

# ENDLESS WINTER

PALEOAMERICANS

## EXPERT-LEVEL SOLO VARIANTS

In addition to playing Endless Winter solo in Hard mode, you may include any of the following rules variants to increase the difficulty.

### SETUP VARIANTS

- In addition to a random Animal card, give the Nomad a random Setup card. Give the Nomad the Food, Tools, and Animal(s) shown on the card.  
*Note: Ignore the Tribe card shown on the Setup card (as well as the additional Camp placement if it shows one).*
- Place the Nomad's Idol markers on the fourth space of each track (instead of below the track).
- Set up the Terrain board as you would for a 4-player game. After setting it up, shuffle the Glacier tokens and place one at random on each Glacier hex, face down.

### GAMEPLAY VARIANTS

- If the Nomad places a figure on an empty Action Column, they perform the actions on the bottom section (gaining the benefits). Resolve these before the actions on the Nomad cards.
- If when resolving a Build Village / Relocate Camps action, the drawn Map card does not result in any effect (i.e., the Nomad cannot build a Village and already has its Camps on the indicated hexes), discard the card and draw another, resolving it as usual.
- At the start of the game and in each Preparation phase, layer a second Nomad card on top of the one used in Hard mode. This means that on the Nomad's first turn, they will play another card on top of these two and perform more actions.



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