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1   Introduction

Your plane has crashed. Your village burned in a thunderstorm. You were banished by society, or fled of your own accord. Whatever your reason for traversing the frozen wastes, your circumstances are grave. Now you are left with no food, no tools, poor clothing, and poor health. Your group must make the most of these trying times. Leave your camp on short expeditions into the wilderness, retrieve food and resources, and return. Improve your camp, construct your own tools, try to survive until the worst of it is over. Can you get by, against all odds, until spring?

2   Contents and Setup

The game box contains:

- 1 Game board

- 4 Player boards

- 4 sets of 20 resource cubes in pink, brown, yellow, and grey

- 3 sets of 10 red weakness tokens

- 3 decks of expedition cards with red, green, and blue backs

- 4 pairs of player pawns

- 10 grey lost tokens

- 1 local resource pool bag

- 1 deck of tool cards

- 1 deck of camp improvement cards

- 1 deck of scenario event cards

- 1 weather pawn

To start setup, first lay out the game board in the centre of the table and hand a player board to each player. Hand each player a pair of pawns. One of these pawns should be placed on the health track of their player board, at the end farthest from the red blood drop. The other pawns of the pairs should be set next to the campfire in the centre of the game board. If there are only two players, add another survivor board and pawns. This Weakened Survivor begins on five health and can never go on Expeditions. They are not controlled by any single player. Place the weather pawn on the day one space on the game board.

Then separate the resource cubes, by colour, into four piles. Put these piles to one side of the game board. Separate the weakness tokens into three piles, by type. Put these piles next to the game board, opposite the resource cubes. Place the lost tokens nearby.

Separate the red, green, and blue expedition decks and shuffle them. Place them within easy reach of the board. Separate out the tool deck into the five distinct tool cards, and put within reach of the board. Select a set of five camp improvements (one each of Snow Shelter, Fur Covers, Thistle Floor, Tool Spot, and Smoking Line), making sure to take the improvements that match the current player count to the player icon on the backs.

You are now ready to play round one, reveal the first scenario event card and enter the Morning phase of the day.

3 Death and Dying

To explain how to overcome and win Until Spring, we must explain how one fails. To win is then to not fail. Over the course of the game individual players will accrue weakness tokens in the manner to be described. At the end of each game day players lose one health point 🔴 for each weakness token on the board. If at any time a players health reaches zero, the entire group has lost. The winter has claimed another victim, and it is unlikely the group would make it without them. By avoiding this fate and constructing the plane before the end of the last day, the game has been won.

Frost weakness tokens ⚫ are acquired by travelling on expeditions (see expeditions) and by the weather each evening. For each frost icon ⚫ on the weather track for the current day each member of the group receives one frost token ⚫ . Wood can be burned in the Evenings to remove 1 frost token ⚫ from each player for 1 wood ⚫ spent, or prevent the accumulation of 1 frost token due to weather. Each wood ⚫ resource burned in this way is returned to the wood resource pool. A constructed Snow Shelter, Fur Covers, and Thistled Floor, also counter one frost token in this way. Any excess wood burned or protection provided by camp improvements will remove frost tokens ⚫ on each player's board on a one to one basis.

Hunger weakness tokens ⚫ are acquired by travelling on expeditions and by the passage of time.

Each Evening the players must choose to feed their characters with food tokens ◯ , one food token per player. If this is not done, such as when food is unavailable, each character not fed receives a hunger token ⬤ . Hunger tokens can be removed later by feeding the characters excess food in an Evening. For each one excess food ◯ spent on a character, the character removes one hunger token ⬤ from their board. As with burned wood the spent food resources are placed in the food resource pile.

Exhaustion tokens ⬤ afflict those travelling on long expeditions. Received exhaustion tokens ⬤ can be removed by spending time at camp Resting. For each Resting action a character under-takes they will remove one exhaustion token from their board.

Thirst tokens ⬤ are accumulated, one per day, and from expeditions. They are removed by consuming water resource tokens ⬤ . For each 1 water ⬤ consumed 1 player removes 1 thirst token ⬤ or prevents the acquisition of the 1 thirst token that is given to each character in the Evenings.

After the Evening is completed and before the start of the next day players reduce their character's health ⬤ by the number of weakness tokens remaining at that time. If their character dies, the game is over. If a character survives, they increase their health by one up to the highest position on the track.

4   Round Structure

Rounds, referred to here as days, are split into three main parts. These are, Morning, Noon, and Evening. At the start of each new day, after the first, the weather pawn is advanced one space, signalling the weather for the new day. Players then enter the Morning phase.

In the Morning phase players decide which characters will be sent on an expedition. Expeditions bring in resources for the group, but are also sources of injury and weakness. Anyone characters remaining behind will have the opportunity to improve the camp, acquire a small quantity of resources, or rest.

Once these decisions have been

made play progresses to the Noon phase of the day. First, all characters remaining behind may carry out their actions for this phase. They may either, build one camp improvement by spending the requisite resources and flipping the improvement to its constructed face, or carry out two of the following:

- Rest. Removing one exhaustion token 🌀

- Forage. Take one resource from the Local Resource pool.

- Boil water. Produce x water ⚪, depending on the camp's current filterer.

- Construct tools. Turn the requisite number of resources from the camp pools into a tool. The tool may be given to any one character and must remain with them for the rest of the game. (Optional rule: Only characters remaining behind on this day may be given the tool.)

Once all characters remaining behind have completed their actions the expedition may begin. This process is discussed in Expeditions. After, the expedition is complete the Evening phase begins.

In the Evening phase players decide how much wood ⚫ to put on the fire for the evening. The weather for that day is shown on the game board and dictates how much Frost 🌑 each character would receive overnight. This frost is countered for each piece of wood burned on the fire as described in the Frost token section. As stated there, excess wood can be burned to remove existing Frost tokens.

So long as one wood ⚫ is burned the camp receives water ⚪ equivalent to having spent one action on acquiring it with their filterer. Any character not consuming a water in the Evening receives a Thirst token 🌑 . As with the other weaknesses additional water ⚪ consumption will remove existing thirst tokens.

The group then decides how much food ⚪ to consume to mitigate Starvation 🌑 as described in the Starvation token section. As mentioned there additional food

can be eaten to remove existing starvation tokens.

Once token changes have been resolved the characters lose health ⬦ equal to the number of weakness tokens they have. If any one dies from this the game is over. Otherwise, all characters receive one health ⬦. At this time players may also choose to spend furs ⬤ from the camp supply, one for one, to increase their health ⬦. Spent furs enter the fur supply bag.

Once this has been completed the day progresses. Move the Day token to the next day on the track, noting any changes in the weather. The new Morning has arrived.

5 Expeditions

To begin an Expedition players will have collectively decided which characters are participating, noting the tools they have on them, and their health and weaknesses. Once this is complete and any characters remaining behind have completed their actions the players will build the Expedition deck.

The deck is constructed by adding one green and two blue Expedition cards per expeditioning character. Then sum the weaknesses of all characters and divide by two, rounding down. This is the number of red Expedition cards that must be added.

Players then decide on the length of the expedition, that is the number of cards that will be revealed. The deck is then shuffled, and cards are placed on the Expedition track, one at a time from left to right. They are then flipped one at a time and resolved, from left to right. If the card is placed onto a Weakness symbol on the track then all expeditioning characters receive one of that weakness token. If the card is played onto any resource symbol, the players may add one of any resource to the expedition resource pool, taking care to keep this pool separate from camp resources for now.

Cards will sometimes have a tool symbol in the upper right. When one of these cards is revealed, if any character in the expeditioning group has that tool equipped, the expedition receives one resource depending on the tool.

Cards will usually have a cen-

tral section containing one or two bars with resources shown. If one bar is present then players add the shown resources into the expedition pool. If two are present, players decide which of the bars to use, and place the shown resources from that bar into the expedition resource pool.

Cards will sometimes have symbols shown at the bottom of the card. These are penalties will the following effects:

- The group distributes this much damage 🔻 between them

- Lose any one resource from the expedition pool

- Take one Lost token 🌑

After resolving as many cards as the players agreed was the length of the expedition then the expedition is over. If the group has accrued more Lost tokens 🌑 than there was expeditioning characters then the group became lost. Each expeditioning character takes one exhaustion token, and the expedition pool loses half of its resources (rounding down). The players choose which resources to lose, and these are returned to their resource pools. If the group did not become lost then each Lost token 🌑 merely takes one resource from the expedition pool. After resolving the Lost tokens 🌑 , the group returns safely home. Place all remaining expedition pool resources in the group's camp resource pools. Then proceed to the Evening phase.

6 Camp Improvements and Tools

Camp improvements are constructed by expending a character's Noon phase while remaining behind, alongside any resources listed on the card. Improvements are permanent, providing a repeated benefit to the group. They do the following:

- Snow Shelter: No cost, but the building character takes a Frost token 🔴 . It heals one Frost token 🔴 per character every Evening.

- Thistled Floor: Costs wood ● depending on the number of players. It heals one Frost token ● every Evening.

- Fur Covers: Costs furs ● depending on the number of players. It heals one Frost token ● every Evening.

- Basic Filterer: This starts constructed. Provides the water ● production action and generates two water ● ● if any wood ● is burnt in an Evening.

- Improved Filterer: Costs one metal ● and two furs ● ● . Same as the Basic Filterer, but provides three water ● ● ● per trigger.

- Best Filterer: Costs one metal ● and one fur ● . Same as the Basic Filterer, but provides four water ● ● ● ● per trigger. Can only be constructed after the Improved Filterer.

- Smoking Line: Costs two furs ● ● . Provides one food ○ , when a returning expedition brings at least one food.

Note that on the day an improvement is constructed the character that built it can perform no other actions.

7   Considered Alterations

- Consider adding an endgame goal, involving metal to complete. [Repair of the plane. Takes 10 metal to complete, but takes no time. Just accumulate a pool of 10 metal and the game ends that Evening.] - Considering adding an board of hex locations for expeditions to traverse. Traversing already explored tiles will add a grey card to the Expedition line, as opposed to drawing from the deck.

- Wood ●
- Food ○
- Furs ●
- Metal ●
- Water ●

- Health/damage ●
- Frost ●
- Hunger ●
- Thirst ●
- Exhaustion ●