

FLORIAN SIRIEIX
VINCENT DUTRAIT

AFTER US



1-6



45 MIN.



AGES 13+

2083. Humanity has been extinct for several decades, leaving only traces of its legacy behind on Earth.

Over time, nature has reclaimed the planet.

While the world restores itself, the apes continue to evolve. They gather in tribes, develop themselves, master the objects left behind by the humans, and advance in their quest for knowledge.

As the leader of one of these tribes, it's your responsibility to set your fellow apes on the path to collective intelligence.



AFTER US

OVERVIEW AND GOAL OF THE GAME

You are the leader of a tribe of apes, which at the beginning of the game only consists of a few Tamarins. By having them work together, you will collect resources that will help you to attract other apes. Gorillas, Orangutans, Chimpanzees and Mandrills will join your ranks along the way, extending the capabilities of your tribe. In order to win, you must reach 80 victory points faster than your opponents. This symbolizes your ascension on the collective intelligence scale.

Each round, you will draw 4 cards and use them to gather your Primate Assembly. This creates rows of frames that will allow you to collect resources, score victory points, and activate special abilities.

At the end of each round, you will have the possibility to attract a new primate to your tribe, which slowly increases your possibilities.

COMPONENTS

- A** 1 main board
- B** 6 player boards (1 in each color).
- C** 12 player tokens (2 in each of the 6 colors).
- D** 24 action discs (4 in each of the 6 colors).
- E** 48 starting cards (6 groups of 8 Tamarins).
- F** 120 tribe cards (Chimpanzees, Gorillas, Mandrills and Orangutans) of levels 1 and 2.
- G** 120 wooden food tokens (40 **flowers**, 40 **fruits** and 40 **grains**).
- H** 47 cardboard **energy** tokens.
- I** 7 object tiles
... and 6 player aids (1 for each player).

ANATOMY OF A CARD



card back /

/ Tamarin card





Setup for a 3-player game

SETUP

Place the main board **A** in the center of the table. Separate the Tamarin cards from the tribe cards. Split the tribe cards into 8 different decks **F**: one for each level of the types of apes (Chimpanzees, Gorillas, Mandrills and Orangutans). Shuffle these 8 decks separately, then place them face down on their corresponding spaces of the main board.

Create a general supply for all the tokens: **flowers**, **fruits** and **grains G**, and **energy H**. These resources are unlimited. If needed, you can place a resource on the 'x3' space of your player board during the game. It will then count as 3 resources of that type.

Shuffle the object tiles **I** face down and randomly reveal 3 next to the main board. These objects can be used by all players during the game.

For your first game, we recommend using the following 3 objects: boombox, computer, and moped.

Each player chooses a color and receives the corresponding components.

Place your player board **B** in front of you, and leave some room for a discard pile to the right of it.

Shuffle the 8 Tamarin cards of your color without looking at them, and place them in a face-down draw pile to the left of your player board **E**.

Place the 4 action discs of your color **D** face down on your player board.

Finally, take the player aid and the 2 player tokens of your color **C**. Place one token on the main board, on space 0 of the score track. Place the other on your player board, on space 0 of the rage track.

May the best ape win.



GAMEPLAY

The game consists of several rounds, in which players carry out their turns simultaneously.

Each round consists of 3 phases:

PHASE 1 | ASSEMBLING THE TRIBE

PHASE 2 | ATTRACTING NEW APES

PHASE 3 | RESTING

PHASE 1 | ASSEMBLING THE TRIBE

P1

All players simultaneously reveal the top 4 cards of their draw piles, placing them below their player boards. If your draw pile does not contain enough cards, draw as many as you can, then shuffle your discard pile into a new draw pile and draw the remaining cards.

Next, everyone arranges their 4 cards from left to right in an order of their choice. This is your Primate Assembly. Your Primate Assembly must form a continuous line, and you're not allowed to shift your cards up or down. Once all players have gathered their Primate Assemblies, it's time to resolve them. Activating the frames in your Primate Assembly allows you to collect resources and victory points, or to benefit from special abilities.



Play area of Maggie, the red player

RESOLVING YOUR PRIMATE ASSEMBLY (EXAMPLE ON PAGE 7)

All players **simultaneously and completely** resolve their Primate Assembly. Begin by completely resolving the top row of your Primate Assembly, frame by frame. Then resolve your other rows in the same way: first the center row, then the bottom row.

When you reach a frame, activate its entire effect, then move on to the next frame. You're not allowed to choose the order in which your frames are activated. You have to resolve them from left to right.

That said, activating frames is not mandatory. You may choose to skip some and continue to resolve your frames normally.

Each frame can only be activated once. Chimpanzees have a special power that allows them to activate extra frames, but this is an exception.



Maggie has gathered her Primate Assembly. She resolves it by starting with the top row, then continuing with the center and bottom rows.

OPEN FRAMES CLOSED FRAMES

Frames need to be closed before you can activate them. Frames on the inside of the cards are always closed. However, those on the edges of the cards are open. If you want to benefit from the effect of an open frame, you'll first need to close it by placing a card with an open frame adjacent to it. Always remember: if a frame is not closed, you cannot activate it.



FRAME EFFECTS

If a frame shows resources or victory points, you gain them immediately when you activate that frame.



This frame is composed of 2 cards. Upon activation, you gain 1 **flower** and 1 **energy**.



This frame allows you to score 2 victory points.



This frame allows you to gain 1 **fruit**.

THE ROWS IN DETAIL

All cards are composed of 3 rows. Each row has a specific function.

The top row gives you access to resources: **energy**, **flowers**, **fruits** or **grains**.

The center row scores victory points, often in exchange for resources.

The bottom row allows you to activate a special ability, specific to the type of ape depicted on the card. Sometimes it also scores victory points.



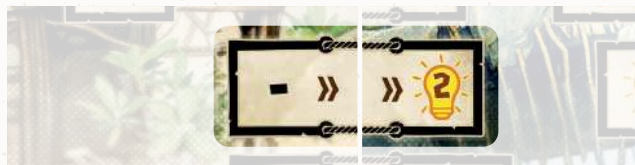
CONDITIONS

● If a frame contains an **»** symbol, it means you must meet the condition to the left of the arrow in order to benefit from the effect to the right of it. This might include a cost. In that case, you must return the indicated resources to the general supply.



This frame requires you to spend 1 **flower** and 1 **fruit** to score 3 victory points.

● Sometimes, there is no cost. In that case, you gain the effect for free.



This frame does not have an activation cost. It allows you to score 2 victory points without spending resources.

● Some conditions require you to have a number of different types of apes in your Primate Assembly. Their level doesn't matter, and Tamarins also count. In this case, you just need to meet the condition in order to benefit from the frame's effect. You don't need to spend any resources.



This frame allows you to gain 2 **fruits**, provided your Primate Assembly contains at least 3 different types of primates.

● Sometimes, the effect may depend on the number of Tamarins in your Primate Assembly. You don't need to spend any resources.



This frame allows you to score victory points equal to the number of Tamarins you have in your Primate Assembly.

RESOLVING YOUR PRIMATE ASSEMBLY / EXAMPLE

Robin draws 4 cards. He arranges them in the order of his choice, then resolves his Primate Assembly.



The frames marked with a are closed. Robin collects a total of 3 **flowers**, 1 **fruit** and 3 **energy** from the general supply. Since he only has 2 different types of apes (Tamarin and Orangutan), he doesn't collect the 2 extra **fruits**. He also doesn't receive the **fruits** for the frames he didn't manage to close.



Robin now activates the frames with a on the center row. First, he scores 1 victory point for the first frame. He chooses not to spend 1 **flower** and 1 **fruit** for 1 victory point. In the following frames, he exchanges 2 **fruits** and 1 **flower** for a total of 4 victory points. He can't activate the frame he didn't close. He scores 2 victory points for the 6th frame, because his Primate Assembly contains 2 Tamarins. He can't activate the final frame.



In the bottom row, Robin first spends 2 **flowers** to collect 3 batteries. He then scores 1 victory point. The final frame allows him to spend 1 battery to collect 2.



SPECIAL ABILITIES

Tamarins are part of your draw pile at the start of the game, and don't have a special ability. All the other types of apes have a distinct ability.



Orangutans

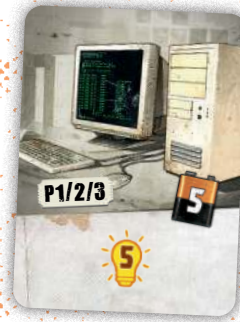
Orangutans provide you with **energy**. Although you might also encounter this resource on other apes, none of them will produce as many as the Orangutan. **Energy** is a special resource, primarily used to activate objects.

OBJECTS (SEE THE LAST PAGE)

Each player may activate each object once per round, in the phase depicted on the object in question. To activate an object, you must spend the amount of **energy** depicted on it, then apply its effect immediately. The effects of the various objects are explained on page 12.



This Orangutan allows Maggie to collect up to 5 energy, thanks to frames 1, 2 (if she plays her cards right) and 3.



Later in the game, Maggie spends this 5 energy to activate the computer. She immediately scores 5 victory points.



Chimpanzees

Chimpanzees mimic their fellow apes. This allows you to activate frames more than once per turn. Each symbol allows you to immediately activate any other closed frame, anywhere in your Primate Assembly. If the frame has a condition, that condition needs to be met in order to activate the frame.



Rose spends 1 fruit and 1 energy in 1 to reactivate frame 2 and collect 2 grains. She continues resolving her Primate Assembly by spending 1 energy in 3 to activate frame 4 and spends 2 grains to score 3 victory points. She now continues resolving her Primate Assembly, which means she may activate frame 4 again.



Gorillas

Gorillas generate rage. Each time you gain rage, advance your player token by the corresponding number of spaces on the rage track of your player board.

You may at any time spend 4 rage points to permanently remove 1 of the cards in your Primate Assembly from the game. Return that card to the box. The card you remove has to be part of your current Primate Assembly. You may do this at any point during the game, even in the middle of resolving your Primate Assembly.

However, the card you remove is not replaced. If it was in the middle of your Primate Assembly, the cards surrounding it are not joined together to create new frames. Removing a card can therefore cause closed frames in your Primate Assembly to reopen. This means you should carefully consider when to remove a card from the game.

As soon as you remove a card, that card immediately provides you with the rage bonus indicated in its top right corner. Strategically choosing the moment to remove a card can be a crucial decision.

A Primate Assembly must always consist of at least 4 cards, which means you can never have fewer than 4 cards in your deck.



Mark already has 1 rage. He raises that total to 4 by activating the 2 frames on his Gorilla ① (this costs him 1 grain). He immediately uses this 4 rage to permanently remove the leftmost Tamarin in his Primate Assembly from the game. He collects 1 fruit ②, which he can use immediately when further resolving his Primate Assembly ③.



Mandrills

The special ability of Mandrills is that they contain more victory points than the other apes. Their frames offer more opportunities to score points, as well as larger amounts.

This Mandrill offers Robin several opportunities to score victory points:

- ① He could score 4 victory points by spending 1 flower and 1 grain.
- ② Depending on the composition of his Primate Assembly, he could score 3 additional victory points.
- ③ He scores 1 victory point, no matter what.



PHASE 2 | ATTRACTING NEW APES

P2

Once everyone has completely resolved their Primate Assembly, it's time for phase 2.

All players secretly choose 1 of their 4 action discs, placing it face down in front of their player boards. The other discs are kept face down to the side of the play area.

Each disc contains 2 pieces of information...






Once all players have made their choice, the discs are revealed simultaneously. Everyone immediately receives the bonus depicted at the top of their disc, without having to pay anything in return.

Each player now has the option of attracting 1 ape (and only 1) of the type depicted on their action disc, by taking the top card from the corresponding deck on the main board.

In order to do so, they must spend the resources indicated in the middle of the main board.

Attracting a level 1 ape costs **3** resources.
Attracting a level 2 ape costs **6** resources.

The type of resource you need to spend depends on the type of ape you want to attract.

-  Mandrills are attracted by **flowers**.
-  Orangutans are attracted by **fruits**.
-  Gorillas are attracted by **grains**.

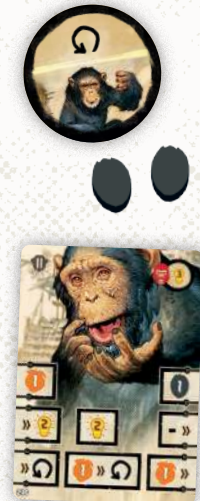
Chimpanzees can be attracted by any type of food (**fruits**, **grains** or **flowers**), as long as all the food you spend is identical.

Attracting a new ape is not mandatory, but you can only attract an ape of the type depicted on the action disc you played.



After phase 1, Robin has **3 flowers** and **4 grains**. His opponents suspect his action disc will show a Mandrill or a Gorilla. However, he chooses to play his Chimpanzee action disc.

He uses the disc's bonus to reactivate the frame that gives him **2 grains**. He now has **6 grains**, which means he can attract a level 2 Chimpanzee.



The order in which the players attract their apes doesn't matter.

Whenever you attract a new ape, place it **on top of your draw pile**. If your draw pile is empty when this happens, place the card to the left of your player board, as if it were on top of your draw pile.

You may look at the card of the ape you just attracted.

COPYING A NEIGHBOR'S ACTION DISC

After the action discs are revealed, you may spend 2 identical resources to copy the bonus (and only the bonus) of a single action disc played by one of your **neighboring** players.



These resources can be of any type (**energy**, **flowers**, **fruits** or **grains**), as long as they're identical. Return them to the general supply. You may choose to copy the bonus before or after applying the effect of your own action disc. You're only allowed to copy the disc of a player that's directly adjacent to you. You're only allowed to copy 1 bonus each round.

*Rose (purple) has played her Gorilla disc and gains 2 rage. She decides to copy the disc of her right hand neighbor (blue), who also played a Gorilla disc. She spends 2 **energy** and gains 2 additional rage. She may immediately spend the 4 rage she gained.*

PHASE 3 | RESTING

P3

When phase 2 is over, all players discard the cards in their Primate Assembly. Place your cards face up on the discard pile to the right of your player board. Players also take back their action discs. Place your

disc face down on your player board, along with your other action discs. There's no limit to the number of resources you may possess. You're allowed to carry them over from round to round.

END OF THE GAME

The game ends after the phase in which a player reaches 80 victory points or more. That player wins the game.

If several players reach 80 victory points during the same phase, the player with the most points wins. In case of a tie, these players share the victory.

If someone reaches 80 victory points during phase 1, the game ends immediately. In that case, do not finish the remaining phases of the round.

PREMATURE END OF THE GAME

Although it's rare, the game can also end prematurely if several players want to attract apes of a certain type, and there aren't enough cards of that type left. In that case, the game ends at the end of the current round. The player with the most victory points wins. In this scenario, players must check which of them has priority. Priority is determined by the identification number in the bottom left corner of each card. The player who has the card with the highest priority number in their Primate Assembly gets to make a decision first. Then, check which of the other players has the next highest number. Continue this way until all players have made their decision.

THE TEAM

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OBJECT EFFECTS

Three objects are chosen randomly during setup. Each player may activate each object **once per round**, in the phase depicted on the object in question and by spending the required amount of **energy**. **For your first game**, we recommend using the boombox, computer, and moped.

MOBILE PHONE

PHASE: 1

COST: 2 or 3 energy

EFFECT: before arranging your Primate Assembly, return 1 of the cards you just drew (level 1 or 2) to the bottom of its corresponding deck on the main board. Next, draw the top card from a deck of your choice (same level as the card you removed) and add it to your Primate Assembly. This card permanently replaces the card you removed from your draw deck. The required **energy** cost depends on the level of the card you removed: 2 **energy** for a card of level 1, and 3 **energy** for a card of level 2. You don't receive the rage bonus in the top-right corner of the card you removed.



GAME CONSOLE

PHASE: 3

COST: 3 or 5 energy

EFFECT: when discarding the cards in your Primate Assembly, place 1 of these cards back on top of your draw pile instead of discarding it. This costs 3 **energy** for a card of level 1, and 5 **energy** for a card of level 2.



PINBALL MACHINE

PHASE: 1

COST: 4 energy

EFFECT: before assigning your Primate Assembly, draw a 5th card. You have access to an extra card this round.



MINIBAR

PHASE: 1 or 2

COST: 1 energy

EFFECT: swap 1 of your resources with 1 resource from the general supply. You may swap resources of any type (**flowers**, **fruits**, **grains** or **energy**).

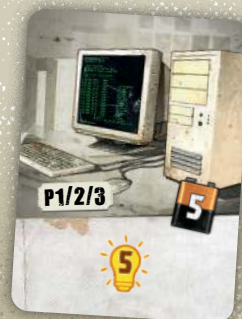


COMPUTER

PHASE: 1, 2 or 3

COST: 5 energy

EFFECT: immediately score 5 victory points, by advancing your player token on the score track of the main board.



BOOMBOX

PHASE: 1

COST: 2 energy

EFFECT: before assigning your Primate Assembly, place 1 of the cards you just drew on your discard pile and draw 1 card from your draw pile to replace it.



MOPED

PHASE: 2

COST: 6 or 9 energy

EFFECT: attract an ape of your choice and place it on top of your draw pile. This costs 6 **energy** for an ape of level 1, and 9 **energy** for an ape of level 2.

