

## SQUIRREL & NUT PROMO

During setup, after the Hunting Grounds is created, shuffle the Squirrel card into the top half of the Animal deck, and then shuffle The Nut card into the bottom half of the deck.



Each of these cards can be gained as an Animal card.

The Squirrel has no Tip ability. Instead, during your turn in the Eclipse phase, after resolving your Tribe cards but before gaining any benefits from the Terrain board, you may place the top 2 cards of the Animal deck face up in the Hunting Grounds (up to its limit). 1

Then, choose 1 Animal card from the Hunting Grounds and place it in your Animal area. The Squirrel is not worth any points.



The Nut's Tip ability allows you to exchange the Nut with 1 other Animal card from the Hunting Grounds (i.e., as soon as you Tip the Nut, take an Animal card and place The Nut in its place). At the end of the game, if you also have the Squirrel, gain 8 points; if you do not have the Squirrel, lose 5 points.

**Solo Game:** The Nomad will only choose the Squirrel or Nut if there is no other option. Each card scores the Nomad 5 points in final scoring.