Our colony ship has crash landed on a small rogue planet far away from the nearest star. Fortunately, the atmosphere is breathable with minimal filters and the temperature is above freezing thanks to volcanic activity. However, that is where our luck stops. The mist that covers this planet blocks even the brightest of our conventional lights and unknown creatures roam the darkness. We lost many before a number of us stumbled across large crystals radiating a strange green light that cut through the darkness and kept the creatures at bay. We gathered what and who we could and set up camp. There are a few resources we can use around but we cannot stay here. We need to keep moving at least until we can figure out how to get a distress signal through this damned mist and survive till rescue.

-collect resources and crystals around camp

-send out guides into the darkness, looking for other crystal clusters. Find them and move your base before you run out of resources.

-guides will set off a beacon only if a cluster is found. If their light goes out, you can assume they are good as dead. (though they might surprise you)

-research the environment until you find a way to get a distress signal through, then continue to survive till rescue.

Guide Stats

Senses- odds of detecting a dangerous areas next to them before

Speed- rate at which the guide moves, saving time and light. lower numbers are faster

Survival- odds of surviving danger, either from areas or creatures in the dark

Navigation- reduce chance of getting lost (lost guides move in a random direction for a while)

Tips

-tell where a guide is and how much light they have remaining based on the size of their marker.

-Infer information. If a light stops moving, the guide probably fell into a crevasse and is dead. If a strong light suddenly goes out some creature got them. If a light slowly fades out while moving, the guide might still be alive and exploring though they are not likely to get much farther without light.

-if a guide returns, they will report any dangerous areas they ran across.

-if a guide hits a cluster, they will set off their beacon and remain there, they will rejoin the camp when it is moved.

-if a guide reaches their target and does not hit a cluster, they will attempt to return to base, even if on a one-way trip

-guides do not use light, get lost, or attacked by creatures while moving through camp.