

PALEO

The Terror Birds



Our explorations have lead us into unknown territory.
Mysterious eggs can be found everywhere, but
which animal are they from?

LEVEL OVERVIEW

This module can only be played together with the “Paleo” base game.

Just like any other module, this one can also be combined with other modules. We recommend, playing this level before playing level VII.

The following combinations are particularly exciting:

Module **B** + **K**

Module **G** + **K**

Module **F** + **K**

Module **I** + **K**

MODUL





K **BIG BAD DODO** (18 Cards) – Level: Medium

We have to find the eggs, before these huge animals hatch.



- Mission Card K
- 2 Dice
- Secret 9







Additional Game Setup:

Shuffle the 7 cards from this module with the backsides  (forest);  (river) und  (mountain) put them as a stack face down to . Those cards make up the “Terror Birds”.

Additional rule:

If you want to reveal or discard a card from , you **always have to** take the top card from the stack at .

Do you receive a  (Egg card) as loot, you put this card to your group. Your group now has a .

When you destroy an egg , you place a  from your group to the graveyard.



© 2020 Hans im Glück Verlags-GmbH

Author: Peter Rustemeyer

Graphics: Franz-Georg Stämmele

Illustration: Dominik Mayer

Ideas, questions or complaints?

Let us know

Hans im Glück Verlag

Birnauer Str. 15, 80809 München

info@hans-im-glueck.de

www.hans-im-glueck.de



This product is available at our
online shop Carcassonne & Co.
Our Sparepart service, mini-
expansions and much more can
be found at:

www.cundco.de