

# CAVE PAINTINGS

EXPANSION



ENDLESS WINTER  
PALEOAMERICANS

*This expansion brings a new action to the game: Cave Painting! Players use dry-erase boards to fill in spaces, draw lines, and unlock a variety of immediate and ongoing benefits. Plus, after each game, the boards look like unique animals!*

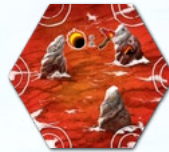
## COMPONENT LIST



4 CAVE PAINTING BOARDS  
(each with 2 supports)



1 CAVE PAINTING  
ACTION COLUMN TILE



1 TERRAIN TILE



1 GLACIER TOKEN



15 TRIBE CARDS  
(Painter)



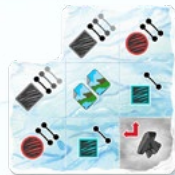
5 CULTURE CARDS  
(Era I)



5 ANIMAL CARDS  
(Hagerman Horse)



1 SACRED STONE (Era I)



1 MEGALITH TILE



1 REST TOKEN



4 DRY-ERASE MARKERS

Support



Side view



Before your first game, attach 2 supports to each of the Cave Painting boards.

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

## GAME SETUP

Follow the normal setup for the base game, but with the following changes:

- 1 Place the Cave Painting Action Column tile to the left of the Main board (in line with the other Action Columns). If you have the playmat, place the tile on its designated space.
- 2 Place the 15 Painter Tribe cards face up in the supply space where the Shaman Tribe cards would normally go. Return the Shaman Tribe cards to the box; they are not used.
- 3 Shuffle the 5 Cave Paintings Culture cards in with the Era I Culture cards before creating the Culture display.
- 4 Shuffle the 5 Hagerman Horse cards into the Animal deck before creating the Hunting Grounds.
- 5 Use the Cave Paintings Megalith tile as part of the Megalith board, randomly replacing either the tile with the Animal card benefits or the one with the Culture card benefits. Alternatively, you can use all five tiles (see the bottom of this page).
- 6 When creating the Terrain board, the Cave Paintings tile is added during step 3, replacing one of the added Glacier tiles.
- 7 When placing Sacred Stone tiles on the Main board, ensure that the Cave Paintings Sacred Stone is one of those in play.
- 8 Each player takes the Cave Painting board associated with their Tribe marker and places it next to their Player board. Each player chooses individually which side of their board to play with during the game (the Mammoth sides are all the same; the other sides are unique).

**Note:** It is recommended that each player should draw the head of their Cave Painting, using the lines as a guide. This isn't required for the game to work, but it makes the animal look more complete once the lines of the body are drawn.

**Variant setup rule:** Players may decide to use Cave Painting boards of other animals instead of the one associated with their Tribe marker, by either drafting them or assigning them at random.

### MODULES

If playing with the Glacier tokens, ensure that the Cave Paintings Glacier token is one of those in play. If playing with the Rest tokens module, add in the Cave Paintings Rest token.



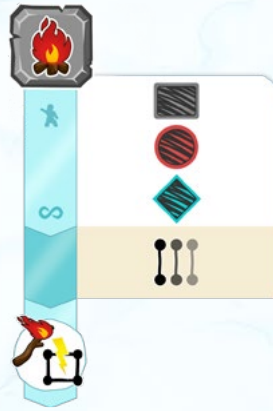
### ALTERNATIVE MEGALITH BOARD SETUPS

Use one of the following configurations when using all 5 Megalith boards. The dark tile is the one from this expansion. Place the others randomly. It is not recommended to use a 5-tile setup in a game with fewer than 3 players.

# GAMEPLAY CHANGES

During step 2 of your turn, you may place a figure on the new Cave Painting Action Column and take a series of actions, as described below.

## PAINTING: PAINT DOTS DRAW LINES



### ∞ TOP SECTION

Paint any dot on your Cave Painting board by paying the cost indicated to the right of your Cave Painting (taking into account any discounts you have unlocked via Torches). Mark a Painted dot by filling it in with your dry-erase marker. You may perform this action multiple times, paying the cost for each dot you Paint.

**Note:** You may Paint any dot you can pay for; it does not need to be connected or adjacent to other lines/dots.

### 1x MIDDLE SECTION

You may draw a line between any two Painted dots, following the outlines of the underlying animal art. You may draw as many lines as you wish with this action.

### 1x BOTTOM SECTION

(First figure only)

Gain 1 Torch and gain the benefit of one of your completely surrounded leg areas of your Cave Painting (if any).

## SURROUNDING AN AREA



Each Cave Painting board consists of 4 body areas and 8 leg areas.

When you completely surround a **leg area**, the benefit depicted inside will apply during each Eclipse phase. Do not cross out the benefit.

When you completely surround a **body area**, immediately gain the benefits depicted inside that area (in any order), and then cross out each benefit.



## COST TO PAINT A DOT (ACTION COLUMN ONLY)

Gray dot: 1 Labor + 1 Tool

Red dot: 1 Labor + 1 Food

Cyan dot: 2 Labor

## HIERARCHY OF DOTS

You may always substitute a dot of one color for a lesser one. For example, you may Paint a red or cyan dot instead of a gray dot.



## DISCOUNTS

Whenever you gain the benefit of a Torch, either cross out the lowest Labor icon in the left column or gain 1 Idol. Once a Labor icon is crossed out, you no longer have to pay that Labor when Painting.

**Note:** Only the icons in the left column can be crossed out. Once you have crossed out all three, take any additional Torch benefits as Idols instead.



*For example: Since you previously gained the benefit of a Torch and crossed out the Labor icon, the cost for you to Paint a cyan dot is now 1 Labor (instead of 2).*

**Note:** You must pay the costs to Paint dots only when using the top section of the Cave Painting Action Column. (When other abilities allow you to Paint dots, there is no additional cost.)



## ECLIPSE PHASE

During your turn in the Eclipse phase, after resolving the Eclipse abilities of your Tribe and Animal cards—but before gaining any benefits from the Terrain board—gain the benefit of each completely surrounded leg area of your Cave Painting (in any order). Do not cross the benefits out; they apply in each Eclipse phase.

**Note:** If you surround another leg area when resolving a benefit, you may gain the benefit of the newly-surrounded area in the same Eclipse phase.



### SACRED STONE

Gain 2 points for each crossed-out Labor cost space on your Cave Painting board.



*For example: Here, you would score 2 points.*

## FINAL SCORING

During Final Scoring, score 1 point for each Painted dot in your longest continuous route of lines on the outer, dashed edges of your Cave Painting.

**Note:** Pre-painted lines can count as part of the route.



*For example: Here, you would score 11 points.*

*Final Scoring reminder*

## NEW ICONOGRAPHY

These icons can be found on various components from this expansion.



Paint a dot of the indicated type (or a lesser dot) on your Cave Painting board.



Draw 1 line between any two adjacent painted dots, following the outlines of the underlying animal art on your Cave Painting board.



Draw any number of lines between adjacent painted dots, following the outlines of the underlying animal art on your Cave Painting board.



Gain 1 Torch (or gain 1 Idol).



This icon allows you to gain a Sacred Stone the same way as the base game, except that you do not pay any Food or Tools to do so (you still gain the benefits for placing the tile).



Choose a Sacred stone you have and immediately gain points according to the tile's criteria.



Immediately gain the benefit of one of your completely surrounded leg areas of your Cave Painting (if any).

## CREDITS

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# MORE ENDLESS WINTER PRODUCTS!



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



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