

# Paleo

## My rules summary rev 1

From 2nd printing official Rulebook + Rules Supplement + [FAQ V1](#) & [BGG rulz forum clarifications](#) thru 10-Aug-2024

**Objective** = collect 5 (immediately **endgame** with a win) before accumulating 5 (**endgame** with lose). Win if simultaneous 5 / 5 . After play, re-sort all cards back into their original **decks**.

### Setup

- Setup 3 boards: take the **Base Camp**, **Wilderness** & **Night** boards & place in center of play area.
  - Assemble the **Workbench** (noting ) and the **Graveyard** (noting ) , placing both near .
  - Take the **Resource** tokens (20 **Food**, 12 **Wood**, 8 **Stone**) & place nearby as a supply. If NOT solo, place 5 on Base Camp's S.
  - Take the 40 **Damage** tokens & place nearby as a supply.
  - Take 40 **Tool tokens** and sort by type: 5 **Torch**, 5 **Hand Axe**, 5 **Spear** (placed to 's matching spots) & rest nearby as a supply: 3 **Rope**, 2 **Hatchet**, 3 **Trap**, 4 **Raft**, 2 **Tame Wolf**, 9 **Pelt**, 2 **Clothing**, 2 **Talisman**, 1 **Headdress**, 3 **Tent**, 2 **Roots**.
  - Take the 5 **Victory** tokens & 5 **Skull** tokens, placing near as a supply.
  - Take & sort all of the 15 **Card Sets** (boxing the 10 blank cards).
    - Take & separately shuffle facedown the following decks, placing each deck on matching space on : 20 **Humans**, 16 **Dreams**, 8 **Ideas**.
- Setup **Scenario** = choose any 2 **Modules** (**Module J** must be added to any other pair). See **Rules Supplement** for reco'd combos with difficulty.
  - Find each Module's one **Mission card** & place faceup on 's matching space (in SW with icon).
  - Take the 22 **Secrets cards** facedown. Check Rules Supplement for which one(s) the Modules use; find & place facedown to 's matching space (W).
  - Check Rules Supplement for if/which **Idea cards** are used by Modules, find them & **resolve** .
  - Check Rules Supplement for if/which cards are placed by Modules at **Waiting**; find them & place faceup to 's matching space (S).
  - Check Rules Supplement for if Module(s) require **Dice**; if so, take & place nearby.
  - Take the **Base Cards** + remaining **Module cards** & shuffle together *facedown*.
- Setup 1-4 **Players** & their **Groups** (either Solo 1P 1 Group, 2-3P 1 Group each, 4P 3 Groups or 4P 1 Group each):
  - Each Group draws 2 faceup. If their cards have **Tool token** icons in SW, take 1 matching per icon from supply now. Note any **Abilities** in SW and **Health** in SE.
  - Each Group gets a **Deck**. If solo, this is the shuffled **Base Cards** + **Module cards** above. Else if 2-4P, deal as evenly as possible to each Group (ok if uneven).

## Card Sets Reference

Back	varies* Base Cards	 Humans	 Dreams	 Ideas	 Secrets	varies* Module A	varies* Module B	varies* Module C	varies* Module D	varies* Module E	varies* Module F	varies* Module G	varies* Module H	varies* Module I	varies* Module J
Front NW	varies  etc.		varies			varies									
Front NE						A	B	C	D	E	F	G	H	I	J
Count	32	20	16	8	22	9	11	10	11	12	17	15	14	11	14

\* variable mixes of these cardbacks:



Cardbacks are hints on what is *usually* there (some will have different stuff on their face). Some cardbacks will also have an overlaid image with an additional hint.

## Tool tokens Reference (see [Resolving Cards](#) for icons)

Supply of each is limited. Your Group can otherwise have unlimited Tool tokens.

  for  or card-specific FX.	 gain 	 gain 	 gain 	  for 	 gain 2 	 card/Module-specific FX.
  for either   	 gain  	  for 2 	 see Module H. Draw from either <i>Wide River Deck</i> or your <i>Deck</i> (all  must still be paid from your <i>Deck</i> ).	  for 3 	  for 	  before or after an Action for 3  , must use all this Turn.

# Round & Turn Sequence

## 1. Day Phase

- a. Each Group simultaneously decides to either:
  - i. **Explore**: look at top 3 cards of your Deck *face down*, choosing 1 *face down* & returning the others to top of Deck *face down* & *w/o changing their original order*. If Deck has <3 cards you still choose 1 card.
  - ii. **Go to Sleep Early**: discard  ALL remaining cards in your Deck. You are now **Asleep**.
- b. All **Exploring** Groups do the following:
  - i. Simultaneously face up their card. If **solo**, you may **Call for Help** *once*:
    1. You Group gains temporary bonus add'l **Abilities** via either  to roll 1  or   to roll 2 . Lasts for this **Explore**.
    2. Roll these BEFORE you roll any dice for **Action Requirements**.
  - ii. Players discuss strategy, then in order decided by Players as a team, each Group **resolves** exactly 1 option of their card.
- c. Each Group with Deck of 0 cards is now **Asleep**. Remaining Groups repeat above until ALL Groups are **Asleep**.

## 2. Night Phase (only begins after all Groups **Asleep**)

- a. **Feed Humans**: count all  across all Groups.  that # of **Food tokens** (reminder on ). For each token short, place 1  on .
  - b. **Mission cards**: for each  in  of , must **resolve** 1 of the Actions beneath  (which one & whose Group pays costs chosen by Players as team).
    - i. E.g. 
  - c. **Night cards**: each Group with cards having  must **resolve** 1 of the Actions there. E.g. 
  - d. **Prep for next Day Phase**:
    - i. Shuffle together face down the cards on 's  (left sp) &  (right sp).
    - ii. Deal out to Groups face down as evenly as possible (uneven is ok).
3. Repeat until **endgame**.

## Throughout:

- At any time, may look at
  - your Deck's cardbacks *facedown* at any time *without changing their order*.
  -  's  (right).
- At any time on your Turn, you may for free **resolve**  on cards with passive conditions (usually in  , some in Group) in addition to your regular **resolve**.
- May NOT trade **Tool tokens**, even if -ing.
- **Asleep** = your Group is out of play (may not **resolve cards** / Actions) for the rest of this Day Phase.
- **Damage** = take source's indicated #  tokens from supply. E.g. *Avalanche* is 1 source w/ multiple . #discarded  in same Action can be 1 source or separate sources.
  - If another Group is  **Helping you**, they can take all of these from you, otherwise they are yours.
  - Whoever has the  assigns *all* of them to *one* Human in their Group.
    -   with  may be used to **Prevent Damage** *before taking it*. If -ing, the Helper can spend this for the Helped.
    - Place  to Health spaces on .
    - If all Health spaces covered, that Human **dies** =  all the ,  the  & place 1  on . Keep all your other cards/tokens.
    - If not endgame & all your Humans died, immediately get *one* new one just like in Setup.
  - If  **Heal Damage** FX available, may divvy up   among  in your Group + a Group that either  /  **you are Helping** or **is Helping you**.

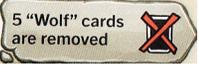
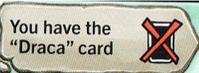
**Resolving Cards** (many of these icons also appear on **Tool tokens**)

1. If **blue-bg**, Action card. Else if **red-bg** and/or  in face's NW, Danger card.
2. Must choose *one* of the following:.

- a. If **NW** has **Place** instructions, you MUST do that and this ends the resolution. E.g.    .
- b. One of the  **Actions**
  - i. If Action card, for selected you must *fully* meet *any/all* **pre-reqs**, to gain its **Rewards** if any.
  - ii. For Danger cards, if you (must) pick a **Negative Action** (like  ), if unable to fully meet pre-reqs, pick one that you can meet as much as you can.
- c.  **Help** another Group (only if this art appears on your card). "Permission" not required. Practical ability to assist not required. Multiple Helper Groups to 1 Helped is ok. Helped can have a Danger card.
  - i. Helper adds their  's **Abilities** to the Helped Group. Helper / Helped may NOT trade **Tool tokens**, but Helper MAY use/  their tokens for **Abilities**.
  - ii. Helper may suffer **Damage** and/or  instead of Helped.
  - iii. **Rewards** are divided (Players decide as a team). E.g. you may Help even if can't practically assist, to enable getting some of the Rewards.
  - iv. Helper may NOT pay Helped's  .
  - v. When #Humans matters, may use that of either Helper's or Helped.
- d. **Ignore** (only if Action card or have  to use on  Danger card).

3. When done,  *faceup to*  's  (right). Cards  -ing should wait until after all Helped cards are  'd.

Icons for **pre-reqs** (meet all **Requirements** + fully pay all **Costs**) and **Rewards** (some of which are actually "consequences", if tokens are left):

- "?" within an  means "or". Some Actions don't have pre-reqs (like  or  )
- **Abilities**:    and/or  (roll for add'l pre-reqs before committing any **Tool tokens**). Satisfy with  's & **Tool tokens** (some of which must  **spend** to use). If lack any/all, can't resolve.
- **Demands** = textual description of a condition.
  - E.g.  5 cards with "Wolf" in the title must have been **removed** ( 'd), then  **remove** this card.
  - E.g.  you must have the "Draca" card in your Group, then  **remove** this card.
- **Place a Tool / Resource token on a card**: once token is received, must decide at that time to place on the card. Once placed, it is "locked" there until  'd to resolve.
  - E.g.  , 

-  **Discard** (or **spend**) something to its supply. If can't discard *enough or all*, can't resolve.
  -  **Card(s)**: discard indicated #cards *face down* to 's  (left). E.g.  = discard 2 cards. If not **Going to Sleep Early**, each discarded  inflicts 1 **Damage** to your Group.
    -  etc. **Tool token(s)**: e.g. discard 1 **Pelt** to  or supply (depending on if have matching Idea card or not).
      -  etc. **Resource(s)**: e.g. discard 1 **Food** to supply.
-  **Remove** indicated card(s) ... send them to  **Graveyard**. They are now out of play for rest of game.
  -  (usually cards in  , Add this card to your group.): you must have opted to  to take this Action. Anyone else who Helps also participates.
    -  **Craft** indicated of **Tool tokens**. E.g.  lets you Craft 2 tokens. For each desired token, if not   , then  must have the corresponding **Idea card** & token in supply. Either way, you get the “recipe” to make the token (usually  **Resources** and/or other **Tool tokens**). Benefits *immediately* available once crafted, even within same Action crafting 2 tokens. You can be 'd on a Craft. Tools belong to your Group, not individual Humans in the Group.
      -    **Resources** as Rewards are taken from supply (if available) to .
        -  : take 1  **Victory token** to  /  : take / discard 1 **Skull token** to / on .
          -  take 1 **Damage** per icon. Reminder  **prevents** Damage at time of taking it.  **heals** Damage already taken previously.
    - Cards**
      -  : resolve as  but with this card not a newly drawn one.
        -  : draw  **Idea card** faceup to an empty Workbench slot. If none empty, you must  a *different* one to make room. Then also take all matching **Tool tokens** in supply & place in their slot before that card.
          -  : draw a  **Dream card** facedown from  & place on top of your Deck.
            -  : immediately get *one* new  just like in Setup.
              -  : one of your  must **die** (resolve as as if they had taken too much **Damage**).
                -  : search  **Secrets cards** on  & draw faceup indicated #. **Resolve** as an additional Action above. Any 'ing Group also Helps you here. After resolved, discard to *faceup to* 's  (right) unless card said otherwise ( Add this card to your group., etc.).
                  -  : if you have resolving a  **Danger card**, you may **Ignore** it as with an Action card. This can be decided after a die roll.