
ENDLESS WINTER
PALEOAMERICANS
12+
30'-120'
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OVERVIEW

Endless Winter is set in North America during the early days of human expansion, around 10,000 BCE. You will lead your tribe over several generations, taking them from humble hunter-gatherer bands to prosperous tribal societies. Tribes can discover and settle new lands, grow their populations, master the hunting of big game, and build everlasting megalithic structures.



Chief Thunderpaw

She, more fearsome than even the Brown Ones,
for she wears their skin and feasts upon their hearts.
Woe to those who make war on her tribe.
Her fury is terrible.

Chief Tuskbreaker

He is master of the spear and the axe.
His scarred flesh as hard as bone,
his hands strong, his eyes cold.
His people fear no beast.







Chief Chiselstone

She who knows the soul of rock,
she who sees what is within the stone, ready to be born.
Wise and sure of hand,
a mother to her people and their tools.



Chief Lookinghand

Life and death, earth and sky and spirit,
all things are seen by him.
He knows many guides,
just as he is a guide to his people.

Chief Firewolf

He that scales the untouched peaks,
who runs with wolves as his brothers.
No quarry eludes him,
no trek is impossible for his hardy band.

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COMPONENTS



1 MAIN BOARD



4 PLAYER BOARDS



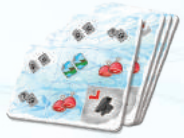
1 ANIMAL BOARD



1 IDOL BOARD



25 TERRAIN TILES



4 MEGALITH TILES



20 SACRED STONES
(10 per Era)



5 CHIEF CARDS
(depicting the different Chiefs)



36 STARTING CARDS
*(9 per player, identified by **a colored animal** icon to the left of the card's name)*



75 TRIBE CARDS
*(15 each of 5 different types, identified by **Labor icons** in the top left)*



40 CULTURE CARDS
*(20 per era, identified by an **animal skin** icon in the top left)*



1 CULTURE CAP CARD



4 BURIAL CAP CARDS



60 ANIMAL CARDS



5 SETUP CARDS



4 PLAYER AID CARDS



5 CHIEF FIGURES



12 VILLAGES
(3 per player)



8 TRIBE FIGURES
(2 per player)



40 MEGALITHS
(8 neutral + 8 per player)



20 CAMPS
(5 per player)



4 CHIEF FIGURE BASES



4 TRIBE MARKERS



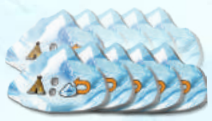
8 IDOL MARKERS
(2 per player)

4 SCORING MARKERS



1 RESOURCE MARKERS

1 ROUND MARKER



10 GLACIER TOKENS & 5 REST TOKENS
(For use with the optional modules)

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SETUP

These are the setup rules for the base game. Once you are experienced with the game, you may want to try one or both of the variant setup rules, described on page 16.

1. Place the Main board, Animal board, and Idol board in the middle of the table. Leave enough room below the Main board for three rows of cards.

2. Place the Round marker on the leftmost space of the Round track.

3. Separate the Sacred Stone tiles into Era I and Era II and shuffle each set separately face down. Then, place one at random, face up, on each Sacred Stone supply pool space according to the number of players. Use the Era I tiles for the leftmost section and the Era II tiles for the rightmost section. The total number of tiles used is 8 in a 2-player game, 12 in a 3-player game, and 14 in a 4-player game. Return any excess to the box.



4. Sort the Tribe cards into 5 Tribe decks, according to their type. Each Tribe deck should have 15 identical Tribe cards. Place them face up below the Main board in the supply space matching the icon on the card.

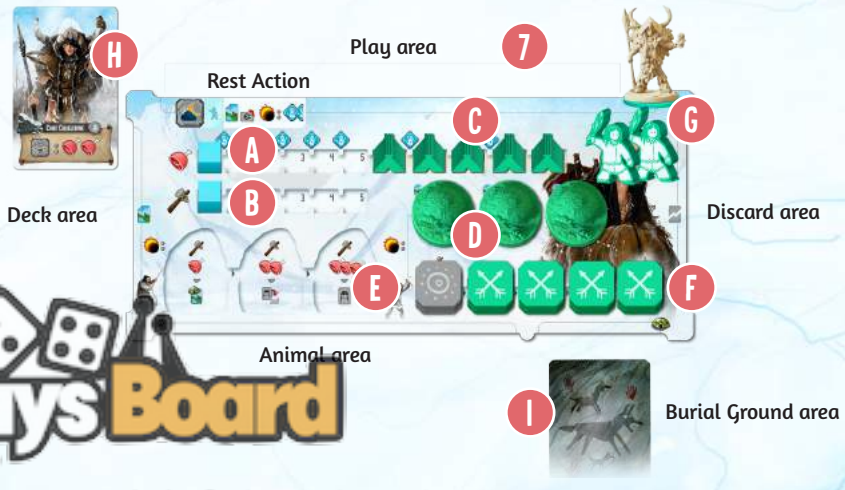
5. Sort the Culture cards into two decks, according to their Era number. Shuffle each deck separately and place them face down beneath the Tribe cards. Place the Culture Cap card on top of the Era II Culture deck.



6. Deal the top 8 cards from the Era I Culture deck, face up, to the right of both Culture decks, in two rows of 4. This is the Culture display.

7. Each player takes 1 Player board, 2 Resource markers, 2 neutral (gray) Megaliths, 1 random Chief card, and all components in their player color (including their 9 starting cards). Place your Player board on the table in front of you, leaving space around it for the various areas where cards will be placed during the game. Place the other components as follows:





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A 1 Resource marker on the leftmost space of the Food track.

B 1 Resource marker on the leftmost space of the Tool track.

C 5 Camps on the rightmost spaces of the Food track.

D 3 Villages on their supply spaces.

E 2 neutral Megaliths stacked on the leftmost Megalith supply space.

F 8 Megaliths (of your color), stacked in piles of 2, on the remaining Megalith supply spaces.

G 1 Chief figure (that matches your Chief card) and 2 Tribe figures on the right side of your Player board. Attach your Chief base to your Chief figure.

H 1 Chief card, placed near your Player board, either side up. Each player chooses individually which side of their Chief card to play with during the game.

I 1 Burial Cap card, placed in the Burial ground area.



8 Shuffle the Setup cards and deal one at random to each player who then:

A Gains the bonuses shown on the Setup card (see below), then returns the Setup card to the box.

B Sets aside the Tribe card gained as a starting bonus, 1 Brave, and 1 Tribeswoman from their starting cards. The rest of their cards are shuffled and placed face down as a deck to the left of their Player board.

C Puts the 3 cards that were set aside into their hand and then draws 2 cards from their deck to complete their starting hand of 5 cards. Cards in a player's hand are kept secret from the other players.



Your setup card depicts your starting benefits.

A Adjust your Resource markers as indicated to show your starting Food and Tools.

B Add the Tribe card depicted on the Setup card to your starting cards.

C Search through the Animal cards for the one(s) depicted and place them face up in your Animal area.

D If this icon is depicted, place the leftmost Camp from your player board on the Base Terrain tile, after the Terrain board has been setup.



9 Place each player's Score marker on the '0/100' space on the Scoring track. Use the side not showing '+100'.

10 Place each player's two Idol markers on the Idol board, one below the bottom space of each track.

11 Shuffle the Animal cards and place them face down as the Animal deck on its space on the Animal board.

12 Take a number of Animal cards from the top of the Animal deck equal to the number of players +1, and place them face up on the Animal board (e.g., 4 Animal cards in a 3-player game). This forms the Hunting Grounds.

13 Take a number of Player Aid cards equal to the number of players, using the cards with the lowest numbers first (e.g., in a 3-player game, use cards 1, 2, and 3). Shuffle these cards and deal one to each player.

14 Place each player's Tribe markers on the turn order track. The player with the #1 Player Aid card goes on the top space, the player with the #2 card on the next space, and so on.

15 Players gain the following based on turn order:

1st player: (none)

2nd player: 1 Food 

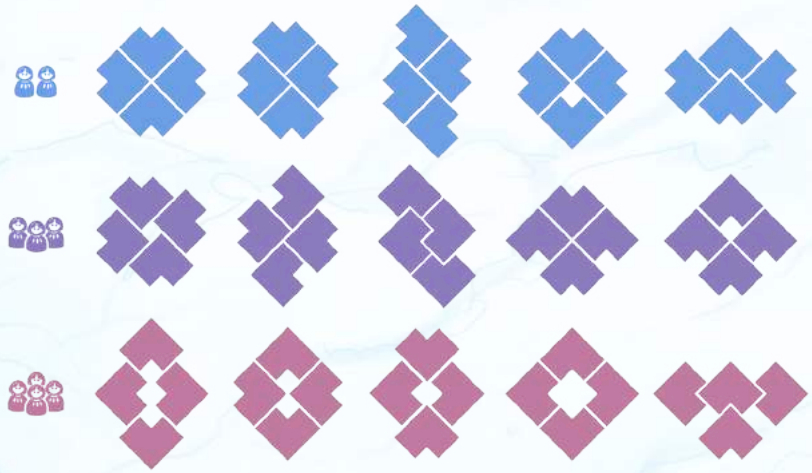
3rd player: 1 Tool 

4th player: 1 Tool and 1 Food 

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16 MEGALITH BOARD SETUP

Build the Megalith board by shuffling the 4 Megalith tiles and then arranging them in one of the variable setup patterns shown below. It is recommended to use a layout corresponding to the number of players.





17 TERRAIN BOARD SETUP



1. Place the Base Terrain tile nearby.
2. From the Land Terrain tiles, take one of each of the six types (not counting Glacier).
3. To these six tiles, add the correct number of Glacier tiles according to the table below. Return any remaining Glacier tiles to the box.
4. Shuffle the remaining Land Terrain tiles face down, and add a number of them at random to bring your total tiles up to 18.
5. Return any unused tiles to the box.
6. Shuffle the chosen 18 tiles and place them randomly around the Base Terrain tile face up, in the pattern shown to the right.
7. Place the leftmost Camp from each Player board on the Base Terrain tile.

PLAYERS	FIXED TILES	GLACIER TERRAIN TILES	ADDED LAND TERRAIN TILES
2-3	6	6	6
4	6	3	9



Example of a 3-player Terrain board

Hexes

Each of the Terrain tiles is referred to in the rules as a 'hex'.

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PLAYING THE GAME

OVERVIEW

The game is played over 4 rounds, each of which represents a generation. Each round is divided into 3 phases:

1. **Action phase:** In turn order, players take turns until all players have taken 3 turns.
2. **Eclipse phase:** Turn order is adjusted and each player may take Eclipse actions.
3. **Preparation phase:** Prepare the game for a new round.

After the 4th Eclipse phase, the game proceeds to Final Scoring. The player with the most points wins.

GOLDEN RULES

EMPTY DECK

At any point in the game, if you need to draw a card from your deck and it is empty, shuffle your discard pile and place it face down as a new deck. Then, continue to draw cards. In the rare situation that your discard pile is also empty, choose a lesser benefit (see below).

For example: *If you need to draw 5 cards but there are only 2 cards remaining in your deck, draw those 2 cards, then shuffle your discard pile to make a new deck and draw the remaining 3 cards.*



LESSER BENEFITS

During the game, whenever you gain one of the benefits depicted to the left, you may choose any lesser benefit instead.

The hierarchy of benefits is as follows: ***Place 1 Megalith > Draw 1 card > Gain 1 Idol > Gain 1 Tool > Gain 1 Food***

For example: *If you were about to gain 1 Tool, you could choose to gain 1 Food instead. If you are about to place a Megalith, you could choose to draw 1 card, gain 1 Idol, gain 1 Tool, or gain 1 Food instead.*

Important: You cannot simply trade these for each other at any time; you must be in the process of gaining one of them, and then immediately choose to forgo the benefit, to gain a lesser one.

Tip: This is a good option when you cannot gain any more of a given benefit, or when you need something specific to carry out a future action.

FOOD TRACK LIMIT

You are limited to the amount of Food you can have on your Player board. As you remove Camps from your Player board, this limit increases. Any Food gained in excess of your limit is lost.



For example: *If you have removed 1 Camp from your Player board, your Food Track limit is 6.*

SCORING POINTS

There are two icons for scoring points in the game:



This icon means that you score the number of points shown immediately; advance your marker on the Scoring track.



This icon means that you will score the number of points shown at the end of the game.

If your marker advances beyond the end of the Scoring track, flip it over to the +100 side and place it back on the 0 space to continue tracking your score.



ACTION PHASE

Starting with the first player, each player takes a turn as detailed below. Play proceeds in turn order, as shown on the turn order track, until all players have taken 3 turns each.

On your turn, complete the following steps, in order:

1. Play Culture cards
2. Place 1 figure, perform actions, play Tribe cards
3. Discard played cards
4. Prepare Eclipse pile (only on your third turn)

1 PLAY CULTURE CARDS

During this step, you may play any number of Culture cards face up above your Player board. For each card you play beyond the first, you must discard 1 card from your hand in order to play the card. After playing a card, immediately perform the action(s) shown on it.

Playing Culture cards is optional; you may skip this step if you wish. Any cards played remain above your Player board until step 3 of your turn. The actions on the Culture cards are explained on page 17.

Era I Culture card



Era II Culture card



2 PLACE A FIGURE AND PERFORM ACTIONS

You must place 1 of your remaining Chief or Tribe figures on either:

- The top space of an Action Column on the **Main board**, or
- The Rest Action space of your **Player board**.

Note: When you place your Chief figure, you may use the ability on your Chief card. See page 17 for a description of these abilities.

MAIN BOARD

Each Action Column is divided into 3 sections: top, middle, and bottom.



TOP: When you first place a figure on an Action Column, place it to the left of the top section. You may then carry out any of the actions depicted in the top section. Each of these actions may be carried out any number of times, and in any order, as indicated by the ∞ icon. After carrying out any number of these actions, even none, slide your figure down to the middle section.



MIDDLE: You may perform the depicted action once only. Then, move your figure to the bottom section.

BOTTOM: If you are the first player to move your figure to the bottom section during this round, you may place your figure on the action icon in the bottom section and perform that action. If the action icon is already occupied, place your figure in the large space below it; you do not get to perform the bottom action.



The presence of a figure in an Action Column does not prevent another player (or even the same player) from using that Action Column again. However, the bottom section of each Action Column can only be used once per round (by the first player to place a figure on the corresponding Action Column).

Many actions cost a certain amount of Labor. Players generate Labor points by playing Tribe cards from their hand and spending food.

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PLAYING TRIBE CARDS

During step 2 of your turn, you may play any number of Tribe cards from your hand to the area above your Player board. Each card played in this way generates a number of Labor points as depicted in the top-left of the card. Some cards generate 1/2 Labor points. Two 1/2's generate 1 Labor.

Most Tribe cards also have abilities printed on the lower part of the card.

- Some of these abilities generate Added Labor if they are played when you place a figure in a specific Action Column.
- Other abilities can be used once at any point on your turn (before the card is discarded in step 3).
- Eclipse abilities (indicated by the Eclipse icon) are **not** resolved if the card is played during step 2. They only apply when the card is played in step 4 (Prepare Eclipse pile).

Note: All card abilities are explained on page 17.



***For example:** The Crafter generates 1 Added Labor if you are performing a Develop action. The Eclipse ability cannot be used when the card is played in this way.*



***For example:** The Tribeswoman generates 1½ Labor for use during any action. Her other ability (to convert 1 Food into 1 Tool) can be used once at any time during your turn. The Eclipse ability cannot be used when the card is played in this way.*



***For example:** The Brave generates 1½ Labor for use during any action. His other ability generates 1 Added Labor when played during step 2 of your turn. The Eclipse ability cannot be used when the card is played in this way.*

SPENDING FOOD

You may spend Food to generate Added Labor, as shown on your Food track. You may spend as much Food as you want by moving your marker on your Food track any number of spaces to the left. For each Labor icon your marker passes, gain 1 Added Labor.



***Labor calculation example:** Cyan performs the Hunt action. They use a Hunter card (1 Labor point + 1 Added Labor point through its ability). They also spend 3 Food (2 Labor points) and 2 Tools. This generates a total of 4 Labor points and 2 Tools, which they then spend between the two available Hunt actions. Each Action Column is fully described on pages 12-13.*





PLAYER BOARD

Place 1 figure on your Rest Action space of your Player board. This action has two effects. Draw 1 card from your deck. Then, you may Tip 1 of your Animals (see page 16).

Also, each figure on your Rest Action space will provide 1½ Labor points during the next Eclipse phase (see page 10). You are allowed to play more than 1 figure to your Rest Action space during a round (once per turn).

Note: When placing a figure on your Rest Action space, you may not play any Tribe cards from your hand. However, abilities on your Chief card may be used if you placed your Chief figure (unless the ability is only triggered at a specific Action Column).



3 DISCARD

Place all cards from above your Player board (ones you played this turn), into your discard pile face up. Do not draw any new cards into your hand at this time.

4 PREPARE ECLIPSE PILE

If it is your third turn of the round (you have just placed your third figure), you may now place any number of Culture and/or Tribe cards from your hand onto your Eclipse pile, face down, above your Player board. Any cards you do not place on your Eclipse pile remain in your hand for the next round.

After your turn is over, the next player in turn order takes a turn. This continues until all players have played 3 turns. Then, move the Round marker to the next Eclipse phase space and proceed with an Eclipse phase.

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ECLIPSE PHASE



During the stone age period, astronomical phenomena like Eclipses defined the change of a generation. These magnificent events were interpreted as spiritual signs and resulted in a lot of activity and competition among tribes. At the end of these phenomena, a new generation took over, and another set of challenges lay ahead.

At the start of the Eclipse phase, move the Round marker to the next Eclipse space on the Round track. Then, complete the following steps:

1. All players simultaneously reveal their Eclipse piles, and compare their Labor totals by adding up the following:
   - 1½ Labor per figure on your Rest Action space.
   - Labor icons on revealed cards,.

   Note: Revealed Culture cards do **not** add Labor and are returned to the player's hand after being revealed. Playing Culture cards to your Eclipse pile is used to bluff your opponents.

   Important: You **cannot** spend Food for Added Labor during the Eclipse phase.

2. The player with the most Labor moves their Tribe marker to the top position on the turn order track. The player with the next most Labor moves their Tribe marker to the next highest position, and so on. Break any ties (even for players with 0 Labor) in favor of the player who went later in the current round.

3. In the new turn order, each player performs the following actions in the order shown below. If an action contains multiple benefits, they may be taken in any order, and each one is optional.



a. **Turn order track:** Gain the benefit shown beside your Tribe marker.

b. **Tribe cards:** Perform the Eclipse abilities shown on each Tribe card in your Eclipse pile, one card at a time.

c. **Terrain benefits:** Gain the benefits from each hex where you have the most Influence (or are tied for the most), one tile at a time. See page page 20 for a list of these benefits.

Note: Each Camp provides 1 Influence to the hex it is on. Each Village provides 2 Influence to each of the 3 hexes it is on.



d. **Player board:** Gain any Eclipse phase benefits shown on your Player board (see below).

Once the last player in turn order has completed their Eclipse actions, all players discard all cards from their Eclipse pile into their discard piles. Then, proceed to the Preparation phase.

PLAYER BOARD BENEFITS

As you remove Megaliths and Villages from your Player board, additional benefits are revealed that you will gain during the Eclipse phase.

1. For each Village removed, draw 1 card.
2. For each empty Megalith Supply space, gain what is depicted on the space (1 Tool for space 1, and 1 Idol for spaces 3 and 5).
3. Also, for each Sacred stone you have, gain points according to the tile.





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For example: *During the Eclipse phase, the Wolf player gets 3 Labor (1½ for the figure on their Rest Action space, and 1½ for their Brave card). The Bison player gets 1½ Labor for their Shaman card. The Lion player also gets 1½ Labor points (for the figure on their Rest Action space). Wolf will go first as they had the most Labor points. Bison and Lion tie in second place, but because ties favor the player who went later in the current round, Bison takes the second place and Lion the third.*



PREPARATION PHASE

If this is the final round of the game, skip this phase and proceed to final scoring. Otherwise, complete the following steps:

1. Advance the Round marker from the Eclipse space to the next numbered space of the Round track.
2. Return all figures to their respective Player boards.
3. Refill the Hunting Grounds by drawing new cards from the deck and placing them face up in the Hunting Grounds so there is 1 more card than the number of players.
4. At the end of round 1, refill all empty spaces in the Culture display with Culture cards drawn from the Era I deck. Then, move the Cap card from the Era II deck to the top of the Era I deck.

   At the end of round 2, remove all cards from the Culture display and then refill the display with 8 cards from the Era II deck.

   At the end of round 3, refill all empty spaces in the Culture display with cards from the Era II deck.
5. Each player draws 5 cards from their deck into their hand, adding them to any cards they already have in hand. There is no limit to the number of cards you may have in your hand.

   Note: The drawing of cards at this point is not considered a benefit. Therefore, a lesser benefit may not be chosen instead of drawing a card.

Proceed to the next Action phase.



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ACTION COLUMNS



INITIATE:

GAIN TRIBE CARDS
BURY CARDS

∞ TOP SECTION

Spend 1 Tool and 1 Labor to take one of the face-up Tribe cards from below the Main board into your hand. If you use this action multiple times on the same turn, each Tribe card you take must be of a different type.

Important: *Tribe cards you gain from this action cannot be played to generate additional Labor this turn; i.e., you cannot gain a card, then play it for Labor to gain another card.*

Note: You are allowed to select to take a card from an empty deck. If you do, gain 1 point instead of taking a card.

1x MIDDLE SECTION

You may spend 1 Food to do either or both of the following:

- Take one of the face-up Tribe cards from below the Main board and place it into your discard pile.
- Bury a card (choose 1 Tribe or Culture card from your hand, discard pile, or from above your Player board, and place it underneath your Burial Cap card).

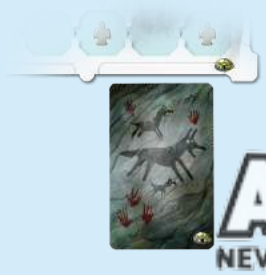
Note: The Tribe card you take may be the same type as one you took when performing the action of the top section.

Buried cards are kept underneath your Burial Cap card (in your Burial Ground area) until the end of the game when they will provide end-game points.

Note: You may look at your buried cards at any time.

1x BOTTOM SECTION

(First figure only)
Gain 1 Idol.
You may Bury 1 card.





DEVELOP:

GAIN CULTURE CARDS
GAIN SACRED STONE TILES

∞ TOP SECTION

Spend 3 Labor to take a Culture card from the Culture display into your hand. You may perform this action multiple times, spending 3 Labor for each card you take. Spaces that the cards are taken from are not refilled until the Preparation phase.

1x MIDDLE SECTION

You may take one Sacred Stone tile from a supply pool space. In Era I (rounds 1 & 2), you can only take a tile from the leftmost section. In Era II (rounds 3 & 4), you can take from either section.

Each Sacred Stone tile you take must be placed from left to right on the indicated spaces on your Player board, paying the Food and Tools cost shown on the space. If you cannot pay the cost, you cannot take the tile.

Note: You are limited to a maximum of 3 Sacred Stone tiles on your Player board, and they cannot be removed once placed.

When you place a Sacred Stone tile on your Player board, immediately gain the benefits shown under it. These benefits are explained on page 20.

Sacred Stone tiles provide points during each Eclipse phase.





1x BOTTOM SECTION

(First figure only) Gain 1 Tool and 1 Food.

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MIGRATE:

PLACE CAMPS
MOVE CAMPS
PLACE VILLAGES



∞ TOP SECTION

Spend 1 Tool to place the leftmost Camp from your Player board on the Base Terrain tile. You may perform this action multiple times, paying 1 Tool for each Camp you place.

AND/OR

Spend 1 Labor to move one of your Camps on the Terrain board to an adjacent hex. You may perform this action multiple times, paying 1 Labor for each Camp you move, and you are allowed to move the same Camp multiple times in one turn.

Each Camp provides 1 Influence to the hex it is on.

Note: Any number of Camps can occupy a hex.

1x MIDDLE SECTION

You may spend 3 Food and return 3 of your Camps from 3 contiguous hexes with a single central juncture, to place the leftmost Village from your Player board onto the juncture of the three hexes you removed the Camps from.

Important: The Base Terrain tile cannot be one of the three hexes chosen. Also, only one Village can occupy each juncture. Each returned Camp is placed back on the rightmost empty space of your Food track. Each placed Village gives 2 Influence to each of the three hexes it is on and provides a Player board benefit during the Eclipse phase (draw 1 card).



1x BOTTOM SECTION

(First figure only) Place 1 new Camp on the Base Terrain tile, then you may move any one of your Camps (following the same rules as the Top section).

HUNT:

DRAW/GAIN/TIP ANIMAL CARDS



∞ TOP SECTION

Spend 1 Labor to place the top 2 cards of the Animal deck face up in the Hunting Grounds. You may perform this action multiple times, spending 1 Labor for each 2 cards you reveal.

Notes:

- There is a limit of 6 Animal cards in the Hunting Grounds. If you perform this action when there are already 5 Animal cards in the Hunting Grounds, only add 1 new card.
- If the Animal deck is empty, this action cannot be performed. If the action is performed when there is only 1 card remaining in the deck, just add that card to the Hunting Grounds.

AND/OR

Spend 1 Tool and 1 Labor to take any 1 Animal card from the Hunting Grounds and place it face up in your Animal area. You may perform this action multiple times, spending 1 Tool and 1 Labor for each card you take. If there are no cards in the Hunting Grounds and the Animal deck is empty, you may perform this action to gain 1 point.

Note: The Hunting Grounds are not refilled until the Preparation phase.

1x MIDDLE SECTION

You may Tip 1 Animal card in your Animal area to immediately gain the benefits shown on it.
To Tip an Animal, turn the card onto its side.



Important: Tipped Animal cards do **not** count for set scoring at the end of the game.

BOTTOM SECTION

(First figure only) Take the top card from the Animal deck and place it face up in your Animal area.

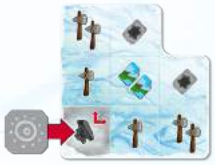
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MEGALITHS



Whenever you gain a benefit depicting a Megalith, you may place the leftmost Megalith from your Player board onto the Megalith board.

Each Megalith must be placed on either:



A A starting space of a tile (the gray space depicting a Megalith). **Note:** Only neutral Megaliths can be placed on these spaces.



B Orthogonally adjacent to another Megalith (of any color, including neutral), or



C Stacked on top of 4 Megaliths in a 2x2 pattern (placing the new Megalith in the middle).

The first two Megaliths you place must be your neutral (gray) ones. These must be placed directly on the Megalith board itself, not stacked on top of other Megaliths.

Clarification: Although neutral Megaliths can be placed on any space, they are the only Megaliths that can be placed on the starting spaces.

Each Megalith you place directly on the board itself gives you an immediate benefit, as depicted on the space that you cover. See page 20 for a full list of the benefits.

Each Megalith you place on an upper level (stacked on top of other Megaliths) will gain you points based on the Megaliths it is stacked on top of: 1 point per Megalith of another player's color (or neutral) and 2 points per Megalith of your own color. All other players score 1 point for each of their Megaliths partially covered in this way.

Note: It is possible to stack a Megalith on top of 4 already stacked Megaliths. In this case, you only get the points for the four Megaliths you have stacked on top of.

For example: *You (red) place a Megalith as shown here. You immediately gain 5 points. Purple gains 1 point.*



IDOL BOARD



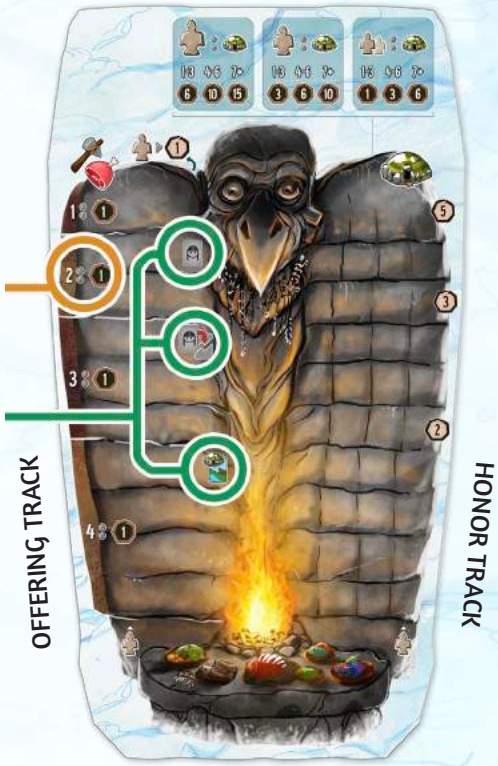
Each time you gain an Idol, immediately move one of your Idol markers (of your choice) up 1 level on its track. Markers from multiple players may occupy the same level.

If you gain more than one Idol at the same time, each Idol may be used on the same or different tracks.

The position of your marker on the Offering track (left) determines the value of your unspent Food and Tools at the end of the game.

Some spaces on this track depict a benefit. When your marker enters one of these spaces, immediately gain the depicted benefit.

If your marker is on the top space, you may still use Idols on this track to gain 1 point immediately for each Idol used (leave your marker on the top space).



The position of your marker on the Honor track (right) relative to the other players determines the value of your buried cards at the end of the game.

When you move your marker up on the Honor track, place it on the leftmost vacant space of the level. When a marker moves from a level, all remaining markers on that level slide to the left to fill any gaps.

When your marker enters a level with any points depicted on the right, immediately gain those points. I.e., if you reach the top level, you will have gained 10 points in total (2+3+5).

Once your marker has reached the top level of the Honor track, it cannot move again.

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FINAL SCORING

It is now time to determine who has the most prosperous tribe by adding up everyone's final points. The player with the most points wins. In the case of a tie, the tied player currently ahead in turn order wins. Players receive points for the following:

- Offering track
- Honor track
- Their Tribe and Culture cards
- Non-Tipped Animal cards

OFFERING TRACK

The position of your marker on the Offering track determines the ratio of your leftover Food and Tools to points. Look at the section to the left of your marker for your ratio.

Combine the number of Food and Tools on your Player board, then use the ratio shown to determine the number of points you gain (ignoring any remainder).

Important: If you have not advanced your marker on the Offering track at all, you do not score points for your leftover Food and Tools.



For example: *At the end of the game, you have 3 Food, 2 Tools, and your marker is here. You gain 2 points.*

HONOR TRACK

You gain points for your total number of buried cards, according to your relative position on the Honor track (see the charts printed above the tracks).

Important: If you have not advanced your marker on the Honor track at all, you do not score any points for this track.

The player in the highest position uses the leftmost chart; the player in the second highest position uses the middle chart; and all other players use the rightmost chart.

If multiple players are on the same level, ties are broken in favor of the markers furthest left (i.e., the players who reached that level first). The charts show the points you gain based on how many cards you have buried.







2-player game: Ignore the rightmost chart. The player in the highest position uses the left chart, and the other player uses the middle chart.

For example: *If your marker is the highest on the Honor track and you have 4 buried cards, you gain 10 points.*



TRIBE CARDS AND CULTURE CARDS

Place all of your cards from your hand, deck, discard pile, and your buried cards, face up in front of you. Gain any points shown on them.

This card is worth 1 point.



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ANIMAL CARDS

Animal cards that are in the upright position (i.e., not Tipped) are worth points, based on sets of the same type as printed on the bottom of the card.

Argentavis cards are considered wild. You may add one or more to a set to increase its value. Argentavis cards cannot be used as their own set.

Animal cards that are Tipped do not score points for sets.

The maximum size for a set is shown on the card (2 for Woolly Mammoths, 4 for all other types); if you have more cards of a type than the maximum, any excess do not score any points.

For example: *You have the following Animal cards at the end of the game.*



You score 3 points for the Woolly Rhinos (the Tipped one doesn't count), 2 points for the Woolly Mammoth, and 10 points for the Ground Sloths (you choose to count the Argentavis as a Giant Sloth for scoring).

VARIANT SETUP

Once you are experienced with the game, you may choose to use one of the variants presented here.

Note: When using either of these variant setup rules, you must set up the Terrain board before players draft their cards.

Setup Card Draft: Instead of dealing the Setup cards out at random, after determining turn order, shuffle the Setup cards and place a number of them face up in the middle of the play area equal to the number of players plus 1. Then, in **reverse turn order**, each player takes one of the cards and uses it for their setup. Return the unselected card to the box.

Chief & Setup Card Draft: Instead of players getting a standard Chief card, after determining turn order, shuffle the Chief cards and place a number of them in the middle of the play area equal to the number of players plus 1, returning any unused cards to the box.

Then, in **normal turn order**, each player takes one of the cards and places it in front of them, either side up, along with the matching Chief figure, which is placed in a stand of the player's color. Return the unselected card to the box.

Finally, draft the Setup cards as described above. I.e., the last player will choose their Chief card last, but their Setup card first.



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CARD ABILITIES

Every card in the game has one or more abilities depicted in the lower section of the card. All of these abilities use icons to describe what they do, refer to page 20 for a list of these icons. Each ability on a card is optional and may only be used once during a turn.

The following cards have abilities:

- **Culture cards:** These cards are played in step 1 of your turn and their abilities are resolved at that time. They are discarded in step 3 of your turn.
- **Tribe cards:** These cards are played in step 2 of your turn and you may resolve their abilities once, at any time, before they are discarded during step 3.
- **Chief cards:** These cards are never 'played.' Instead, an ability on your Chief card may only be used once during a turn that you place your Chief figure (before, during, or after your performed actions).

If you use an ability that depicts an icon of one of the Action Columns, that ability can only be used on a turn when you place a figure in the corresponding Action Column. However, you may still choose to play any card exclusively for its Labor points in the top-left corner, and ignore its abilities.



For example: *This ability may be used when you are resolving the Hunting Action Column. You generate 1 Added Labor.*

If you play a card with an ability that does not have an Action Column or Eclipse icon, it can be used at any point on your turn during the Action phase.



For example: *This ability may be used at any point during your turn after you have played the card, no matter which Action Column you have placed a figure on. You may exchange 1 Food for 1 Tool.*

If an ability depicts the Eclipse icon, it can only be used during the Eclipse phase, and only if the card was played to your Eclipse pile.



For example: *If you played this card to your Eclipse pile, then during the Eclipse phase, you may move one Camp twice or two Camps once.*

To resolve a card ability, simply follow the icons on the card. If the ability depicts a ▶, anything to the left of the arrow is a cost that must be paid, and anything to the right of the arrow is what you gain. Refer to page 20 for a full list of the icons.

CARD DETAILS



TRIBE CARDS

1. Labor
2. End Game points
3. Added Labor ability
4. Eclipse phase ability
5. Icon (type)
6. Tribe card icon



CULTURE CARDS

1. Era Indicator
2. End Game points
3. Ability



ANIMAL CARDS

1. Animal name
2. Number of this type of Animal in the deck
3. Tip ability
4. Set collection info

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SACRED STONE TILES

ERA I



Gain 2 points for each of your Villages that touches at least one Terrain hex of the depicted type.







Note: Two different Villages touching the same hex would grant 4 points, whereas a single Village touching two of the depicted hexes would only score 2 points.



Gain 1 point for each different type of hex (of the ones shown below) that you have at least 1 Camp on. You can score at most 1 point for each terrain type.
Note: The Base Terrain hex, Delta, or Headwaters do not count for this.





Gain 1 point for every Megalith of your color directly placed on the Megalith board (not stacked on top of other Megaliths) rounded down.



Gain points based on the number of different Megalith tiles with at least 1 Megalith of your player color placed directly onto the board (not stacked on top of other Megaliths).

ERA II



Gain points based on the number of buried cards you have (rounded down).



Gain 2 points for each Megalith of your player color placed on a higher level (stacked on top of other Megaliths).



Gain 1 point for every 2 spaces your markers have advanced on the Idol board (add together the total spaces advanced on both tracks and divide by 2, rounding down).



Gain 1 point for each different type of Tipped Animal card you have.



Gain points based on the number of Tipped Animal cards you have of a type depicted.

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MODULES

There are two additional modules included in the game: Glacier tokens and Rest tokens. One or both of these modules can be added into your game if you choose to do so.

GLACIER TOKENS



A After setting up the Terrain board, shuffle the Glacier tokens and place one at random on each Glacier hex, face down. Return the other Glacier tokens to the box, without looking at them.



B During the game, whenever a Camp is moved onto a hex with an unrevealed Glacier token on it, flip the token over. Note that a Camp does not need to end its movement on a hex to reveal the Glacier token. E.g., if you move a Camp two hexes, through a hex with a Glacier token on it, the token is revealed.

C Whenever a player places a Village that touches a hex with a revealed Glacier token, that player immediately gains the benefits shown on the token. The token is not removed; it grants its benefit to each Village that touches its hex.

Note: Glacier tokens only provide their benefit once per Village placement; they do not provide any benefits in the Eclipse phase.

REST TOKENS



During setup, shuffle the Rest tokens and place them face down in a stack above the turn order track. Then, reveal the top Rest token and leave it face up on top of the stack.

The first player in the round to place a figure on their Rest action space chooses (before performing any other steps of the Rest action) to either:

- Take the face-up Rest token, or
- Flip the face-up Rest token over and place it on the bottom of the stack. Then, they take the top Rest token from the stack.

You may use the effects of a Rest token before, after, or between the two effects of placing a figure on your Rest action space. If two effects are depicted, you may use them in either order.



At the end of your turn, place the Rest token face down on the bottom of the stack (whether you use it or not).

At the end of the Preparation phase, if there is still a face-up Rest token on top of the stack (no player took the Rest action), flip the token over and place it at the bottom of the stack.

Then, reveal the top Rest token and leave it face up on top of the stack (whether or not a token was taken during the round).

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We couldn't do it without you!

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ICONOGRAPHY

 1 Labor  1/2 Labor

 Burial Ground

 Bury 1 card (choose a Tribe or Culture card from your hand, discard pile, or from above your Player board, and place it underneath your Burial Cap card).

 1 Food  1 Tool

 Village  Camp

 Place 1 Village

 Place one of your Camps on the Base Terrain tile.

 Move one of your Camps 1 time.

 Move one of your Camps 1 or 2 times, or move two of your Camps 1 time each.

 Take 1 of the Tribe cards from below the Main board and add it to your hand. You may choose to take from an empty deck. If you do, gain 1 point instead.

 Take 1 of the Tribe cards from below the Main board and place it into your discard pile. You may choose to take from an empty deck. If you do, gain 1 point instead.

 Discard pile

 Draw 1 card from your deck into your hand.

 Discard 1 card from your hand to your discard pile.

 Take 1 of the Culture cards from the Culture display and add it to your hand.

 Choose 1 Animal card from the Hunting Grounds and place it face up in your Animal area. If there are no cards in the Hunting Grounds and the Animal deck is empty, gain 1 point instead.

 Draw the top card from the Animal deck and place it face up in your Animal area. If the Animal deck is empty, gain 1 point instead.

 Place the top card of the Animal deck face up in the Hunting Grounds (only if there is space).

 Tip 1 Animal card to gain its benefit.

 Idol (move up a track once)

 Immediate points

 End Game points

 Eclipse phase

 Era I Culture card

 Era II Culture card

 Gain Food up to your current maximum limit.

 Player

 Place 1 Megalith

 Take one Sacred Stone tile from a supply pool space (Era I: leftmost section only). Place the tile on the leftmost empty space of your Player board.

 Immediately place 1 additional Megalith on one of the two spaces pointed to by the arrows. If both spaces are already occupied, this has no effect. **Note:** Only neutral Megaliths may be placed on these spaces.

 Result icon: Pay what is to the left of the icon to gain what is to the right of the icon.

 Trigger icon: The condition to the left of the icon triggers the effect to the right of the icon.

 Different type

 Same type

 Wild type of Animal

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