

RIVERS & RAFTS



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

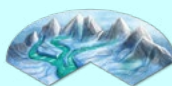
COMPONENTS



5 LANDMARKS



1 DELTA TILE
(doubled-sided)



1 HEADWATERS TILE
(doubled-sided)



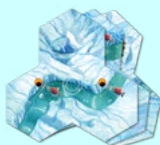
5 LANDMARK CARDS



15 TRIBE CARDS
(Warrior)



4 RAFTS
(one per player)



3 RIVER TILES
(double-sided)



15 FISH TOKENS
(double-sided)



4 STARTING BASE TILES
(one per player)



5 ANIMAL CARDS
(Sea Cow)



1 SACRED STONE

ENDLESS WINTER
PALEOAMERICANS

This expansion adds new River tiles and Landmark pieces to the Terrain board. Players paddle their Rafts down the waterways, catch fish, and compete to have the most influence over the map, with its many new features.

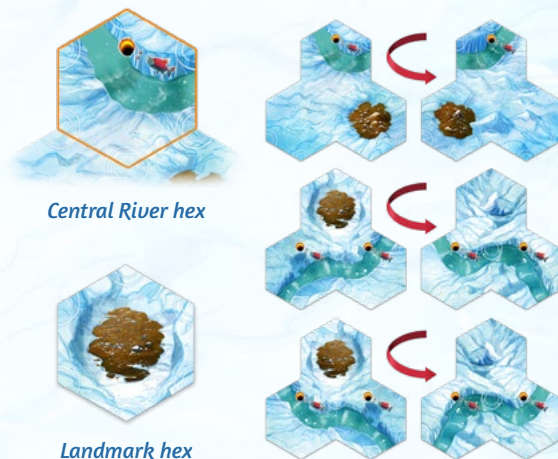
GAME SETUP

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

When playing with Rivers & Rafts, the Base Terrain tile is not used; return it to the box.

Note: Each of the River tiles consists of 3 individual hexes for rules that use the term 'hex'.

- 1 Place the Central River hex (the one with the River in just one hex) in the middle of where the Base Terrain tile would normally go. Use a random side of this tile.
- 2 For each of the other two River tiles, choose to play with either the side showing the Landmark hex or the Glacier hex. Each Landmark used in the game increases the complexity of the game but brings additional scoring opportunities.
- 3 Randomly place the other two River tiles onto each end of the Central River hex.
- 4 Place the Headwaters tile at one end of the River (chosen at random). Use the side of the tile so the artwork lines up.
- 5 Do the same with the Delta tile at the other end of the River.
- 6 From the Land Terrain tiles, remove one of each type from the game (not counting Glacier).



- 7 From the remaining Land Terrain tiles, set aside one of each type (not counting Glacier).
- 8 To these set-aside tiles, add a number of Glacier tiles equal to one fewer than the number of Landmark hexes you are using (i.e., in a game with 1 / 2 / 3 Landmark hexes, add 0 / 1 / 2 Glacier tiles, respectively).
- 9 Shuffle the remaining Land Terrain tiles face down, and add a number of them at random to bring the total tiles up to 10. Return any unused tiles to the box.

Note: If you are also playing with the Cave Paintings expansion, use 1 fewer Glacier tile.

- 10 Shuffle the chosen 10 tiles and place them randomly to complete the Terrain board, forming the same size and shape as in the base game.
- 11 For each Landmark hex, choose a Landmark at random and place it on the hex. For each Landmark in the game, place the corresponding reference card nearby.
- 12 Place the Fish tokens in a supply pool nearby, face down and mixed up.
- 13 When placing Sacred Stone tiles on the Main board, ensure that the Rivers & Rafts Sacred Stone is one of the ones in play.

Note: If there is only one hex of a given Terrain type in play, do not use the Era I Sacred Stone that scores for Villages touching that Terrain type. Return unused Sacred Stones to the box.



Important: If using the variant setup rules where you draft the Setup cards, the setup of the Terrain board must be done before player order is determined and Setup cards are drafted.

- 14 After all other setup steps have been completed, but before the game begins, perform the following steps:
 - A Each player places their Raft on the Headwaters tile.
 - B In reverse player order, each player places their Starting Base tile attached to the outside of the Terrain board (so that the straight edges line up with two straight edges of adjacent hexes on the board). Place the leftmost Camp from your Player board on your Starting Base tile. Starting Base tiles cannot be placed so that they are next to each other (see images below).



GAMEPLAY CHANGES



RIVER TILES

Each River tile is divided into 3 hexes. One of these hexes can either be a Landmark or Glacier hex; the others are considered 'River hexes.'

Note: Although River hexes and Landmark hexes depict snowy artwork, they are not Glacier hexes.



PLACING CAMPS

Whenever you would place a Camp on the Base Terrain hex, place it on your Starting Base tile instead. Alternatively, you may place a new Camp on the same hex as your Raft. Camps cannot be placed on the Headwaters or Delta.



MOVING CAMPS

Camps may only be moved onto the hexes of the Terrain board, never onto the Headwaters, Delta, or Starting Base tile (yours or another player's).

MOVING YOUR RAFT

Whenever you would move one of your Camps, you may move your Raft instead. If you move your Raft 'downriver' (away from the Headwaters, toward the Delta), you may move your Raft as far as you wish at once, (even all the way to the Delta). Other players' Rafts, Camps, and Villages do not hinder your movement. If you move your Raft 'upriver' (towards the Headwaters), you may only move your Raft 1 hex per Camp movement you use.

For example: Instead of moving a Camp, you may use that Camp movement to move your Raft to any of the indicated spaces downriver.



Important: In the Preparation phase of each round, all Rafts are returned to the Headwaters.



BUILDING VILLAGES

Rafts count as a Camp for the purposes of building Villages. Return the two Camps to your Player board as usual, and return the Raft to the Headwaters.

Note: Villages cannot be built on the junctures of the Headwaters, Delta, or Starting Base tiles.



ECLIPSE PHASE: RAFTS / DELTA

Your Raft counts as a Camp and provides 1 Influence to the hex it is on when determining the benefits of the Terrain board.

Delta

When you resolve your Terrain board benefits during the Eclipse phase, if your Raft is closest (or equally close) to the Delta, gain 1 point for your Raft, plus an additional 1 point per Camp you have on River hexes.



Note: Having your Raft on the Delta is considered closest to the Delta.

For example: The Red player resolves their Eclipse phase first. Their Raft is as equally close to the Delta as the Cyan player, so the Red player scores 4 points (1 for their Raft and 3 for their Camps on River hexes).

When the Yellow player resolves their Eclipse phase, they perform an action that allows them to move their Raft downriver to the Delta. Since they are now the closest, they score 1 point (they have no Camps on River hexes).

Finally, the Cyan player resolves their Eclipse phase, but is unable to move their Raft. Therefore, they do not score any points for their Raft, as they are no longer the closest to the Delta.



Red gains 4 points.



After moving their Raft, yellow gains 1 point.

LANDMARKS

When you resolve your Terrain benefits during an Eclipse phase, if you have the most (or are tied for the most) Influence on a hex with a Landmark, gain points based on the Landmark's criteria (shown on the Landmark Reference card).



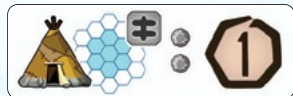
Volcano

Score 1 point for each Camp still on your Player board.



Butte

Score 1 point for each of the middle 7 hexes of the Terrain board that has at least one of your Camps on it.



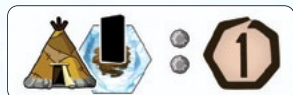
Arch

Score 1 point for each of the 12 outer hexes of the Terrain board that has at least one of your Camps on it.



Monolith

Score 1 point for each Camp you have on this hex.



Tree

Score 2 points for each Village you have that is touching at least one River hex.



FISHES

Each River hex has an Eclipse icon and a Fish icon. When you resolve your Terrain board benefits during an Eclipse phase, if you have the most (or are tied for the most) Influence on a River hex, draw 1 random Fish token from the supply pool and reveal it. Then, gain the benefit(s) shown and discard the token face up near the supply pool.

Note: If you reveal the token shown below, immediately score 2 points, and then mix all of the discarded Fish tokens (including this one) face down into the supply pool.



STELLER'S SEA COW

During setup, shuffle the Sea Cow cards into the Animal deck before creating the Hunting Grounds.



Note: You can only play with the Sea Cow cards if you are using the Rivers & Rafts expansion (since they interact with the Fish tokens).

If you Tip a Sea Cow, gain 2 Fish tokens (i.e., immediately take them from the supply pool, gain their benefits, and discard them face up).



SACRED STONE

Gain 2 points for each of your Villages that touches at least one Landmark hex.

WARRIOR TRIBE CARDS

This expansion includes 15 Warrior cards. If you choose to play with them, they replace the 15 Pathfinder cards from the base game. Return them to the box.



Note: Warrior cards can be used when playing just the base game alone, or with any other modules; they do not require other components from Rivers & Rafts to use them.

Migrate ability: Gain 1 Tool.

Eclipse ability: You may move one of your Camps (or your Raft) and move an opponent's Camp (but not their Raft) from one hex to an adjacent hex (including the Base Terrain tile if you are not playing with the River tiles).

Note: You can only move a Camp onto a hex, not onto a Headwaters / Delta / Starting Base tile.

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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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