from the front
(2 center spaces)
- 


Take the last life from a big beast

AI cards and Beast cards duplex back (flip on long side)



ROUND PHASES

1. Turn preparation phase

- Roll for appeasement. (V) = beast rage -1. (X) = beast rage + 1.
- Move the first turn order card to the end of the line.

2. Action selection phase

- Move the action cube on each of your Cavemen to select actions.

3. Turns resolution phase

Move the turn order marker right one card at the time resolving actions underway until all beasts and cavemen has taken action.

- Cavemen resolve the selected actions in any order
- Beasts perform a number of actions equal to the arrows shown by the rage level (>>>)

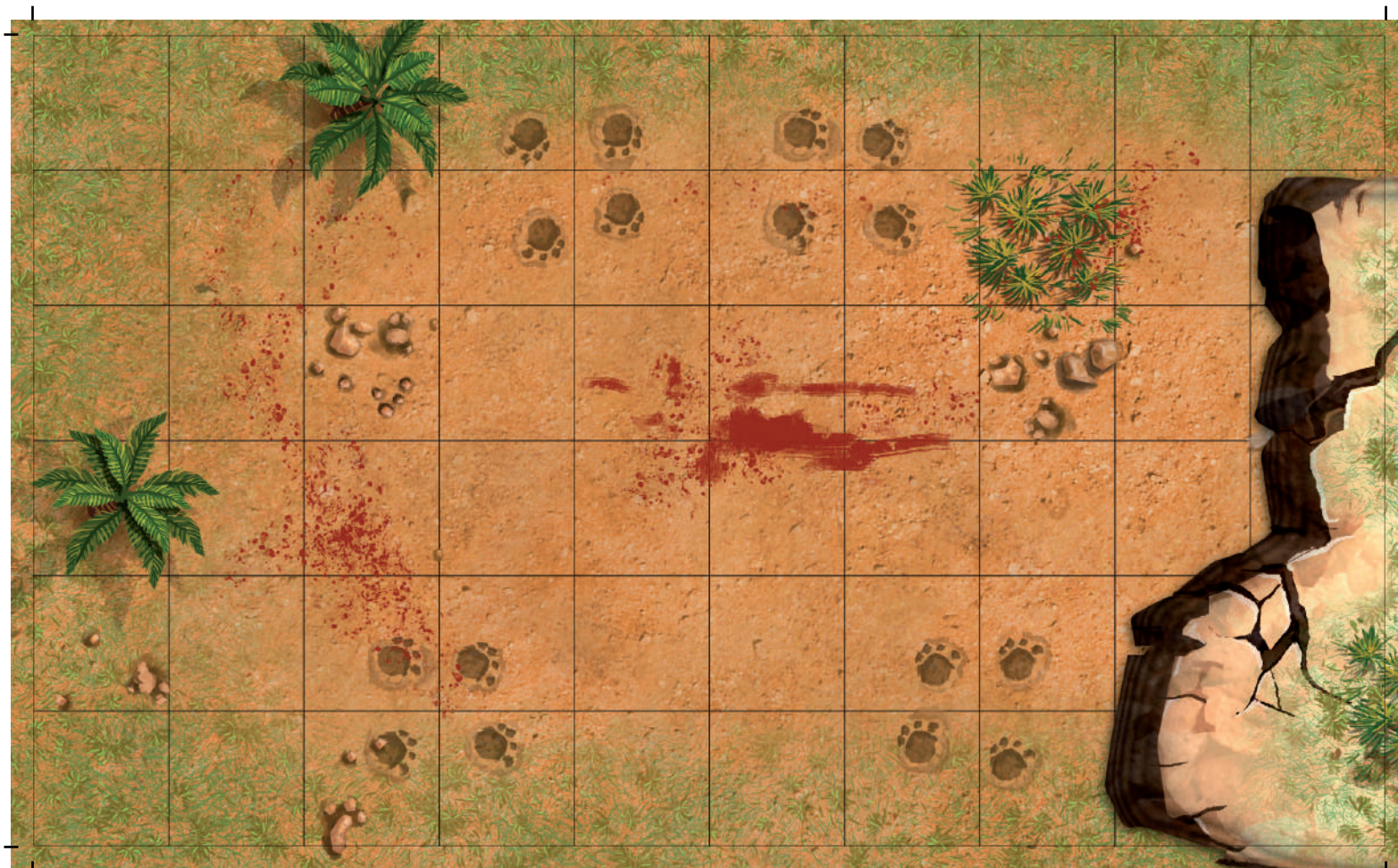
RESOLVING CAVEMEN ATTACKS

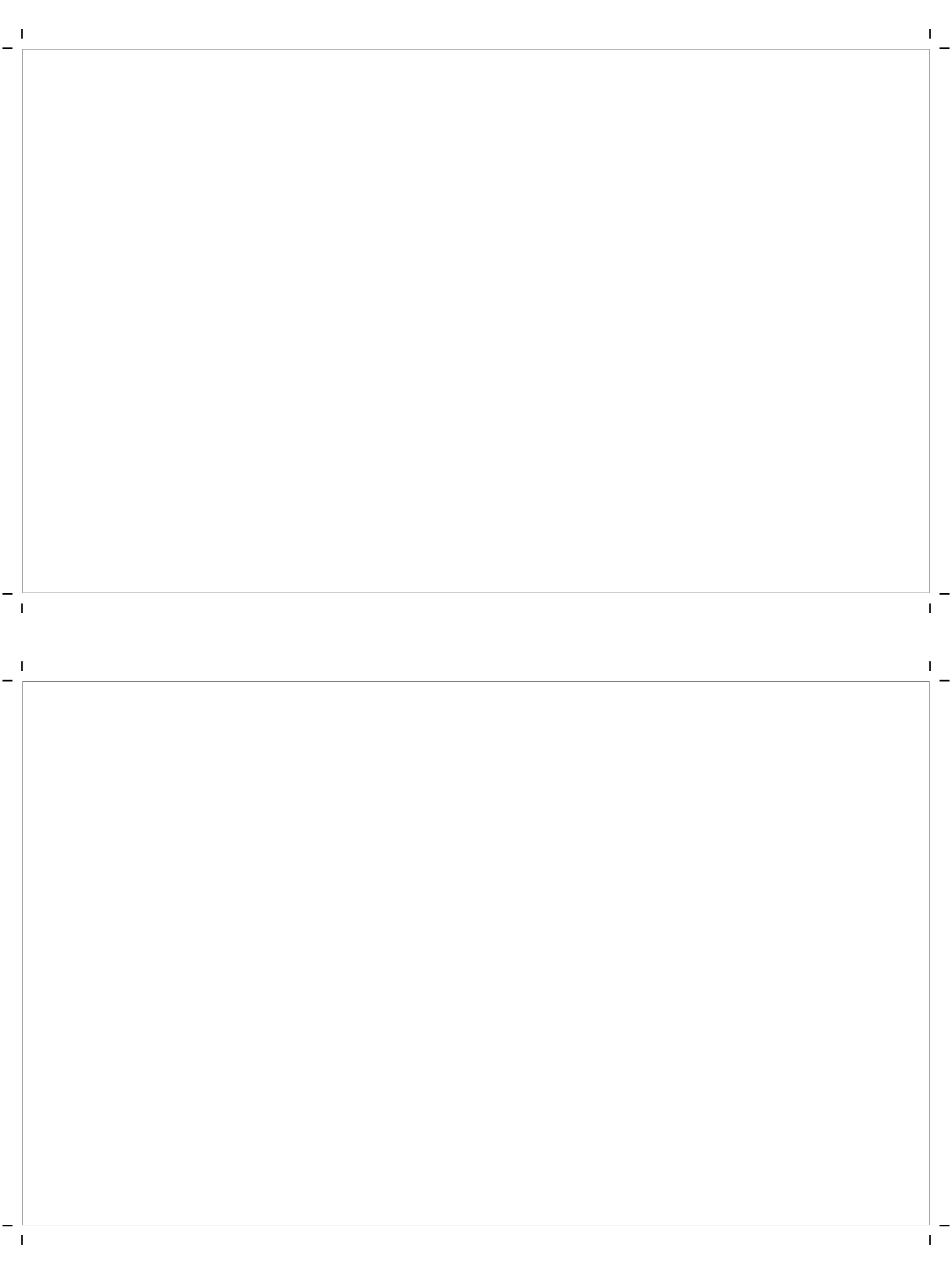
- Roll: Attack dice = + modifiers - rage level and beast direction .
- If one or more dice is a success () take one life
- Regardless of outcome increase rage level 1
 - Recieve savage points.



		<p>ROUND START</p> <p> -1 RAGE</p> <p> +1 RAGE</p> <p></p>	
<p>Climb tree</p> <p>Stand on a tree space with a big beast adjacent.</p> <p>You can jump directly on top of it if there is a free space.</p>	<p>SIDEKICK EFFECTS</p> <p> Keep original action</p> <p> Move the action-cube to the next action clockwise</p> <p> Keep original action but move initiative card to the far right</p> <p> Take no action but gain a RAGE token</p>	<p>Bushes</p> <p>Stand on a bush tile.</p> <p>Do a Stab action ignoring 2 shields on attack. You don't get the Eye token after a successful attack</p>	<p>Herbs healing</p> <p>Stand on or adjacent to a bush space.</p> <p>Take a heal action 2 *(V=1,2) on yourself.</p>
<p>Roll</p> <p>Stand next to a single space obstacle or a beast.</p> <p>Move your Caveman to the space directly in the opposite side of the obstacle or the beast.</p>	<p>Berserk</p> <p>You have full health.</p> <p>Filp caveman to hurt side and charge up to 3 spaces and make a 'aimed' 6(III) double stab.</p>	<p>Climb opportunity</p> <p>The beast rage disc is currently on "attack once" - and you are adjacent</p> <p>Climb to the top without making a climb roll.</p>	<p>Weak spots</p> <p>The beast rage disc is currently on "move 2 forward" - and you are adjacent</p> <p>Do a stab action ignoring up to 4 shields.</p>









I INTRODUCTION


The dark night goes pale. Slowly, thin streaks of light lift up like hair and split the insipid sky. In the ocean, a drop of blue lazily bleeds from the center outwards. "Moogh" exclaims the male tribe leader. All the others around him in the cave opening know what this means. Gathering the stingers they have made from flint and sticks they set off in the now golden pink but cold morning.

Scuffling through the dense woods and out into the plains they can see their prey towering in the distance under the sun which has now shown its full face. "Ugh Moogh Oog" they chant. A few moments later, it is all a vortex of hair and muscle and spouting blood as they shout and stab their shafts with flint spearheads into the huge beast.

OBJECT OF THE GAME

TRIBES OF **CAVEMEN** are joining forces. To decide who should lead the new combined tribe, they will hunt down **BIG BEASTS** and the most savage team may then claim the leadership of the tribe - if they survive the hunt. The teams will try to take down the Big Beasts by taking actions, throwing dice and being clever.

WINNING CONDITION

Some actions (successful attack, etc.) will give **SAVAGE POINTS**  to the cavemen. The game ends immediately if:

- All Big Beasts have died or have fled, or
- Only one player has any Cavemen left on the board. (*fear kicks in and they flee*)


Then the tribe with the most Savage Points wins, unless no Big Beast was killed - **then all the tribes lose.**



THE BONE DIE

To perform actions you will use bone dice. Each bone die has 6 faces shown here:

     
(III) 50% (V) 33,3% (X) 16,6%

! Note: If an action states **2(V)** it means that you roll two dice and if either of them shows a  it's a success. A roll can only have one outcome, not multiple successes



COMPONENTS

- A. 8 Caveman cards (7.9 x 12 cm).
- B. 8 Action cubes - 2 in each team color.
- C. 8 Rage tokens.
- D. 20 Savage Point tokens (double sided).
- E. 8 Caveman standees with clear plastic bases.
- F. 4 Transparent Rage discs.
- G. 8 Beast standees with clear plastic bases.
- H. 4 Beast cards (7.9 x 12 cm).
- I. 5 Map boards.
- J. 8 Beast Action cards.
- K. 20 Idea cards.
- L. 10 Item cards.
- M. 9 Trap tokens.
- N. 4 Player aids.
- O. 1 Turn marker.
- P. Rulebook with the campaign.
- Q. 15 Turn order cards.
- R. 8 Bone dice.
- S. 4 Red normal dice.



GAME SETUP

TRIBE TEAMS 2 PLAYERS

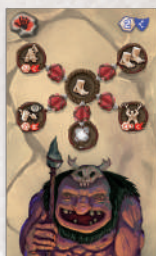
EACH PLAYER CONTROLS a team of two Cavemen (1 Leader and 1 Sidekick). Players can freely select their teams or you can randomly shuffle all Cavemen Leaders (they have a hand symbol in the top left ) and deal one to each player. Each player then takes their Caveman Sidekick (with the foot symbol ) and places both of their Caveman cards with the uninjured side up.

Yellow Leader



Yellow Sidekick

Red Leader



Red Sidekick

TRIBE TEAMS 3 & 4 PLAYERS

In a four-player game you play in two teams – each player has 1 Caveman. When you die you are out.

In a three-player game each player only plays with 1 Caveman Leader and 1 Action cube in the Action Selection phase (see next). If the Leader dies, the player may place their Sidekick on any edge space at least 5 spaces away from a Beast.

ONLY 2 TRIBES IN DEMO

CHOOSE YOUR GAME MODE

Play the scenarios in the Campaign book in order (Campaign mode) or a single scenario of your choice (Skirmish mode). After selecting which scenario to play, read the special rules on the campaign card and continue to set up the board. Each scenario can be played in normal or hard mode.

SETTING UP THE BOARD

- 1** Each player places their chosen Caveman face up in front of them and takes the two action cubes in the tribe's color. Place the Map boards next to each other as shown in the Scenario to form the Play Area.
- 2** Place Beast standees according to the Scenario. Big Beasts are represented by standees of 4 spaces, and Small Beasts by single-space standees.
- 3** Take all Turn Order cards and remove all cards that do not show Beasts or Cavemen that are in play. Also cards with a flame is only used in hard mode. Place the Round Start card down and put the Turn marker on top of it. Shuffle the other Turn Order cards and place them randomly in a row to the right of the Round Start card. If a Caveman Leader appears to the right of his sidekick – swap the cards. The turn order will be from left to right.
- 4** In turn order each player places a Caveman standee of their team color on any space that is hatched with lines on the Scenario and does not contain an obstacle.
- 5** Take the Beast card(s) matching the Beast(s) in the Scenario and place it next to the Play Area. Rotate the card so it faces the same way as shown in the Scenario. To represent the Beast's remaining Health, place a die showing 6 pips on the Health icon of the Beast card (unless the Scenario says otherwise).
- 6** Place the matching Beast Action card next to the Play Area with a random side up, and place a small red Rage disc on the red square in the bottom left. Place a supply of Savage Point tokens nearby. Shuffle the Idea cards and make a draw pile near the Play Area. Take 7 Idea cards and put the rest back in the game box. Put the Idea cards into a line with the first 3 cards face up and the last 4 cards face down. Place the Bone dice next to the Play Area.



GAMEPLAY

ROUND PHASES

There are 3 phases during a round:

1. **Turn Preparation phase**
Round reset and Beast appeasement.
2. **Action Selection phase**
The players select the actions for their Cavemen.
3. **Turns Resolution phase**
The Cavemen / Beasts resolve their actions in turn order.

1. Turn Preparation phase

Ignore this during the first round.

- A. **Put** the Turn marker on the Round Start card.
- B. **Roll** 1 Bone die for each Big Beast:
 - If you roll (V) you reduce that Beast's Rage by 1.
 - If you roll (X) you increase that Beast's Rage by 1.
- C. **Take** the card next to the Round Start card and place it at the end of the card row on the far right.

Example: Round start

In the first round of the game, the yellow Leader took an action first. But now in the Turn Preparation of the second round, the yellow card is moved to the back of the line so that the Beasts go before the Cavemen.



2. Action Selection phase

All players select actions for their Cavemen.

- Take your Action cubes and place 1 on each of your Caveman cards to show which actions they will take.
- Each Action cube must be placed on one of the available colored cube symbols on the connected ropes.
- The symbols that are connected to each end of the cube are the 2 actions you may take in this turn.

! *Note: You may not place the cube in the same place as last round, except if you spend a rage token to do so*



Example: Action Cubes

If the yellow player puts their cube here **A**, The yellow Sidekick will be able to move 3 spaces this round. Next round **B** are valid Action cube placements.

3. Turn Resolution phase

Move the Turn marker one step to the right


- The order of the actions of the Cavemen and Beasts depends on where their icons are on the turn row.
- The Turn marker starts on the leftmost turn card and moves from left to the right until the last Turn Order card.
- Each time the Turn marker lands on a Turn Order card, resolve the actions of the corresponding Caveman or Beast.
- The Caveman actions you have chosen are optional and may be played in any order you wish.
- When a Beast takes its turn see the Beast Action Resolution rules. All the Beast actions are mandatory and must be played in order.
- If the game is not over (see Winning Conditions), a new round begins.


Example: Turn Resolution

In the first round, after everyone placed their Action cubes, the yellow Leader starts. **C** After the Yellow Leader has taken two actions you should resolve the Moogh Beast if it is in play and then the angry Moogh Big Beast. Then it is the red Leader's turn followed by the red Sidekick and so forth (Some Turn Order cards are not visible in this example).

WINNING CONDITIONS

The game ends immediately if either:


 **All** Big Beasts (4-space standees) have died or fled (have left the Play Area).


 **A** player or a team has lost both their Cavemen.

! *Note: Campaign scenarios can **change** the above winning conditions.*

! *Note: **Solo players** must beat a round limit to win (See solo play)*

Game winner

 **If** at least one Big Beast was killed, the tribe with the most Savage Points and at least one Caveman still standing wins.

 **If** no Big Beasts were killed, all tribes lose.

HOW TO GET SAVAGE POINTS

Savage Points (SPs) are tracked per team and not per individual Caveman.

Each time you score an SP you take a Savage Point token and place it in front of you. There are 6 ways to score SPs during the game:



1. You injure a Big Beast - you score 1 SP.
2. If the hit was made while **on top** of a Big Beast - you score an **additional** 1 SP.
3. If the hit was made while standing in 1 of the 2 spaces in front of a Big Beast - you score an **additional** 1 SP.
4. When you deal the **lethal blow** - you score an additional 2 SPs.
5. You heal a Caveman from an **opposing team** - you score 1 SP.
6. When one of your Cavemen gets **injured or is knocked out** you score 1 SP for the bravery of your Caveman.



SAVE ROLLS

Whenever one of your Cavemen takes a hit, you must make a save roll – if you fail, that Caveman is injured (see below). Look at the caveman card to see the number of Bone dice to roll and the conditions for success.

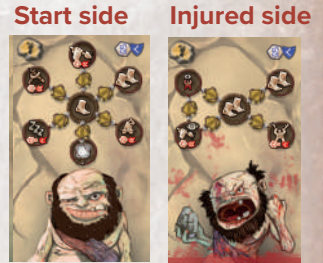
Example save:

A Caveman with this icon  must roll **2 Bone dice** and will succeed if at least one of the die rolls is .

CAVEMAN LIFE

When an uninjured Caveman takes damage, you flip his card and get a Rage token. When you flip the card, you may reposition the Action cube anywhere you want to.

If a Caveman is already injured and takes damage he is knocked out and removed from the game.

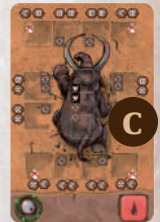


Reminder: a team scores 1 SP whenever one of its Cavemen takes damage.

Rage Token

A Caveman may only **have one** Rage token at any time. The token is kept on the Caveman card. The token can be discarded at any time during the Caveman's turn to do one of the following:

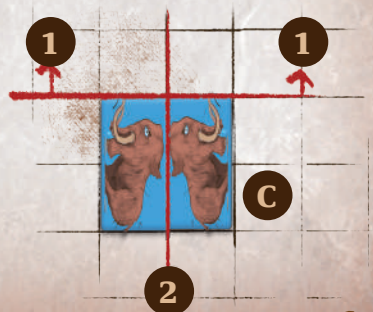
- re-roll one die
- re-roll all the dice at once
- keep your Action cube on the same action space on your Caveman card for next turn.



BEAST POSITIONS & ANGLE OF ATTACK

For some actions it is important to know what is at the front or at the side of the beast. **1** Everything above this line is in front of the beast in this situation. **2** Shows the centerline.





Angle of attack refers to the position of the Caveman in relation to the 12 spaces around the Beast. Caveman **C** checks the corresponding space on the Beast card for rule symbols like Beast's Defense and weak spots.





CAVEMAN ATTACKS

All attacks except throws require your Caveman to be adjacent to a Beast or on top of it. (See *Climb action*.)

You can attack a Beast if you choose Stab, Aimed Stab, Double Stab or Throw action:

1. Check on the Caveman Action icon how many Bone dice () you roll, add one die for each weak spot () on the angle you are attacking from (See p.9) and subtract dice equal to the Beast's Defense (the sum of shields  from the Beast's Rage (See *Beast p.16*) plus the Beast's Defence shown on the Beast card's current angle of attack).
2. Roll all dice. If one or more is a success (), you hit the target once.

! Note:  This means you subtract one die less from the Rage Defense. And  means that you subtract one die for each space **between** your Caveman and the targeted Beast.

If you are successful (your caveman stabs the Beast):

1. Increase the Beast's Rage by one (move the Rage disc up one space), and reduce the Beast's Health by 1.
2. Turn the Beast in order to face the nearest Caveman. If two Cavemen are equally near, the Beast turns to the nearest Caveman clockwise.
3. Take the number of Savage Points awarded for your strike.

If you fail:

- Still increase the Beast's Rage by one, but the attack is then over.

Example attack:

A Caveman has moved to the side of the Beast. The Beast is at Rage 2. From the Caveman angle of attack there is one weak spot. The Caveman attempts a Stab (success on 'X') and rolls 4 dice adding one die for the weak spot and subtracting one due to the Beast's Defense. The dice rolls are III, V, V, and X, which means the beast is hit and loses one life.



ACTIONS

THE DIFFERENT TYPES OF ATTACK



When your Caveman is on top of the Beast or hanging on the side – only actions with this symbol can be taken. (except climb)

Stab



Roll 4 dice + 1 die for each weak spot and -1 die for each point of the Beast's Defense.

- see *Caveman attack p.10*.



Double Stab

You attack twice (make one Stab at a time – recalculate the Beast's Defense after the first attack).




It is possible to score double SPs and deal double damage.

!Note: When you use *Double Stab* the *Beast's Rage* is always increased by 2 after the attacks.



Aimed Stab

This attack is successful on a roll of 



Throw

You may attack in a straight line (or 45°) disregarding the shields on the Beast card but still taking into account the shields from the Beast's Rage on the Beast action card.



You roll the number of Bone Dice shown in the die symbol (*In the example it is 5*) and subtract one die for each space between your Caveman and the Beast. If you roll at least one die with your hit value (shown in the red splash) – then you hit the Beast.

OTHER CAVEMAN ACTIONS

Move 1 or 2 spaces.

Move the Caveman to any adjacent space that is not occupied by Boulders, Cliff, Cavemen or a Beast.

!Note: you cannot move a Caveman off the Play Area. A Beast has fled when it is completely off the Play Area.




If your Caveman is on a Beast, you can move your Caveman to an adjacent space on the Play Area .
(*See Climb on next page*)



Climb

Your Cavemen may try to climb on *top* of the Beast from an adjacent space. You can also use climb to climb from *hanging on the side* to the *top*

!Note: Caveman on a Beast will move with it!

Your Caveman may not climb from directions where the Beast card space shows “no climb” **B**  icon or another Caveman is already hanging on that space. (see example).




To climb the Beast, make a Climb Roll (*roll the number of bone dice shown on the Climb action*).

- A successful roll enables your Caveman to get to the *top of the Beast*.
- If you fail the roll or if there is no free space on top of the Beast – your Caveman can instead hang on to the Beast. (see below)

!Note: There are different dice values on some Climb actions. Some are successful on (III) and others (V).

Top of the Beast: place your Caveman on one of the free spaces on the center of the Beast card.

Hanging on the side: To hang on you move the Caveman to the space on the Beast card matching the direction you came from on the board. While hanging you can to some actions . It also possible to be thrown off if you fail a Shake (see beast actions)

Example Climb:

Your Cavemen stands adjacent to the Beast on the game board **A** and the corresponding space on the beast allows climbing. If you fail a climb roll you may stay on **A** or hang on to it by moving to space **C** on the Beast card. From either of those two space you can climb to the top on a succesful roll and move to **D**



Sedate

Roll the number of bone dice **equal to the Beast's Rage level** and subtract 1 die for each space between the Caveman taking the action and the Beast.




For each success, reduce the targeted Beast's Rage by 1. You can't lower the Beast's Rage to below 2.



Taunt

Your Caveman must be within 4 spaces of the targeted Beast to perform the Taunt action.




Check the icon  for how many Bone dice to roll and subtract 1 die for **each space** between your Caveman and the Beast.

Success: you may turn the Beast 90° **towards** your Caveman.

Scare

Your Caveman must be within 4 spaces of the targeted Beast to perform a Scare action.



Check the icon  for how many Bone dice to roll and subtract 1 die for **each space** between your Caveman and the Beast.

Success: turn the Beast 90° **away** from your Caveman.

Make Trap

Check the Caveman action icon for how many dice to roll to use the Make Trap action.

Success: place a trap (in your tribe's color) on an empty space adjacent to your caveman.



- If a Beast later moves on to the trap, the Beast's turn immediately ends. The Beast loses 1 life point, the Beast's Rage increases by 1 and your Caveman scores 1 Savage Point.
- If a player's Caveman moves on to the trap that player must make a save roll or they will take a hit.
- The trap is removed after being triggered

Build Rage

You may take a Rage token if you have none.



Heal

Check the Heal action icon for how many dice to roll.

Success: You can heal one injured Caveman, who is adjacent to your Caveman, back to normal (front side). If you heal another player's Caveman you score 1 Savage Point.



Sear

You may do one of the following:



- Move the Rage disc one space to the right
- Look on the back of the Beast Action card
- Take the top 3 Idea cards from the deck, look at them, then place them back on top of the deck in any order.



Ideas



Execute one of the face-up Idea cards actions if you meet the conditions of the card. **OR** flip two of the remaining Idea cards face up.

BEASTS

BEAST HEALTH

The Red die on the red square shows how much Health the Beast has.

For example:

If the Beast has 6 health and takes 1 damage, turn the die to its 5 side.

BEAST DEFENSE

The Beast's Defense is equal to the sum of:

- The number of shields shown on the Beast card (in the square corresponding to where the attack is coming from).
- The Beast's Rage (the number of shields on the row containing the disc on the Beast Action card).

!Note: *when the Caveman is on top of the Beast, it has less Defense.*

BEAST RAGE

- When you **increase** the Beast's Rage, move the Rage disc up to the

space on the next row **directly** above its position.

- When you **decrease** the Beast's Rage, move the Rage disc down one row.

!Note: When the Rage disc moves vertically (up or down) the action on the new space is **not executed**.

BEAST SIDE AND TOP

On the Beast card there are spaces along the edges (Beast sides) and in the center (on top of the Beast). If a Caveman successfully Climbs the Beast then he is placed on any free center space. If you fail a Climb roll when your Caveman is on top of the Beast he falls and is then hanging onto the Beast. When hanging place your Caveman on any free edge space on the Beast card. A Caveman hanging can:

- Climb on top of the Beast again with a successful Climb action,
- get thrown off if failing another Climb roll. (*See Beast Shake action*)
- Jump to the adjacent space on the Play Area in the direction he is hanging by using a Move action.

BEAST ACTION RESOLUTION

- The arrows on the Rage row show the number of steps you should move the disc to the right.
- Every time the disc is moved right the Beast executes the action(s) on the space it moves onto.
- When the Rage disc is moved more than one space, each action is executed before the next.
- When the Rage disc moves further than the right-most space of a row, the Beast Action card is flipped.
- After flipping the Beast Action card, the disc is placed on the left-most space in the same row.

!Note: you may not look at the back of the Beast Action card unless you take a Seer action.

Example: Beast action resolution

It is the Beast's turn and the Rage disc is at Rage 3 which means that the Beast takes two actions **1** before passing to the next Beast or Caveman. Move the disc one space at a time to the right resolving each action on each move. The first action is Seek Freedom **2**. Since there are no more spaces to the right the action card is flipped and the disc is moved to the left-most space on the same Rage row which is Move Backwards 1 space. **3**



Example: Beast Attack (Also see Beast action attack)

When the beast rage disc is moved onto a tusk icon (as in the above example **1**) the Beast performs an attack. For each attack roll two dice to see in what direction(s) the attack hits. A roll of (V)+(III) means the two front corner spaces are hit with this single attack (see the symbols on the edge of the Beast card). One caveman stands on a corresponding space on the map **B**. He is already hurt so a failed save roll would knock him out of the game.



BEAST ACTIONS

Move (1, 2, 3 or 4)

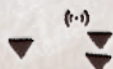
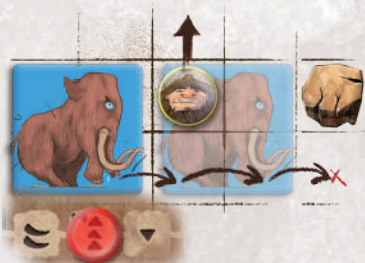
- The Beast tramples forward the number of spaces shown.
- If the path is blocked by a stone, beast, or a tree the movement stops.
- Any Cavemen in the Beast's path are pushed orthogonally to the side.
 - The Caveman must succeed at a Save roll to avoid getting injured.
 - If the space is occupied by an obstacle you choose the nearest free space and must do a Save roll to avoid damage.
 - A Caveman who is in the way of a Caveman who has been pushed must also make a Save roll to avoid getting injured



!Note: When a Beast moves more than one space, it Shakes after the moving the Beast (See Shake on p.21).

Example: Beast move

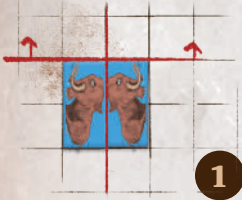
In the example illustration the Beast should move 3 but can only move 2 because the path is blocked by a stone. The Caveman is pushed to the side and must make a Save roll to avoid injury.



Back (1 or 2)

The rules are the same as for Move, but the Beast tramples backwards.

Turn on Attacker



The Beast turns (up to 180 degrees) towards the nearest Caveman. In case of a tie – turn the Beast towards the nearest Caveman clockwise.

The Beast stops turning when the nearest Caveman is positioned on any space in front of the Beast (continue a line along the Beast's front legs). In the example below the Beast turns 90 degrees right and stops if there is a Caveman at **1**.

Seek Freedom

The Beast tries to find an escape route. Trees and boulders are obstacles. Cavemen do not block.



For each direction: forward, left and right you **count** the number of unblocked spaces towards the edge of the Play Area. *For Big Beasts each direction has two rows, you always look at the one with the nearest obstacle.*

- If one or more of the directions is without any obstacles at all then turn the Beast in the direction with the fewest spaces to the edge of the Play Area. If all paths have one or more obstacles then:
- The Beast will then turn 90° left or right **to the path with the highest number of unblocked space compared to its current heading**. If all 3 directions have an equal distance, the Beast will turn 180°.



Example Seek Freedom:

In the example there are obstacles in all three directions (you don't look back). The Beast will turn south because it has the longest free distance (2 spaces). If there were no stones - the Beast would turn north (shortest distance to the edge)



Trample Attacker

Same as Turn on Attacker but the Beast also moves forward 2 spaces after turning.

Attack (1 / 2 times)



For each attack roll 2 bone dice to determine which sections the Beast attacks by finding the direction on the Beast card. Cavemen on the targeted sections are hit (and each Caveman must make a successful Save roll to avoid getting injured).

Shake

This tiny symbol (*Seen top left of other action symbols*) means Cavemen hanging or on top of the Beast must each make a successful Climb roll to stay on it. The Shake is resolved after any action that it is attached to.

On a success:

the Caveman stays where he is.

Failing when on top of a beast:

The Caveman falls so that he is hanging from the side of the Beast and the player decides which space their Cavemen ends in on the Beast card (See Beast Side and Top on page 17).



Failing when hanging on the side:

The Caveman is sent flying in the direction perpendicular to the space he is hanging from.

- The player moves their Caveman a number of spaces equal to the Beast's Rage. Stop movement if there are any obstacles or at the edge of the Play Area.
 - Make a Save roll for the Caveman to avoid injury - this also applies to any Cavemen standing in the way.
-

Go Wild



The Beast Shakes two times in a row. Additionally, every Caveman adjacent to the Beast is pushed one space back, taking no damage unless the space is blocked (*in which case make a Save roll for the Caveman to avoid injury*).

Sleep ZZZ

ZZZ

The Beast does nothing.

ATTACKS FROM THE OTHER BEASTS

Bite



Any Caveman on the space directly in front of the Beast (in either of the spaces for Big Beasts) must make a Save roll.



Turn 180

The Beast reverses direction.



Claw Attack



The beast claw attacks everyone on any space with the No Climb icon. Each Caveman in a no climb direction adjacent to the Beast must make a Save roll.



Random Move

Roll the dice to see whether the Beast turns 90° left or right. *Turn left on a roll of (V) and right on (III) and do nothing on (X).*



Tail Swipe

Each Caveman behind the Beast must make a Save roll (3 spaces for Beasts and 4 spaces for Big Beasts).

IDEAS CARDS

Ideas stay with you for one game. They Cavemen can't hold ideas in their head any longer. If you meet the condition of an revealed Idea card – you can perform the action by choosing the Idea action with your Cavemen!

Each Idea and Item card has 3 parts:

- A.** A name.
- B.** A condition to activate it.
- C.** An effect (you may apply if you are able to activate it).

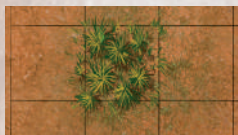
ITEM CARDS

Item cards are similar to Idea cards but achieved by winning a Campaign Scenario and kept between Scenarios. A chosen item is placed next to one of your Cavemen. It can be used on your turn as long as the condition is met. Some cards are discarded after use.



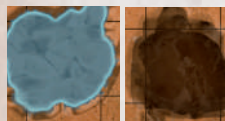
TERRAIN

Some board elements will block movement and have other effects.



Bushes

Bushes are passable both for Cavemen and for Beasts. The Beast will not turn towards you when attacking from a bush.



Water or Mud

For each move into a Water / Mud space, roll 1 Bone die and if you get a 'X' you end your Caveman's move. Beasts are unaffected by Water or Mud.



Tree

Trees are passable by Cavemen.
Trees are impassable by Beasts.



Boulder

Boulders are impassable both for Cavemen and for Beasts.



Pebble stones



No effect.



Cliff edge

Unpassable for Cavemen. If a Caveman is pushed here he is removed from play. Big Beasts die if they are moved fully off a Cliff Edge.

SOLO PLAY

If you want to play Moogh solo you can either play a single scenario or the full campaign. Set your team by choosing a Caveman Leader  and two Cavemen Sidekicks . To win a scenario you must meet the scenario win condition and succeed within the **allowed time**.

CAVEMEN DON'T ALWAYS TAKE ORDERS

You decide the actions for your team of Cavemen – there is no opponent team

in solo mode, just you and the Beasts. Unfortunately, your Cavemen Sidekicks do not always grasp your orders. After you have placed the Action cubes for all of your Cavemen in the Action Selection phase, then roll **two Bone die** for each of your two Sidekicks. According to the die result that Caveman may take *different* action this round.



(Second die can be any result) The Caveman actually does what you told him to do. Keep the action you chose and continue play.



Move the action cube for this Caveman to the next action clockwise.



Keep original action but move initiative card to the far right



The Sidekick ignores you. The Caveman take no action but gain a RAGE token

After checking and possibly changing the actions for your Sidekicks – continue play as normal.

Tracking time in Solo play

At the start of each round following the first round (*when the Turn Marker returns to the Round Start card*) – you take one Savage Point and put it on the “Round Start” card. If a beast runs off the board you add 4 Savage Points to the card. If the number of Savage Points on the card is equal to the Time Limit you lost!

Each scenario has 2 different Time Limits shown.



All Savage Points scored by Caveman in Solo mode goes to your team as a whole.

Solo Score

After winning a scenario you take all the Savage points from your Cavemen and subtract all the points on the Round Start card – this number is your final score.

Score < 0 = Nothing the brag about

Score 0-4 = Score! - full belly tonight

Score 4-6 = Brilliant and bloody good.

Score 6-10=Tribal triumph


Write down and accumulate all your campaign scores and your team with the community.


GLOSSARY



ACTION CUBE	<i>Each Caveman has one cube to select their actions with</i>
BEAST	<i>Any type of Beast</i>
BEAST ACTION CARD	<i>Determines the Beast's actions by moving a Rage Disc</i>
BEAST CARD	<i>Shows the modifiers depending on the angle of attack</i>
BIG BEAST	<i>Beast that occupies 4 spaces on the Play Area</i>
BONE DIE / DICE	<i>the special dice with 3 different results.</i>
CAVEMAN / CAVEMEN	<i>The Character(s) you control. There are two in each tribe</i>
CAVEMAN CARD	<i>Two-sided card showing each Caveman's possible actions.</i>
HEALTH	<i>Beasts die when they reach 0 health</i>
IDEA CARD	<i>Special action cards to be used later when taking the idea action.</i>
ITEM CARD	<i>Cards earned between campaigns to equip your Caveman</i>
(CAVEMAN) LEADER	<i>The Caveman with a hand symbol in the top corner</i>
(CAVEMAN) LIFE	<i>A Caveman can be uninjured, injured or knocked out</i>
MAP BOARDS	<i>Use 2 boards to form the Play Area</i>
PLAY AREA	<i>The game area where the fight takes place</i>
RAGE DISC	<i>Small disc to keep track of the Beast's actions</i>
RAGE TOKEN	<i>Use to re-roll one die or all dice or to not move the Action cube</i>
RED DIE / DICE	<i>Placed on each Beast Card to track its health</i>
SAVAGE POINT	<i>Token Points scored during a game.</i>
SAVE ROLL	<i>A roll to see if a Caveman is injured (Top right Caveman card.)</i>
(CAVEMAN) SIDEKICK	<i>The Caveman with a Foot symbol in the top corner</i>
TRAP TOKEN	<i>Placed on the Play Area when a Trap action is successful</i>
TURN MARKER	<i>Used to track the turn order between Cavemen and Beasts</i>
TURN ORDER CARD	<i>Cards placed in a row to create the turn order each round</i>
TURN PREPARATION PHASE	<i>Rearrange Turn order and check for appeasement</i>
ACTION SELECTION PHASE	<i>All players select their Cavemen actions</i>
TURN RESOLUTION PHASE	<i>Resolve all Caveman and Beast actions.</i>


SCENARIO SETUP



Moogh will come with several scenarios. On the opposite side you will find the PNP scenario. Each scenario can be played in two modes with different difficulty. Use the setup for the mode you choose.


 Beast starting direction

 Starting area for cavemen

 1  Beast on this position

 Beast starting health

 3  Beast starting rage (if not show then rage is at 0))

 Turn limit in solo mode



MOST SAVAGE

A U LANI GHLAST. GAE BOKO S NIYOU MOOBOK SINL.
LA SOK SOK MOOGH!

The scout jumps up and down. We found a big one down by the river. Let's get food to the clan for many weeks. Now the tribe has a chance to challenge the newly established leader.

OBJECTIVE

Kill the big beast

SPECIAL RULES

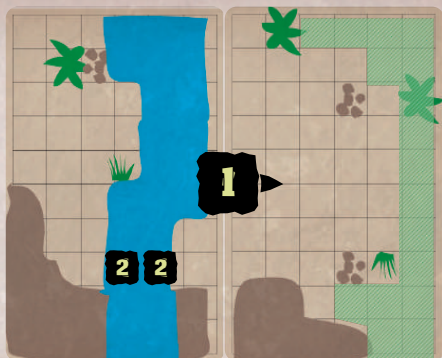
First player to get to the top of the beast get +1 Savage Point

2 Cavemen on these spaces can not be targeted by "Turn on Attacker"

MAP SETUP

1 Big Beast (Green Young Moogh) with health of 4 in normal mode.

1 Big Beast (Red Moogh) with health of 5 in hard mode.



NORMAL



15



HARD



10





THE BEGINNING

Ó IIK LA NAE? KÓ LA NAE ÓBOKO! OG OG II MO NIBOK-MOONI. YOUAAOU G KO OG SOK MOOGH KO GGII NIB BIINI GGLAMO LAKLA.

The tribe leaders look at each other. They know that this is the start of a new clan. They must work together to survive. Now they tracked down two Mooghs. They must show their strength.

OBJECTIVE

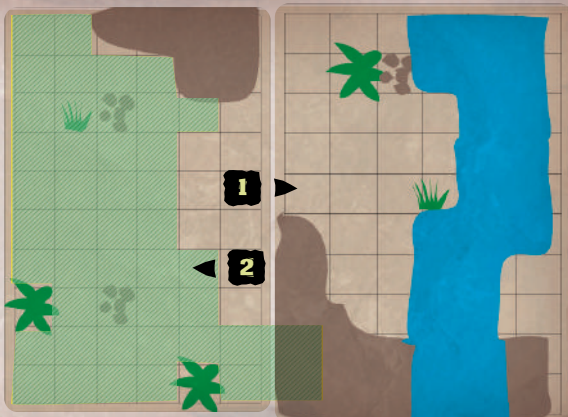
Kill the big beast(s)

SPECIAL RULES

First player that inflict a wound gain +1SP

MAP SETUP

1 Big Beast (Green Young Moogh) with health of 5 in normal mode.
1 Big Beast (Red Moogh) with health of 6 and a level 3 of rage in hard mode.



NORMAL



14



HARD



9

