GROTTE CHAUVET 2 ARDÈCHE

Game Rules - Ludo Steppe

- Bestiary Battle
- Mammoth vs Owls
- Paleo-bingo
- Forager’s memory game
- Reindeer Hunt
- Cro-magnon’s eye
- Ladder game
- Prehisto’minos

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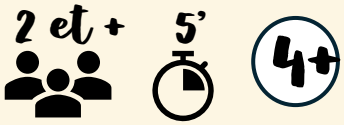
Bestiary Battle

Chauvet animal card battle



Aim of the game :

Win all the cards in the pack.

Setup :

- Shuffle the cards, then deal them out evenly amongst the players.
- Each player places their stack of cards in front of them, face down.

How to play :

1. All players simultaneously draw the top card from their pile and place it face up in front of their pile.
2. The player with the highest card takes all the other cards.

→ 13 is higher than 12, 12 is higher than 11, and so on. (J (Jokers) are the highest cards).

3. And so on for each round.

End of the game :

When one of the players has all the cards in the deck, they are declared the winner.

A word from the team :

This game was created by the staff members of the Chauvet Cave 2. Thank you for **taking good care of the material**.

Once the game is over, please put everything back in place for the next group of players.

Did you know ?

The numbers on the cards and their assigned animals correspond to the number of times they appear in the Chauvet Cave :

For example:
The cave lion is the most frequently depicted animal in the Chauvet Cave (81 depictions): it therefore has the highest value, 13.
The owl and the panther are depicted only once in the Chauvet Cave: they therefore have the lowest value: 1.

As for the Joker, the depiction of a female figure intertwined with two animals (a lion and a bison) is an extremely rare motif, not only at Chauvet but in cave art in general.

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Mammoth VS Owls

« Connect 4 » with feathers and fur.

2 | 10' | 6+

Aim of the game :

Players will need to place their ‘mammoth’ and ‘owl’ tokens so as to line up four of them and win the game.

Setup :

- Each player takes their place on one side of the game board.
- Each player chooses the wooden tokens representing either the mammoth (red) or the owl (blue).

How to play :

On each turn, a player :

1. Select a column.
2. Place a token in a space that is free of any tokens (the first one must be placed at the very bottom of the colomn, the second above the first, and so on).

Then it’s the other player’s turn to do the same.

End of the game :

The game is over if a player manages to line up 4 of their tokens :

- Vertically
- Horizontally
- Diagonally

They are then declared the winner.

If the board is completely filled and no players has managed to line up four tokens of their animal, the game is declared a draw.

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Paleo-bingo

Mini Ice Age bingo!

2 à 8 | 10' | 3+

Aim of the game :

Be the first player to find all the pictures on your board by listening to the cards drawn by the game leader.

Setup :

- Shuffle all the picture cards (square ones) and place them face down in a pile.
- Hand out one bingo board to each player (or two for older children).
- The game leader is the person who draws the cards and shows the pictures. They do not have a bingo board.

How to play :

1. The game leader draws a card and shows it to the players.
2. They name the object depicted (for exemple : 'mammoth').
3. The players check whether this image appears on their board.
4. If it does, they must quickly raise their hand to be the first to say so.
5. **The player who was the quickest wins the card and places it on their board, over the corresponding image.**
6. The game leader continues in this way until one of the players has covered all the images on their board.

End of the game :

When one of the players has covered all the squares on their board, they are declared the winner.

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Forager's Memory game !

Who will be the clan's best forager ?

2 – 3 | 5' | 3+

Aim of the game :

Collect the most pairs.

Setup :

Place the cards face down on the table.

How to play :

Players take turns, going clockwise.

The first player turns over two cards face up.

- If the two images are identical, the player keeps the pair and plays again.
- If the two images are different, the player turns the cards face down again.

It's the next player's turn.

End of the game :

Once all the pairs have been found, the game is over.
The player with the most pairs is declared the winner.
If two players have the same number of pairs, it's a tie.

A word from the team :

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Reindeer Hunt

Who will be the most strategic : the hunter or the prey ?

2 à 5 | 20' | 6+

Aim of the game :

One player takes on the role of the reindeer and the others play the hunters.
The hunter's aim is to surround the reindeer before it escapes.
The reindeer's aim is to escape from the board.

Setup :

- Prepare a token depicting a reindeer and between 1 and 4 hunters, depending on the number of players. (In a two-players game, the player taking the role of the hunter may choose to control two, three or four hunter tokens).
- Place the reindeer token on the central square of the board.
- Place the hunters on the corner squares of the board.

How to play :

- **The hunters :**

They play first, and one at a time.
They always move one square at a time, never diagonally. They cannot jump over obstacles (bushes or rocks) ; they must go around them.

- **The reindeer :**

On each turn, the player rolls the dice. The result determines the action they can take :

1 = Go up (1 square)
2 = Go down (1 square)
3 = Go left (1 square)
4 = Go right (1 square)
5 = Go anyside you want (1 square)
6 = Charge (2 squares)

When the reindeer gets to charge (6 on the dice), they can knock over a hunter if one is in its path. The hunter is then wounded (give them a « bandage » token). They return to their starting square and skip a turn.

Unlike hunters, the reindeer can jump over obstacles (bushes, rocks).

To escape, the reindeer must move to one of the four differently colored squares at the edges of the board.

End of the game :

The game is over when :

- The hunter have cornered the reindeer : it can no longer move foward without bumping into a hunter, or if a hunter lands on the square where the reindeer is.

→ **The hunters are declared the WINNERS.**

- The reindeer was able to escape by reaching one of the four differently coloured squares around the edge of the game board.

→ **The reindeer is declared the WINNER.**

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Cro-Magnon's Eye!

Prehistoric Dobble

2 – 3 5' 3+

Aim of the game :

Be the first to spot the one matching symbol between two cards, and have the most cards once the draw pile is empty.

Setup :

- Shuffle the cards, then deal one card to each player.
- Place the draw pile face down in the middle of the table.

How to play :

1. The top card of the draw pile is turned over (with the symbols facing up).
2. All players play at the same time : they must look at the turned-over card on the draw pile as well as the card they have been dealt.
3. The player who spots an identical symbol must call it out loud.
4. The first player to name the symbol they have found takes the card from the draw pile and places it on top of their own pile (with the symbols side facing up).

This continues until the draw pile is empty.

End of the game :

Once the draw pile is empty, the players count their cards.
The player with the most cards wins the game.

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Ladder game

The nomadic Ice Age game.

2 - 6 | 20' | 5+

Aim of the game :

Be the first to move your token to the 'finish' square on the board.

Setup :

All players choose a token and place it on the starting camp.

How to play :

On each turn, a player :

1. Rolls the dice and moves their token forward according to the number shown.
2. Depending on which square the player's token lands on, apply the effect of that square.



End of the game :

The game ends when a player places their piece on the finish square. They win the game !

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Prehisto'minos

Who will be the first to lay down all their dominos ?

2 - 4 | 10' | 3+

Aim of the game :

Be the first to lay down all your dominos.

Setup :

- The dominos are shuffled, face down.
- Deal the dominos to each player (2 players : 7 dominos each ; 3 and 4 players : 6 dominos each).
- Players hold their dominos like cards, so as not to reveal them to the other players.
- The remaining dominos form the draw pile, which is placed where everyone can reach it.

How to play :

The youngest player starts the game : they place their domino in the centre of the table.
The next player (to the left of the first player) must place one of their dominos with a picture that matches one of the two pictures on the first domino.
Then it's the next player's turn, and so on.

Players can place their domino at either end of the chain.

If a player has no domino to play, they draw a domino from the draw pile. When the draw pile is empty, the player skips their turn.

End of the game :

The winner is the first player to lay down all their dominos.

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