

ANCESTORS

EXPANSION



ENDLESS WINTER

PALEOAMERICANS

The Ancestors expansion adds variant cards for each of the Tribes and Animals, along with two new Culture card modules, and some additional Chief cards.

COMPONENT LIST



75 Tribe cards
(15 each of 5 different types)



10 Culture cards
(5 for each module)



60 Animal cards
(10 each of 5 different types, plus 5 each of 2 different types)



This icon on a component indicates that it is from this expansion



5 Chief cards

TRIBE CARDS

The Tribe cards in this expansion may be used instead of the Tribe cards from the base game of the same type. For each of the 5 types of Tribe card, choose whether to play with the Tribe cards from the base game **or** the expansion.



OR



For example: If you choose to play with the Healers, do not play with the Shamans.

The new Tribe cards work in the same way as the ones from the base game. However, they tend to give you benefits in their indicated Action Column instead of just Labor.



For example: The Knapper can be played for 1 Labor point. Also, if you play it during a turn where you place a figure in the Develop Action Column, you may spend 1 Labor to gain 2 Tools at any point during your turn.

Note: The Healer's ability does not depict an Action Column icon and can therefore be used no matter which Action Column you choose. The Eclipse phase ability of the Healer copies the Eclipse phase ability of another card in your Eclipse pile.



During your turn in the Eclipse phase, after resolving your Tribe cards but before gaining any benefits from the Terrain board (between steps b and c), gain the benefits of your non-Tipped Animals based on how many Animals you have of this type. If you only have 1 Animal of this type, gain the benefit depicted below the 1+. If you have 2 Animals of this type, gain the benefit depicted below the 1+ and the 2+, etc.

Note: Animals in this expansion do not give points during Final Scoring.



For example: If you have two Dire Wolves, you would gain 1 Food and 1 point.

Note: Argentavis cards count as any one of your other Animal cards and can change which Animal they copy in each Eclipse phase.

Note: If you are also playing with Cave Paintings, these benefits are resolved before the benefits for the completed leg areas of your painting.

CULTURE CARDS

This expansion includes two independent Culture card modules: Prosperity and Strife. You may choose to use one or both of them during your game.

To play with the Prosperity module, shuffle the 5 Era I cards into the Era I Culture deck during step 5 of setup.

To play with the Strife module, shuffle the 5 Era II cards into the Era II Culture deck during step 5 of setup.

When you play a Prosperity / Strife card, after you have performed the main action on it, all other players (in turn order) may perform the follow action.

The follow action of the Strife cards is to lose 2 points to copy the main action. If a player has no points, they may not copy the card's action.



Prosperity Card



Strife Card

Note: When copying a card's actions, it is the actions on the card that are copied and not what the active player does with those actions. I.e., if the active player chose to take a Lesser benefit, other players do not have to do the same.



CHIEF CARDS

The Chief cards in this expansion may be used instead of the Chief cards from the base game. However, you must use either all of the base game Chief cards or all of the Chief cards from this expansion; you cannot mix and match.

At the start of the game, each player chooses which side of their Chief card to use.

The abilities on the Chief cards work in a similar way to the base game.

CREDITS

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- **ENDLESS WINTER - PALEOAMERICANS** (CORE GAME)
- **ANCESTORS** - EXPANSION
- **RIVERS & RAFTS** - EXPANSION
- **CAVE PAINTINGS** - EXPANSION
- **BIG PLAYMAT** - ONE PIECE OR SPLIT
- **SMALL PLAYMAT** - EXPANSION
- **MAMMOTH** - MODULE
- **CANINE FAMILIARS** - MODULE
- **CEREMONIAL GROUNDS** - MODULE
- **AURORA BOREALIS** - MODULE
- **RESIN PACK** - IDOL, SCORING & MEGALITH TOKENS



FANTASIA