

# ANCESTORS

EXPANSION



ENDLESS WINTER  
PALEOAMERICANS

This expansion offers variant decks for each type of Tribe and Animal card, advanced Chief cards, and two new highly-interactive Culture card modules: **Prosperity** and **Strife**.

## COMPONENT LIST



**75 TRIBE CARDS**  
(15 each of 5 types)



**10 CULTURE CARDS**  
(5 for each module)



**60 ANIMAL CARDS**  
(10 each of 5 types, plus 5 each of 2 types)



This icon on a card 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.

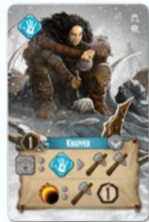


**OR**



*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. 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 the rest of your turn (once).*

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



## ANIMAL CARDS

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

*For example: The Short-faced Bears replace the Ground Sloths from the base game.*



OR



During your turn in the Eclipse phase, after resolving your Tribe cards—but before gaining any benefits from the Terrain board—gain the benefits of your non-Tipped Animals based on how many Animals you have of this type (i.e., 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 benefits 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 Wolf cards, gain 1 Food and 1 point.*

**Note:** Argentavis cards count as any one of your other Animal cards, and you can change which type of Animal they copy for each Eclipse phase.

**Note:** If you are also playing with the Cave Paintings expansion, these Animal Eclipse phase benefits are resolved before Cave Painting benefits.



## CULTURE CARDS

This expansion includes two 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 or 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 does not have 2 points to spend, they may not perform the follow action.



Prosperity Card



Strife Card

**Note:** When performing a follow action, it is the actions on the card that are copied, not necessarily 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 may not mix them.

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

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

## CREDITS

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- **CAVE PAINTINGS** - EXPANSION
- **BIG PLAYMAT** - ONE PIECE OR SPLIT
- **SMALL PLAYMAT** - FITS IN THE BOX
- **MAMMOTH** - MODULE
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- **CEREMONIAL GROUNDS** - MODULE
- **AURORA BOREALIS** - MODULE
- **RESIN PACK** - IDOL, SCORING, & MEGALITH PIECES



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