Contents

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

To start setup, first lay out the game board in the centre of the table. Each player then selects a player board, selecting player abilities that take their fancy. 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, that is five steps from the red drop, and can never go on Expeditions. 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.

Then separate the resource cubes, by colour, into four piles. 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. 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.

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

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 players 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.

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.

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.

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.

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.

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.

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 right along the track. The dice that is pushed off of the right of the track is rolled and then placed at the first position of the track.

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.

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 expeditioning characters receive one of the weakness token depicted by the current face of the dice. 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.

Expeditions are expensive. It is rarely worth sending more than two characters at one time.

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 ◉

Once players have agreed to stop revealing the next Expedition card then the Expedition is over. The group 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.

If the group has accrued more Lost tokens ◉ than there were expeditioning characters the group has become Lost. Each expeditioning character 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.
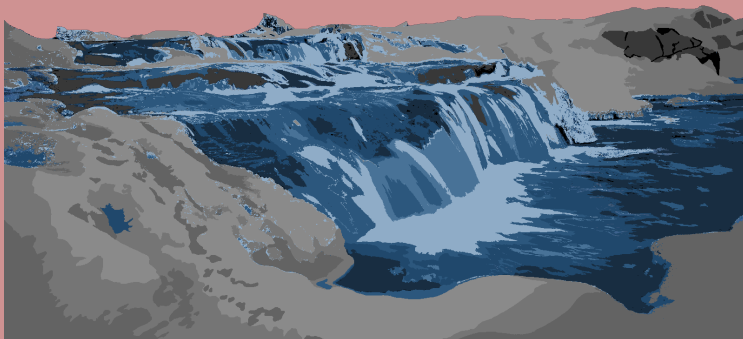
6 Camp Improvements and Tools

Camp improvements are 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.

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, 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 💧
- Frost 🟤
- Hunger 🔴

- 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

- 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.