

PALEOLINO

Look up there, on top of the mountain! Isn't that our friend Lino the mammoth? He is merrily swinging his trunk, calling to you.

I've found wood, stones, berries, and even rare crystals up here! Shall we use them to build a little village? I'll roll the things down the mountain to you right away!



How to play video



COMPONENTS

- 1 Mountain 
- 1 Mountain base 
- 4 Caves 
- 1 Hand axe 
- 1 Village board 
- 15 Inventions 
- 4 Kids 
- 30 Resource chips: 9 , 9 , 9 , 3 

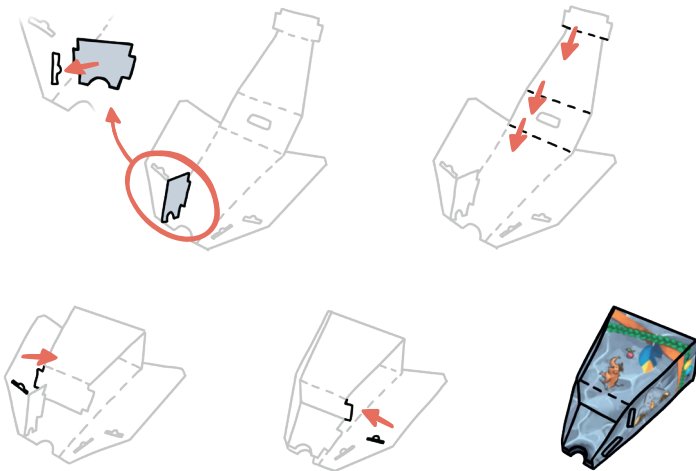
ONLY BEFORE YOUR FIRST GAME

Please ask an adult to help you. Together, build the hand axe, the mountain and the mountain base, as well as the 4 caves. Follow the instructions below or watch the video.

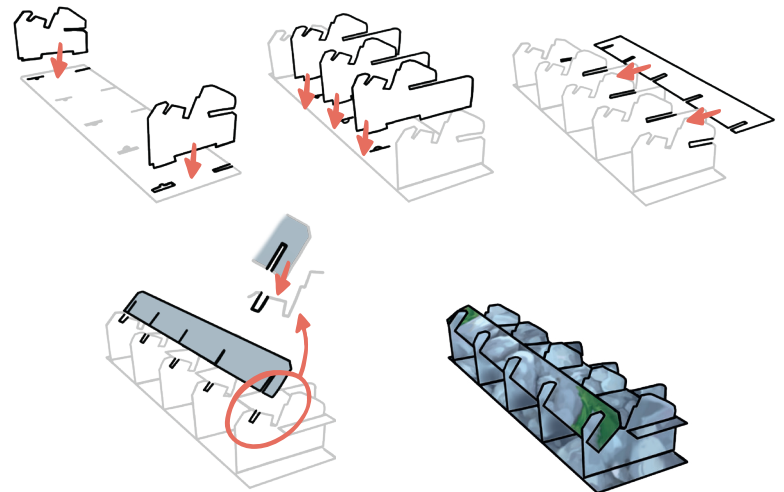
Important: Do not take these components apart after the game. You can store them all assembled in the box (see p. 8).



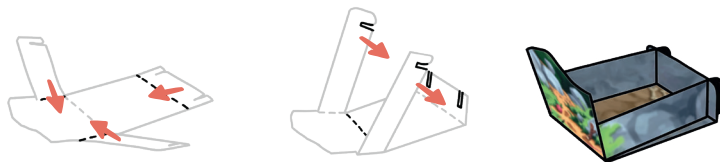
HAND AXE



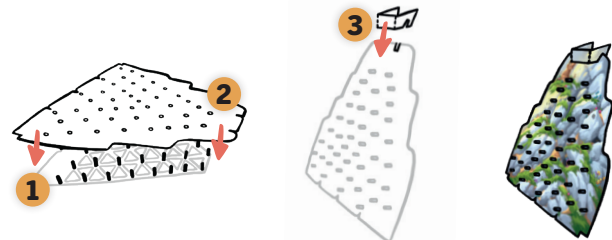
MOUNTAIN BASE



CAVE (4X)



MOUNTAIN*



* Place the mountain backboard **1** flat on the table. Then carefully attach the mountain **2** with the **mammoth** side **facing up**, onto the backboard. **Important:** Take care to leave no gap between the mountain and the backboard! Finally, attach the slot **3** onto the mountain.

Note: A second slot is included as a spare in case the first one breaks.

SETUP

1. Take all components out of the game box. Place the box in the middle of the table and place the **village board** inside so that it fits snugly.

2. Slot the **mountain** into the **mountain base** and place it within easy reach of everyone.

3. Slide the 4 empty **caves** into the mountain base.

4. Fill all 30 **resource chips** into the hole at the back of the **hand axe** and place it within easy reach.

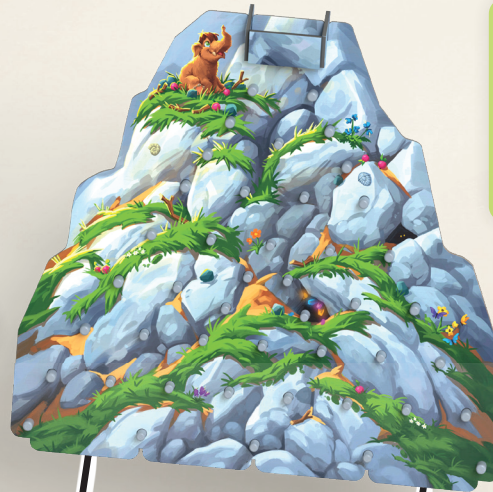
6. Shuffle all 15 **inventions**. Make 2 roughly equal stacks and place them in front of the box.
Playing solo: make 3 stacks instead.

5. Each player chooses a **kid**. Place it in front of you with either side facing up.
1 to 3 players: Put the extra kids aside, you won't need them.

It's best to clear the table before the setup. Things can get quite shaky during the game!



2



3



4



6



5



HOW TO WIN

In Paleolino you play and **win together**. At the start of the game, your village has 10 empty building slots.

Can you build **10 inventions** there before Lino goes to sleep and the game ends?



GAMEPLAY

Whoever most recently invented something goes first. Then take turns playing clockwise. On your turn, perform the following steps in order:

1. Pull two chips from the hand axe
2. Roll two chips down the mountain
3. Open a cave and take chips
4. Build inventions

PULL TWO CHIPS FROM THE HAND AXE

Take the **hand axe**. Hold it with the tip facing down and shake it gently. Once you see a chip sticking out, pull it out with your other hand and place it in front of you.

Tip: Cover the hole at the back with your index finger while shaking.

Do this twice so you have **2 chips** in front of you.

Then place the hand axe aside.

Each chip shows 1 of 4 resources:

Wood 🪵, stone 🪨, berry 🍓 or crystal 💎.

You can later use these chips to build inventions.

We'll explain how that works on the next page.



You pull 2 chips from the hand axe, one after the other.

ROLL TWO CHIPS DOWN THE MOUNTAIN

Now dump the 2 chips you pulled out, **one after the other**, into the **slot** at the **mountain peak**. It doesn't matter which chip goes first.

Each chip rolls down the mountain and lands in one of the four caves.

If a chip bounces away, just dump it into the slot again.

EARTHQUAKE

Sometimes a chip may get stuck.

Then it's time for an earthquake!

You all drum your fists on the table together and shout „Earthquake!“ until the chip rolls on.



Look closely where the chips fall and try to remember it!



You dump 2 chips into the slot, one after the other. They tumble down the mountain and land in the caves.

OPEN A CAVE AND TAKE CHIPS

What's hidden where?

Now choose **1** of the **4 caves** below the mountain and pull it out. Take **all chips** inside that cave and place them in the **middle** of the table.



Then slide the empty cave back into the mountain base.

Important: You **must** open a cave on your turn. You may **not** peek inside the caves beforehand to see what's hidden inside. If you choose an empty cave, you may **not** open a second one.



You open the cave on the right. Inside you find 1 berry and 1 crystal. You place both in the middle of the table.

BUILD INVENTIONS



Wood Stone Berry

You can now use the chips in the middle of the table to build **inventions**. Each invention shows the chips you need to build it. You may only build the inventions that are on top of the stacks.

You build an invention by taking all the **chips shown** on it from the middle of the table and dumping them into the **pit**. Then place the invention in any empty slot in the village.

On your turn you may build multiple inventions, even multiple times from the same stack. If a stack is empty, you have fewer options when building.



CRYSTALS



The crystal chips are wild.

When building an invention, you may use them to replace any other resource .

You may use as many crystals as you like when building an invention.



There is 1 berry and 1 crystal in the middle.

You can build the Sign invention with them, which requires 2 berries. There is only 1 berry in the middle, but you can use the crystal instead of the second berry.

You dump the berry and the crystal into the pit and place the Sign in an empty slot in the village board.

YOUR BACKPACK



Each kid has a backpack. On your backpack you can store **exactly 1 chip** to use **later**. To do so, **on your turn** you may take any one chip from the middle of the table and place it onto your backpack. You may **never** place chips on other players' backpacks.

Note: You may use a chip from your backpack to build an invention and then store a different chip during the same turn.



You open a cave with 1 wood 🪵. Unfortunately, you cannot build anything with it.

You place the wood 🪵 onto your backpack for later.

ASKING FOR HELP WHEN BUILDING

Sometimes you do not have the right chips to build an invention.

On your turn, you may ask others to help you build an invention.

To do so, each player may place **a chip** from their **backpack** into the middle of the table.

You may also add a chip from your own backpack.

Then you may build an invention as described above and dump all the chips you used into the pit.

If you do not have the right chips for any invention even with help, you cannot build anything this turn. *That's okay, maybe you can help someone else later!*



*Now it's **Elmar's** turn. He opens a cave with 1 stone 🪨.*

*To build the Seesaw, he's missing 1 wood 🪵. So he asks **you** for help. You place the missing wood 🪵 from your backpack into the middle.*

Great, together you can build the Seesaw!

We can do more if we work together!



END OF YOUR TURN

At the **end of your turn**, you must dump any chips that are still in the middle of the table unused into the **pit**.

Remember: You may store a chip on your backpack before you do that.

Pass the hand axe to the next player clockwise. It's their turn now.

Important: After your turn, **no chips** may be left in the middle.



EXAMPLE TURN

1

You pull 2 berries from the hand axe and roll them down the mountain.

2

You open a cave with 2 stones and 1 wood in it. To build the Bed you need 2 wood and 1 berry.

So you ask the others for help. Elmar places 1 wood from his backpack into the middle. Eva adds her crystal.

3

Now you can build the Bed!

You dump 2 wood and 1 crystal into the pit and place the Bed into a slot.

4

Now the Clay Flute invention is on top. You're in luck and can build it right away using 1 stone.

Finally, you place the leftover stone onto your backpack and pass the hand axe to the left.

END OF THE GAME

The adventure can end in 2 ways:

1) ALL BUILDING SLOTS ARE FILLED

As soon as you've built the 10th invention, all of you **win the game immediately!** Hooray! Your village is complete, and Lino comes down the mountain to play with you.

2) THE HAND AXE IS EMPTY

If you start your turn and the hand axe is empty, the game ends immediately. Unfortunately, you have **lost**. Just try again!

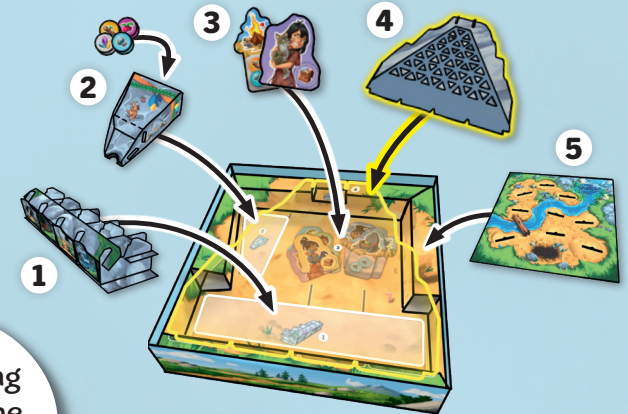
Lino got tired before you could finish the village.



My tip for packing up: First, fill all the chips into the hand axe.

STORAGE

Take the **mountain** off the mountain base and store everything in the box as shown.



VARIANTS

EASY GAME

When setting up, divide the inventions into **3 stacks** instead of 2. This makes the game **easier** because you have more choices when building. If you're playing **solo**, make **4 stacks**.



FOR EXPERTS

Looking for a challenge? Now you may only build **1 invention per turn**. If you're real experts, remove the 3 inventions that only require **1 resource**. These inventions will not be used. Then set up the game as usual.



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V1

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