

PALEO

The Flash of Wit

Be it seizing a one-time opportunity or mere inspiration. Sometimes you just have them – those flashes of wit.

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 dreams and ideas. If you want to play without these cards, you can identify them by the ⚡ on the card fronts.

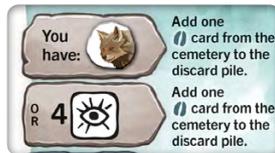
SETUP

Before the start of the game shuffle the 5  (Dreams) and the 2  (Ideas) into the respective sets (see Setup step 6). Those cards will be drawn according to the rules of the base game.

CARDS MARKED WITH *



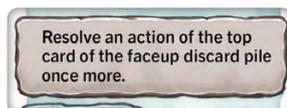
TRACKING



These actions allow you to search the cemetery and add 1  card to the faceup discard pile. You, or a player helping you, need only to possess the  (wolf). You do **not** need to spend it.



DÉJÀ-VU

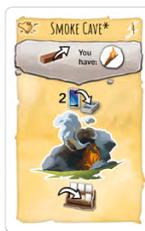


This action allows you to use any action on the top card of the faceup discard pile. If the card must be removed after resolving the action , place it in the cemetery as usual. The “Déjà-vu” card is not destroyed by doing so. *As always you decide the order in which the cards are resolved. This way, you can use a card that has been discarded by a fellow player this round, twice.*



HIDEOUT

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



SMOKE CAVE

You, or a player helping you, need only to possess the  (torch). You do **not** need to spend it to receive the dream card.



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