

## TURN PHASES

### Events

Draw a season event card (except in 1st summer)

### New animals

4 in summer, 2 in winter (6 if 1st turn).

If 2 or 3 players: 1 animal less.

### Movement of animals

1 die for the direction, only animals not on human spaces can move; they stop if encountering humans or obstacles.

### Movement of tribes & camps

2 spaces max per human, stopping if landing on a mountain space. If 1 warrior + 1 female are alone, they may set up a new camp.

### Combat

see beside

### Survival

If last summer turn, harvesting crops (8 or 4 food pts)

### End season events

**Births** Per female on a camp/cave (max 2), 1die:

1 or 2: female

3, 4 or 5: warrior

6: twins (6 is a warrior afterwards)

**Fate cards**

+1 per player, max 5

**Crops**

cost 1 food pt, last winter turn only

### End of turn

4 camps announcement / victory

## COMBAT

Roll 1 die per group, modified as follow:

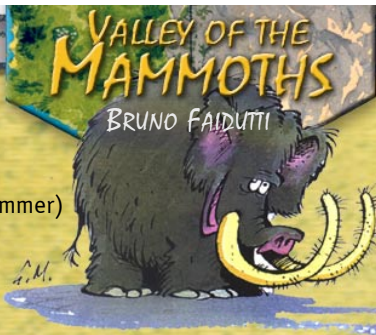
Warrior +1 • Friendly camp +1 •

Friendly cave +2 • Animal +1 (summed up if several same-type animals)

A female can only fight animals. If alone against enemy warriors, she goes over to the enemy.

## ANIMALS

		Space movt.	Food pts	Cross mountn.?	Trample crops?	Cross rivers?
Wolf		3	1	yes	-	-
Tiger		3	2	yes	-	-
Bear		2	3	yes	-	yes
Bison		2	4	-	yes	-
Rhino		1	5	-	yes	-
Mammoth		1	6	-	yes	-



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