

# MAMMOTH

ENDLESS WINTER

PALEOAMERICANS

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## SETUP

Place the Mammoth miniature near the Terrain board.

## GAMEPLAY



During the game, whenever you gain the ability to move Camps, you may forgo 2 Camp movements to move the Mammoth to any empty juncture of the Terrain board (a place where 3 hexes touch). Unlike Villages, this can include a juncture touching the Base Terrain tile.

**Note:** The Eclipse phase ability of the Warrior Tribe card also counts as a 'Move 2 Camps' ability (you may forgo both movements to move the Mammoth instead).



During the Eclipse phase, the Mammoth competes for Influence over the hexes it touches as if it is another player. Its Influence is equal to the current Round number (e.g., 1 Influence on Round 1; 2 Influence on Round 2, etc).

During the Eclipse phase, if you have less Influence on a hex than the Mammoth, you do not receive the benefit(s) of that hex. However, if you have equal or greater Influence than the Mammoth (and any other players), gain the depicted benefit(s) of the hex twice.



*For example: During the Eclipse phase of Round 2, the Mammoth has 2 Influence on the three hexes it is touching. For the 2-point hex shown, the Red player has 2 Influence, which is more than any other player, and equals that of the Mammoth. Therefore, they receive double the benefits of the hex (4 points). The Purple player receives nothing.*

### **Combining the Mammoth miniature with other expansions**

**Rivers & Rafts:** The same rules for the Mammoth's Influence apply to Landmarks (doubling the potential points) and River spaces (2 Fish, instead of 1).

**Glacier tokens:** The Mammoth has no effect on Glacier tokens.



GY01009



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