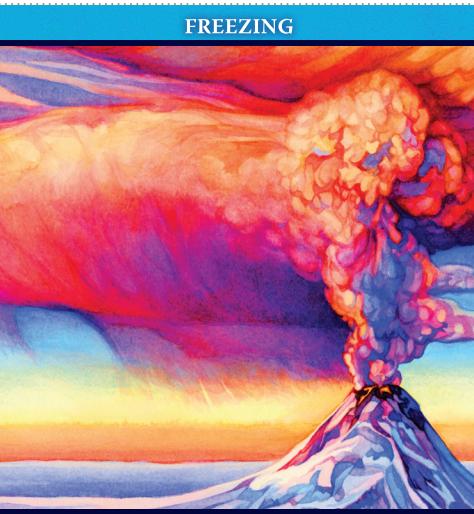
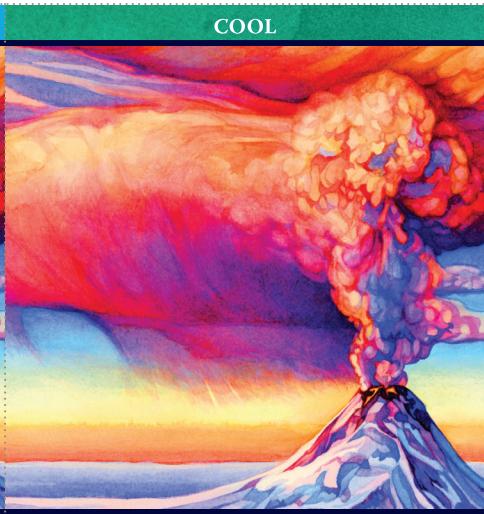


ICE AGE



FREEZING



COOL

Meteorite

Don't add Food to the Watering Hole this round...
and for the rest of the game!

Volcanic Eruption

After the Feeding Phase is over,
move the Climate Marker to:
Ice Age

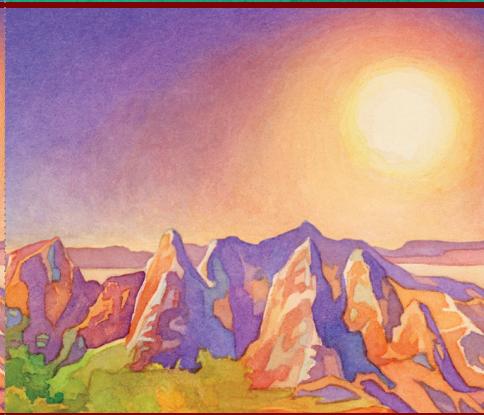
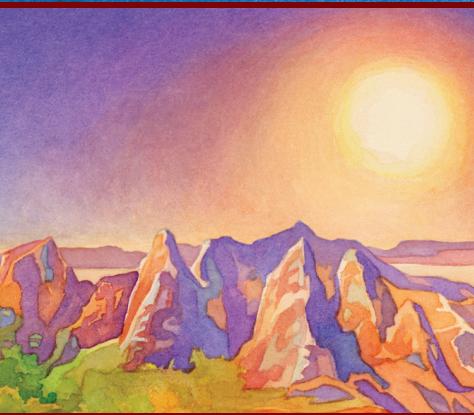
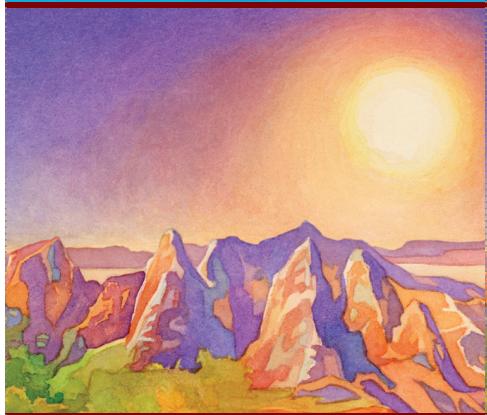
Volcanic Eruption

After the Feeding Phase is over,
move the Climate Marker to:
Cold

FREEZING

ICE AGE

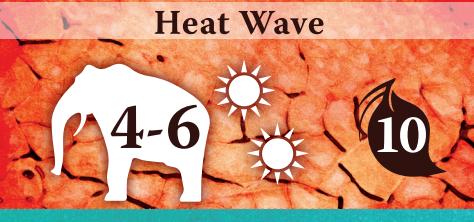
COOL



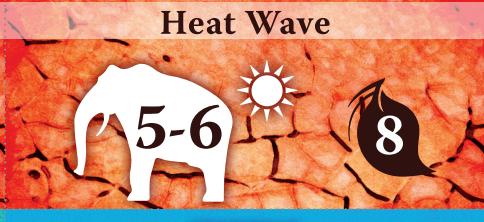
Heat Wave



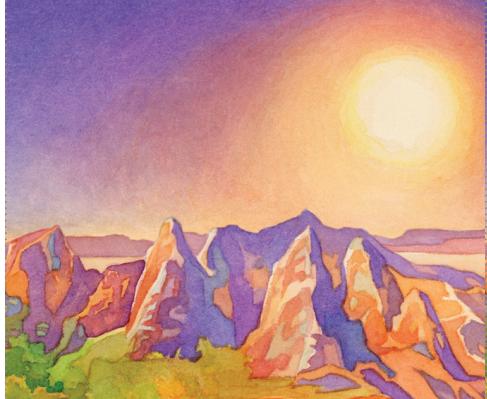
COLD



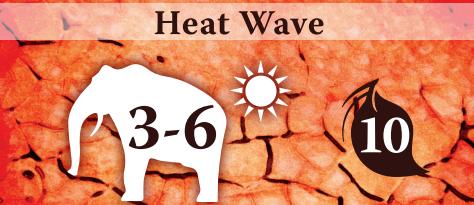
COLD

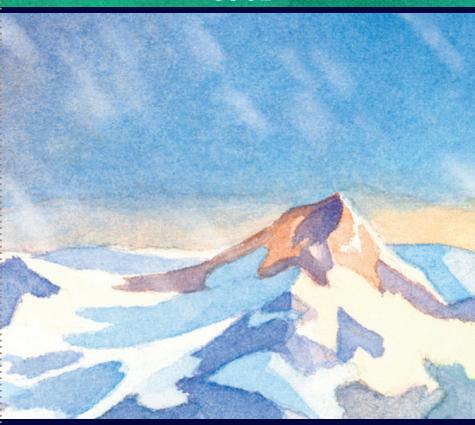
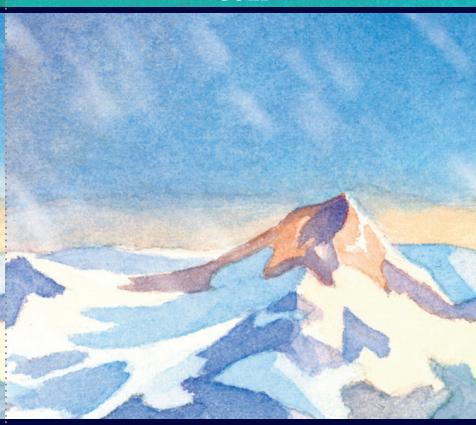
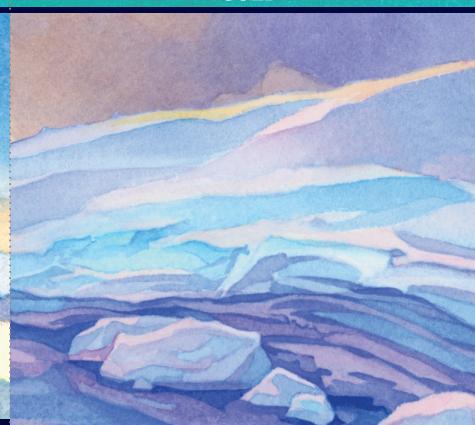
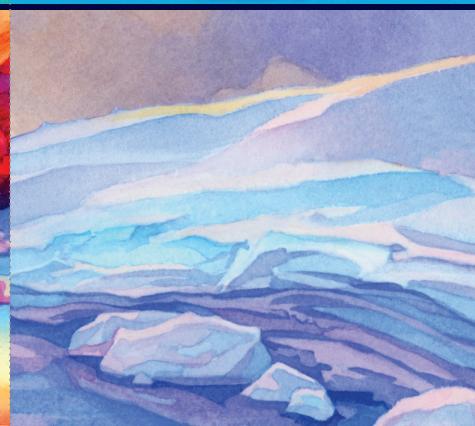
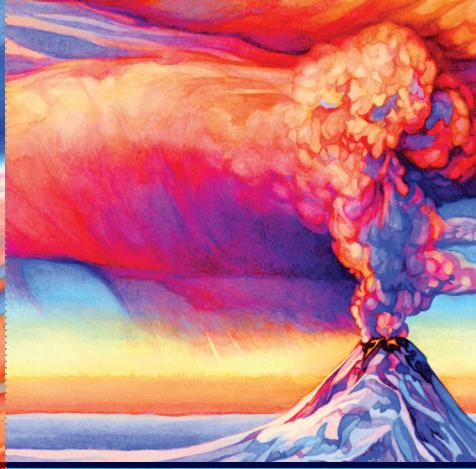


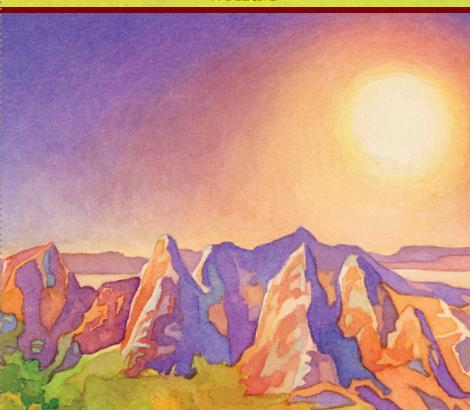
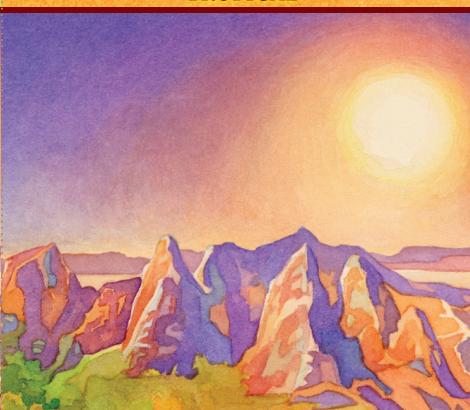
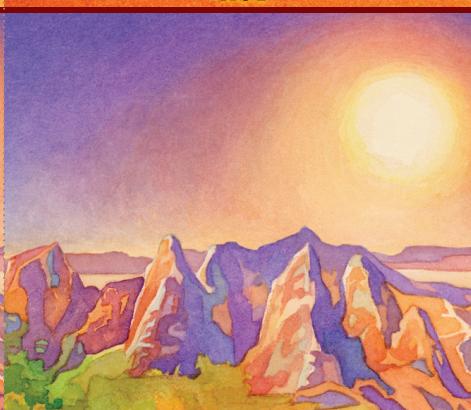
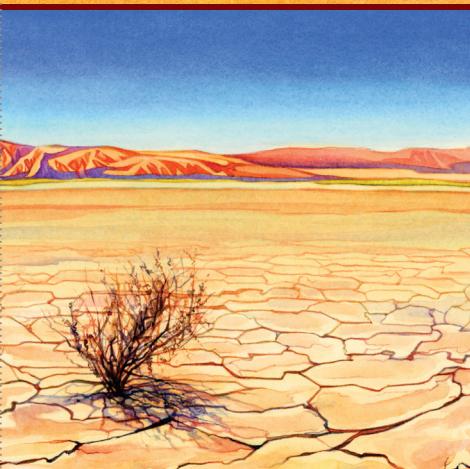
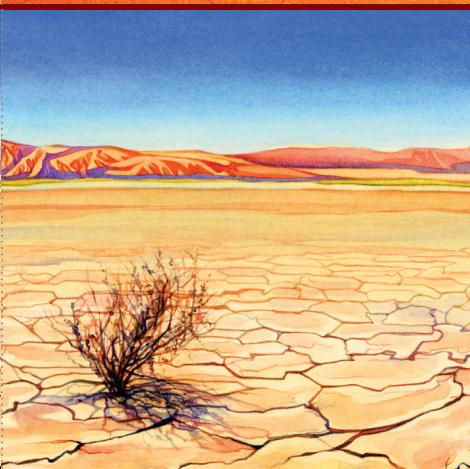
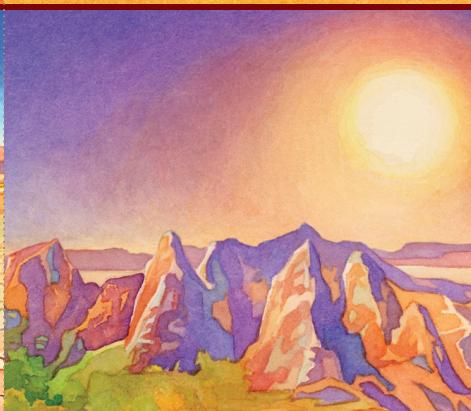
FREEZING



Heat Wave



COOL	COLD	COLD
		
Cold Snap	Cold Snap	Glacial Thaw
   1  -5	   1-5  -10	Place this card in the Watering Hole to modify the climate movement next round: 
COLD	COLD	FREEZING
		
Cold Snap	Volcanic Eruption	Glacial Thaw
   1-3  -8	After the Feeding Phase is over, move the Climate Marker to: Freezing	Place this card in the Watering Hole to modify the climate movement next round: 
SCORCHING	SCORCHING	TROPICAL
		
Meteorite	Volcanic Eruption	Volcanic Eruption
Don't add Food to the Watering Hole this round... and for the rest of the game!	After the Feeding Phase is over, move the Climate Marker to: Cold	After the Feeding Phase is over, move the Climate Marker to: Cold

WARM	TROPICAL	HOT
		
Heat Wave  2-6  10 TROPICAL	Heat Wave  1-6  -5 HOT	Heat Wave  2-6  -5 TROPICAL
 Desertification Don't add Food to the Watering Hole this Round. All species of Body Size greater than 1 lose 1 Body Size.	 Desertification Don't add Food to the Watering Hole this Round. All species of Body Size greater than 1 lose 1 Body Size.	 Heat Wave  2-6  0
WARM	TROPICAL	HOT
		
Wildfire -1 Population for species without <i>Burrowing</i> . Don't add Food to the Watering Hole until after the feeding phase is over.	Wildfire -1 Population for species without <i>Burrowing</i> . Don't add Food to the Watering Hole until after the feeding phase is over.	Wildfire -1 Population for species without <i>Burrowing</i> . Don't add Food to the Watering Hole until after the feeding phase is over.

WARM

TROPICAL

HOT



Cold Snap

Cold Snap

Cold Snap



1



1-2

