

The Quiet Year

a map-drawing game



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Buried Without Ceremony.

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Chapter One: Gather

As the facilitator, read this entire book ahead of time. Complete the tasks outlined in this chapter before others arrive at the table.

What This Is

This is a map-drawing game. Together, you play as a community rebuilding after the collapse of civilization. Your decisions will define the values and future of this community, and these decisions will get added to a map which is constantly evolving. This map blends literal cartography with symbols, creating a rich visual record of land and people. Players collaborate to steer the fate of the community, while also introducing problems and tensions along the way.

Supplies

The Quiet Year requires 2-4 players and 3-4 hours. In addition, it requires:

- A blank piece of paper to draw the map
- A few pencils or pens
- A couple index cards
- Six small dice
- 20 Contempt Tokens
- A deck of The Quiet Year cards
- The Turn Summary card
(located at the end of this document)

If you don't have a deck of Quiet Year cards, pair a deck of standard playing cards with The Oracle, located at the end of this document or available at: buriedwithoutceremony.com/the-quiet-year

Preparing Your Space

Clear your table or play space of any unnecessary objects. Aim for a minimal environment.

Separate the deck into the four suits, each in its own stack. Place the blank piece of paper in the centre of the table - it will become the map of your area. Around it, array the remaining supplies: pencils and pens, dice, Contempt Tokens, and the Turn Summary card.

Divide an index card into two columns and label them "Abundances" and "Scarcities". Leave another one handy for recording names.

A Fleeting Year

A full-length game of The Quiet Year can take up to 4 hours. If you'd prefer to play a shorter game, try this simple adjustment: before play, remove 5 cards from each suit. Make sure to remove the King of Diamonds (Summer), and make sure to keep the King of Spades (Winter) in the cards you play with.



Chapter Two: Survey

As the facilitator, read the regular text of this chapter aloud to the group, following the instructions written in italics as you go.

The Opening Story

Read aloud.

For a long time, we were at war with The Jackals. Now, finally, we've driven them off, and we're left with this: a year of relative peace. One quiet year, with which to build our community up and learn again how to work together. Come Winter, the Frost Shepherds will arrive and we might not survive the encounter. This is when the game will end. But we don't know about that yet. What we know is that right now, in this moment, there is an opportunity to build something.

Introducing Our Tools

Let's go over our game components.

Point to the blank page. This is our map. Before playing, we'll establish some of the landscape. As we play, we'll update the map to reflect new discoveries, conflicts, and decisions. The map will blend literal cartography with symbols. We won't write words on it, though common symbols are fine.

We'll all take turns drawing on this map. You don't have to worry about drawing well; every drawing is good enough.

Point to the Turn Summary card. This card explains how play works from week to week. We'll go over it soon.

Point to the dice. These are project dice. When our community starts a project, we'll place one on the map to note how many weeks it will take to finish. Each week, the dice tick down by one. When a die reaches zero, the project is complete.

Point to the Contempt Tokens. These are Contempt Tokens. They represent simmering tensions in the community.

Point to the deck. This deck of cards represents our quiet year. Each suit is a season. At some point in Winter, we'll draw the King of Spades. That's when the Frost Shepherds will arrive, and the game will immediately end.

Shuffle the Spades (Winter), and place it face down on the table. Shuffle the Clubs (Autumn), and place it on top. Repeat for Diamonds (Summer) and Hearts (Spring).

Our Role

When we play *The Quiet Year*, we don't control specific characters or act out scenes. Instead, we all act as abstract social forces within the community. At any point, we might be representing a single person or a great many. This is a story about social forces and their impact on the land, rather than being about specific individuals.

At the same time that we're playing as the community, we're also looking for opportunities to introduce new and interesting challenges into the story. It's our job to make sure that there are always difficult decisions to be made and uncertainties to be explored. As we introduce interesting challenges for the community and then figure out how to address them, tensions will emerge that ultimately reveal the character and future of our community.

Sketching Terrain

Before the first week of play, we establish a general landscape for our map. This begins with a brief discussion (taking two minutes at the most) about the general terrain and habitat. This can be as simple as someone saying, "how about a community in a rocky desert?" and everyone else nodding in agreement. Once we agree, each of us introduces one detail about the local terrain and then sketches it onto the map. These sketches should be rough and simple, leaving lots of blank space for additions during play. The community itself should be fairly large on the map, perhaps taking up one third of the sheet. Usually, the community has around 60–80 members.

Decide on the general terrain. Have each person introduce a detail and draw it on the map before proceeding.

Starting Resources

Next, we each name an important resource for the community, something we might have in either Abundance or Scarcity. Don't draw it right away.

Some examples include:

- clean drinking water
- adequate shelter
- fish

Choosing a resource makes it important, if it wasn't already. If you pick 'gasoline' it becomes something our community wants and needs.

Have everyone name a resource before proceeding.

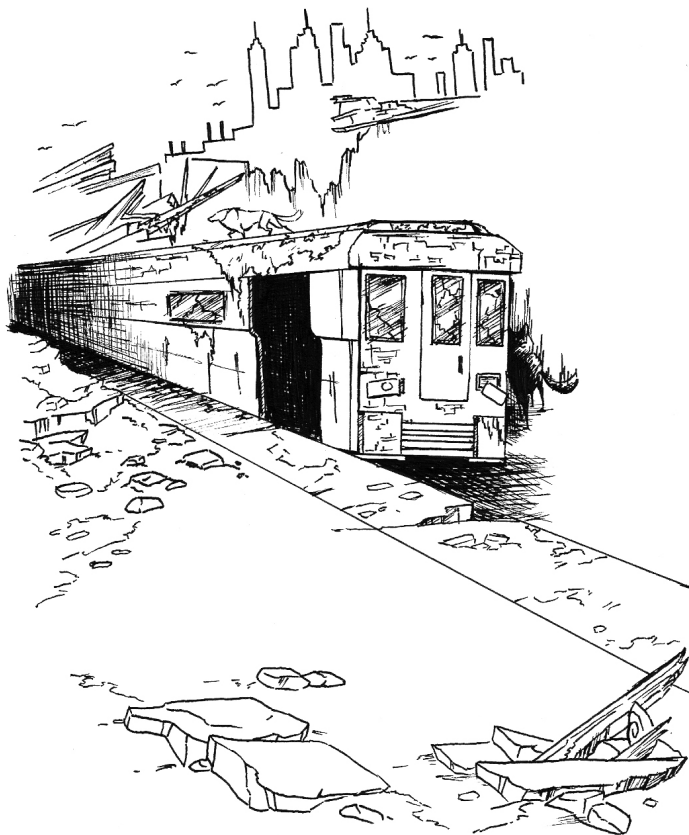
Now we choose one of those resources to be in Abundance. Whoever named that resource draws its abundance on the map. The rest are in Scarcity, and the remaining players figure out how to draw a lack of these resources on the map. Remember, common symbols are fine. We also keep track of our Abundances and Scarcities on an index card.

Choose which resource is in Abundance. Add all of the Abundances and Scarcities to the map and index card before proceeding.

Example Resources

The group is playing in an abandoned mining village nestled in thick woods. They name several resources: running water, transportation, and scrap metal.

They all agree that scrap metal is by far the most interesting Abundance, so it gets drawn on the map. Scarcities of running water and transportation are both drawn in as well.



Chapter Three: Play

Pass the book around the table, letting people take turns reading a section aloud to the group. Once we've finished the chapter, it's time to play.

The Week

Each week in our year is a turn taken by one player, with play moving clockwise around the table. The other players are quiet audience members, unless prompted otherwise. Weeks take an average of 2-3 minutes to complete.

Each week follows these three phases in order:

Play a Card. The active player draws a card, reads the relevant text aloud, and resolves it. Bold text indicates that the card has specific rules.

Adjust the Dice. The active player reduces each project die by 1, and any finished projects are updated.

Take an Action. The active player chooses and takes an action: Discover Something New, Hold a Discussion, or Start a Project.

Play a Card

As there are 52 cards, so there are 52 weeks. We won't necessarily get to play them all - the Frost Shepherds could arrive any time during Winter.

Most cards have two options to choose from, with an "or..." divider in between. Pick the option that you find the most interesting and fitting, and read the text aloud. The card might ask you a question, bring bad news, or create an opportunity. If you drew the card, it's up to you to make all of the decisions.

Many cards have bold text, which indicates specific rules to follow. These don't affect the other phases of the week.

Whenever it makes sense for a situation, add new drawings and symbols to the map to reflect what has changed.

Adjust the Dice

Unless your card specifically told you otherwise (in bold text), the next phase of the week is adjusting the dice. Reduce each project die on the map by 1. If a project reaches zero, the die gets removed and the project is completed. Whoever started the project gets to tell everyone how it turns out, and update the map to reflect its completion. If the project finished early because of a card, instead the active player will tell everyone how it turns out.

If a project die was just put on the board a moment ago, as a result of a card, don't adjust it this week. It's just getting underway.

A completed project is usually successful. This doesn't always mean that the whole community is happy with the results, but it generally goes as planned. An exploration project will always find *something*.

Discover Something New

One of the three action types is Discover Something New. Introduce a new situation. It might be a problem, an opportunity, or a bit of both. Draw that situation onto the map. Drawings should be small and simple: smaller than an inch, finished in under thirty seconds.

Whenever things seem too controlled and easy, we can use this action to introduce new issues and dilemmas. When individual characters get named, we can record those names on an index card.

Hold a Discussion

Another of the three action types is Hold A Discussion. You can choose to open with a question or a statement. Starting from you and going clockwise, each player gets to weigh in once, with a single statement of 1-2 sentences. If you opened with a question, you get to weigh in last. If you opened with a statement, that's it for you.

A discussion never results in a decision being made. Everyone weighs in, and then it's over. This is how conversations work in communities: they are untidy and inconclusive affairs.

It's important to stick to 1-2 sentences. If any of us feel like we have more to say on a topic, we can always hold another discussion about it on another week.

Each discussion is tied to a situation on the map. When the discussion ends, mark the situation with a small dot.

Start a Project

The last of the three action types is Start a Project. You choose a situation and declare what the community will do to resolve it. There is no agreeing or disagreeing - the community simply begins work.

As a group, quickly decide how many weeks the project would take to complete, from 1-6. Remember you are a small community. It isn't easy or quick to build a house or repair a waterwheel. If a project would reasonably take longer than six weeks to complete, it will need to be completed in stages.

Place a project die on the map, with the number showing how many weeks it will take to complete.

Example Situations

- There's a dried-up well at the edge of town.
- Mangy wolves have been slinking around in the woods at night.
- A self-declared prophet arrives.

Example Discussions

Some possible discussions:

- Should we strike back against the bikers?
- We could use the old school bus as a sleeping area for the children.
- I think we need to stop wasting our energy trying to build fences, and focus on building actual homes!

Example Projects

- We're converting the abandoned mineshaft into a cold food storage.
- We're going to send a search party to the city on the horizon to search for food and survivors.
- We're killing those wolves.
- We will sacrifice a newborn on the night of the full moon, to appease the Windmakers.

Contempt Tokens

If ever you feel like you weren't consulted or honoured in a decision-making process, you can take a piece of Contempt and place it in front of you. This is how we express disagreement or tension. If someone makes a statement or starts a project that you don't agree with, you don't get to speak out of turn. You are instead invited to take a piece of Contempt.

Contempt will generally remain in front of players until the end of the game. It will act as a reminder of past tensions.

If someone else does something that you greatly support, that would mend relationships and rebuild trust, you can discard a Contempt Token to show that they have healed past tensions.

Abundance and Scarcity

At the start of the game, we'll have one resource in Abundance and at least that many in Scarcity. These lists are guides for interpreting the health of the community. We can add or subtract things from these lists whenever it feels appropriate to do so. Maybe the completion of a project alleviates a Scarcity or creates an Abundance. Some weekly cards will alter the lists as well.

Pacing

Spring will ask us a lot of questions, and we will learn more about our community's inner workings and surrounding landscape. In Summer, larger threats and greater progress will both emerge. Autumn will challenge us with more serious dangers and losses. In Winter, the community will continue its work and preparations, while we as players will contend with the dramatic irony that at any moment the Frost Shepherds could arrive.

If ever the community seems to have it too easy, we can introduce new dilemmas. What happens when a child murders his mother? What happens when someone screws up and ruins a food supply?

Decide who will play the first week. Begin.





Chapter Four: Beyond

As the facilitator, read through this chapter. It contains elaborations and additional resources.

Restraint

When we play *The Quiet Year*, we must refrain from free-wheeling conversations about what to do next. There are specific mechanics in the game for discussing community issues and demonstrating our displeasure. When we play, we must avoid speaking out of turn. These rules reflect how difficult it is to engage an entire community in conversation, how disagreements tend to linger across weeks or even months.

We must also avoid fixating on the story of any single character or set of characters. While interesting figures will emerge throughout our year, these game rules are not built to tell stories about any one of those individuals. Instead, this is a game about a community - its wants and needs, and how decisions get made about those wants and needs. We should use named characters to support the larger birds-eye view, and not the other way around.

A Divided Community

Sometimes, factions arise within the community that actually lead to a fracture, with two separate camps emerging. If ever the community splits apart, the rules function exactly the same, but player voices might now represent members of neighbouring communities. Contempt can arise both within and between the two communities. Discussions can be held about mutual issues or issues specific to a single camp.

Living Underground

If your game is set in an underground or indoor environment, some creative interpretations may be necessary for certain cards. For example, 'weather' might refer to air circulation and ground tremors.

The Shepherds Arrive

During play, it's best to leave the Frost Shepherds an elusive mystery - perhaps hinting at what they are, but never giving direct answers. The game ends abruptly when the King of Spades is drawn. The card is read aloud, and the game immediately concludes.

Once the game is over, it's fine to share theories. Who or what were the Frost Shepherds? What did their arrival mean for the community? Now that the game is over, you can wonder together.

The Deep Forest

I first released *The Quiet Year* in 2013. Since then, I've learned a lot about settler-colonialism, and my place within it. Looking back at the game with a critical eye revealed a concerning truth: *The Quiet Year* was entirely silent on issues of cultural recovery and indigenous resurgence. In a game about community and land, those are hugely important topics.

Having made that realization, I felt like it was important to rethink some of the structure and assumptions of the game. I partnered with Mark Diaz Truman to design *The Deep Forest*, a sister game to *The Quiet Year*. It's a post-colonial weird fantasy game about monsters rebuilding their community after driving out human occupiers. Abundance and Scarcity are replaced by Adoptions and Taboos, representing how decolonization is not a going back, but a creative pathway forward toward healing and resurgence.

The Deep Forest engages questions of cultural continuity, adaptation, and the looming worry of re-occupation. It's available for free at: buriedwithoutceremony.com/the-deep-forest

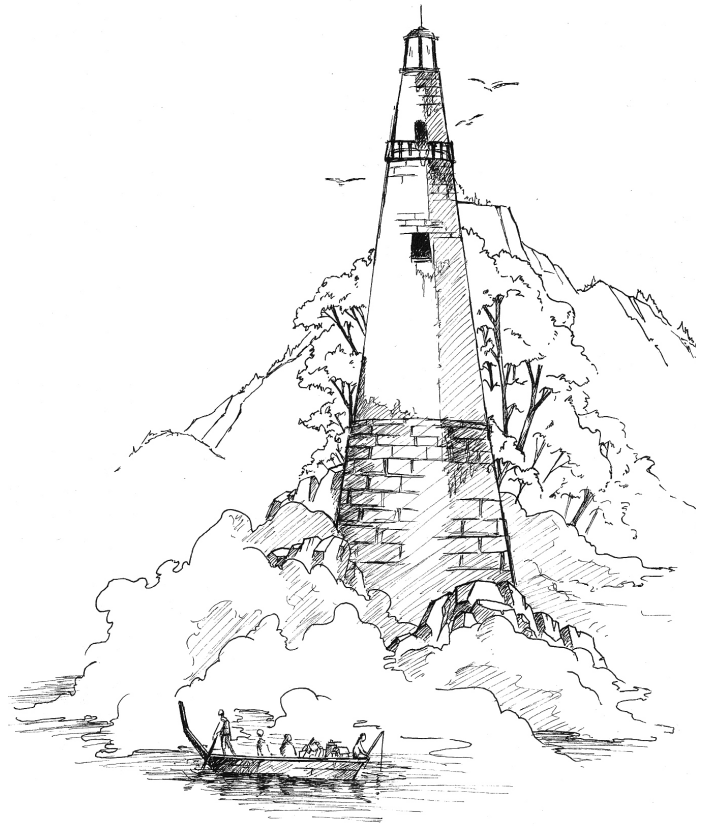
Charted Areas

Designed by fantasy cartographer Tony Dowler, Charted Areas are a series of three quickstart maps for *The Quiet Year*. They allow you to get started playing right away, perfect for a demo or a fast game.

They complete the prep stages of the game for you (sketching the terrain, determining starting resources). Simply pick the map you'd like to use, and begin.

If you're playing with two players, cross out one of the Scarcities before you start (and cross off its symbolic representation on the map). If you're playing with four players, add a final Scarcity before you start.

To download the Charted Areas, visit: buriedwithoutceremony.com/the-quiet-year



Chapter Five: Examples

These two examples are designed to illustrate how the game works. Read on if you'd like to learn more about how the game works in action.

Setting Up

Lisa, Raj, and Kate sit down to play The Quiet Year together. Lisa is facilitating the game, and has already prepared the supplies as instructed in Chapter 1. She invites Raj and Kate to sit down with her.

Lisa: Alright. Thanks for agreeing to play this game with me. I'm excited! I'm going to start with reading some text to you, and then we'll collaborate on a few setup activities.

Lisa reads The Opening Story aloud, and then pauses for a moment to let it sink in. She then moves through the Introducing Our Tools section, following the italicized instructions and reading the regular text aloud. She reads aloud Our Role, and then Sketching Terrain (including the examples). Lisa simply reads these sections verbatim.

Lisa: Alright, so where are we situated? What ideas do you two have?

Raj: My first thought is that it'd be interesting to put ourselves next to the coast. Somewhere wet and windy.

Lisa: I think that's great. I'd also be into setting it in a thick wooded area, like a mountain forest.

Kate: I'm into the coast. Let's go with that. For details: maybe our community is built right next to a wide inlet.

Kate quickly sketches an inlet, and draws some crude waves to indicate which part is water.

Raj: I'd like to add a lighthouse, with a small storehouse attached to it.

Raj sketches a three-quarter view of a lighthouse, and puts a small rectangle next to it, depicting the storehouse.

Lisa: Alright, that leaves me. I want the area just inland of the lighthouse to be swampy and full of tall grasses. That's where the inlet leads.

Lisa draws some wavy lines and light shading to indicate bog, and draws a couple grass clumps. Having finished sketching the initial landscape, she moves on to read the Starting Resources section.

Lisa: Remember that these resources we name might be in Scarcity or in Abundance.

Raj: I choose fish.

Lisa: I'm going with drinkable water as mine.

Kate: And I'll go with textiles, if that's good with both of you.

Lisa: That's great. Fish, drinkable water, and textiles. Of those three, which one do we have in Abundance?

The players all agree that it'd be most interesting to have an Abundance of textiles, and a Scarcity of both fish and drinkable water. What a peculiar situation for a coastal community! The three choices get recorded on the index card. Kate draws a little cross-hatched blanket next to the storehouse, to indicate an Abundance of textiles. Lisa draws an empty water glass next to the inlet, to represent a Scarcity of drinkable water. Raj draws a fish skeleton in the water, to indicate a Scarcity of fish.

Lisa: Alright! We've established our community. We're living on the coast, rich in textiles, but without fish or drinkable water. Now, to learn how to play out the weeks of our year, we're going to take turns reading pages aloud from this book. The we can start! Who wants to read first?

Three Weeks of Play

It's the middle of Summer, and Raj is now the active player. He begins by drawing a card from the top of the deck. It's the 7 of Diamonds (Summer). There are two options written on it. He chooses one to read aloud.

Raj: "Introduce a mystery at the edge of the map." Alright, a young boy is out searching around in the bog, and discovers a weird skeleton. He pulls it out of the mud with the help of his friends. It's sort of like an alligator, except its limbs are articulated in too many places and it's got too many eye sockets. A mutant, maybe?

Raj spends about 25 seconds drawing a weird animal spine over by the bogs. His picture is less than half an inch wide.

He glances at The Summary card for a moment. The next step is to reduce project dice. There are two dice sitting on the map, set to 3 and 2. Each of those dice is linked to a project that the community is working on. Raj knocks them both down by 1.

Raj: For my action, I'm going to Hold a Discussion. I'll lead with a question: "When we've finished the boat repair project, will we resume our scouting endeavors? Or is that too dangerous now?"

Everyone gets to weigh in once, with a single response.

Lisa: I think that recon will keep us safe in the long run, so it's worth a bit of short-term risk.

Kate: No. If we incite the wrath of another pirate fleet, it could spell ruin for our community.

Raj: I think we should focus energy on establishing coastal sentries, but keep our boats in safer waters.

Raj marks the docks with a dot, to indicate the discussion. That concludes the week. It's Lisa's week next, and she draws the 9. She chooses one of the two options to read aloud.

Lisa: Uh oh, guys. "A project fails. Which one? Why?" The boat is more important in the long run, I think. So the 'sun shrine' project gets nixed. Several people decide that we can't spare the heavy canvas or the wood that we were using to build it, so they disassemble what's been done.

Lisa removes one of the dice from the map. Raj and Kate don't get to talk about Lisa's decision, because it isn't their turn and this isn't a discussion. They do have the option of taking Contempt, though, which Kate does. She doesn't feel honoured by the actions of those community members.

Lisa knocks the remaining die from 2 to 1. The boat repair will be finished next week.

Lisa: Okay. For my weekly action, I'm going to Start a Project. We've been afraid of these marauding pirates for a while now, and some defences would be good. So we'll train some sentries and arm them with whatever we found in that army jeep. How long will this take?

The players quickly agree that this seems like it'd logically be a 2 week project. Lisa places a die marked "2" next to the jeep icon, because that seems like a fitting place to 'anchor' the project. Once again, there is no room to protest the launch of this project, though Raj and Kate both have the opportunity to take Contempt. Neither do so.

Finally, it's Kate's turn. She draws the 2 of Diamonds (Summer), and chooses one of the two options.

Kate: Alright: "Someone new arrives. Who? Why are they in distress?" I think a lone man washes up on the shore, starving and delirious. He'd been held captive on one of the pirate ships, and managed to escape only by diving overboard and swimming toward the shore. We greet him with what little food we can spare.

Kate draws a little stick figure man. The next step is to reduce the project dice on the board. The boat repair project finishes and the sentries project has 1 week remaining.

Lisa: Alright, I started that boat project, a month ago now. How does it turn out? Well, we managed to patch the crack in its hull, and furthermore seal the whole underside. It's seaworthy again.

Lisa updates the map by drawing a pristine boat picture, next to the previously-crossed-out boat picture.

Kate: And now my action. I'm going to Discover Something New. Once we get the boat out into the water again, we discover that a strange sea plant is in bloom, submerged just below the water's surface. It is spiny and fuchsia. Nobody's sure what to do with it yet.

She draws a few squiggles in the water to represent this mysterious new plant. This concludes her turn. Each of these turns took 2-3 minutes to complete. This entire example spans 7-8 minutes of play.

The Oracle: Spring

A♥

What group has the highest status in the community?
What must people do to gain inclusion in this group?

or...

Are there distinct family units in the community? If so,
what family structures are common?

2♥

There's a large body of water on the map. Where is it?
What does it look like?

or...

There's a giant man-made structure on the map. Where
is it? Why is it abandoned?

3♥

Someone new arrives. Who?

or...

Two of the community's younger members get into a
fight. What provoked them?

4♥

What important and basic tools does the community
lack?

or...

Where are you storing your food?
Why is this a risky place to store things?

5♥

There is a disquieting legend about this place.
What is it?

or...

Alarming weather patterns destroy something.
How and what?

6♥

Are there children in the community?
If there are, what is their role in the community?

or...

How old are the eldest members of the community?
What unique needs do they have?

7♥

Where does everyone sleep?
Who is unhappy with this arrangement, and why?

or...

What natural predators roam this area? Are you safe?

8♥

An old piece of machinery is discovered,
broken but perhaps repairable. What is it?

What would it be useful for?

or...

An old piece of machinery is discovered, cursed and
dangerous. How does the community destroy it?

9♥

A charismatic young girl convinces many to help her
with an elaborate scheme. What is it? Who joins her
endeavors? **Start a project to reflect.**

or...

A charismatic young girl tries to tempt many into sinful
or dangerous activity. Why does she do this?
How does the community respond?

10♥

There's another community somewhere on the map.
Where are they? What sets them apart from you?

or...

What belief or practice helps to unify your community?

J♥

You see a good omen. What is it?

or...

You see a bad omen. What is it?

Q♥

What's the most beautiful thing in this area?

or...

What's the most hideous thing in this area?

K♥

A young boy starts digging in the ground,
and discovers something unexpected. What is it?

or...

An old man confesses to past crimes and atrocities.
What has he done?

The Oracle: Summer

A♦

A contingent within the community demand to be heard. Who are they? What are they asking for?

or...

A contingent within the community have acted on their frustrations. What have they damaged, and why did they damage it? Is it permanent?

2♦

Someone new arrives. Who? Why are they in distress?

or...

Someone leaves the community. Who?
What are they looking for?

3♦

Summer is a time for production and tending to the earth. **Start a project related to food production.**

or...

Summer is a time for conquest and the gathering of might. **Start a project related to military readiness and conquest.**

4♦

The eldest among you dies. What caused the death?

or...

The eldest among you is very sick. Caring for them and searching for a cure requires the help of the entire community. **Do not reduce project dice this week.**

5♦

A project finishes early.

What led to its early completion?

or...

The weather is nice and people can feel the potential all around them. **Start a new project.**

6♦

Outsiders arrive in the area. Why are they a threat?

How are they vulnerable?

or...

Outsiders arrive in the area. How many?
How are they greeted?

7♦

Introduce a mystery at the edge of the map.

or...

An unattended situation becomes problematic and scary.
What is it? How does it go awry?

8♦

Someone tries to take control of the community by force. Do they succeed? Why do they do this?

or...

A headstrong community member decides to put one of their ideas in motion. **Start a foolish project.**

9♦

A project fails. Which one? Why?

or...

Something goes foul and supplies are ruined.
Add a new Scarcity.

10♦

You discover a cache of supplies or resources.

Add a new Abundance.

or...

A Scarcity has gone unaddressed for too long!
Start a project that will alleviate that Scarcity.

J♦

Predators and bad omens are afoot. You are careless, and someone goes missing under ominous circumstances. Who?

or...

Predators and bad omens are afoot. What measures do you take to keep everyone safe and under surveillance?
Do not reduce project dice this week.

Q♦

A project finishes early. Which one? Why?

If there are no projects underway, boredom leads to a quarrel. A fight breaks out between two people.
What is it about?

K♦

Summer is fleeting.

Discard the top two cards off the top of the deck and take two actions this week.

The Oracle: Autumn

A♣

The community becomes obsessed with a single project.

Which one? Why? Choose one:

- They decide to take more time to ensure that it is perfect. **Add 3 weeks to the project die.**
- They drop everything else to work on it.

All other projects fail.

*If there are no projects underway,
add a Scarcity born of idleness.*

2♣

Someone returns to the community. Who?

Where were they?

or...

You find a body. Do people recognize who it is?
What happened?

3♣

Someone leaves the community after issuing a dire warning. Who? What is the warning?

or...

Someone issues a dire warning, and the community leaps into action to avoid disaster. What is the warning?

Start a contentious project that relates to it.

4♣

The strongest among you dies. What caused the death?

or...

The weakest among you dies.
Who's to blame for their death?

5♣

The Parish arrives. Who are they? Why have they chosen your community, and for what?

or...

A small gang of marauders is making its way through local terrain. How many are there? What weapons do they carry?

6♣

Introduce a dark mystery among the members of the community.

or...

Conflict flares up among community members, and as a result, **a project fails.**

7♣

A project just isn't working out as expected. **Radically change the nature of this project (don't modify the project die). When it resolves, you'll be responsible for telling the community how it went.**

or...

Something goes foul and supplies are ruined.

Add a new Scarcity.

8♣

Someone sabotages a project, and **the project fails** as a result. Who did this? Why?

or...

Someone is caught trying to sabotage the efforts of the community. How does the community respond?

9♣

The community works constantly, and as a result **a project finishes early.**

or...

A group goes out to explore the map more thoroughly, and finds something that had been previously overlooked.

10♣

Harvest is here and plentiful. **Add an Abundance.**

or...

Cold autumn winds drive out your enemies. **Remove a threatening force from the map and the area.**

J♣

A project finishes early. Which one? Why?

If there are no projects underway, restlessness creates animosity, which leads to violence. Who gets hurt?

Q♣

Disease spreads through the community. Choose one:

- You spend the week quarantining and treating the disease. **Project dice are not reduced this week.**
- Nobody knows what to do about it. **Add "Health and Fertility" as a Scarcity.**

K♣

A natural disaster strikes the area. Choose one:

- You focus on getting everyone to safety. **Remove an Abundance and a project fails.**
- You focus on protecting your supplies and hard work at any cost. Several people die as a result.

The Oracle: Winter

A♠

Now is the time to conserve energy and resources.

A project fails, but gain an Abundance.

or...

Now is the time for hurried labour and final efforts.

A project finishes early, but gain a Scarcity.

2♠

A headstrong community member takes charge of the community's work efforts. **A project fails, and then a different project finishes early.**

or...

A headstrong community member tries to take control of the community. How are they prevented from doing this? Due to the conflict, **project dice are not reduced this week.**

3♠

Someone comes up with an ingenious solution to a big problem, and as a result **a project finishes early.**

What was their idea?

or...

Someone comes up with a plan to ensure safety and comfort during the coldest months.

Start a project related to this.

4♠

All the animals and young children are crying and won't stop. **Hold a discussion about this, in addition to your regular action for this week.**

or...

A great atrocity is revealed. What is it?
Who uncovers it?

5♠

Winter elements destroy a food source. If this was your only food source, **add a Scarcity.**

or...

Winter elements leave everyone cold, tired, and miserable. **Project dice are not reduced this week.**

6♠

The time has come to consolidate your efforts and your borders. **Projects located outside the settlement fail, and all remaining projects are reduced by 2 this week.**

or...

Someone finds a curious opportunity on the edge of the map. **Start a project related to this discovery.**

7♠

What is winter like in this area? How do community members react to the weather?

8♠

Winter is harsh, and desperation gives rise to fear mongering. Choose one:

- Spend the week calming the masses and dispelling their violent sentiments. **The week ends immediately.**
- Declare war on someone or something. **This counts as starting a project.**

9♠

Someone goes missing. They're alone in the winter elements. Choose one:

- The community organizes constant search parties and eventually the person is found. **Project dice are not reduced this week.**
- No one ever hears from that person again.

10♠

In preparation for the coming year, the community begins a huge undertaking. **Start a project that will take at least 5 weeks to complete.**

J♠

An infected outsider arrives, seeking amnesty. They have some much-needed resources with them. Choose one:

- Welcome them into the community. **Remove a Scarcity,** but also introduce an infection into the community.
- Bar them from entry. What Scarcity could they have addressed? How does its need become more dire this week?

Q♠

You see a good omen. What is it?

K♠

The Frost Shepherds arrive.
The game is over.

Turn Summary

1. Play a Card
2. Adjust the Dice
3. Take an Action

Discover Something New

Hold a Discussion

Start a Project

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