



UNTIL
SPRING

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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, repair the nearby aircraft to escape, or try to survive until the worst of it is over. Can you get by, against all odds, until spring?

Skip to Quick Summary for a one-page explanation of the rules.

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
- 4 die with weakness faces



To start setup, first lay out the game board in the centre of the table. Each player then selects a player board **5**, selecting player abilities that take their fancy. Hand each player a pair of pawns **8**. 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, that is five steps from the red drop, and can never go on Expeditions **3**. Their health cannot go above the starting

five. They are not controlled by any single player. Place the weather pawn on the day one space on the game board **12**.

Then separate the resource cubes, by colour, into four piles **7**. Put these piles to one side of the game board. Take four cubes of each colour and randomly select a total of 8 cubes from these. These 8 form the Forage pool, and should be placed near the board. Separate the weakness tokens into four piles, by type **11**. 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 **2**. 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 **1**. 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 **6**.






Finally, roll each Expedition Weakness dice, one at a time, and place them on the numbered positions of the Expedition track **10**.



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 manners to be described. At the end of each game day players lose one health point  for each Weakness token on their player board. If at any time a player's health reaches zero, the player has died. The winter has






claimed another victim. If the group wishes now may be a good time to reset the game board and try again. Alternatively, if the dead player is willing, the others may carry the torch and attempt complete their survival. By avoiding player deaths and constructing the plane before the end of the last day, the game has been won. If all players die the game has been officially lost.



3.1 Tokens





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 Thistle 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.

The four kinds of weakness token are Hunger, Thirst, Exhaustion, and Frost. Hunger and Thirst are cured with Food and Water. Frost is cured with Wood, and Exhaustion with time spent Resting.


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  can afflict those travelling on expeditions. Received exhaustion tokens  can be removed by spending time at camp Resting. For each Resting action a character undertakes 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.

Weakness	Acquired by	Removed by
Frost	Expeditions Not enough wood  on the fire on an evening	Camp improvements Wood on the fire in the evening and Warm Clothes
Hunger	Expeditions Not eating  in the evening	Eating extra food on a subsequent day
Thirst	Expeditions Not drinking  in the evening	Drinking additional water on a subsequent day
Exhaustion	Expeditions	Take the rest action while Remaining Behind

3.2 Health

After the Evening is completed and before the start of the next day players increase their characters health  by one position. This is reduced by 1 for every Weakness

token on their player board. This will often result in characters losing health day to day, and is the primary means of character death.

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.

4.1 Morning

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.



Any characters Remaining Behind will have the opportunity to improve the camp, acquire a small quantity of resources, or rest.

4.2 Noon

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, including the Weakened Survivor, if

present. 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:



Days have three phases. Morning - Decide what each character is doing. Noon - Carry out camp actions, then the expedition. Evening - Spend resources to reduce weakness and check to see if you win this day.





- 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.





4.3 Evening

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 will receive. 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 currently constructed 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 always additional food can be eaten to remove existing starvation tokens.

Food and water are consumed by individual characters. Each wood spent benefits all characters.

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.

The world around the characters is tumultuous in a dangerous winter. Here player's should shift the expedition weakness dice each one step to the left along the track. The dice that is pushed off of the left end of the track is rolled and then placed back at the rear position.

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

Before an Expedition players will have collectively decided which characters are participating, noting the tools they have on them, and their health and weaknesses. Once any characters Remaining Behind have completed their actions the players will build the Expedition deck.

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



5.1 Expedition Cards

The deck are then shuffled face-down, and the first card is placed face-down on the leftmost position of the Expedition track. The group decide whether to flip the card, carrying on the expedition and receiving the penalties and resources it provides. The next card is then placed to the right of the previous and players repeat until the decision is made to stop revealing expedition cards and return to camp. If a card is revealed in a space containing an Expedition Weakness dice, then all currently expeditioning characters receive one of the weakness token depicted by the current face of the dice. If the card is played onto an 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.

Expeditions can be expensive. Be aware of sending injured characters, and considering sending characters home early when loaded up with resources.

Cards will usually have a central 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 

5.2 Going Home

Once all remaining expeditioning players have agreed to stop revealing the next Expedition card then the Expedition is over. Each character selects five resources from the Expedition pool per expeditioning character to return to camp with. That is, expeditions with a single character on them can only bring home a maximum of five resources. Expeditions with two characters may bring back ten resources etc.. All

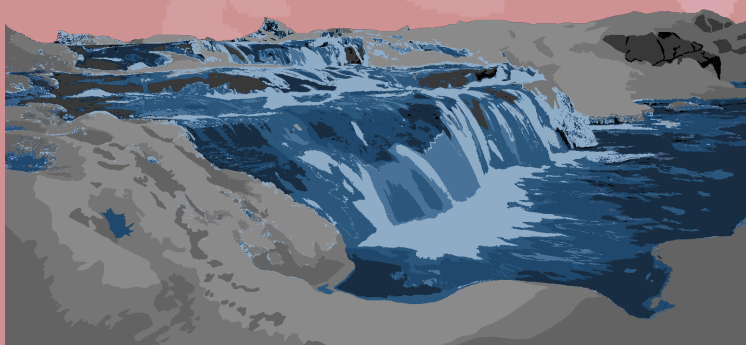
other resources from the Expedition Pool are discarded at this moment.

After resolving any card during the expedition, players can choose for their character to return to camp alone. Choosing to do so will allow them to take five resources back to the camp, and exclude them from all further harm accrued via cards or dice. Players may not do this if it would cause the remainder of the group to become Lost.

5.3 Handling Lost Tokens


























The group becomes lost when it has accrued more Lost tokens (🟡) than there are expeditioning characters. Each expeditioning character loses two health, takes one exhaustion token, and the resources from the remaining Expedition Pool are halved. 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 remaining 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 resources listed on the card, constructed by expending a character's Noon phase while providing a repeated benefit to the remaining behind, alongside any 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.

Characters can also construct Tools when Remaining Behind. Tools increase the resources obtained on some Expedition cards. Tools are permanent once crafted, and are held by a single character. The character that crafts a Tool need not be the one that wields it, but be aware that Tools cannot be freely traded. Once a Tool's wielder has been selected that character retains it permanently. The following tools are available for construction:







- Bow and Arrows   Improves Food  collection.
- Traps   Improves Furs  collection.

- Clothing   Reduces Frost of the wearer by one each evening.
- Axe   Improves Wood  collection.
- Pickaxe   Improves Metal  collection.

Other than the crafting of tools or camp improvements, players may perform the following while Remaining Behind. They may produce  by spending one action to generate as much water as the current Filterer would provide












when  is spent in the evening. Additionally, they may Forage, by which they trade one action for a single resource from the Forage pool. The pool is not replenished, so it will empty of resources over the course of a game.

7 Considered Alterations

- Consider adding an endgame goal, involving metal to complete. [Repair of the plane. Takes 8  , 5  , and 3  to complete in a 2/3 player game, and 10  , 6  , and 4  in a 4 player game, but takes no time. Just accumulate the pool of resources and the game ends at the end of that Evening.]



8 Icons and Terms

- Wood 
- Food 
- Furs 
- Metal 
- Water 
- Health/damage 
- Morning - First phase of each round. Used for group decisions.
- Noon - The second phase of each round. Used for Camp Actions and Expeditions.
- Evening - The third phase of each round. Used for dealing with Weaknesses.
- Expedition - The resource collection phase occurring at Noon.
- Camp Actions - Actions including Tool and Improvement construction, Resting, Foraging, and Boiling Water.
- Tool - Permanent crafted items equipped on players to improve Expedition results.
- Improvements - Permanent crafted items at the camp
- Frost 
- Hunger 
- Thirst 
- Exhaustion 
- Lost 
- generally applying group benefits.
- Resting - The action that removes Exhaustion tokens.
- Foraging - The action that provides one resource from the Local Resources pool.
- Boiling Water - Action that provides water equal to value shown on the currently constructed Filterer improvement.
- Local Resources - The pool of resources that is set at game start and retrieved by Foraging.
- Weaknesses - Tokens that remove character Health at the end of the day
- Remaining Behind - Description of characters that have been selected to not go on an Expedition.