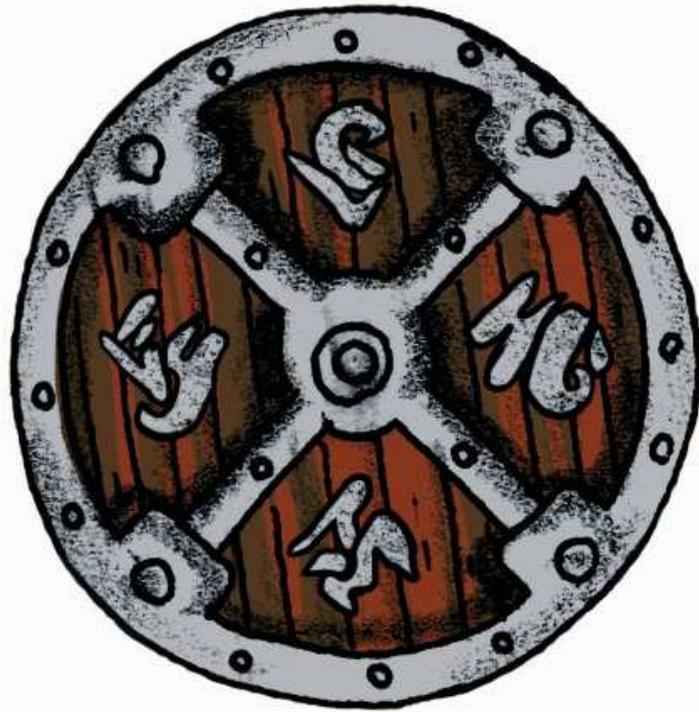


# PALEO

## & 10 PITCH GAMES



*Will you be the first to open the gates to Paleo?*

**A strategic game of adventure and dexterity from Pascal Raymond**

**Illustrations: Ronnie Bella ([ronnie.bella@free.fr](mailto:ronnie.bella@free.fr))**

**For 2 to 4 players ages 8 and up**

**Game time: 15-45 min**



**Publisher: Squale Games**

# PALEO

## & 10 PITCH GAMES

The fabulous city of Paleo was swallowed up by the oceans 5,000 years ago and fell into oblivion. A parchment manuscript has just been discovered, revealing the location of its gates. The city's immense riches described in the manuscript have inspired much desire and greed.

As the head of a team of explorers and mercenaries, you have set up camp in the Paleo Archipelago. Your team has already found two of the four keys to the code that opens the gate. But another team stationed on the other side of the archipelago has discovered the two remaining keys! The race is on to obtain the missing keys and be the first to open the gates to Paleo.

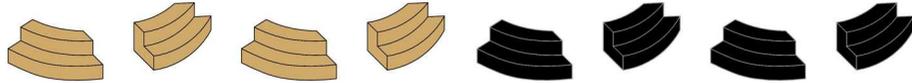
Paleo is a strategic game of dexterity and adventure in which players use their fingers, usually the index, to flick their game pieces around the board.



To improve the slidability of the pieces, you can dust the game board with a powder (not provided) such as Carrom anti-friction powder, or corn or potato starch.

## CONTENTS

- 1 game board representing the Paleo Archipelago.
- 2 plugs 
- 4 left-hand sanctuary façade pieces and 4 right-hand sanctuary façade pieces. (Stick the black adhesive discs on the bottom of the reefs.)



- 20 game pieces (stick the round adhesives on the pieces: red circles on the white pieces, green circles on the black pieces).



- 16 reef pieces (stick the adhesive discs on the bottom of the reefs).



### 2 PLAYERS

First we will explain the rules for two players. On page 9 you will see how the rules change for three and four players.

## GAME PRINCIPLE

The game board represents the Paleo Archipelago. The gates to the city are at the centre of the board, and each of the four corners of the board has a Sanctuary holding one of the key codes.

One of the two players chooses red/white, the other takes green/black. Each player possesses a team of 5 explorers and 3 mercenaries, 5 reefs, and the two Sanctuaries on their side of the board with the key codes. Taking turns, they flick their game pieces around the board, 1) to seize the key codes from the Sanctuaries under the control of the opposing team on the other side of the board and 2) to position their game piece at the Gates of Paleo in order to open the city.

## SETTING UP



- ① Open up the board flat and slide the 2 plugs into place.
- ② Place the 8 Sanctuary facades in their locations with the white ones on the red spaces and the black ones on the green spaces.
- ③ Place 2 white reefs and 2 black reefs on the blue rectangles on the island in the centre (permanent reefs).
- ④ Place each of the 4 Key pieces in the location along the board edge behind the Sanctuary that is marked with the same sign as the key.

## GAME SEQUENCE

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Paleo is a 4-point game involving at least two rounds.

The player who chooses red/white takes 5 Explorers, 3 Mercenaries and 5 reefs in red and white and sets up in the red camp. The player with green/black takes 5 Explorers, 3 Mercenaries and 5 reefs in green and black and sets up in the green camp.

## EVENT SEQUENCE FOR ONE ROUND

### 1. Positioning the reefs

At the start of each round, the players place their 5 reefs on the board. Once the reefs are in place, they will stay in their position for the entire round. Players can use their reefs for protection at strategic locations and to create obstacles for the opposing team's pieces. Positioning them is crucial and can determine how events will develop during the round. (*See example in the illustration opposite*).

#### Rules for placing reefs

- You may not place reefs inside the dark blue lines drawn around the base camp islands and Sanctuaries. (*In the version for 2 players, however, you can place reefs in the advanced camps.*)
- The minimum allowable space between any two reefs or between a reef and the board edge is equal to the width of one and a half game pieces.
- Players must place at least 2 of their reefs on their own half of the board.

Order of priority for placing reefs:

- Player 1** places 1 reef, **Player 2** places 2 reefs,
- Player 1** places 2 reefs, **Player 2** places 2 reefs,
- Player 1** places 2 reefs, **Player 2** places 1 reef.

## 2. Placing game pieces

Players place their 5 Explorers and 3 Mercenaries where they wish in their base camp circles. This is important, because where they are placed determines which pieces can be moved first, and in which direction.

### Specific game piece features

#### Explorers



Game pieces 3 to 7 are Explorers. They can enter the Sanctuaries to recover the keys and open the Paleo Gates by landing on them. They may not capture the opposing team's pieces.

#### Mercenaries



Game pieces 1, 2 and 8 are Mercenaries. They may not enter the Sanctuaries to get the keys or open the Paleo Gates, but they can capture the opposing team's Mercenaries and Explorers by touching them.

## 3. Moving pieces

The players take turns moving their pieces. A piece is moved by flicking it with the fingers in any direction. The piece should not be pushed. Once it has been moved, it may be moved again, starting from its new position.

Players can move around the game board to find the best position for flicking their pieces.

### Capturing

When a player's Mercenary piece touches one of the other team's Explorer or Mercenary pieces, the piece that has been touched is captured and taken off the game board. The player who has captured it places it on the edge of the board on his/her side.

If a Mercenary touches several of the opposing team's pieces with a single flick, he captures them all unless the pieces are in their own base camp. In that case, only the first piece is captured. If it is not possible to determine which piece was touched first, then the piece closest to the Mercenary after the hit is taken.

### Note:

- If the Mercenary touches a piece off the base camp and one in the base camp in the same flick, both are captured.
- A Mercenary piece can capture only pieces that it touches as a result of being flicked during a turn.

## Entering a Sanctuary

To enter a Sanctuary, an Explorer piece must get entirely past the door's threshold. If the piece enters and bounces back out, it is considered to have gained entry.



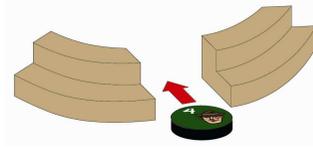
*The piece has not crossed the Sanctuary threshold.*



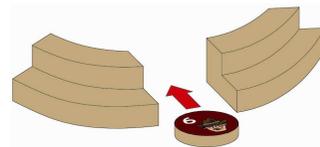
*The piece has crossed the Sanctuary threshold.*

### Entering a Sanctuary controlled by the other team:

If an Explorer or Mercenary piece enters a Sanctuary controlled by the other team, it can be exchanged for one of the pieces that has been captured by the opponent. This piece or the one exchanged is placed back on one of the circles at the player's base camp.



If the piece entering the Sanctuary is an Explorer, the player also recovers the key there and places the Key piece along the edge of the board on his/her side.



### Entering one's own Sanctuaries:

If an Explorer or Mercenary piece enters a Sanctuary on its own territory, it is placed back on one of the circles at the player's base camp. There is no exchange, and no key to recover.

**Note:** The above rules apply even if a piece has been pushed into one of the Sanctuaries by the other player's piece, even if the other player's piece is a Mercenary (the piece that has been pushed is not captured).

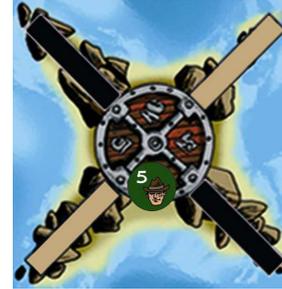
► During the turn in which a piece has entered a Sanctuary and returned to its base camp, it cannot be captured, even if it is touched by a Mercenary piece that belongs to the other player.

## Opening the city gates

After taking the 2 keys from the other player's Sanctuaries, the successful player can go open the gates to Paleo.

First, the player must successfully place an Explorer on the round City gates at the board's centre.

**Note:** If the player already had an Explorer positioned on the city gates when recovering the last key, he simply opens the gates.



*The piece is not completely inside the gates; the gates remain closed.*



*The piece is completely inside the gates; the gates are open.*

## 4. End of round

There are 2 ways to win a round:

1. Use one's Explorers to recover the 2 keys in the other camp's Sanctuaries and open the gates to Paleo. This victory wins 2 points.
2. Use one's Mercenaries to capture all of the other player's Explorer and Mercenary pieces. This victory wins 1 point.

## END OF GAME

The players continue the rounds until one of them wins 4 points to win the game.

Between rounds, the players can choose to move their reefs around on the board or to leave them in place.

### GENERAL REMARKS

- Any piece flicked off the game board is captured by the adversary.
- If a piece rests against the board edge or against a reef, the player can move it away by a distance equal to the thickness of a game piece.

## 3 PLAYERS

### THE GAME PIECES

Each player takes 4 pieces, 2 Explorers and 2 Mercenaries, and places them on the 4 circles in the front of the base camp, as indicated below.

**Player 1:** red/white pieces 1-2-3-4

**Player 2:** green/black pieces 1-2-3-4

**Player 3:** red/white pieces 7-8 and green/black pieces 7-8



*Reef positioning example for 3 players.*

### THE REEFS

Besides the 4 reefs that must be placed on the Island of Paleo, the players add a white reef and a black reef to the blue rectangles on the 2 islands, as shown in the illustration above.

In addition to the other forbidden areas, players may not place reefs inside the blue line drawn around Player 3's camp.

Players have 3 reefs each, which they place in the following order:

**Player 3** places 1 reef, **Player 1** places 1 reef, **Player 2** places 1 reef,

**Player 2** places 1 reef, **Player 3** places 1 reef, **Player 1** places 1 reef,

**Player 1** places 1 reef, **Player 2** places 1 reef, **Player 3** places 1 reef.

Player 3 starts off the game, and players take turns clockwise.

### ENTERING AN OPPONENT'S SANCTUARY

When an Explorer or Mercenary piece enters an opponent's Sanctuary, it **liberates** one of the player's pieces captured previously by either opponent. (*There is no exchange as in a game with 2 players.*)

The player places both the liberated piece and the piece that entered the Sanctuary on the circles in his/her base camp.

#### Note:

- By entering an opponent's Sanctuary, Player 3 can liberate any one of his/her pieces, no matter which opponent captured the piece.
- When Player 3 and one of the other players have recovered the same key, they place the Key piece between them.

### END OF ROUND

Players must either recover the 2 keys in the opponents' Sanctuaries and open the gates to Paleo (2 points), or be the last one to have pieces remaining (1 point).

### END OF GAME

Between each round, the players change their positions around the game board. The first to accumulate 4 points wins the game.

## 4 PLAYERS

### THE GAME PIECES

Les joueurs se répartissent en 2 équipes de 2. Chaque joueur prend 4 pions qu'il dispose sur les 4 premiers cercles de son camp comme indiqué sur la figure page suivante.

**Team 1:**

**Player A:** red/white pieces 1-2-3-4

**Player B:** red/white pieces 5-6-7-8

**Team 2:**

**Player A:** green/black pieces 1-2-3-4

**Player B:** green/black pieces 5-6-7-8

Players are entitled to play only with their own pieces, not those of their team mate.

### THE REEFS

Besides the 4 reefs that must be placed on the Island of Paleo, the players place a white reef and a black reef on the blue rectangles on the 2 islands as shown in the illustration on the next page.

In addition to the other forbidden areas, players may not place reefs inside the blue line drawn around the advanced camps.

Each teams has 5 reefs, which are to be placed in the following order:

**Team 1** places 1 reef, **Team 2** places 2 reefs,

**Team 1** places 2 reefs, **Team 2** places 2 reefs,

**Team 1** places 2 reefs, **Team 2** places 1 reef.

# OTHER GAMES

The 3 following games are variants of Paleo. The Sanctuaries, pieces, reef positioning and basic rules are the same, but the goal of the game and certain rules are different.



Reef positioning example for 4 players.

Players take turns clockwise, starting with one of the players in a base camp.

## ENTERING AN OPPONENT'S SANCTUARY

When an Explorer or Mercenary piece enters an opponent's Sanctuary (across from its Player A), it **liberates** one of the team's pieces captured previously by the opponent. (There is no exchange as in a game with 2 players.)

The player can liberate one of his own pieces or one of his team mate's pieces.

The player places both the liberated piece and the piece that entered the Sanctuary on the circles in his base camp. If the liberated piece is one of his team mate's, it should be placed in the team mate's base camp.

## END OF ROUND

The players must recover the 2 keys in the Sanctuaries across from their team's base camp and open the gates to Paleo (2 points), or capture all their opponents' pieces (1 point).

## END OF GAME

The first team to gain 4 points wins the game.

## THE KING

2, 3, 4 joueurs

### The game pieces

#### For 2 players

The players each choose 8 pieces – 4 Explorers, 3 Mercenaries and 1 King (one of the Key pieces) – and place them on the circles in their base camps.

#### For 3 or 4 players

The players each choose 2 Explorers, 1 Mercenary and 1 King (one of the Key pieces), placing them on the circles in their base camps.

For 4 players, the players can play in teams as in Paleo.

- Explorers capture Kings by touching them, but they may not capture the other pieces.
- Mercenaries can capture any of the opponent's pieces by touching them, except for Kings.
- Kings can capture only opposing Kings.

### Goal of the Game

The goal of the game is to capture the opponent's Kings. To capture a King, a player must flick their own Explorer or King piece to hit the King directly. If it touches another piece before hitting the King, there is no capture.

When a piece enters an opponent's Sanctuary, 1) for 2 players: the player can exchange that piece for a previously captured piece, or 2) for 3 or 4 players: liberate a previously captured piece.

The piece(s) is(are) put back on one or more circles on the player's(s') base camp.

The winner is the last player still holding his/her King.

3 players: when players lose their King, they remove their pieces from the game board.

4 players: when players lose their King, they continue to play with their team mate.

## SKIRMISH

2, 3, 4 joueurs

Players each choose 4 pieces, positioning them adhesive side down on their base camp. Pieces with adhesive side down may not "kill" the opponent's pieces. When

a piece enters an opponent's Sanctuary, it becomes a "Killer", to be placed back in the camp with adhesive side up. "Killer" pieces "kill" the opponent's pieces by touching them. The winner is the last player with any pieces left.

## POINT MATCH

2 joueurs

### The game pieces

Players each choose 8 pieces, placing them on the circles in their base camps.

- Explorers win 1 point by entering an opponent's Sanctuary. They may not capture the opponent's pieces.
- Mercenaries do not win points by entering the opponent's Sanctuaries, but they can capture opposing pieces by touching them.

When a piece enters an opponent's Sanctuary, it may be exchanged for a previously captured piece, which is placed back on a circle in the player's base camp.

### Goal of the game

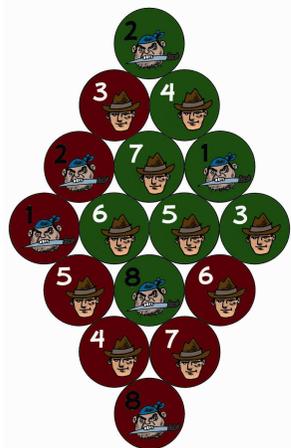
The first player to win 10 points wins the game.

*In the following games, the rules are completely different from Paleo.*

## DOUBLE POOL

2 joueurs

The pieces are placed in the centre of the game board as shown in the illustration below. Before starting, each player takes a Key piece, placing it across from Red piece no. 8, on the circle closest to the edge.



The goal of the game is to hit "Doubles", by touching both pieces of the same number with successive flicks of a Key piece.

When a player's Key hits a piece, that player plays again to try to hit the piece of the other colour marked with the same number. If successful, he/she wins the same number of points as the number on the piece, and takes another turn. The player may not hit the same Double two times in a row; that is, until the other player has taken a turn. *(It is a good idea to note down on the scorecard the numbers each player has hit during turns).* If the player's Key touches a number from a Double that has already been hit during that same turn, or fails to hit a Double, or does not touch a piece at all,

it is the other player's turn. If a player's Key hits more than one piece with the same flick, the first two count for two plays. The players flick their Key pieces from the position reached with the preceding play. If players manage to hit all the Doubles during their turn, they can begin again. Players can hit their opponent's Key pieces. *(But it doesn't count as a hit.)* The winner is the first to score exactly 50 points.

## CRICKET POOL

2 joueurs

The game pieces are placed just as in Double Pool, and the basic rules are the same.

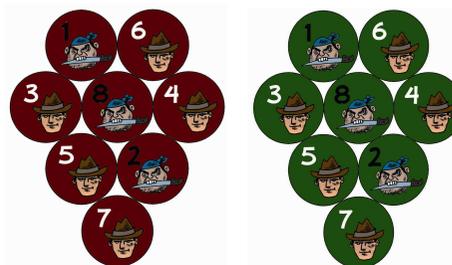
The goal of the game is to hit all the Doubles and score the most points.

When a player hits a Double, he "closes" that particular Double, and plays again. When one player has closed a Double and the opponent has not, if the player hits the Double again, he scores the number of points marked on the piece. Once both players have "closed" a Double, no points are scored if that double is hit again. The game ends when one player has closed all the Doubles and has scored more points than the other.

## TOT UP POOL

2 joueurs

The pieces are arranged in two groups as shown in the illustration. Each player takes a Key piece, and when their turn comes around, places the Key on the central circle that is closest to the edge.



The goal of the game is to hit all of the numbered pieces with the Key, in a series that starts with the No.1 Red, goes through to the No. 8 Red, and then continues on with the Green pieces from 1 to 8. Players take turns, flicking their Keys from the position reached at the end of their previous turn. The player who hits the right number gets another turn. If the player's Key hits two numbers in the right order with a single flick, the player can go on to the next number. The first player to hit all of the pieces in the right order wins the game.

## KAYAK RACE

2, 3, 4 joueurs

Place the reefs on the board so as to form Start/Finish lines and gates, using the numbered pieces to label the gates as shown in the illustration. Each of these pieces should be placed so that the number can be read in the direction from which the gate is approached. *We recommend that you make each gate opening at least as wide as 3 pieces.*



Players each choose a piece to be their kayak.

To decide who goes first, players each flick their kayaks from the same position on one side of the board. The player whose kayak lands closest to the other side of the board without touching the edge is the one who will take the first turn. The other players continue the process until the order of turns is decided for everyone.

At the start of the game, each player positions their kayak on the Start line and flicks it towards Gate 1. The goal of the game is to go through each gate in numerical order. The first player to get through all the gates and cross the finish line wins the race.

If one kayak hits another, it is counted as a foul. The two kayaks are put back in their pre-foul position, and the player who committed the foul forfeits a turn.

If a player goes through the wrong gate or through the right gate in the wrong direction, it is also a foul. The kayak is put back in its pre-foul position and the player forfeits a turn.

## FLICK BOULES

2, 3, 4 joueurs

### For 4 players

Players team up, 2 against 2. The members of a team face one another on opposite sides of the board.

Each player chooses 3 game pieces as the boules. A Key piece is placed at board centre to be the jack.

Players play their boules from the circle closest to their edge of the board.

The goal of the game is to place one's boules as close as possible to the jack.

Members of the same team agree on who will play at each turn. A player from the first team flicks a boule towards the jack, then a player from the other team does the same. The team whose boule piece is closest to the jack has the point. The team that "lost" the point continues to play until it wins back the point by placing one of its boules closer to the jack than the competing team's. When one team has played all of its boules, the other team continues to play its remaining ones.

Players can knock out the opponent's boule pieces, and use "bank" shots off the board edges.

When all of the boules have been played, the round is over. Every boule that is closer to the jack than the opponent's boules counts for 1 point.

The winning team plays first in the next round.

The game is over when one of the teams has won 13 points.

### Out-of-bound areas

The 8 areas marked out by the blue lines around the Sanctuaries and Base Camps are out of bounds. If a team hits the jack into one of these areas, the round is over and the other team wins as many points as it has boules that have not been played, plus one point.

The boule pieces that land in these areas at the end of a round are disqualified, and win no points even if they are close to the jack.

### For 2 players

The players take position on opposite sides of the game board. The rules are the same as for 4 players.

### For 3 players

The 3 players divide up into two teams, one with 2 players, each with 3 boules, and one with a single player with 6 boules. The players on the 2-member team play on

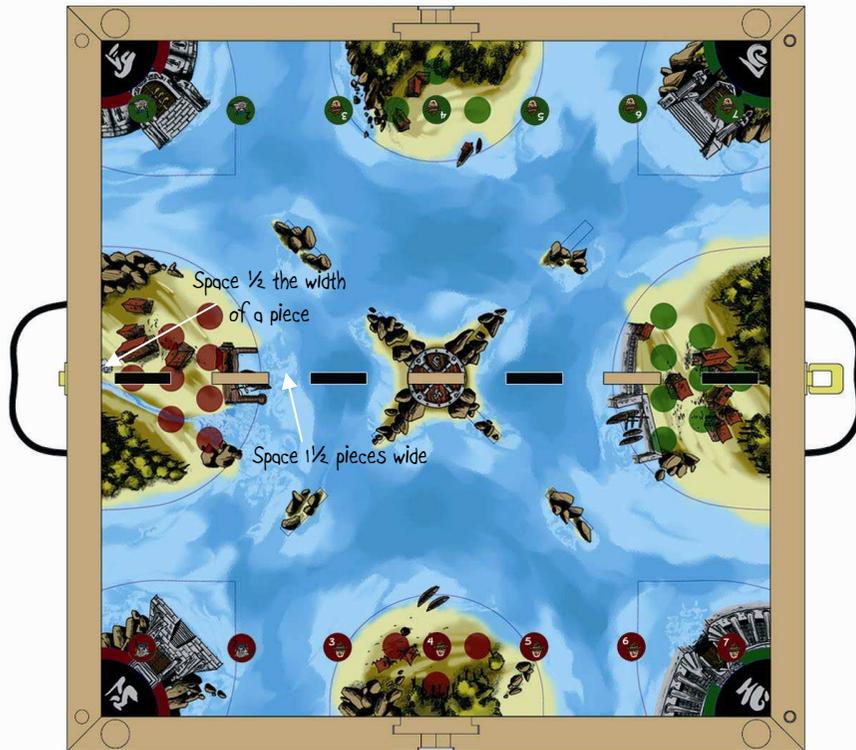
opposite sides of the board, and the single player can play from the two free sides. The rules are the same as for 4 players.

## FRONTIER

2 joueurs

The reefs are placed along the board's median line, as shown in the illustration below.

Each player takes 7 game pieces and lines them up at one end of the board, parallel to the reefs (see illustration).



The players take turns flicking their game pieces. The goal of the game is to send one's pieces into the opponent's camp. The first one to have all of his/her pieces in the opponent's camp wins the game.

Players can play any of their own pieces on both sides of the reef barrier. In their own territory, they can hit the opponent's pieces to try to knock them back on the other side of the board.

## HOCKEY

2 joueurs

Players each take 5 pieces, placing them wherever they wish on their own half of the board, and a piece to serve as goalkeeper, which they place in their own goal areas.



### The face-off (at the start of the game or after a goal)

The puck (a Key piece) is placed at the centre. To decide who takes the first turn, the players simultaneously flick their game pieces at the puck. If both players hit the puck, or if neither one hits it, the player whose piece winds up closest to the puck will go first; if only one of the players hits the puck, that player goes first.

The player who goes first is in possession of the puck and is called the attacker. The other player is called the defender.

## Game sequence

- ① Before taking a shot, the attacker can reposition one of his/her game pieces with a flick. The defender can then also reposition one of his/her pieces.
- ② The attacker takes the shot by flicking piece at the puck. He/She must use a different piece at each turn, and may use the piece that has just been repositioned.

### Remarks:

The defender is not allowed to reposition his/her game piece 1) if the attacker plays the puck directly without repositioning the game piece, or 2) if the attacker hits the puck inadvertently as he is repositioning the piece; this counts as a play.

All bank shots are allowed, with game pieces and the puck.

## The goalkeeper

The goalkeeper can be moved around anywhere in the goal area between plays. This is not considered as a repositioning.

The goalkeeper can be used to hit the puck, but may not score a goal. (*If the goalkeeper hits the puck across the opponent's goal line, the puck is given to the opponent's goalkeeper*). The goalkeeper must be placed back in its goal area after it hits the puck.

Only the goalkeeper can be in its own goal area. If another game piece is hit into the goal area, it must be moved just outside of it, as close as possible to where it landed.

## Fouls

- When a piece touches one of the opponent's pieces as it is being repositioned
- When a piece misses the puck during a play
- When a piece touches one of the opponent's pieces before hitting the puck during a play
- When the attacker hits the puck with the same piece he used for the previous play

► If one player commits a foul, the non-offending player gets a free hit. This player places the puck in the centre of the board and one of his/her pieces anywhere around the puck, then plays the puck with that piece. The player can shoot directly to the goal or pass the puck to another of his/her pieces. Only the goalkeeper may be moved around the goal area before the free hit. The others must remain where they are.

## Off-board

If a player flicks a game piece off the board, he/she puts it back on the spot where it left the board.

If the attacking player flicks the puck off the board, he/she puts it back on the spot where it left the board, and the other player becomes the attacker.

## “Stuck puck”

If the puck gets stuck in a corner of the board and the players can't get it out with a game piece, it is removed and given to the nearest goalkeeper.

## Goal

When the puck clears a player's goal line, the other player scores a point. The players then move their pieces back on their own side of the board and face off again.

## End of game

The first player to score 10 points wins the game.

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