

# CAVE PAINTINGS

EXPANSION



ENDLESS WINTER  
PALEOAMERICANS

The Cave Paintings expansion brings a new action to the game: Painting! Use this and the new Painter Tribe cards to draw your animal and gain bonuses.

# COMPONENT LIST



4 Cave Painting boards  
(each with 2 supports)



1 Cave Painting  
Action Column tile



1 Terrain tile



1 Glacier token



15 Painter Tribe cards



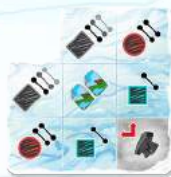
5 Culture cards  
(Era I)



5 Animal cards  
(Horses)



1 Sacred Stone tile  
(Era I)



1 Megalith tile



1 Rest token



4 Pens

Support



Side view

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

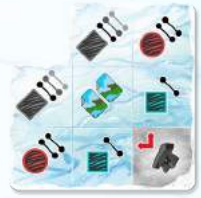


This icon on a component indicates that it is from this expansion.

# GAME SETUP

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

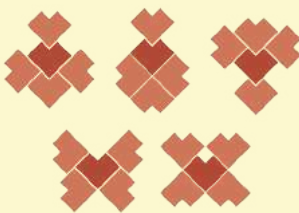
- 1 When placing Sacred Stone tiles on the Main board, ensure that the Cave Paintings Sacred Stone is one of the ones in play.
- 2 Place the Cave Painting Action Column tile to the right of the Main board (in line with the other Action Columns). If you have the playmat, place the tile on its designated space.
- 3 Place the 15 Painter Tribe cards face up in the supply space under the Cave Painting Action Column. Return the Shaman Tribe cards to the box, they are not used.
- 4 Shuffle the 5 Cave Paintings Culture cards in with the Era I Culture cards before creating the Culture display.
- 5 Shuffle the 5 Horses into the Animal deck before creating the Hunting Grounds.
- 6 Use the Cave Paintings Megalith tile as part of the Megalith board, replacing either the tile with the Animal card bonuses, or the one with the Culture card bonuses (choose at random). Alternatively, use all five tiles (see the bottom of this page).
- 7 When creating the Terrain board, the Cave Paintings Terrain tile must be included in the 18 tiles before they are shuffled together.
- 8 Each player takes the Cave Painting board associated with their colored animal 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 all unique).  
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 rule:** Players may decide to use Cave Painting boards of other animals instead of the one associated with their player color, 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 the ones 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

The new Action Column can be selected as normal. It is described below.



## PAINTING:

### PAINT DOTS CONNECT DOTS

#### ∞ 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 pen.

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 lines 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. Gain the benefit of one of your completely surrounded leg areas of your Cave Painting, if any.

## SURROUNDING AN AREA



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

Gray dot: 1 Labor + 1 Tool

Red dot: 1 Labor + 1 Food

Cyan dot: 2 Labor

**Note:** There is a hierarchy of dots. You may substitute a dot of one color for a lesser one. I.e., you may pay 1 Labor and 1 Tool to 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 3, any future Torch benefits are taken as Idols instead.



*For example: You previously gained the benefit of a Torch. The cost for you to Paint a blue dot is 1 Labor instead of 2.*



# ECLIPSE PHASE

During your turn in the Eclipse phase, after resolving the Eclipse abilities of your other cards, but before gaining any benefits from the Terrain board (between steps b and c), gain the benefit of each completely surrounded leg area of your Cave Painting (in any order). Do not cross the benefit out; it applies in each Eclipse phase.

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



## SACRED STONE

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



*For example: Here, you would score 1 point.*

# FINAL SCORING

During Final Scoring, each player scores 1 point for each painted dot in their longest continuous route of lines on the outer dashed edges of their Cave Painting.

**Note:** Any pre-painted lines and dots count as part of the route.



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

## 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 painted dots, following the outlines of the underlying animal art on your Cave Painting board.



Draw any number of lines between two 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 take the tile (you still gain the benefits for placing the tile).



Choose a Sacred stone you have, and gain points according to the tile.



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** - EXPANSION
- **MAMMOTH** - MODULE
- **CANINE FAMILIARS** - MODULE
- **CEREMONIAL GROUNDS** - MODULE
- **AURORA BOREALIS** - MODULE
- **RESIN PACK** - IDOL, SCORING & MEGALITH TOKENS



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