

PALEO

The Initiation Rite

A new generation has grown up. Today is their big day: The four candidates each have to pass a test in order to become full members of the tribe.

IMPORTANT!

This module can only be played with the Paleo base game. It is particularly suitable for getting to know the game. When played with Module A or B, it is an alternative to Level 1. With slight adjustments, the Initiation Rite offers enough challenge for advanced players.

LEVEL SUGGESTIONS

Like all other modules, The Initiation Rite can also be combined with any other modules from the base game.

ALTERNATIVE TO LEVEL I

Module (A) + (L)

Module (B) + (L)

PARTICULARLY EXCITING COMBINATIONS

Module (D) + (L)

Module (D) + (J) + (L)

Module (F) + (L)

MODUL L

THE INITIATION RITE (17 Cards) – Difficulty: Easy

Prepare the candidates for their test as soon as possible!

- Mission cards L
- Secret cards 9
- 4 candidate cards
- 2 Dice



INCREASING THE DIFFICULTY

If you already know Paleo, you can increase the difficulty level to medium. Remove the 3 cards with the back  (Dream) from this module and put them back in the box. You only need these cards for the difficulty: easy.

ADDITIONAL GAME SETUP

The 4 Cards: „Junger Krieger“, „Junge Späherin“, „Junge Handwerkerin“ and „Naturtalent“ are the candidates. Divide all 4 candidates equally among all players. If you play with 3 players, one player receives one more candidate. Place these cards with the blue side up in your group.

Then each player draws 2 people cards  as usual and also places these cards with their group.



Candidates

! You are not allowed to look at the green back of any candidate card or turn it over until directed to do so.

ADDITIONAL RULES

As soon as you receive any tool that is depicted on a candidate card, you can place the tool token on the candidate card (see base game rules, page 12). If other cards ask you to place tools on candidates, you may only place the tool tokens that are depicted on the candidate.

Example: Tools requirements depicted on for the „Naturtalent“.



You may place exactly 1 Torch, 1 Spear, and 1 Hand Axe on the „Naturtalent“.



- **Special case** When setting up the game, you will only receive your people after you have placed the candidates into your groups. So if you receive a  (Torch) from one of your people cards, you may place the Torch token on the „Junge Späherin“  or the „Naturtalent“,  provided that the candidate is also in your group.
- The tools placed on the candidates **may not longer be used**. You are only allowed to use these tools for certain actions of special cards.
- The 4 candidates **do not have to be feed** and **cannot be harmed**. Not like the other  (people) cards.

NEW SYMBOLS AND ACTIONS



THE TEST CARDS

In this module there are 4 Test cards with stone symbol on the back.

from:



REMOVE FROM THE „JUNGER KRIEGER“ - YOUNG WARRIOR

You must return to the supply 2 Spears from the „Junger Krieger“ candidate back.

from:



REMOVE FROM THE „JUNGE SPÄHERIN“ - YOUNG SCOUT

You must return to the supply 2 Torches from the „Junge Späherin“ candidate back.

from:



REMOVE FROM THE „JUNGE HANDWERKERIN“ - YOUNG CRAFTER

You must return to the supply 2 Stones from the „Junge Handwerkerin“ candidate back.

from:



REMOVE FROM THE „NATURTALENT“ - NATURAL TALENT

You must return to the supply 1 Spear, 1 Torch and 1 Stone from the „Naturtalent“ candidate back.



TURN THE CARD OVER

Turn the candidate card shown (such as the Junge Späherin depicted here) on its back. It then becomes a people card.

Note: If there are still tools on the candidates when it is turned, add those tools to your group.

6



DEMONSTRATE SKILLS

You must be able to demonstrate the required number of skills (6 in this case). You can use any combination of the 3 skills types.



CHEAT - add this card to your group

If you want, use this card during a Test. Roll 1 die, you can use the rolled skill to fulfill 1 or 2 requirements of tools that have the matching skill symbol just rolled. After you have rolled, destroy the cheat card, regardless of whether or not you were able to use the effect.

Example:



If you roll the craft skill , you may ignore 1 Stone requirement for the Test being resolved



Stone



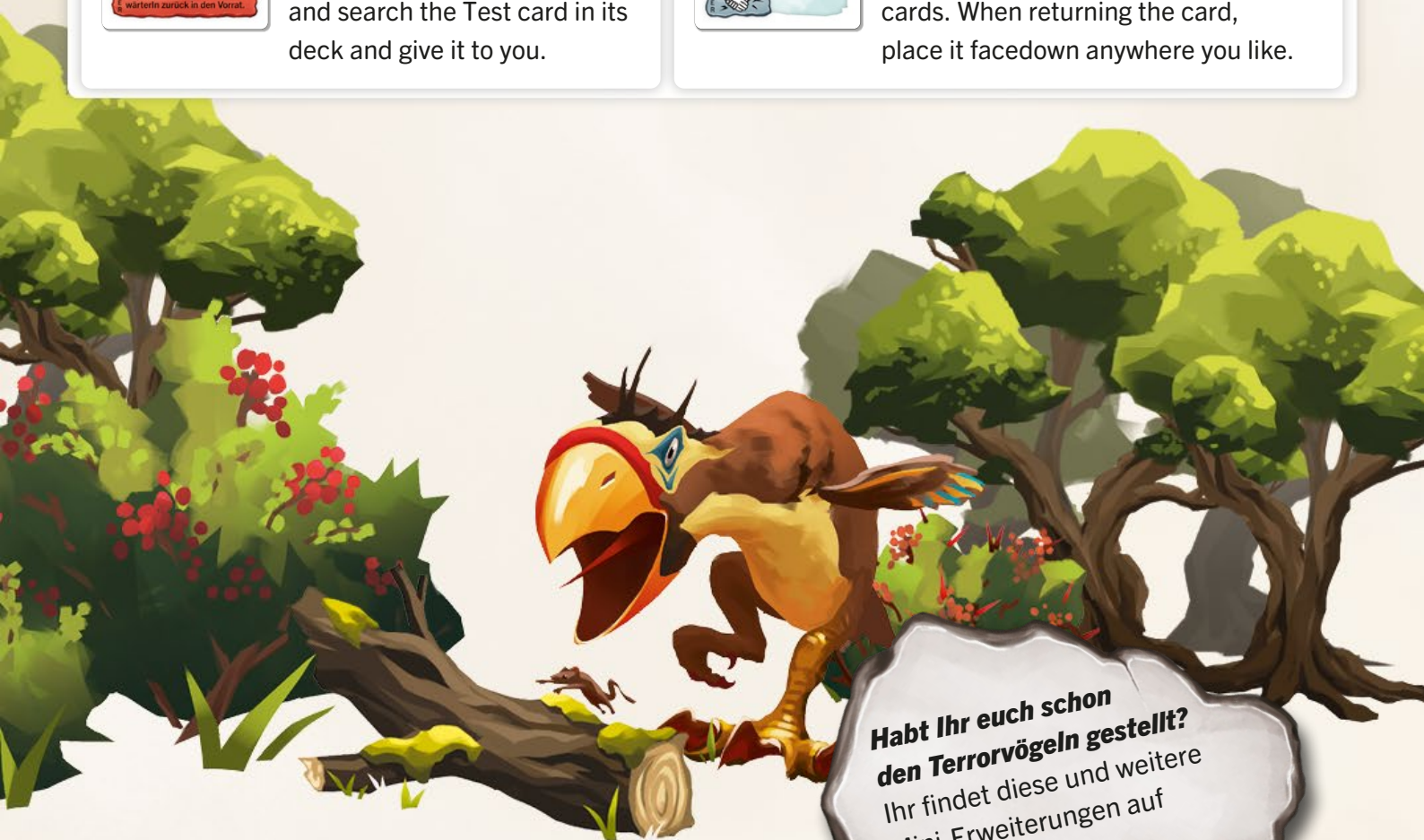
OVERZEALOUS

Search through your deck and reveal the next Test card  or return 1 tool on a candidate in your group. A fellow player can help you resolve this card and search the Test card in its deck and give it to you.



PREPARATION

Look at the front of one of the cards in your deck and then place it back in your deck. Do not complete the action of the card you looked at. You don't have to choose one of the top 3 cards. When returning the card, place it facedown anywhere you like.



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