PLAYER AID

• EXPEDITION REMINDER

For resources = 3 components max.

For large game = no limit.

	# of components	Mastery
Hunter-gatherer	1	1
Shaman	1	1
Tool	1	1
Chief	2	2

Max transportable =

Transport Capacity
×
# of members

• TABLE OF HUNTING / MULTIPLE RESOURCES

Min	2	3	6	8
/ Min	1	2	3	4
	1	2	4	6
	2	3	3	5
	1	1	2	3

Remember: *cannot hunt large game*

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• PHASE 5 : END OF THE ROUND

1. Feed your tribe
2. Check the Objective tiles
3. Advance the Round Tracker ring
4. Add Animal meeples according to the season
5. Flip a new Fresco tile
6. Refill the Handicraft area
7. Move your village (turn order; optional)
8. Pass the 1st Player hut

• REMINDER OF CHIEF POWERS

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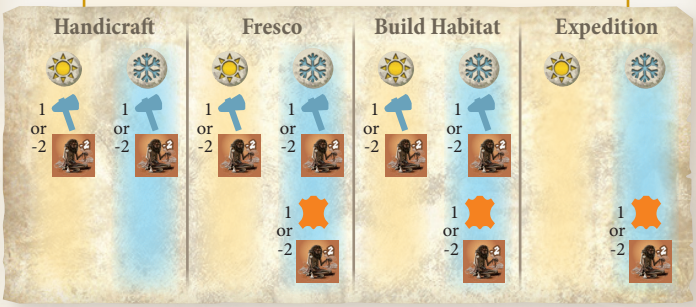
- Counts as 2 components on expeditions.
- Counts as only 1 tribe member for large game and for transporting.
- Lets you make a 2nd handicraft
- Lets you paint a 2nd animal on the fresco
- Uses 1 fewer to build a habitat.

PLAYER AID

REMINDERS

• Pay 1 total for an expedition sent in a cold season, or take a penalty of –2 Scarcity.

PREREQUISITES FOR PROGRAMMING AN ACTION



• Exhaust tiles with when you gather; it takes 1 visit in a 1- or 2-player game; 2 in a 3- or 4-player game.

• arrives in the 1st bowl; in the 2nd bowl.

• You must build within Movement Range of .

• If several players build in the same round, go in turn order.

• The Trade With a Distant Tribe action doesn't let you trade .

• If a Shaman action fails because you can't pay the cost, take a –2 Scarcity penalty.

• migrate 2 tiles.

• migrate 1 tile.

• moves 0–2 tiles at the end of the round.

• Food spoils a bit after feeding your clan.

• The term *tribe member* includes hunter-gatherers, the chief, and the shaman (unless stated otherwise).