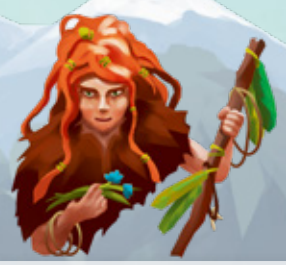
Supplement



LEVEL OVERVIEW

Here, you'll find suggestions on which modules to combine. Typically, a game of ***Paleo*** uses a combination of 2 different modules. These combinations are called "levels". It is recommended that you play the levels in the order shown below, moving on to the next level as you beat the previous one.

The specific rules for each level are described on pages 2 & 3. The rules for individual cards are described on the reverse side of this sheet.

LEVEL I Module A + B

LEVEL II Module C + D

LEVEL III Module E + F

LEVEL IV Module C + G

LEVEL V Module A + H

LEVEL VI Module B + I

LEVEL VII Module D + E + J

CREATING YOUR OWN LEVELS You can also freely combine the 10 modules however you like, playing with any 2 modules of your choice (3 modules of your choice if playing with module J).

SETTING UP CARDS

Depending on which modules you are using, you will need different cards. The following section explains which cards to use, and where to put them. Secret, mission, and idea cards are always placed on the same spaces. All remaining cards from the module are shuffled together with the base cards **(1)** as described on page 3 of the rulebook.

SECRETS



The modules use different secret cards, which you will need to separate out from their sets. Place the secrets in a separate deck. Secret cards **(5)** are **never** included with the modules themselves. You can identify individual secret cards based on the **numbers on the card backs**. Place the cards required for the level you are playing on the night board.
When freely combining modules, some combinations may both call for the same secret card. This is not a problem, although you can still receive each secret card only once per game.



MISSION CARDS



Each module comes with 1 mission card. Add this card to ☀ on the night board.



WAITING

These spaces hold cards that are waiting for you. If all 4 spaces are occupied, placed any additional cards below the cards already in play.

IDEAS



Some modules make different ideas available at the beginning of the game. The corresponding idea cards are included in the module. Remove these cards and add them to the workbench, placing the matching tool tiles in front of them.



DICE



Modules marked with the dice symbol will use the dice. Place the dice next to the workbench.

MODULES

A BOUNTIFUL PREY *(9 cards) – Difficulty: Easy*

To make it through the winter, you must collect supplies. Luckily, your scouts have spotted a herd of mammoths near the river.

- Mission card A
- Secret cards 1 and 2



B A NEW WORLD *(11 cards) – Difficulty: Easy*

We must press onward and follow our prey if we don't want to starve.

- Mission card B
- "Tent" idea card



C HOWLS IN THE NIGHT *(10 cards) – Difficulty: Medium*

We're not at the top of the food chain here...at least, not yet.

- Mission card C • 2 dice
- Secret cards 3 and 4





All cards with the word "Wolf" in their title count as "Wolf" cards, regardless of which module they are from.

Place removed "Wolf" cards next to the cemetery, so that you can easily track how many you have removed.

D THE NEXT STEP *(11 cards) – Difficulty: Easy*

Without the necessary resources, we can't develop new tools.

- Mission card D • 2 dice
- Add the "Handicraft" card to
- Secret cards 5, 6, and 7

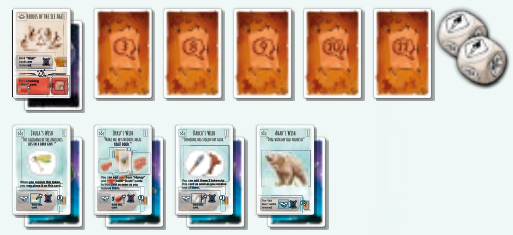


E HEROES OF THE ICE AGE *(12 cards) – Difficulty: Medium*

Four mighty adventurers have arrived in our camp. So far, the only "mighty" thing about them is their appetite.

- Mission card E • 2 dice
- Secret cards 3, 8, 9, 10, and 11
- Add Jhula's, Orru's, Darca's, and Ahab's "Wish" cards to .





The 4 "Wish" cards you must remove are the 4 cards you added to during setup.



Jhula's Wish
It doesn't matter where you gain the talisman.



Orru's Wish:
The must come from the specific indicated cards.

F SNOWSTORM *(17 cards) – Difficulty: Medium*

Winter has come, covering the land in snow.

- Mission card F • 2 dice
- "Campfire" idea card
- Secret cards 7, 12, 13, 14, and 15

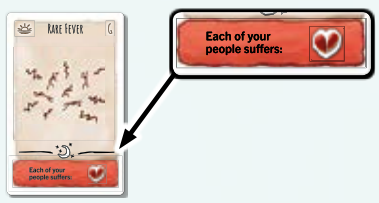


G RARE FEVER *(15 cards) – Difficulty: Medium*

The entire tribe is stricken with disease, but the shaman has discovered which berries will help.

- Mission card G • 2 dice
- Secret cards 8, 16, and 17





Unlike wounds, which usually affect only a single group, every person in the tribe suffers 1 wound from the "Rare Fever". You can prevent these wounds as usual using and deciding which person will be protected.

Look carefully at the berries; they are all different.

THE WIDE RIVER *(14 cards) – Difficulty: Hard*

What will we find on the other side of this raging river?

- Mission card H
- 2 dice
- "Raft" idea card
- Secret cards 10,18, 19, and 20



Additional setup: Shuffle all the river cards from this module and add them as a facedown deck to . These cards form the river.
Additional rules: If you have a in your group, instead of revealing a card from your deck, you can choose to reveal a river card from .



River card

ATTACK OF THE WHITE HANDS *(11 cards) – Difficulty: Hard*

Only the strongest warriors can defend our tribe.

- Mission card I
- Secret cards 6 and 9



Additional setup: Before players receive their starting people, remove the 4 "Warrior" cards from the people cards and add them to .
Additional rules: The 4 "Warriors" must defend the tribe as a while, and cannot be added to a group. However, they can suffer wounds as normal, and can suffer wounds for any group. If these "Warriors" die, you receive as normal.

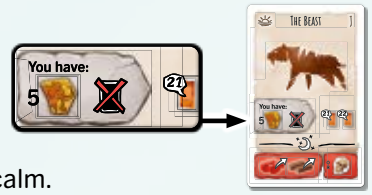
THE BEAST *(14 cards) – Difficulty: Deadly*

A fearsome creature is stalking us. Nowhere is safe!

- Mission card J
- 2 dice
- 6 "Paw" cards
- Secret cards 21 and 22



Additional setup: Add the **6** cards as a facedown deck to .
These cards cannot be used initially.
Additional rules: You do not win the game once you have **5** .
Instead, once you have **5** , resolve the shown action.
The beast is either (calm) or (enraged).
The beast is (calm) at the beginning of the game.
Ignore (enraged) actions initially, as long as the beast is calm.



VARIANTS

If the game feels too easy or too difficult, try these variants to adjust the difficulty. You can use multiple variants at the same time.

It is recommended that if you either win or lose 3 times in a row, you may want to adjust the difficulty using these variants.

MAKING THE GAME EASIER

Large Tribe: When you would draw a person card , instead 2, keeping 1 and placing the other on the bottom of the people deck. At the beginning of the game, draw **4** people cards and keep **2**.
Supplies: Draw **2** idea cards at the beginning of the game, adding them to the workbench. Add **2** and **2** to the storage area.
Teamwork: When helping another player, you can pay cards from the top of your deck.

MAKING THE GAME MORE DIFFICULT

Backpack: When you receive resources, instead of placing them on the storage area, place them on your people. Each person can carry a maximum of 2 resources. You place resources on the storage area on when you or a player you are helping reveal an "At Home" card . You cannot spend resources on people.
Fog: When choosing cards, you can look only at the top 2 cards of your deck (instead of the top 3).
Weakness: When you add a person to your group (even during setup), that person suffers **1** .

SOLO VARIANT

When playing solo, the following rules changes apply: **Additional setup:** You do not start with food in the storage area. Once you have shuffled the module and base cards together, do not deal them out. Instead, take the entire pile; this pile is your deck. As normal, you draw **2** people cards.
Additional rules: When you reveal a card, you can call for help once.

Calling for Help: Pay 2 cards from the top of your deck to roll 1 die, or pay 4 cards to roll 2 dice. Add any rolled abilities to yours. If you reveal a card that requires you to roll dice , do so first and note the result before choosing to call for help.

CARDS

The following sections clarify questions on specific cards. The cards are organized by set number. Secret cards are identified by number 🗨.

Read the explanations only when necessary to avoid ruining the surprise.

1 BASE CARDS

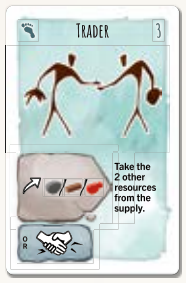


AT HOME



When another player helps you with this action, count only the people in your group; only the player receiving the person card needs to have **1**–**2** people in their group.

3 DREAMS



TRADER

You may pay **1** of the resources show to receive 1 of each other 2 resources.

Example:
You pay **1** *to receive* **1** *and* **1**.



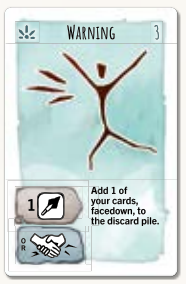
NEW BRAVERY

Add the top 3 cards from the facedown discard pile to the top of your deck, without changing their order.



VISION

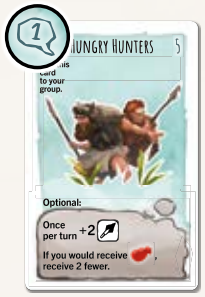
Look at 3 of your choice from your deck, without resolving any actions on them. You then return the cards to your deck, placing them in any order and location in the deck you choose.



WARNING

You can choose any card from your deck and discard it facedown. If you choose a red card, you **do not suffer a wound**. **You cannot choose 1 of the top 3 cards of your deck**.

5 SECRETS



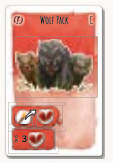
HUNGRY HUNTERS

You **may** use this effect once while resolving an action to temporarily add +**2** to your abilities. You can use this effect even if this action doesn't offer as a reward, in which case you do not pay any food.
You can use this effect any number of times per day, but only once per revealed card.

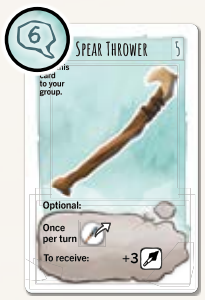


BATTUE

As soon as this card enters play, you can defeat the **"Wolf Pack."** Instead of using an action on "Wolf Pack," you can now use the action on "Battue."



"Wolf Pack"



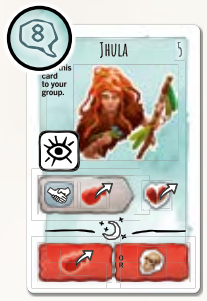
SPEAR THROWER

You **may** use this effect once while resolving an action to pay 1 spear tile to temporarily add +**3** to your abilities. The spear tile no longer adds , because you have paid it.
You can use this effect any number of times per day, but only once per revealed card.



CHIEFTAIN'S CLOTHING

When you suffer wounds, you can choose if a person or the "Chieftain's Clothing" suffers the wounds. You cannot divide the wounds. As with people, excess wounds dealt to the "Chieftain's Clothing" are ignored.



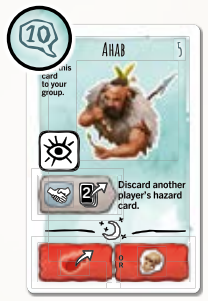
JHULA

You can use OR to pay **1** and remove **1** from your group. You can heal people in other groups only if that group is helping you.



ORRU

You can use OR to craft 1 idea on the workbench. You must still fulfill any requirements.



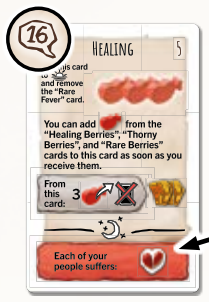
AHAB

You can use OR to discard a hazard card revealed by another player without effect, as if that player had ignored it.



BURIED STRANGER

As long as you did not use any of the actions that destroy this card, add it to the faceup discard pile as if it were a normal card. Include it when shuffling and dealing cards for the next day. This makes it much easier to find this card again.



HEALING

You can add only from the 3 listed berry cards. You can add more than **1** from these berry cards at a time.



This action is the same as the action on "Rare Fever." *See page 2 of the supplement.*



MARKER

This card has no actions, and has no effect other than marking the way.



DISTANT LANDS

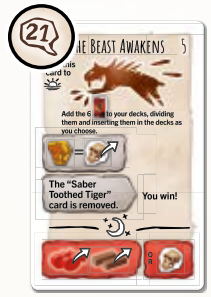


This action allows you to search the cemetery and add 3 cards facedown to the top of your deck. You can choose to ignore this card and add it to the faceup discard pile.



AHAB'S OFFER

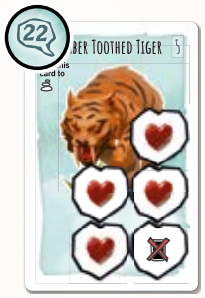
Instead of resolving an action on this card, you can choose to ignore it, adding it to the faceup discard pile.



THE BEAST AWAKENS

Take the **6** paw cards and distribute them among players' decks, placing them anywhere in the decks you choose. You do not need to distribute them evenly. From this point forward, when you would receive a victory token, you can choose to instead discard a skull token.

The beast is now (enraged). You cannot use actions marked with (calm). Actions marked with (enraged) are now active.

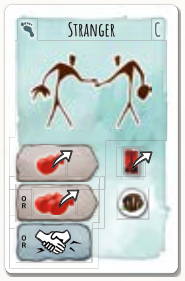


SABER-TOOTHED TIGER

Similar to people, the saber-toothed tiger has wounds. You can wound the saber-toothed tiger using the action shown on the right. As soon as you deal the fifth wound to the saber-toothed tiger, you kill the tiger and immediately win the game!
See secret card 21, "The Beast Awakens."



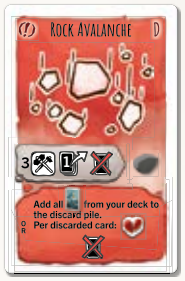
Wound the Saber-Toothed Tiger



STRANGER

You can discard a red-backed card, without effect, from your deck to the facedown discard pile.

D THE NEXT STEP



ROCK AVALANCHE

If you can resolve only the negative action, but have no mountain cards in your deck, then remove "Rock Avalanche" without effect.



Mountain card

F SNOWSTORM

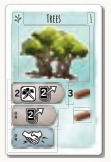


GROUND FROST

Example: Player 1 must resolve the action on "Ground Frost" first, so Player 2 must add the "Trees" card to the faceup discard pile without effect.

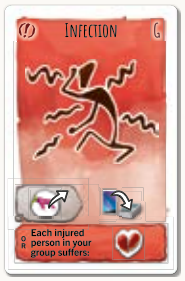


Player 1



Player 2

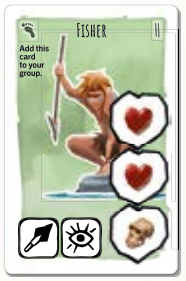
G RARE FEVER



INFECTION

Every person in your group with 1 or more suffers 1 additional . As with the "Rare Fever" card, these can be prevented as normal.
See page 3 of the supplement.

H THE WIDE RIVER



FISHER

Add this card to your group. They function like any other person; they need to be fed and can suffer wounds.

I THE BEAST

OVERBOARD

Example:
Player 2 uses to help Player 1. Both have a raft tile, and Player 1 pays their raft tile. The players then choose who receives the rewards.



Player 1



Player 2

J THE BEAST



ENDLESS HUNGER

Remove another player's card.

If another player has revealed a card, you can choose this option instead of taking damage. That player must remove that card and cannot resolve any actions this turn.

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RECOMMENDED CARD SLEEVES 5 PACK GREEN GAMEGENIC