# Variant: Harsh Winter

## INSULATED BUILDINGS

The winter sides of buildings with specific resource requirements (*see summary sheet, page 2*) show a "+ ▢" symbol. When you take one of these buildings, you can optionally spend **one additional stone** from your player board. If you do so, you score an additional **five points**.

*Example: You take this building. You spend 1 wood 🪵, 1 clay 🟥, and 1 gold 🟨, scoring 13 points. You also spend 1 stone ▢ to insulate the building, scoring an additional five points, for a total of (13 + 5 =) 18.*
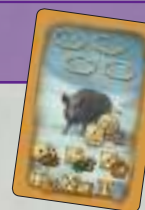
### TRADING GOLD

When you take a civilization card, you can optionally spend **one gold**. If you do so, you immediately score an additional **six points**. It does not matter which space the card comes from.

*Example: You take this civilization card. You spend 2 wood 🪵🪵 You also spend 1 gold 🟨 You take the card and score six points.*
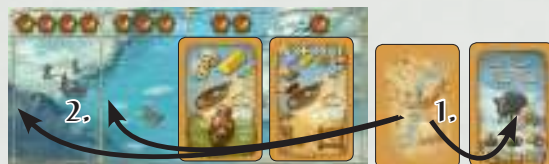
# Mini-Expansion: Wild Animals

During setup, shuffle the civilization cards and add four to the game board as normal (see page 3). Then, shuffle the **four wild animals** (polar bear, wild boar, wolf, raptor) into the remaining civilization cards. (There will never be a wild animal in play during the first round).

## A WILD ANIMAL IS REVEALED

When you reveal a wild animal while drawing new civilization cards (see page 9), place it next to the game board so that all players can see it (not on the spaces for civilization cards). Then continue drawing new civilization cards until there are four available for the next round. The wild animal now threatens the tribes.
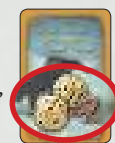
*Example: You reveal a wild animal and place it next to the game board. You then draw up to four available cards as normal.*

**If a wild animal is in play, it will remain in play across multiple rounds unless it is driven off.**

Each wild animal in play reduces the total of all players' die rolls. If you take an action that requires rolling dice and produces a single total (hunting, resources, some civilization cards), you must **subtract** the animal's value from the resulting total. There are wild animals with values of -1, -2, and -3. Then you produce your food, resources, etc. based on the new, lower total.

*Example: You roll three dice (three figures) for hunting and roll a total of nine. Since this wild animal is in play, you reduce the total by two. The new total is seven, and you produce three food.*

## DRIVING OFF A WILD ANIMAL

To drive off a wild animal, the players must collectively place a number of figures equal to the number of players on the animal's card. *For example, in a 4-player game, four figures must be placed, while in a 3-player game, three figures must be placed.*

## CHANGES IN GAMEPLAY

### 1. Place figures on the game board

On your turn, you can place **one of your figures** to help drive off the wild animal. Place the figure on one of the circles on the wild animal card, in the same way you would place a figure on a location.

**Important:** Unlike other locations, you can place more figures on the wild animal card on later turns.

When it is your turn again, if the wild animal card still has empty circles, you can place additional figures on the animal's card, one each per turn.

## 2. Take the actions figures are assigned to

Resolve game board actions, returning figures to your player board as normal. Leave any figures on wild animal cards, as these are resolved at the end of the phase.

**After all players have completed all of their normal actions**, check to see if the necessary number of figures have been placed on the wild animal's card (equal to the number of players). If the necessary number of figures has been placed, then the animal is driven off and all players who placed figures on the animal's card receive a reward.

If the necessary number of figures have not been placed, then that animal has not been driven off. The animal remains on the table, and all figures on that animal's card **remain there**.

### Reward for driving off a wild animal

Each player takes and rolls dice equal to the number of figures they placed on the wild animal's card. For each die result, take the reward indicated on the wild animal's card. You can always choose to claim a reward as if you had rolled a "1" (three points).

**Note:** You cannot use tools to add to these die results.

After all players take their rewards, return the wild animal to the game box.

3 food   1 resource of your choice
3 points
1 tool
1 figure
+1 on the agriculture track

**Example:** *The wild animal has been driven off.* **You** *placed two figures and rolled* ⚄⚄. *You take three food* 🍖🌿 *and one tool* 🔨. **Blue** *placed one figure and rolled* ⚀. *She scores three points* 🏆. **Green** *placed one figure and rolled* ⚁. *He takes one resource of his choice* 🟧. **Yellow** *did not place any figures and does not receive a reward The wild animal is then returned to the game box.*

## 3. Feed the tribe

If a wild animal remains on the table into the next round, you **do not** need to feed any figures remaining on the wild animal's card.

### DRAWING A SECOND WILD ANIMAL

If you reveal a another wild animal while drawing civilization cards, and a previous animal has not been driven off yet, place the newly-drawn wild animal beneath the existing one. The first wild animal must be driven off first, then the second wild animal will become active during the next round.

There can only ever be **one wild animal active** at a time. The negative value from a wild animal can never be more than three.

## Mini-Expansion: Igloos

During **setup**, place the **four igloos** next to the game board.

Treat igloos as if they were buildings with specific resource requirements (*see summary sheet, page 2*). Each igloo has space for **exactly one figure**. If you placed a figure on an igloo, then when taking actions, you can spend the indicated resources, returning them to the board, to take that igloo and score points equal to the points value.

### GAME END AND FINAL SCORING

The end of the game is **not** triggered by the igloos running out.

Igloos **do not** count towards your building total when calculating points from builders on sand-background civilization cards (*see pages 9 and 10, and summary sheet, page 2*).