

Introduction

In this game one player plays as the lost hiker and the other plays as the search and rescue team. The goal is for the searcher to find the lost hiker before the hiker's food runs out. In order to find the lost hiker, the searcher must be in the same square as the lost hiker and the hiker must be aware of this fact (see "limited information", below, for why this is not as simple as it seems). At that point the players win. If the hiker runs out of food before that happens the game ends and the players lose.

What you need

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- A marker like a pawn from another game to mark the location of the searcher
 - The hiker's draw deck
 - The hiker's location deck (print two copies of the pdf. The location deck should have 16 cards)
 - The hiker's provisions deck
 - The searcher's provisions deck
 - The four board pieces

Each piece of the board is referred to as a "quarter" of the board. Each quarter is divided into four "sub-regions", delineated by thick lines, and each sub-region is divided into four squares. Before you begin your first game, cut out all cards.

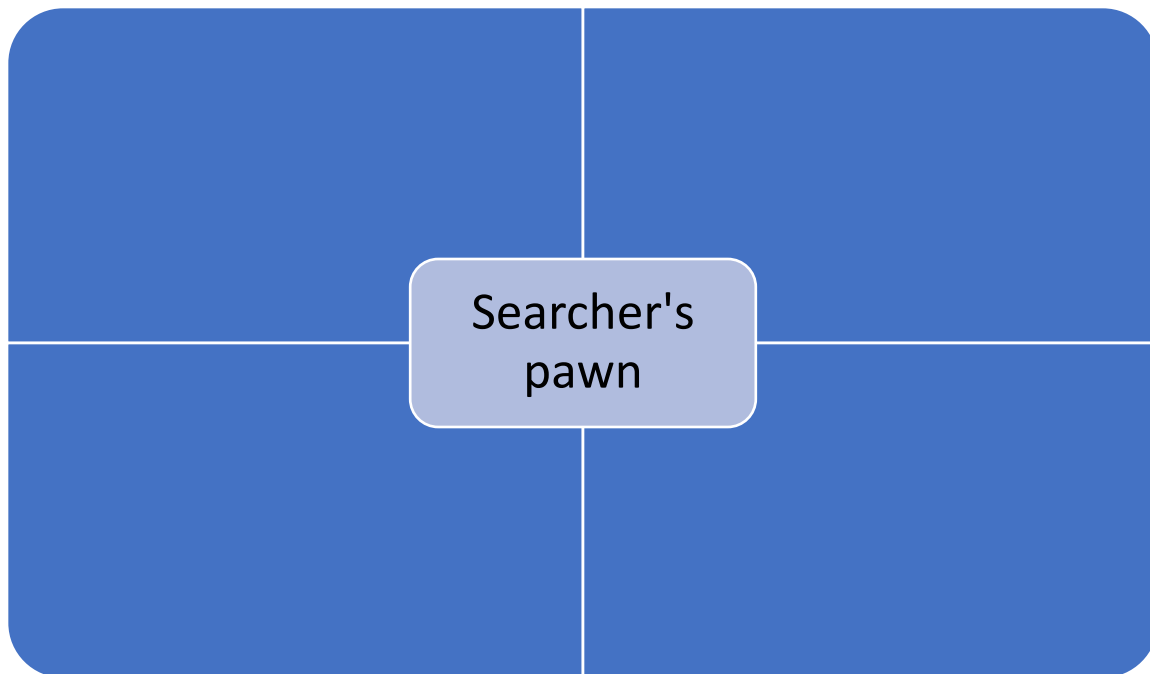
Limited Information

The game is based on limited information and limited communication. Specifically:

- The lost hiker begins the game knowing only which quarter of the game board they are in. They do not know which sub-region or square they are in.
- The searcher begins the game knowing nothing about the lost hiker's position.
- Players may not discuss anything to do with the location of the hiker or how much food they have, nor may they discuss what they plan to do before they do it, unless they play specific cards. For example, if the searcher says "I'm going to move to the top-left" that is not allowed.
- The searcher player may never know how much food the hiker has left.

Setup

Arrange the four quarters of the board in a square grid, with the searcher's pawn placed at the corner where all four intersect as shown below. This intersection point is the "Ranger's Station". It is not on a square. It doesn't matter which quarter goes where.



Shuffle the location deck. The lost hiker must take the top card. Set the rest of the deck aside for now. They may look at the card they take. This card has a 2x2 grid on it with one colored area, with a circular marking representing the top-left corner of the board **as seen from the hiker's perspective**. The colored rectangle represents the quarter of the board that the lost hiker is lost in. The hiker must keep this information secret.

Remove four “food” cards from the hiker's deck and hand them to the hiker. Shuffle the rest of the hiker's deck and place it on the table. The hiker will draw from this deck as the game progresses. The hiker must keep all of their cards separate.

Shuffle the hiker's provisions deck and deal one card to the hiker. Put the rest of the deck away for the rest of the game.

Remove the two “drone battery” cards from the searcher's provisions deck and give them to the searcher, then shuffle the rest of the searcher's provision's deck and deal one card to the searcher. Put the rest of the deck aside for now.

You are now ready to start!

Gameplay

Players take turns.

The Hiker's Turn

The hiker may take only one action each turn from the following list:

- **Search the area:** Draw a card from the hiker's deck. If the card has an immediate action that must be taken, follow the instructions immediately. Otherwise keep the card in your hand.

- If there are three “Nothing here!” cards face up on the table, discard one food, then discard the “Nothing here!” cards.
- Once the hiker’s deck is empty, reshuffle the discard pile.
- If you draw one of the landmark cards you progressively learn more about your location. The second location card you draw tells you about the sub-region you are in and the third location card you draw tells you which square you are in within that sub-region. If you already know which square you are in then landmark cards are ignored.
- If you draw a card that says you have to move (the “big animal” card):
 - If you have more than one location card, discard the card that tells you the most specific information. This means that you discard the card that told you which square you were in if you know it, or the card that tells you which sub-region you are in if you do not know which square you are in.
 - If you have only one location card, so you know only which quarter of the board you are in, do not discard the card. The hiker always knows which quarter of the board they are in.
- **Build a signal fire:** If the hiker has enough wood and a way to light it, build a signal fire. Discard all cards used to build the fire. Once the fire is lit the hiker may tell the searcher the direction they need to move. For example, “Move to the left” or “Move in the direction of the top-left corner”. They may not explicitly reveal any information about which region, sub-region, or square they are in. For instance, they cannot say “I am in the top left sub-region”. The hiker can build a signal fire if:
 - They have two wood cards and a match card. Discard all three cards. OR
 - They have one wood card and the axe, plus a match card. Discard the wood and the match but keep the axe. OR
 - They have two wood cards and the lighter. Discard the wood cards, keep the lighter. Note that it is not possible to have both the lighter and the axe in the same game.
- **Use a note:** Discard as many note cards as you want, then say that many words to the searcher. There are no restrictions on which words you can say. You cannot gesture or give away any other information. For instance, using two note cards to say “I’m here” then pointing to the square you are on is not allowed.

The searcher’s turn

The searcher may choose to take up to two actions per turn from the following list. These actions include:

- **Launching the drone using a battery:** Discard a battery card. Once the drone is launched the following happens:
 - If the hiker knows their exact location on the board and the searcher is on the same square, the game ends in victory.
 - If the hiker does not know their exact square but does know which sub-region they are in, and the searcher is in that sub-region, the hiker may tell the searcher that they are in the same sub-region.
 - If the hiker and the searcher are in the same quarter of the board but either they are not in the same sub-region or the hiker does not know which sub-region they are in, the hiker may tell the searcher that they are in the same quarter.

- **Move:** The searcher may move in any direction, including diagonally. One square counts as one action. Therefore, the searcher may move a maximum of two squares per turn. If the searcher is in the ranger's station, placing their pawn onto a square counts as one move.

In addition, the searcher may, as their entire turn,

- **Return to the Ranger's Station:** At any point, at the start of the turn, the searcher may return to the center of the board to resupply. This immediately ends the turn. When at the ranger station, the searcher takes battery cards until they have two. The searcher may optionally choose to exchange any one card for another card from the searcher's provision deck.
- **Use an airlift:** If the searcher has an airlift card they may use it. Since it takes so long for the helicopter to get to them and then ferry them to the other location, the hiker must also discard one food card. If this means that the hiker runs out of food, the game ends!
- **Launch the drone using the solar panel:** If the searcher has the solar panel, they may, as their entire turn, use it to charge the drone and launch it. Since the solar panel takes so long to charge the hiker must also discard one food card. If this means the hiker runs out of food, the game ends!