

PALEO

The Terror Birds



As you enter uncharted territory, you find some strange big eggs. Your mission is to find these eggs before the birds hatch and cause unsuspected mischief

IMPORTANT!

This module can only be played with the Paleo base game. Like any other module, this one can also be combined with the others. We recommend that you play this tier before playing tier VII.

The following combinations are particularly exciting:

Module + Module +
Module + Module +

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A BIGGER AND BADGER DODO (18 cards) – Difficulty: medium

We have to find the eggs before those huge creatures hatch.

- Mission card K
- 2 dice
- Secret Card 9



Additional game setup

Shuffle the 7 cards from this module with (forest), (river) and (mountain) backs and placed them under making a stack. These cards are the "Terror Birds"

Additional rules

You may only reveal or discard the "Terror Bird" cards from through special card actions. You always have to take the topmost card from the stack.

If you receive an egg as loot, you put the card you just completed face up with your group.

These Card is then an egg . When you destroy an egg , you put one of your eggs on the cemetery

New symbol



You have to hand over one of your tool tokens, you can decide which one.



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