

Characters



7 characters can be found in this expansion and all give unique abilities in the course of the game. During the setup deal 1 character to all players.

Spring: In the spring all characters have a passive ability. This gives some kind of benefit during the spring, even multiple times.

Summer: A character may activate his/her summer ability **once for 2 development points**. This is independent from the 6 basic actions. These abilities do not count as an action, so the player can activate it any time during the summer in his/her own turn.



Painter

Spring: Before all painting actions, the painter can rotate the painting action's pricing tile by 1 unit in any direction.

Summer: The painter may perform 1 extra painting action. He can pay 1-3 action markers of any type for the painted section. If the player is finished with the whole painting, he gets as many VP as the number of action markers he pays to the general supply (maximum 3).



Gatherer

Spring: In the spring, during the gathering action the gathering tiles provide 1 extra development point.

Summer: She may move a gathering tile into another basket, regardless of the type of the gathering tile. If at this time a pair created, she receives a bonus. Important: a maximum of 5 tiles can be in a single basket.



Builder

Spring: During the spring he may take 1 extra resource from the general supply (in addition to the spring income).

Summer: He may build a campsite using action markers. The cost for this is the number of action markers of any type that is indicated by the number of tribe members on the campsite to be constructed. He gains the reward for building; however, the campsite is not placed on the map. Instead it is placed on the character sheet, indicating its completion.



Fisherman

Spring: During the fishing action it is not mandatory to pay with different resources for him.

Summer: He may move 1 extra step on the fishing track (without taking any fish).



Matriarch

Spring: During her migration action, 1 additional tribe member may migrate (2/4 instead of 1/3).

Summer: She may take back one of her tribe members onto her player board. As a reward she receives 1 resource and 2 action markers of her choice from the general supply.



Hunter

Spring: During the hunting action it is not mandatory to pay with different resources for him.

Summer: He may perform 1 extra hunting action. By paying 1-3 action cubes of a colour of his choice, he can buy 1 hunting card from the discard pile or from the currently available stock.



Shaman

Spring: During the ceremony, several shamans can move onto the same space (by paying more resource of the same type). At the beginning of the action, only the empty spaces are available for movement as usual.

Summer: He can gain 2 action markers on those spaces where he has a shaman around the fire (1 from 2 spaces or 2 from 1 space). The icons on the pricing tile next to the shamans show the possible action markers.

Additional tiles



Mushroom (5x): When the player gains this gathering tile, it may be placed in any of the baskets. At the end of the game it increases the VP value of the basket (up to the maximum 12 VP). It also gives the bonus for pairs during the game.



Sloth (6x): The player may use it once during the game for gaining 1 development point and executing the indicated action. The action may be done according to the rules of spring or summer. At the end of the game it doesn't give any VPs. When it's used, it is placed back into the game box.



Megalith D (5x): If a tribe member stops on the megalith, he gains it for his supply. From here on, every time (spring, summer) when the player executes the action on the megalith, 1 of his tribe members may migrate from his player board onto the starting camp or one of the own campsites for free.



Megalith E (4x): If a tribe member stops on the megalith, he gains it for his supply. At the end of the game it can be used when another megalith is scored. The scored megalith gains double VP for that player.



Fish-trap (4x): After you gain it, it gives you 1 development point / VP / resource / action marker additionally to your fishing income at the end of every summer. However, when acquired, it doesn't give you any steps on the fishing track.



Locality (6x): During the setup, form a supply stack from the quarries. During autumn any player may create a selected quarry on the map, on a space that is indicated on the front side of the tile. They are created in the same way as the campsites are built. It is not possible to create on a space for campsites or containing any tile.

The player that creates it immediately gets 2 VP. From this point the player who has majority around the quarry at the beginning of spring receives 1 resource that is shown on the tile. If more players obtain majority, all of them receive rewards. Important: No player can step on the built quarry.

Only playable with the PREHISTORY base game!

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