PALEO

FAQ

1. edition (2020)

SETUP

- **What shall I do with additional dreams?**



Some modules have additional dreams. If not stated otherwise in the description of the module, they are shuffled together with the other cards of the module into the base card set (1). They are **not** put into the stack of dreams (3) in the base camp. It is **always** the same **16 dreams**, that are in the base camp at the **beginning of the game**.

- **The workbench does not fit into the box. Do I have to assemble it each time before playing?**



Unfortunately, the workbench is a bit big and barely fits into the box. Yet, it does not have to be assembled anew each time. What might help, is switching the two crossbars.

ACTIONS

- **How is an action resolved?**

Rules, p. 2

All required resources, cards and tool tokens have to be paid, and any wounds suffered have to be placed, before you receive the rewards.

This means, that **tool tiles**, which are received as reward, cannot be used until the **next action.** It may however occur, that you receive both the 5th skull token during an action and the 5th victory token as reward for that same action. In this case, you have won the game.

- **May I reveal a card, although there are only 1 or 2 cards left in my deck?**

Yes, as long as you have cards remaining in your deck, they can be revealed.

- **May I use an action to receive a reward, which requires me to discard cards, although I do not have enough cards left in my deck?**

No, you may only use positive actions, if you can pay all costs in their entirety. You can, however, always choose the “helping” action of that card instead.

- **Do negative actions always have to be resolved?**

Rules, p. 7



It may occur, that you have to choose the negative action of a card, because you are not (yet) able to resolve the other one. In this case, resolve the **negative action as far as possible**.

- **In which cases may I use the actions of cards lying open next to a group, or or ?**

There are 2 different types of actions, which both may be used at different points of time. Those cards, unless stated otherwise, are not discarded after resolving the action, but can be used again.

1. Additional actions. You can resolve these on your turn, whenever you like during your turn. As opposed to other actions, they do **not** count as an option during your turn, meaning that you always have to choose another option on your revealed card.

2. If a -symbol is shown in the action field, it is an **alternative action**.

- **When may I resolve an alternative action?**

Rules, p. 12



To resolve this action, there must be a -symbol on the card which you have just revealed. Alternative actions can also be resolved together, by using the “helping” action.

Attention: If the card with the alternative action is in one player's group, that player must be part of resolving the action, meaning that they also have to use their -action.

- **Which player does receive the reward of an alternative or additional action?**

Just like any other action, only players who are directly involved in resolving an action can receive the reward. Whether, however, they have resolved the action themselves, or just helped resolving the action does not matter.

- **Where do I put a card, having resolved an action?**

There are three possibilities, what might happen with a card, after resolving the action:

1. The card is removed. In this case the -symbol is depicted next to the action.
2. The card stays in its place. This only concerns cards with alternative actions.
3. Unless stated otherwise, all other cards are placed in the faceup discard pile on the wilderness board. This means, that cards which have initially been in other decks, might end up being discarded into this pile.

HELPING

- **When may I help another player?**

Rules, p. 6

Whenever you choose the "helping" option on your own card, you may **help** a player. When helping another player, in a way, you **unite** both your **groups**. This means, that you can **use tool tiles**, **suffer wounds** or **receive rewards** in the other player's stead.

Attention: Card discard costs always have to be paid be the player who has revealed the card.

- **May I exchange tool tiles with another player?**

No, cards and tool tiles must not be exchanged with or given to another player. When using the -action, it is however allowed to give away things **in your fellow player's stead**.

You can also help your fellow players crafting . In this case, you decide as a group, who receives the crafted tool.

- **I need a certain card, which is lying in another player's group. What happens, if they help me?**

When helping, your groups are united. This means, that all cards can be shared, as soon as the player chooses to use their "helping" action. You can now continue to resolve the action together.

WOUNDS

- **May I split up wounds suffered?**

Rules, p. 6

No. Wounds that are suffered **per card** have to be placed onto **one single human**.

If your group suffers wounds **from two different cards**, those wounds can be distributed onto **up to two humans**, etc. If you discard several red cards facedown your group suffers one wound from each card. These wounds **can** therefore be distributed or taken by a player helping.



CARDS AND TOOLS

- **What does on an idea mean?**

Place this card into an empty slot on the workbench. All ideas on the workbench can be crafted by using the -action.

- **Which cards have to be fed?**



Generally speaking, only humans – cards with a green background and health – do have to be feed. In addition to that, all actions which are listed under a have to be resolved during the night phase.

- **How does the medical root work?**



You may use the medical root during your turn, before or after an action. If you want to heal a fellow player's human, you have to help them. You may distribute the root's healing powers onto several humans (and if you all help one another also onto several players).

- **May I pay different resources at ↗ / / ?**

Yes, you may pay any combination of resources.

- **What happens with the 4 warriors in module I?**

The 4 warriors have to be removed from the deck of humans before the beginning of the game and put to as a separate deck. These cards must not be added to your group, nor do they have to be fed. The upper warrior can only receive damage or be healed by special cards in this module. If a warrior dies, she is put into the cemetery and you receive a skull token. Just as with any other human, ignore any remaining wounds that you would have to place.

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Hans im Glück Verlags-GmbH
Author: Peter Rustemeyer
Illustration: Dominik Mayer
Graphics: Franz-Georg Stämmele
Alena Rolinski

Ideas, questions or complaints?
Let us know:
Hans im Glück Verlag
Birnauer Str. 15, 80809 Munich
service@hans-im-glueck.de
www.hans-im-glueck.de