

BRONZE AGE SURVIVAL

Bronze Age Survival is a classroom game to encourage students to immerse themselves in prehistoric life.

The game can be played over several weeks. We recommend six to twelve sessions with the tribe that gains the most Reputation considered the winning tribe.

Sessions should be tied to the students learning as much as possible and the game runners should reward the ingenuity of the players with bonus resources.

The game should encourage teamwork and resource management between the groups of students.

You can ring a bell as each new phase begins and have the children move around the classroom during the Trading Phase. They will work as a Tribe to decide how their home will grow so have a designated table space for each tribe. Ask one member from each tribe to come up to the whiteboard to roll a digital dice or have a giant foam dice that they can throw in the classroom. This helps build excitement for the game with the students. Encourage fun and link the game back to the history topic whenever possible.

Beginning the Game:

Explain to the students that you will be playing an ongoing game about survival in the Bronze Age, over 5000 years ago. Life was very different 5 millennia ago and students must work together to be successful.

Tell the children that they may work alone or in groups, but both of these choices will bring their own challenges.

Get the students to draw out their house. What did a home look like in the Bronze Age? Where would be the best place to build it?

Students explain where and why they have built their homes in their chosen location. Reward historically accurate or practical choices with bonus food or tools to start the game.

Explain that the groups are considered tribes and will hunt and gather resources to help them survive. These resources can be turned into important items or locations that will gain them reputation and the tribe that survives with the most reputation at the end of the game will be considered the winners. Their tribe will be remembered for thousands of years. Get them to come up with a tribe name based on the location of their home such as Flowing River Tribe or Green Forest Tribe.

Here is a guide to how each day will be played:

Each day is broken into the following phases

- 1) Hunting and Gathering Phase
- 2) Event Phase
- 3) Feeding Phase
- 4) Trading Phase
- 5) Building Phase

Phase 1 Hunting and Gathering

Each tribe rolls 1d6 for food and 1d6 for bronze alloy. Add these to the tribe tracker.

Phase 2 Event

Roll 1d6 and see how your tribe is affected:

1 Bear Attack – Suffer from the *Bear** problem

2 Rival tribe attacks – roll again! 1-3 – Suffer the *Wounded** problem
4-6 - you win. Gain a tool

3 Famine – lose 3 food

4 Traders – You may swap any amount of bronze alloy and food 1:1

5 Expert diggers - Roll an extra d6 bronze

6 Bountiful harvest - Roll an extra d6 food

**Note:* Problems are explained later in the rules.

Phase 3 Feeding

Feed your tribe members by spending 1 food per tribe member.

Feast: If every tribe member eats 2 food, gain an extra energy per tribe member.

If you cannot feed someone, they are hungry and have no energy to add to the tribe. Your tribes suffers from the *Hungry** problem.

**Note:* Problems are explained later in the rules.

Phase 4 Trading

During this phase, tribe members may visit other tribes to trade food, bronze alloy or any other resources they have.

Phase 5 Building

Each tribe gains 1 energy per fed tribe member or 2 energy if every tribe member feasted (ate two food each).

Spending Energy in the Building Phase

Tribes may gain resources or build by spending the following amounts of energy:

1 energy - **Fishing** – gain 1 food

2 energy – **Explore** – Take an exploration card #

3 energy – **Hunt** – gain 4 food or ‘Hunt the Lynx!’^

3 energy - **Forge** – turn 4 bronze alloy into 1 tool or 1 jewellery~

10 energy –**Build a henge** - Each tribe may only build one henge~

#Exploration cards can be found at the end of this rulebook.

^To defeat the Lynx, you must roll 6 on 1d6 whilst on a Hunt.

~ Making jewellery or a building a henge will increase a Tribe’s reputation. This is explained later in the rulebook.

Spending Tools in the Building Phase

Tribes may expand their homes by spending the following amount of tools:

5 Tools - **expand your farm** – can store additional animals. Roll an extra D6 for Food during each Hunting and Gathering Phase.

5 Tools - **improve your forge** – It only costs 3 bronze to build a tool.

5 Tools - **build a mine** – Roll an extra D6 for bronze alloy during the Hunting and Gathering phase.

Gaining Reputation in the Building Phase

Spend the following resources to gain reputation.

If your tribe has built an item of jewellery, gain 1 Reputation

If your tribe has defeated a Rival Tribe or Bear, gain 1 Reputation

If your tribe has built a Henge, they gain 5 Reputation

If your tribe killed the Lynx, they gain 3 reputation.

Additional Rules and Clarifications

Problems

There are three types of problem your tribe can suffer with.

To remove a problem, you must spend 2 tools.

Bears – Lose 2 food at the end of the Hunting and Gathering Phase.

Wound – Lose 1 food at the end of the Hunting and Gathering Phase.

Hungry – Lose 2 energy during the Building Phase.

TRIBE TRACKER

Keep track of each tribe's resources on the tribe tracker below.

TRIBE NAME	SIZE	FOOD*	ENERGY	ALLOY	TOOLS	PROBLEMS	REP

*Food rots as it is hard to preserve food in the Bronze Age. Tribes start each game session with 0 food. All other resources and problems are kept.

Ending the Game

Run the game once or twice a week for a half term and see how it goes. Each tribe that survives to the Bronze Age has succeeded. The most successful tribe will be the tribe that has the most reputation.

Exploration Cards

Print these cards and cut them out. When a member of a tribe explores, they pick one of these cards and carry out the event explained on the chosen card.

Animal caught in a trap: Gain 2 food	Animal caught in a trap: Gain 3 food.
You find a dead warrior: Gain 1 tool	Discover an abandoned farm: Gain 2 tools
Wolf Attack! Roll a d6: 1-3: You suffer a wound 4-6: Gain 1 reputation	Lynx Attack! Roll a d6: 1-5: You suffer 2 wounds 6: Gain 1 reputation
Bountiful discovery: Gain 4 Food	Abandoned Mine: Gain 1 tool and 5 alloy