

# Turn overview

You can carry out the steps below in any order you like. And you can skip as many of these steps as you want.

Perform **one** action (see back)

Develop **one** tile

Offer to **one** ceremonial site

In addition, anytime you like: Use extras.

## 1 Develop one tile



You can only develop the tile you are standing on or a tile adjacent to the tile you are standing on.

*\*You cannot develop the same ability twice.*

## 1 Offer to one site



Your first offer? -> Turn all tiles in quadrant face up.  
Your second offer? -> Turn all tiles face up.

*\*You can only offer to adjacent ceremonial site.*

*\* You can only offer once to every ceremonial site*

## Walk



+ Use abilities



*\*Only on tiles that are face up.  
\*Before or after action/develop/offer.*

## Paddle



+ Use abilities



*\*Before or after action/develop/offer.  
\*Only on tiles that are face up.  
\*Only possible if the canoe has been developed!*

## Turn deer into food

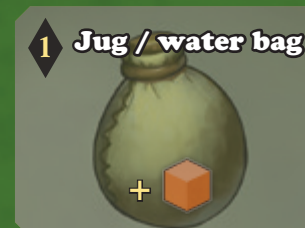


## Make processed material



*\*You can only make processed materials if you or another player has developed the ability.*

## 1 Jug / water bag



## Scoring

Add together the following:

- Status from your status counters.
- Status from all your developed tiles.
- Status from every ceremonial site you made an offer.
- Bonus status for the number of ceremonial sites you offered to:

1 = 2

3 = 10

2 = 5

4 = 15



## 1 Gather



1 + Keep looking  
 → + / /

+ Use abilities

1 Pottery  
 → + 4

1 Sowing  
 + 3

1 Basket  
 + 2

## 1 Fish



2 + Big Catch  
 / / → +

+ Use abilities

1 Pottery  
 → + 4

1 Fishing Pole  
 + 4

1 Hoop net  
 + 5

1 Spear  
 + 2

## 1 Hunt



1 + Do not give up  
 / / / / → +

+ Use abilities

1 Spear  
 +

2 Bow  
 1/2 / / 2 → + 3

## 1 Work

→ +

1 + Sweat → +

1 + Put your back into it → +

+ Use abilities

1 Gloves  
 +

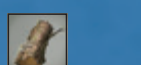
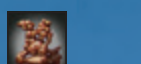
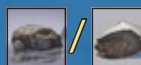
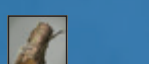
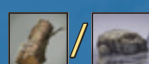
1 Horse  
 → +

4 Shovel  
 / 2 → + /

4 Axe  
 / 2 →

4 Dagger  
 / 2 →

4 Pick  
 / 2 → + /



3 / / / / /

## 5 Butcher

→ 2x / / / 3   
 (Choose 2 different)

+ Use abilities

1 Pottery  
 → + 4

5 Dagger  
 / / +

5 Axe  
 +

## 2 Explore

→ Turn adjacent tile face up and take

When tile borders at **undiscovered** ceremonial site:

1 → + 3   
 → turn all tiles adjacent to the ceremonial site face up and remove their status counters from the game.