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Introduction

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.

Setup

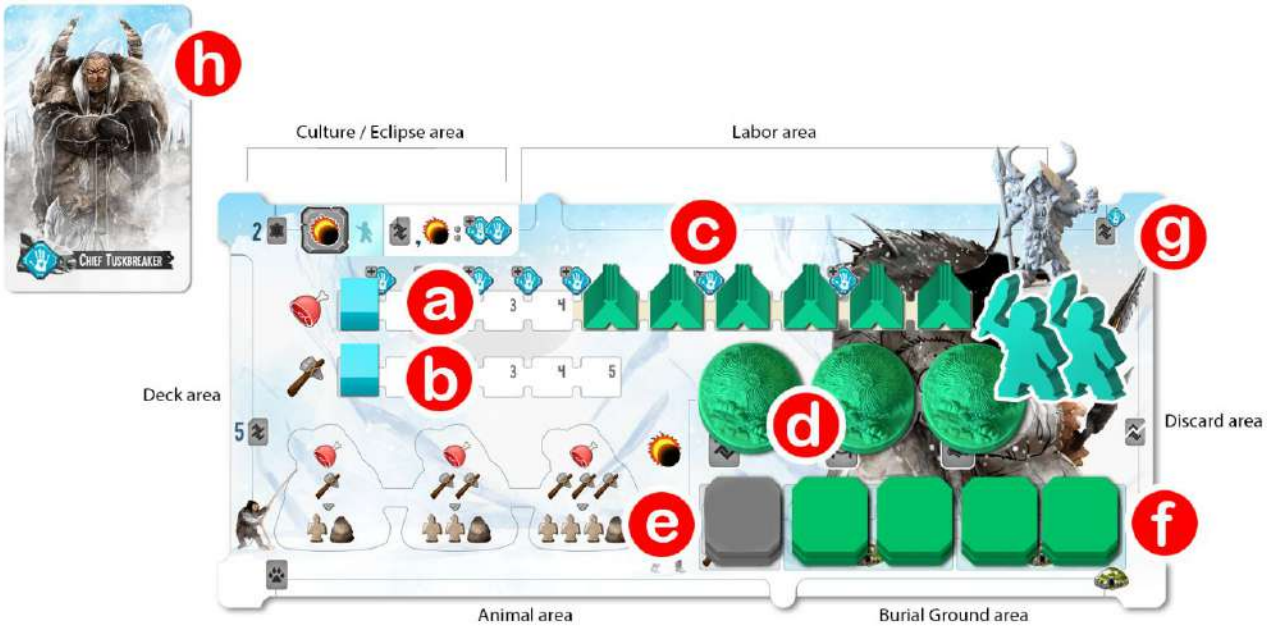
These are the setup rules for the base game. Once you are experienced with the game, you may want to try one or both of the variant setup rules, described on page XX.



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. Shuffle the Sacred Stone tiles face down and place one at random, face up, on each Sacred Stone supply pool space on the bottom row. If playing with 4-players, do the same with the top row of spaces. The total number of tiles used is 8 in a 2-3 player game, and 12 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 12 identical Tribe cards. Place them face up below the Main board in their matching supply spaces.
5. Sort the Culture cards into 2 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.
7. Each player takes 1 Player board, 2 Resource markers, 2 neutral (gray) Megaliths, 1 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:
    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 (marked with a Camp icon).
    d. 3 Villages on their supply spaces.
    e. 2 Neutral Megaliths stacked on the leftmost Megalith supply spaces.
    f. 8 Megaliths (of your color), stacked in piles of 2, on the remaining Megalith supply spaces.
    g. 1 Chief figure (with the Chief base attached) and 2 Tribe figures on the right side of the Player board.
    h. 1 Chief card, placed near the Player board, A-side up.



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

a. Gains the benefits shown on the Setup card (see box).
b. Shuffles their starting cards (including the Tribe card gained as a starting benefit) and places them face down as a deck to the left of their Player board.
c. Draws a hand of 5 cards from their deck. Cards in a player's hand are kept secret from the other players.
d. Flips the Setup card over to the Player Aid side and places it nearby.



<CALLOUT BOX>

Starting benefits

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 below your Player board.
d. Gain any other benefits depicted:





Place the leftmost Camp from your Player board on the Base Terrain tile.



Move your marker up 1 space on either of the two Idol tracks (your choice). See page XX for more details on this.



Bury one of your starting cards (place it face down, rotated sideways, and in your Burial Ground area). Buried cards are worth points at the end of the game.



After drawing your initial hand of 5 cards, draw 1 extra card.

</CALLOUT BOX>

9. Place each player's Score marker of each player color on the "0/100" space on the Scoring track.
10. Place the Labor tokens and "+100" tokens in a nearby supply.
11. Place each player's Idol markers on the Idol board, 1 on the bottom level of each track.
12. Shuffle the Animal cards, and place them face down as the Animal deck on its space on the Animal board.
13. 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 Animal display.
14. Place each player's Tribe markers at random on the turn order track, filling spaces from top to bottom.
15. Players gain the following benefits based on turn order:

1st player: *(none)*



2nd player: 1 Food



3rd player: 1 Tool



4th player: 1 Food and 1 Tool

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. For your first game, we recommend using the





leftmost layout.

TERRAIN BOARD SETUP

1. Place the Base Terrain tile near the Main board.
2. From the Land Terrain tiles, take one of each of the 6 types (not counting Glacier).
3. To these 6 tiles, add the correct number of Glacier tiles according to the table below.
4. Shuffle the remaining Land Terrain tiles face down and a number of them at random to bring your total tiles up to 18.
5. Shuffle the chosen 18 tiles and place them randomly around the Base Terrain tile face up, in the pattern shown below.
6. Return any unused tiles to the box.
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	6	9	3
3	6	6	6
4	6	3	9

Example of a 3-player map



Playing the Game

OVERVIEW

The game is played over 4 rounds, each of which represents a generation. Each round is divided into 3 phases:
Action phase: In turn order, players take turns until all players have taken 3 turns.
Eclipse phase: Turn order is adjusted and each player may take Eclipse actions.
Preparation phase: Reset the boards for a new round.
After the 4th Eclipse phase, the game proceeds to Final Scoring. The player with the most points wins.

<BOX>

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.

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 a certain benefit, 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. This increases as you place Camps on the Terrain board. Any Food gained in excess of your capacity is lost.

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, place it back on the 0 space and take one of the +100 tokens to continue tracking your score.

<BOX ENDS>

ACTION PHASE

Starting with the first player, each player will take 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 0-2 Culture cards*
2. *Place 1 figure and perform actions*
3. *Discard played cards*
4. *Prepare Ritual pile (only after your 3rd turn)*

1. Play Culture cards



Culture cards represent the craft, technologies, or cultural events of your tribe. You may play 0, 1, or 2 Culture cards from your hand. When you play a card, place it face up above the right side of your Player board and immediately perform the action(s) shown on it. After you have played and resolved the cards you want to play, place those cards into your discard pile. Playing Culture cards is optional; you may skip this step if you wish. The actions on the Culture is explained on page XX.

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 Eclipse action of your **Player board**.

<BREAKOUT BOX>

Chief Figure

Your Chief figure has a special ability as depicted on your Chief card. See page XX for a description of these abilities.

<BOX ENDS>

Main board



Each Action Column is divided into 3 sections: top, middle, and bottom. 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 depicted by the ∞ icon.



After carrying out any number of these actions, even 0, slide your figure down to the middle section. As before, you may carry out any number of the actions depicted.



Finally, move your figure to the bottom section. If you are the first player to do this during this round, you may then carry out the action there, placing your figure on the action icon to show that it is no longer available. If you are not the first player, place your figure in the large space below the Action Column.

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)

Most actions cost a certain amount of Labor. Labor points are generated by playing any number of Tribe cards from your hand into your Labor area above your Player board. Each card played in this way generates a number of Labor points according to the card.



This card generates 2 Labor points



Some cards have Action phase abilities that give you Added Labor.

For example: The Crafter generates 1 Added Labor if played during a Develop action.

You may also spend Food for Added Labor, as shown on your Food track. 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.



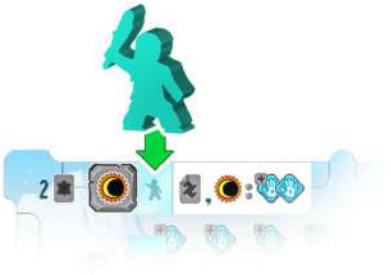
Labor calculation example: Red performs the Hunt action. They use a Hunter card (1 Labor point + 1 Added Labor point through its Action phase ability), a Tribesman card (1 Labor point), and they spend 3 Food (2 Labor points). This generates a total of 5 Labor points, which they then spend between the two available Hunt actions.



Each Action Column is fully described on pages XX-XX.

Player board

Place 1 figure on your Eclipse Action space of your Player board. You may draw 1 card from your deck (or choose a lesser benefit).



Each figure on your Eclipse Action space will provide 2 Labor points during the next Eclipse phase (see *ECLIPSE PHASE page XX*).

The presence of a figure on your Eclipse Action space does not prevent you from choosing this action again.



3. Discard

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

4. Prepare Ritual Pile

If it is your third turn of the round (you have just played your 3rd figure), you may now place any number of Culture and/or Tribe cards from your hand onto your Ritual pile, face down, above your Player board. Any cards you do not place on your Ritual pile remain in your hand for the start of 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, the game proceeds to the Eclipse Phase.

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 serenity returned.

During the Eclipse phase, complete the following steps:

1. All players simultaneously reveal their Ritual piles, and compare their Labor totals by adding up the following:

    - 2 Labor per figure on your Eclipse Action space.
    - Labor icons on revealed Tribe cards, including Eclipse phase abilities which add Labor.
    - ½ Labor per revealed Culture card.

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 on 0 Labor) in favor of the player who went later in the current round.



For example: During the Eclipse phase, the Cyan player gets 3 Labor for their Chief (2 for the figure and 1 for the card). The Red player just placed a Shaman card with 1 Labor, but their Eclipse phase ability provides 1½ Added Labor, making a total of 2½ Labor points. The Orange player gets 2 Labor points from their 2 Tribe cards and ½ point from their Culture card, making 2½ Labor points total too.
Cyan will go first as they had the most Labor points. Red and Orange tie in second place, but because ties favor the player who went later in the current round, Red takes the second place and Orange the third.

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 actions shown on each Tribe card in your Ritual pile, one card at a time, discarding the card after you perform the action. Any Culture cards in your Ritual pile are simply moved to your discard pile.
c. *Terrain tiles*: Gain the benefits from each Terrain tile where you have the most Influence (or are tied for the most), one tile at a time. See page XX for a list of these benefits.
Note: Each Camp provides 1 Influence to the tile it is on. Each Village provides 2 Influence to all three tiles it is on.
d. *Player board:* Gain any Eclipse phase benefits shown on your Player board (see below).

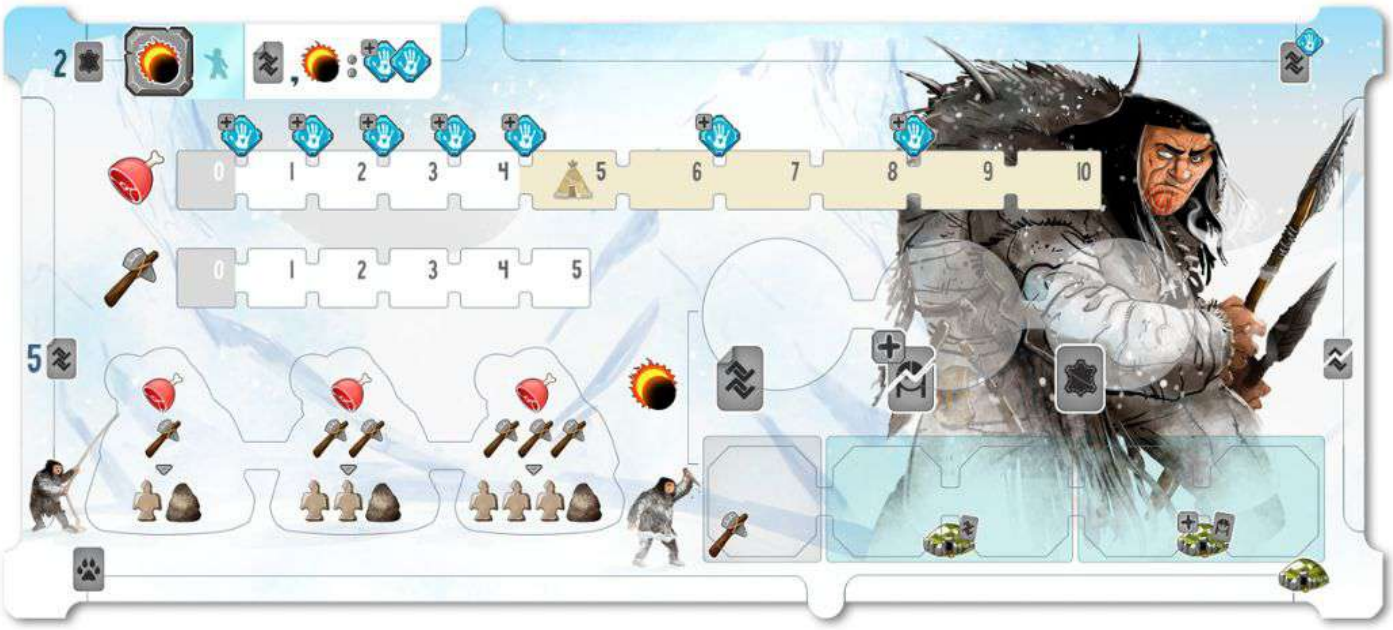
Once the last player in turn order has completed their Eclipse actions, all players discard all cards from their Ritual pile into their discard piles. Then, proceed to the Preparation phase.

Player board benefits

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

For each Village removed, draw 1 card.

For every two Megaliths of your own color removed, gain 1 Idol.



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 to the next space of the Round track.
2. Return all figures to their respective Player boards.
3. Refill the Animal display by drawing new cards from the deck and placing them face up in the Animal display so there is 1 more card than the number of players.
4. Return any Culture cards with Labor tokens on them to the bottom of their deck, returning the Labor tokens to the supply.
5. Place 1 Labor token on each remaining face-up Culture card (if any).
6. If this is the end of round 1, refill any empty spaces with Culture cards drawn from the Era I deck. Then, move the Cover card from the Era II deck to the top of the Era I deck. In all subsequent rounds, refill from the Era II deck.
7. Each player draws 5 cards from their deck into their hand, adding them to any cards they already have in hand.

Proceed to the next Action phase.

ACTION COLUMNS



Initiate: *Gain Tribe cards — Bury cards*

Top section
Spend 2 Labor to take one of the face-up Tribe cards from below the Main board and place it 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: This action occurs as a single transaction, rather than a series of individual transactions. Therefore, *you cannot pay for Tribe cards with Tribe cards gained on the same turn.*

Middle section
Pay 1 Tool to bury a Tribe or Culture card from your hand, discard pile, or above your Player board (but not from your deck). You may perform this action multiple times, paying 1 Tool for each card you bury.
buried cards are kept face down and sideways in your Burial Ground area until the end of the game when they will provide end-game points (see *page XX*).



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

Bottom section (first figure only)
Bury 1 card and gain 1 Idol (see *page XX*)



Develop: *Gain Culture cards — Gain Sacred Stone tiles*

Top section
Spend 3 Labor to take a face-up Culture card from below the Main board into your hand. You may perform this action multiple times, spending 3 Labor for each card you take. Cards taken are not refilled until the Preparation phase.
Note: If there is a Labor token on a card, the cost to take the card is reduced by 1. Return the token to the supply when you take the card.

Middle section
You may take one or more Sacred Stone tiles from a supply pool of the current round or a previous round.
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 tile on your Player board, immediately gain the benefits shown under it. These benefits are explained on *page XX*.

Sacred Stone tiles provide points at the end of the game based on their scoring criteria.





Bottom section (first figure only)
Draw 1 card and gain 1 Tool.



Migrate: *Place Camps — Move Camps — Place Villages*

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

Spend 1 Labor to move one of your Camps on the Terrain board to an adjacent Terrain tile. 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 tile it is on.

Note: Any number of Camps can occupy a Terrain tile.

Middle section
Spend 3 Food and return 3 of your Camps from 3 contiguous Terrain tiles with a single central juncture, to place the leftmost Village from your Player board onto the juncture of the Terrain tiles you removed Camps from.

Important: The Base Terrain tile **cannot** be one of the 3 Terrain tiles 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 provides a benefit during the Eclipse phase, and 2 Influence to all three tiles it is on.



Bottom section (first figure only)
Place 1 new Camp on the Base Terrain tile, then move 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 Animal display. You may perform this action multiple times, spending 1 Labor for each 2 cards you reveal.
Note: There is no limit to the number of Animal cards in the display (overlap them if necessary).

Spend 2 Labor to take an Animal card from the Animal display and place it face up below your Player board. You may perform this action multiple times, spending 2 Labor for each card you take. If there are no Animals in the display, you cannot take this action.

Note: Animal cards you do not take remain in the display.

Middle section
You may "Tip"' any number of upright Animal cards below your Player board to immediately gain the benefits shown on them. 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 below your Player board.

MEGALITHS



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

Each Megalith must be placed on either:
[a] A starting space of a tile,
[b] Orthogonally adjacent to another Megalith (of any color), or
[c] Stacked on top of two Megaliths (halfway covering both).

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.

Each Megalith you place directly on the board itself gives you an immediate benefit, as depicted on the space.
Each Megalith you place on an upper level (stacked on top of other Megaliths) will gain you points during the Final Scoring phase.



IDOL BOARD

Each time you gain an Idol, immediately move one of your Idol markers (of your choice) up 1 level on their corresponding 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 a different track.

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.
Also, if your marker is on the top level (10), 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 up, all other markers slide to the left to fill any gaps.

When your marker enters one of the top 3 levels, immediately gain the points indicated on the right. For example, if you reach level 10, you will have gained 6 points total (1+2+3). Once your marker has reached level 10 of the Honor track, it cannot move again.

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:

- Sacred Stone tiles
- Offering track
- Honor track
- Tribe and Culture cards
- Animal cards
- Stacked Megaliths

Sacred Stone tiles

Gain points for each of your Sacred Stone tiles based on the tile. See page XX for full details on how each Sacred Stone tile scores.

<SHOW CUTOUT IMAGE OF THE PLAYER BOARD WITH 2 SACRED STONE TILES ON IT>

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 amount of points you gain (ignoring any remainder).





For example: At the end of the game, if you reach this ratio on the Offering track, every 2 leftover Food/Tools are worth 1 point.

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).

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 on the left (i.e. the players who reached that level first)



2-player game: Ignore the middle chart. The player in the higher position uses the top chart, and the other player uses the bottom chart.

The charts show the points you gain based on how many cards you have buried.

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 Burial Ground face up in front of you. Gain any points shown on them.



This card is worth 1 point.

Animal cards

Animal cards that are in the upright position are worth points, based on sets of the same color as printed on the bottom of the card.

Argentavis cards are considered wildcards. 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. However, some Sacred Stone tiles may score points for Tipped Animal cards.
If you have more than 4 Animal cards, start a second set with the additional cards. I.e. if you have 6 Giant Sloths, that is one set of 4 and another set of 2.

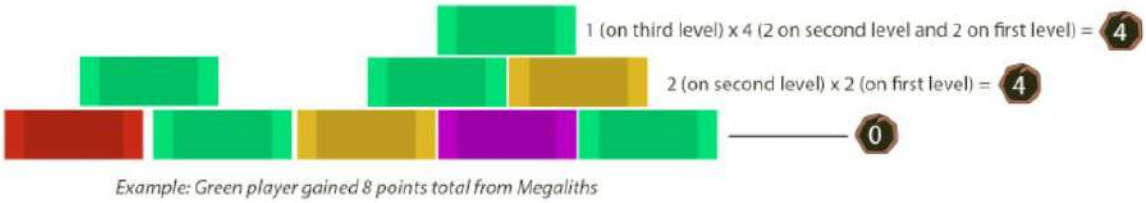
For example: You have the following Animal cards at the end of the game.



You score 3 points for the Woolly Rhinos (the Tipped one doesn't count), 1 points for the Woolly Mammoth, and 10 points for the Giant Sloths (you choose to count the Argentavis as a Giant Sloth for scoring)

Megaliths

Megaliths of your player color that are higher than other Megaliths of your color are worth points as follows:
For each level, multiply the number of Megaliths you have on that level by the number of all of your Megaliths on lower levels (whether they are touching or not).
Note: Neutral Megaliths do not count for points.



Example: Green player gained 8 points total from Megaliths

VARIANT SETUP RULES

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

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 B-side up 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 along with the matching mini which is placed in a stand of the player's color.
Finally, draft the Setup cards as described above. I.e. the last player will choose their Chief card last, but their Setup card first.

CHIEF CARDS



A-sides:

When you place your Chief figure on the Main board, gain 1 Added Labor for use during this turn only.

When you place your Chief figure on the Eclipse Action space, it is worth an additional 1 Labor during the Eclipse phase (3 in total: 2 for the figure, and 1 for it being the Chief)



B-sides:

When you place your Chief figure on the Action column depicted on the card, gain 2 Added Labor for use during this turn only.
Chief Thunderpaw is an exception to this: When you place Chief Thunderpaw on the Main board, gain 1 Added Labor and you may then spend 1 Tool to gain an additional 2 Added Labor.

For example if Chief Tuskbreaker performs an Hunt action, you gain 2 Added Labor.

CARD DETAILS

Tribe cards



1) Labor
2) Points
3) Added Labor ability
4) Eclipse phase ability
5) Icon (type)
6) Tribe card icon

Culture cards



1) Points
2) Ability
3) Deck indicator (Era)
4) Culture card icon

Animal cards



1) Animal name
2) Number of same type cards
3) Tip ability
4) Set collection info

ICONOGRAPHY

 1 Labor

 1 Added Labor

 Burial Ground



 Bury 1 Tribe card from the supply.

 1 Food

 1 Tool

 Place a Camp on the Base Terrain tile



Move Camp(s) 1/2/3 times

 Draw a card from your deck

 Discard a card from your hand

 Gain a Tribe card

 Place a Tribe card from the supply in your discard pile

 Gain a Culture card

 Take an Animal card from the Animal display (if able) and place it face up below your Player board

 Draw the top card from the Animal deck and place it face up below your Player board.

 Reveal an Animal card and place it face up in the Animal display

 Tip Animal card

 Eclipse phase

 Idol (move once up a track)

 Village

 Place a VIllage

 Place Megalith

 End Game Points

 Immediate Points

 Era I Culture card

 Era II Culture card

 Gain Food up to your current maximum capacity.



 Figure

 Player

Immediately place 1 extra Megalith on one of the two spaces indicated by the arrows if that space is empty

 Result icon. If you pay what is on the left side, gain what is on the right side.

 Trigger icon. During the phase/action on the left side, gain what is on the right side.

 Different  Same  Wild color

SACRED STONE TILES



Gain 1 point for each Megalith of your color on the first level of the Megalith board.



Gain 2 points for each Megalith of your color that is placed on the second level or higher on the Megalith board.



Gain 3 points for each of your Tipped Animals in the depicted color.



Gain points depending on the number of Camps you have on the Land Terrain tile shown.



Gain points depending on the number of different/identical buried cards you have.