


PALEO

The New Secrets

Seemingly familiar trails now lead us to unknown dangers and opportunities. In addition, unexpected encounters and obstacles cross our paths.

IMPORTANT!

The Paleo base game is required to play this booster.

It can be combined with all other modules and expansions. The cards of this booster add to the existing secrets and the base card set to ensure more unpredictable discoveries. If you want to play without “The New Secrets”, you can identify them by the  on the card fronts.

OUR LEVEL SUGGESTIONS

The following combinations are particularly exciting:

Module **A** + **D** Module **F** + **H**


Module **A** + **F** Module **P** + **Q**

Modules P and Q are from the expansion “A New Beginning”

ADDITIONAL SETUP

Skip step **9** of the setup. Instead, **shuffle all** secrets **1** in with the **9 new secrets**. You **do not** need to separate out any specific secret cards. Place **all** shuffled secrets as a facedown deck on the night board. Shuffle the **7 new base cards** **1** in with the other base cards before the game starts (step **11** of the setup).

YOU OWN THE EXPANSION “A NEW BEGINNING”?

If you are playing with the base cards **6** from the expansion “A New Beginning” (marked with a ) instead of the usual base cards **1**, you shuffle the **7 new base cards** **1** in with the base cards **6** from that expansion.

Only the base cards **1** from the **base game** are **not** used, as usual.

If you are playing **without** the expansion “A New Beginning”, you can still shuffle the included secret cards **1** in with all the others. *Maybe there is a surprise or two waiting for you.*

WANT TO LEARN ALL THE NEW SECRETS AS QUICKLY AS POSSIBLE?

Shuffle the new secrets in with **only** the secrets you need for the selected scenario.

ADDITIONAL RULES



SEARCHING THE SECRET DECK FOR A CARD

With the new secrets, many of the numbers on their backs now appear more than once. In this respect, an additional rule now applies:

When a reward requires you to search the secret deck for a card, you must reveal the **next secret card** in the deck with the **specified number**. If there are **other** secret cards with this number in the deck, do **not** reveal them; leave them in the deck.

Resolve the revealed secret card as usual.



COOKING TALENTS

It does not matter which of your actions the comes from.
You may add multiple to this card at once.



You **may** use this effect **in addition** to resolving an action.
Remove 1 from the card „Cooking Talents“ to temporarily gain 1 and 1 (to meet a requirement). You may use this effect any number of times per day, but only once per card.
You may also use this effect **after** a die roll.

Note: The card “Cooking Talents” is not a green human card and does not need to be fed during the night phase.



SCORNED

As long as this card is in your group, you may **not** use any actions. To remove it, **everyone else** must **help you**, and you must all remove a total of 2 tools of your choice. Then you may remove 1 from a card.



ORACLE

You may use this effect once in Step 3 of the night phase.
Remove 1 to receive 1 (Talisman).



INTIMIDATED STRANGER

You may use to gain 1 (human card).



You **may** use this effect **in addition** to resolving an action. As a reward you temporarily gain 1 to meet a requirement. You may use this effect any number of times per day, but only once per card. You may also use this effect **after** a die roll.

Note: The card “Intimidated Stranger” is not a green human card and does not need to be fed during the night phase.



CHERRY TREES

After resolving this card, add it to the faceup discard pile as usual. Include it when shuffling and dealing cards for the next day. It will be easy to find this card again later.



ABANDONED LION

When you suffer damage, you must choose whether a human or the “Abandoned Lion” suffers the damage. You may **not** divide up the damage. As with humans, excess damage dealt to the “Abandoned Lion” is ignored.