**Hearth**

**Husband**

Promotion is free

**Mammoth-bone hut, 44 kya.**

**Event**

**Phase 4**

**Phase 6**

**Housewife**

Home bases are sites where food was transported and shared and infants were raised. It is unknown if they were communal property or defended as territory.

**Event**

**Phase 6**

**Phase 4**

**PIPER**

The oldest known musical instrument is a cave bear femur pierced by spaced holes. It was made by either Neanderthals or Cro-Magnon during the cultural revolution.

**Event**

**Phase 6**

**Phase 3**

**FORAGING**

if you are a gathering species, allowed to gather in biomes.

**Phase 6**

**Phase 1**

**WEATHER WHISPERER**

Specialized weather forecasters would have been invaluable for determining food and kindling provisions for migrations and overwintering.

**Event**

**Phase 6**

**Phase 1**

**BASKET WEAVER**

As a food source, the gathering of fruits, nuts, eggs, and seafood is usually more important than hunting in non-agricultural societies. Nevertheless women in these societies favor good hunters over good gatherers.

**Event**

**Phase 6**

**Phase 1**

**EMPER-CARRIER**

Your rank 6 elder is immune from the elder die-off event.

**Event**

**Phase 6**

**Phase 1**

**ANIMAL WHISPERER**

One fewer die is needed for domestication success.

**Event**

**Phase 6**

**Phase 3**

**PIECE-WEAVING**

The handaxe, the longest-used tool in human history, may have been used to smash open bones for their marrow, after other predators and scavengers had left.

**Event**

**Phase 6**

**Phase 1**

**HUSBANDS ALLOWED IF PROMISCUOUS.**

Husbands allowed if promiscuous.

**Event**

**Phase 6**

**Phase 1**

**MUSIC**

A mental portal can create “appropriate incongruities”, a joining of normally incongruous elements. Thus the first anthropomorphic jokes, such as a talking mouse.

**Event**

**Phase 6**

**Phase 1**

**JOKES**

If suffering chaos, you may lose 4 hunters instead of half.

**Event**

**Phase 6**

**Phase 1**

**LAUGHING WOMAN**

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**Event**

**Phase 6**

**Phase 1**

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SEQUENCE OF PLAY

1. EVENT.
   a. Determine first player.
   b. Apply 🌿 🍁 🍂 🍃 icons from top to bottom.
   c. If import auction, bid using 🍁 disks).

2. HUNTER ASSIGNMENT (player order).
   a. Place on biomes, elder ranks, or tableau.

3. NEGOTIATE & ATTACKS (most 🍁 order).
   a. Hunters on contested biomes must attack.
   b. Markland/Vinland goes hostile if > 6 cubes.

4. ROLL FOR HUNT (least hunter order).
   a. Roll # die = # of 🍁. Re-roll 🌿.
      If you roll the req’d minimum # of 🍁 or 🍂 gain the babies and disks specified.
      If on the cold side, only 🍁 are successful.
   b. 🍂 = Hunter death.
   c. If successful Livestock Raid, steal 🍁.
   d. If successful Sabine raid, set Husband.

5. DOMESTIC ANIMALS (player order).
   a. For each tableau 🍁, pay 🍁 & gain 🍃.

6. ELDER ACTIONS (polytheists first).
   a. Rank 2: Expend 🍂 to play 🍁 from 🍁.
   b. Rank 3: Expend 🍂 to play 🍃 from 🍃.

PLAYER ORDER: Players take their turn, beginning with the leftmost color in the game and moving right.
Shamans in the Sámi culture were sometimes females who used drums to enter the spirit world (sometimes called the bicameral state).

Natural selection requires the mixture of genetic material from diverse sources, and favors “Julets,” those willing to bear children outside their clan. The male must accept the children as his for them to have a shot at survival.