

AURORA BOREALIS

MODULE



ENDLESS WINTER
PALEOAMERICANS

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AURORA BOREALIS



This icon on a card indicates that it is from this module.

SETUP

Each player places their Aurora Borealis card face down at the bottom of their draw pile. With fewer than 4 players, return any unused cards to the box.

GAMEPLAY



Aurora Borealis cards are not considered Tribe or Culture cards, but can be Buried or discarded, following the usual rules. When in your hand, you may play your Aurora Borealis card at any time on your turn (even before playing Culture cards). Play it face up above your Player board. Once in play, you may use the ability of your Aurora card as many times as you wish until the card is discarded at the end of your turn. Ignore the Eclipse ability on the card if you play it this way.

The abilities of the cards are as follows:



Wolf Tribe: Whenever you resolve a 'Move 1 Camp' or 'Move 2 Camps' effect from a source other than this card, repeat that effect a second time.

Note: When used with the Warrior Tribe cards, this ability only applies to the 'Move 1 Camp' part, not the 'Move another player's Camp' effect.



Bear Tribe: Whenever you are about to Bury a card, you may instead gain 1 Tribe card to your hand.



Lion Tribe: Whenever you are about to Tip an Animal, you may instead place the top 2 cards of the Animal deck face up in the Hunting Grounds (up to its limit). Then, choose 1 Animal card from the Hunting Grounds and place it in your Animal area.



Bison Tribe: Discard 1 Culture card from your hand to gain 2 Idols.

Alternatively, you may play your Aurora Borealis card into your Eclipse pile during step 4 of your turn. If you do, resolve its Eclipse ability at the same time as you resolve the Eclipse abilities of your Tribe cards during the next Eclipse phase. These abilities follow the normal rules. Ignore the upper ability on the card if you play it in your Eclipse pile.

Variant setup rule: Players may decide to use Aurora Borealis cards of other player colors by either drafting them, or assigning them at random.

SOLO GAME

Give the Nomad 10 points at the start of the game. They do not use an Aurora Borealis card.

