

CEREMONIAL GROUNDS

MODULE



ENDLESS WINTER
PALEOAMERICANS

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CEREMONIAL GROUNDS



This icon on a card indicates that it is from this module.

SETUP

Shuffle the Ceremony cards, then place a number of them equal to the number of players +1, face up below the Culture display (e.g., 4 Ceremony cards in a 3-player game). Return all unused Ceremony cards to the box.

GAMEPLAY

At the end of your turn in the Eclipse phase, you may choose to take one of the available Ceremony cards. If you do, immediately gain points based on the depicted criteria, turn your Burial pile sideways, and then place the Ceremony card face down on top of your Burial Cap card.

1



2



After you have taken a Ceremony card, you may not Bury cards for the rest of the game; ignore any Bury effects. Each player can only take 1 Ceremony card during the game.



Volcano Worship: Gain 3 points for each different type of Tipped Animal you have.



Earth Worship: Gain 1 point for each Camp you have on the Terrain board, and 3 points for each Village you have on the Terrain board.



Storm Worship: Gain 2 points for each Megalith of your color on the Megalith board (stacked or not).



Ancestor Worship: Gain 5 points for each Sacred Stone you have.



Sun Worship: Gain 1 point for each Tool you have, and 1 point for each Food you have.

GAMEPLAY VARIANT

During each Preparation phase, remove from the game the leftmost Ceremony card from the row.

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