

Paleo: The Initiation Rite (Module L)

Translation of German rules and card text

A new generation has grown up. Today is their big day: The 4 Candidates each have to pass a test in order to become a full member 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 1

Module A + L

Module B + L

Particularly Exciting Combinations

Module D + L

Module F + L

Module D + J + L

MODULE L

The Initiation Rite (17 cards) – Difficulty: Easy

Prepare the Candidates for their tests as soon as possible!

- Mission Card L
- Secret Card 9
- 4 Candidate cards
- 1 dice

Increasing the Difficulty

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

Additional Game Setup

The 4 cards **Junger Krieger** (Young Warrior), **Junge Späherin** (Young Scout), **Junge Handwerkerin** (Young Crafter), and **Naturtalent** (Natural Talent) 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.

Important! You are not allowed to look at the green back of any Candidate card or turn the cards 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: Tool requirements depicted are for the **Naturtalent** (Natural Talent). You may place exactly 1 Torch, 1 Spear, and 1 Hand Ax on the **Naturtalent** (Natural Talent).

- *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** (Young Scout) or the **Naturtalent** (Natural Talent), provided that the Candidate is also in your group.
- The tools placed on the Candidates may no 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 fed and cannot be harmed (unlike your other people cards).

New Symbols and Actions (Refer to the icons depicted in the module's German rules.)

- The Test Cards: In this module, there are 4 Test cards with a stone symbol on the back.

- Remove from the **Junger Krieger** (Young Warrior): You must return to the supply 2 Spears from the depicted Candidate.
- Remove from the **Junge Späherin** (Young Scout): You must return to the supply 2 Torches from the depicted Candidate.
- Remove from the **Junge Handwerkerin** (Young Crafter): You must return to the supply 2 Hand Axes from the depicted Candidate.
- Remove from the **Naturtalent** (Natural Talent): You must return to the supply 1 Spear, 1 Torch, and 1 Hand Ax from the depicted Candidate.
- Turn the Card Over: Turn the Candidate Card shown (such as the Young Scout depicted here) on its back. It then becomes a people card. Note: If tools are still on the Candidate, as soon as you turn the card over, you simply add these tools to your group.
- Demonstrate Skills: You must be able to demonstrate the required number of skills symbols. You can use any combination of the 3 skill types.

Translated Card Titles, Card Text, and *Additional Card Notes from the German Rules

Initiationsritus - The Initiation Rite (Mission Card L): When the 4 Test cards have been removed, gain a Dream card.

Candidate Cards: You may place one of the tool tokens indicated above on this card as soon as you receive the token.

Junger Krieger - Young Warrior

Junge Späherin - Young Scout

Junge Handwerkerin - Young Crafter

Naturtalent - Natural Talent

Prüfung der Stärke – Test of Strength

Prüfung des Geistes – Test of the Mind

Prüfung der Seele – Test of the Soul: Place this card on the Workbench.

Prüfung des Mutes – Test of Courage

Handel – Trade

Hilfestellung – Assistance: Add 1 tool to a Candidate card (by paying the indicated costs).

Hunger – Hunger

Mentor – Mentor: Pay 1 food to place 1 tool on a Candidate.

Schummeln* - Cheat: Add this card to your group. **Optional:* Use this card during a Test to roll 1 die. You can use the rolled skill to fulfill 1 or 2 requirements for 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 Hand Ax requirement for the Test being resolved.

Übereifrig* - Overzealous: Search through your deck and reveal the next Test card. Or return 1 tool on a Candidate in your group to the supply. **As with other actions, a fellow player can help you resolve this card. They can complete the action of revealing the next Test card from their deck and give it to you.*

Unerfahren – Inexperienced: Return 1 tool on a Candidate card to the supply.

Vobereitung* - 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 look at. You don't have to choose one of the top 3 cards. When returning this card to your deck, place it face-down in any position in your deck.*