



SUMBERJACK & ESCAPE

RULES

Two lumberjacks found themselves trapped in a dark, treacherous forest, where danger lurked in every shadow. Each man knew there was only one way to survive: escape to his own village, where safety awaited. Only the first to reach the village would be spared. The other would be left behind, doomed to be devoured by hungry wolves.

RULES

1. Each player begins on opposite sides of the board. Their goal is located on the opposing side.
2. Each player has six possible finish lines. Players roll their dice to determine which finish line they must reach.
3. Each player has two actions to spend per turn. Actions may be used to move, play cards or redraw cards, or a combination (e.g., move twice, play two cards, move once and play one card, play one card and redraw one).

4. At the end of their turn, players must have five cards in hand (or their current maximum, as determined by backpack and dynamite cards in inventory).
5. Players can only place a path card if it connects properly to another path card on the board. If surrounding cards have connecting paths, all connections must align and be filled correctly.
6. There are 4 supply boxes on map. Player will pick up this box by stepping on it (this implies that a road must already be built under it). Box is then removed from board and player can draw one card from equipment deck.
7. The game ends immediately when the first player steps onto their village tile (this step is an additional move beyond the board tiles).

BOARD SETTING

1. Each player selects a color for their dice and character.
2. Each player places their character on their designated starting point.
3. Shuffle the six equipment cards and place them near the board.
4. Shuffle all remaining cards thoroughly and place them near the board this is the draw pile.
5. Place four supply boxes on the board spots marked by an 'X'.
6. Each player draws five cards from the deck.
7. Each player rolls a dice; the player with the higher number goes first.
8. Players roll again to determine their finish lines and place their dice on their respective finish lines as markers (these dice will not be used again during the game).

PLAYER'S TURN

1. **Draw Phase:** At the start of the turn, the player draws cards until they have maximum cards in hand (by default 5 cards but dynamite or backpack alter this maximum).
2. **Play Phase:** Each player has two actions per turn to move, play cards or redraw a card. They can perform two different actions or two times the same. Special case is overwriting already existing path, this cost two actions. Possible actions are:
 - a. Play a card from hand: build path or use action card
 - b. Move one step
 - c. Redraw a card
 - d. After playing a card, it is immediately resolved (e.g., paths are placed, abilities take effect).
 - e. Player can keep actions (e.g. he don't want to move and don't want to play cards or redraw them)
3. **Discard Phase:** If the player has more than 5 cards, they must discard down to 5 (or his current maximum). The turn ends, and the next player takes their turn.

CARDS

There are three types of cards, path cards and action cards (with black outline) are played using turn actions. Path cards are played by placing them on board. Action cards are placed on discard pile and the effect of the card is then applied. Exceptions are equipment cards in separate deck that player can find by stepping on supply box on map. Equipment card is placed immediately on table (without costing an action) in front of player and are active for the rest of the game.

ADDITIONAL RULES

- With compass you can move tile with ghost but cant move tile with player.
- Start position is considered as normal tile with path, players can step on it even after they leave it.
- When playing Dynamite you choose card from opponent's hand blindly.
- You can't place Ghost on tile with player.
- You can't use Fire on tile with Ghost or player.
- You can use path built by enemy which is one of strategies.
- Both players can stand on one tile at once.

EQUIPMENT



Backpack: Increase maximum card on hand by 2



Map: You can discard up to 2 cards per turn not spending action



Sled: Every basic straight path can be used as Water slide



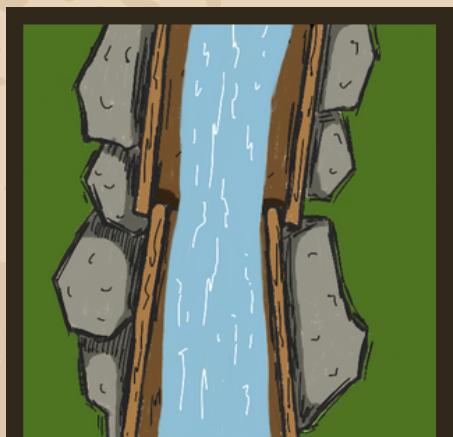
Boot: You can sacrifice your whole turn to move 3 steps



Axe: Once per turn build two paths for one action



Shovel: You can sacrifice your whole turn to overwrite two paths



Water slide: Walking across this tile does not cost step, but player cant end his turn on this card



Fallen tree: Takes 2 actions to get through. It is considered as 2 tiles, one before and one after the tree



Ghost: You can place or move ghost figure on already built path. Player that wants to step on this path has to banish it first which takes 2 actions



Health kit: Blocks the bear trap, cures hallucinogenic shrooms and heals dynamite



Dynamite: Discard one card from the opponent's hand. They play with one less card and keep Dynamite in their inventory.



Fire: You can destroy one path on the board. If there is another path beneath it, the underlying path will be revealed



Camp: Draw 4 cards



Compass: Move and/or rotate path on the board



Bear trap: If used on another player, they lose their turn



Hallucinogenic shrooms: Move opponent figure 2 steps



Binoculars: Look at the top 5 cards of the deck and reorder them



Night ambush: Destroy opponent equipment or take two top cards from discard pile

ACTION CARDS AND SPECIAL PATHS