

RULEBOOK

GAME OVERVIEW

Robinson Crusoe is a board game for one to four players in which players take on the roles of castaways, exorcists or adventurers. During each game, players will explore the Island, build a camp, fight beasts and face many different adventures while trying to survive and achieve their goal (which vary depending on the scenario being played).

COMPONENTS

1 board

11 Island tiles



Island tile number 8 has a Volcano on its back – this side is used only in one of the Scenarios. In any other Scenario this side has no effect.

First Player token



Event cards



Wreckage cards



Adventure cards:

Gathering Resources



Building



Exploration



Mystery cards:

Treasure



Trap



Monster



Starting Item cards



Beast cards

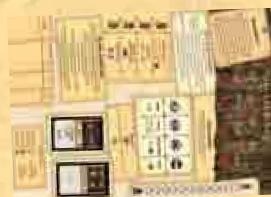


Invention cards



Special Arranging the Camp card
(used only in a 4-player game)

Scenario cards



Friday card and pawn



Dog card and pawn



4 Character cards



Players pawns:



Resources cubes:
wood fur food food that doesn't rot

Black markers



Action dice



Weather dice



White markers (replacement for black markers, sometimes can be used for some Scenario effects)

Blue markers (used to mark Scenario achievements or effects)

Wound markers



Round marker



Adventure tokens



Discovery tokens



Weather tokens



Camp/Shelter token



Shortcut token



Determination tokens



Reroll Success token



Special Wound tokens



Additional effect tokens



Before each game, players select one of the Scenarios which they want to play (it is recommended to start with Scenario 1).

Every scenario comes with its own Scenario card which describes:

The number of rounds played

The weather conditions

The goal of the Scenario

4 discoveries

2 Inventions

1 Scenario effect (Book icon)

3 or 4 tile effects (Totem icon)

This is the standard setup for the basic Scenario „Castaways”. When you choose different Scenario to play, you should check the Scenario chapter if there are any modifications to the setup.

SETUP

1. Place the board in the middle of the table.
2. Each player draws a random Character card and places it in front of him or her (in a two player game randomly draw a Character card our of only the following three: Carpenter, Cook and Explorer). Unused Character cards should be put back into box. On each Character card a particular Invention is depicted. The matching card should be removed from the Invention deck and put face up (Invention side up) on his or her Character card. Each player should also take 2 pawns in the color of his or her choice (blue, yellow, black or orange) and 1 Wound marker which they should place on the leftmost space of his or her Character's life track.
3. Put a white marker on level 0 of the Morale track on the main board.
4. Put a black marker on the topmost space of the Weapon level track (next to Weapon icon which you can treat as level 0).
5. Take the 9 Invention cards marked with the symbol  beside their names and another 5 random Invention cards and place each of them face up (Invention side up) in the appropriate spaces on the main board. Shuffle the remaining Invention cards and place them face up (Invention side up) near the main board, creating the Invention deck.
6. Separately shuffle the 3 sets of Adventure cards (separated by their backs) and place them face down next to appropriate Action fields on the main board.
7. Shuffle the Beast cards and place them face down near the main board, creating the Beast deck (note that this deck is not the same as the Hunting deck which is created from Beast cards during the course of game).
8. Shuffle the Mystery cards and place them face down near the main board, creating the Mystery deck.
9. Take the Island tile marked with the number 8

and place it face up in the indicated Island space on the main board. Place the Camp token (Camp side up) on that tile.

10. Put a black marker on the Shovel card, covering the icon of the required terrain type: beach. This terrain type is explored at the start of the game with the placing of Island tile number 1.

11. Shuffle the remaining Island tiles and place them in a face down stack near the main board.

12. Shuffle 8 Starting Item cards, draw 2 of them and place them face up next to the main board. These Items are shared by the players. Each Item can be used only twice during the game and players can use them at any time (unless stated otherwise on the card). Place two black markers in the lower part of each Item card (covering boxes icons). The remaining Starting Item cards should be put back to the box without looking at them.

13. Shuffle the Discovery tokens and place them in a face down stack near the main board.

14. Place all the resource cubes, markers, remaining tokens, additional pawns and all the dice (Action dice and Weather dice) within easy reach of all players, next to the main board.

15. Place the selected Scenario card near the main board and put the Round marker on the „Round 1” space on the Scenario card.

16. Separate the Event cards into two face down piles – one that show Book icons and the other that shows Adventure icons (of any color) – and shuffle each. Then, divide the number of rounds depicted on the selected Scenario card by 2 (rounded up) and take that number of cards from each pile, shuffle them together and place them face down in the Event space on the main board, creating the Event deck. Any remaining Event cards should be placed back in the box.

For example, the basic Scenario "Castaways" has 12 rounds, so you should take 6 random Event cards with Book icons and 6 with Adventure icons and shuffle them together.

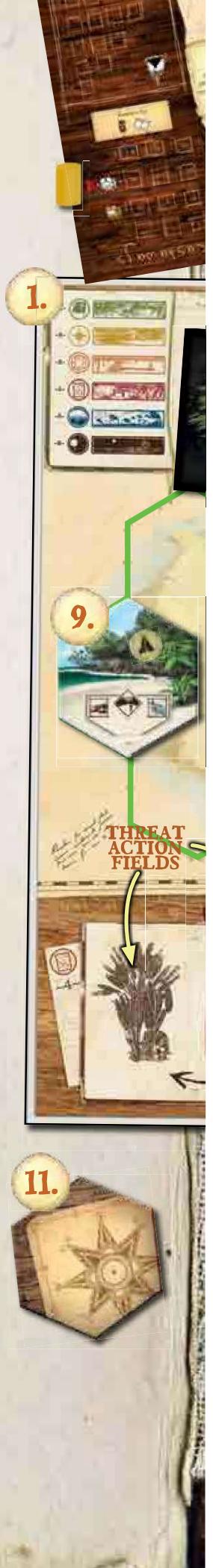
17. Place the Wreckage card "Food crates" in the rightmost space of Threat Action field.

18. The youngest player becomes the First Player and gets the First Player token. The First Player has two additional functions during the game:

- he or she is the player who gets/discards Determination tokens in the Morale phase;
- he or she resolves any disagreements between players.

19. When there are 4 players, take the special Arranging the Camp card and place it on the board covering the corresponding space.

20. When there are only 2 players, they have an additional Character – Friday. Take the Friday card and white pawn and place it in easy reach of the players, near the board. Take a Wound marker and put it on the leftmost space of Friday's life track.





OBJECT OF THE GAME

Robinson Crusoe is a cooperative game. The players will either all share the victory (if they all survive and fulfill the Scenario goal) or all lose (if one of the Character's dies or if they don't fulfill the Scenario goal in the designated number of rounds).

ROUND ORDER

The game is played over a number of rounds depicted on the selected Scenario card. Each round is divided into phases, which are executed in the following order:

1. Event phase
2. Morale phase
3. Production phase



4. Action phase
5. Weather phase
6. Night phase



Starting Item cards

Starting Item cards are shared by the players. Each Item can be used only twice during the game. To help remember the number of times used, players should place two black markers in the lower part of such card (covering boxes icons). During the game, anytime a player uses a Starting Item he should discard a black marker from the particular card and after second marker is removed, the Starting Item card should be discarded.

Starting Items can be used at any time during the game, even at the beginning (unless stated otherwise on the card). For example, the players have an "Empty bottle" which allow them to increases the Weapon level by 1 each time it is used. Players can decide to use it both times at the beginning of the game to start with Weapon level 2 and then discard that card.

Name

Life track

At the beginning of the game, place a Wound marker on the leftmost field of your Character's life track. It represents the number of Wounds that the Character can suffer before he/she dies.

Special Determination skills

Each Character has its own unique skills. In order to use a particular skill, the player has to spend the number of Determination tokens depicted next to the skill. Each skill can be used at any time, but only once per round. Any time you use a particular skill, put a black marker on the Character card to mark that the skill has been used this round. Remove all such markers at the end of the Night phase. Character skills are described in the Symbols and Effects chapter.

Each Character card has two sides: male and female (the only difference is the picture), so players can choose their Character's gender.

increase the Morale level by 1 on the main board if it's possible (it represents the Character complaining and lowering the morale of the entire group). When your Wound marker is moved to the last space on your Character's life track (), the Character dies and all players lose the game immediately.

Healing – when you heal a Wound, move your Wound marker one space to the left on your Character's life track. If it passes a Morale decrease symbol in this direction, no change is made to the Morale level on the main board. Except for the Rest Action and Cook's special skill, players can only heal during the Night phase.

Character picture with marked: head, arm, belly and leg. Those body parts are at risk of receiving special Wounds which Characters can get as an effect of various Adventures.

Preview of Character specific Inventions – each Character has a specific Item that is located on his/her character board which only he/she can build. Once built, it becomes available for the whole group and the player immediately receives 2 Determination tokens which he keeps in his own supply.

1. Event phase



Skip this phase in the first round.

Starting in the second round (and each round thereafter) draw the top card from the Event deck and immediately resolve it.

At the beginning of the game, there are only Event cards in the Event deck. However, during the course of the game, you will shuffle some Adventure and/or Mystery cards into this Event deck.

If you draw an Adventure/Mystery card from the Event deck, resolve its Event effect, discard the card and draw another card (as is indicated on the Adventure/Mystery card itself) from the Event deck. As a result, you will likely draw and resolve several Event effects of Adventure/Mystery cards before you finally draw an Event card.

For example: players draw an Adventure card from Event deck and there's an Event effect „Storm” which instructs players to Put a Storm token in the Weather space and draw another card. The next card is also an Adventure card and because of its Event effect „Collapse” players need to decrease the Roof level by half (rounded down) and draw another card. The next card is finally an Event card.

Event effect



When you draw an Event card:

1. Check if the card is marked with an Adventure icon (question mark) or with a Book icon.

If there's an Adventure icon, take the appropriate token and put in the corresponding Action field on the main board. If there's Book icon, check its meaning in the Scenario card (the meaning will vary in each Scenario).

2. Resolve its Event effect and then place the card on the rightmost space of the Threat Action field on the main board.

If there is already Event card(s) located in the Threat Action field, it/they should be slid one space to the left so the new card can be placed on the rightmost space.

If, as a result of sliding Event cards, one slides off the main board, the Threat effect of that card is now resolved and then the card is discarded.



2. Morale phase



Check the Morale level indicated by a white marker on the Morale track on the main board.

According to the Morale level, the First Player:

- has to discard the depicted number of Determination tokens, or
- neither discards nor gains anything (level 0), or
- gains the depicted number of Determination tokens (at the highest level, the First Player can choose to gain 2 Determination tokens or heal 1 Wound);

If the First Player has to discard more Determination tokens then he or she has, he or she must discard all that they have and receives 1 Wound for each lacking token (according to the general rule of Unfulfilled Demand, see: Additional Rules chapter).

For example: if Morale is on the lowest level, the First Player has to discard 3 Determination tokens but he only has 1. He discards it and receives 2 Wounds.

3. Production phase



Players get resources during the Production phase based on which sources are located on the Island tile where the player's Camp is located. Each source on this Island tile provides one resource cube. There are 2 types of sources:

- source of food / which provides .
- source of wood which provides .

All of the resources that players receive in the Production phase (or in the rare instance, the Event phase) should be placed in the Available Resources space. These are available to use by the players immediately.



For example: if the players have their Camp on an Island tile with a source of food and a source of wood they receive 1 food and 1 wood.

The number of resources that the players receive can be modified by the effects of some Items, Adventures or Events, etc.

4. Action phase



This is the most important phase of the game and consists of two stages: Planning and Resolving Actions.

4.1 Planning actions

There are no individual player turns, instead all players decide as a group which Actions they wish to take. Players indicate their choices by assigning their pawns to certain Actions.

Pawns represent a Character's activity on the island, so with two pawns, each player can take up to 2 Actions. However, many Actions require more than one pawn to be assigned to them in order for them to be resolved.

The available Actions (with a brief description of each) are as follows:

1. **Threat Action** (at least one will be available each round)
– the number of pawns required to be assigned to this Action is always depicted on the specific Event card.

This Action is taken to prevent the Threat effect of the specific Event card located in the Threat Action field from taking place. Once resolved, this Action provides the players with a benefit which is described on the card (i.e. Determination tokens or resources).



2. **Hunting** (available only if there is a Hunting deck consisting of at least one Beast card) – always requires 2 pawns to be resolved.

Hunting allows a player to get a food and/or furs but it usually results in that player receiving Wounds.



3. **Building** – can be taken with either 1 or 2 pawns (see below for further details).

Building allows players to build Shelter, a Roof, a Palisade or Weapons and can turn Inventions into Items.



4. **Gathering Resources** – can be taken with either 1 or 2 pawns (see below for further details).

Gathering Resources allows players to gain resources available on certain explored Island tiles (wood or food).



5. **Exploration** – can be taken with either 1 or 2 pawns (see below for further details).

Exploration allows players to explore the Island (by placing subsequent Island tiles on the main board).



6. **Arranging the Camp** – can be taken with 1 pawn.

Each time a player takes this Action, he gets 2 Determination tokens and increases the Morale level by 1 on the main board (in a 4-player game each time a player takes the Arranging the Camp Action, he either gets 2 Determination tokens or increases Morale level by 1 on the main board).



7. **Rest** – can be taken with 1 pawn.

Each time a player takes this Action he heals 1 Wound.

Note!

Each Action can be taken multiple times in the same round, except for Threat Action, which is always a onetime Action taken on a specified card after which, the card is discarded. There can be a maximum of two Threat Action to take because there are only Threat Action fields on the main board. Only one Action per card can be taken.

Important!

Several Actions including Building, Gathering Resources and Exploration can be taken with 1 or 2 pawns.

If only 1 pawn is assigned, then while resolving the Action you will have to roll Action dice of the respective color to check if the Action is successful or not, if you get wounded or not and if you have an Adventure or not.

If 2 pawns are assigned, the Action is guaranteed to be successful and you won't need to roll any dice.

Remember: the second pawn can be a player's pawn or an additional pawn (from Items, etc, see next page).

How to assign pawns?

To indicate which Actions have been selected during this phase, each player should place his pawns (and optionally any additional pawns) in the appropriate spaces on the board as follows:



- for the **Threat Action**, place pawn(s) on the respective Event card(s).



- for **Hunting**, place pawns on the Hunting Action field.



- for **Building**, depending on what you want to build, place pawn(s) on the Shelter, Roof, Palisade or Weapons track or on the selected Invention card, etc.



- for **Gathering Resources**, place each of the pawn(s) above the specific source on the Island tile(s) from which you are gathering resources



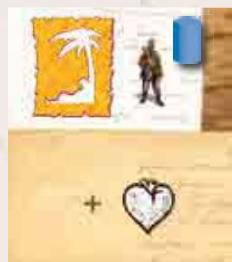
- for **Exploration**, place the pawn(s) on the unexplored space(s) of the island you want to explore



- for **Arranging the Camp**, place the pawn(s) on the Arranging the Camp Action field



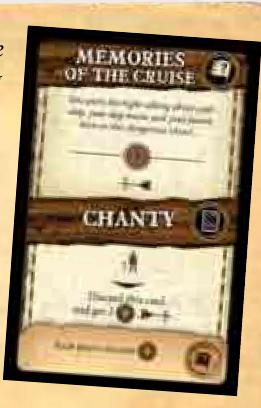
- for **Rest**, place the pawn(s) on the Rest Action field



Important!

When an Action is taken with more than 1 pawn, those pawns can come from more than one player or they may come from additional pawns gained during the game. If they come from different players, those players should decide which player is going to take the Action and which is just supporting (his pawn is treated like an additional pawn, as described below). This is important because the effects of certain Actions (and Adventure cards resolved during Actions) affect only the player taking the Action and not the whole group (i.e. Hunting).

For example: The players want to take the Threat Action „Chanty”. Resolving this Action allows players to discard the Event card, gain 2 Determination tokens and increase the Morale level by 1, but these Determination tokens are only gained by the player taking the Action. So if two different players decide that each of them is going to assign 1 of their pawns to this Action, they should also decide which one of them will be taking the Action and which is just supporting.



Additional Pawns



During the course of the game, players can gain additional pawns to use while planning Actions. For example, the effect of Building certain Items (like a Map or a Lantern), the effect of certain Mystery cards (like Candles) or certain Discovery tokens, can provide players with additional pawns. These additional pawns are used during the planning Action phase in the same way that players' pawns are with the following two exceptions: (a) they are always restricted to certain types of Actions that they can be assigned to (as described on the card/token) and (b) they cannot be used to take any Action on their own - they are always just used to support a player and can only be assigned to an Action if there's a player's pawn already assigned to that Action. For example, when taking the Exploration Action, you can't assign only an additional pawn from the Compass card with an additional pawn from the Map Item – at least one player's pawn should be assigned.

More details about particular Actions.

Threat Action

Each round, during the Event phase, a new Event card will be placed in the Threat Action Field after it is resolved. Each of these cards (except Wreckage cards – see below) will have a specific Threat effect and Threat Action described on it. If, as a result of a new Event card being placed in the Threat Action Field, a previously placed Event card is slide off the board, the described Threat effect will need to be resolved. In order to prevent this from taking place, during the Action phase, players can plan to resolve the specific Threat Action described on the card by assigning the specific number of pawns (1 or 2) depicted and meeting any additional requirements (for example: discard food or wood, have a certain weapon level, etc.). If players meet these requirements, during the resolve Action phase, they receive the benefits described on the card (usually Determination tokens) and then discard the card thereby preventing the Threat effect from occurring later in the game.

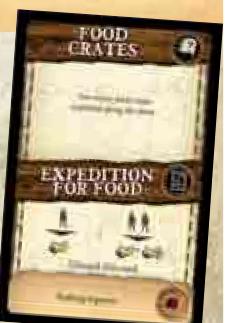
Although each Threat Action can only be taken once per card (since the card is discarded after it is resolved), up to two Threat Actions can be taken during a round if two cards are located in the Threat Action Field.

Example:

„Watch” – players have to assign 1 pawn and have at least a Weapon level of 2

„Strengthening the camp” - players have to assign 1 pawn and either discard 1 wood or have the item „Shovel”.

Wreckage cards, that are located in the Threat Action Field (which come into play only in the first round) provide a choice of assigning either 1 pawn and getting fewer resource (as shown on the card) or assigning 2 pawns and getting greater resources (also shown on the



card). Players can only choose one of the possible options when resolving this Action and then discard the card.

Building

I With each Building Action, players can build Shelter, a Roof, a Palisade, and Weapons or turn an Invention into an Item.

Shelter – protects you from getting Wounds for sleeping in the open air during the Night phase. Once built, Shelter can't be lost during the remainder of the game. To indicate this, place a black marker on the applicable space on the main board. Note that certain Island tiles also contain Shelter which is different from a player Building Shelter.

Roof – protects you from the weather conditions during the Weather phase. To build a Roof, the Ilsand tile where your Camp is located must already have Shelter (either built or discovered). Each time you build a Roof, increase its level by 1 by adjusting the applicable marker on the main board.

Palisade – usually protects you from Storm effects and some other effects during the game. To build a Palisade, the Ilsand tile where your Camp is located must already have Shelter (either built or discovered). Each time you build a Palisade, increase its level by 1 by adjusting the applicable marker on the main board.

Weapons – are required for Hunting. The higher the Weapon level, the less likely a player will receive Wounds while Fighting a Beast. Each time you build a Weapon, increase its level by 1 by adjusting the applicable marker on the main board.

Items – building certain Items generally provides some additional benefits (either immediately or during the course of the game) which can be helpful to players (for example, the Map provides players an additional pawn for Exploration).

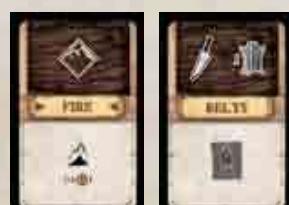
Shelter, Roof and Palisade all have the same cost depending on the number of players as depicted in the applicable table on the main board. You can pay the build cost in either wood or in furs, but you can't mix them. For example, in a 3-player game you need to either discard 3 wood or 2 furs to build Shelter but you can't pay 2 wood and 1 fur.



Each time you build Weapons, you need to discard 1 wood.

Requirements for Building a particular Invention into an Item are always depicted in the upper part of the Invention card (the requirement field). It can be:

- explored terrain type
- another Item already built
- resource(s) to discard



When built, Items usually provide some additional benefits which can help you during the game.

For example:

- Fire increases the Palisade level by 1 and lets you build Fireplace.
- Knife increases the Weapon level by 1 and lets you build Bow.
- Map gives players an additional pawn for Exploration and is required to build Shortcut.

Inventions which you can turn into Items can be found in several locations:

- on the main board (and are available to everyone);
- on each of the Character boards (and are only available to build by that player);
- on the selected Scenario card (and are available to everyone).

VERY IMPORTANT!

Everything that players need to take a particular Action (resources, build Items, minimum Weapon level, etc.), they should already have at the moment of planning the Actions. Otherwise they can't take the desired Action.

Several Actions (mostly Threat Actions and Building) have additional requirements for taking the Action (i.e. discarding a resource, having a specific Item or a minimum Weapons level, etc.).

While resolving Actions, players can only use resources which they already had when they planned the Actions (i.e. those resources that are in the Available Resources space). They cannot use any resources gained in the same Action phase (although Actions are resolved in a certain order, you should always imagine that they are all done simultaneous), so when planning Actions, you should not only assign pawns to certain Actions, but it's also recommended to assign the required resources from the Available Resources space.

For example: in a 3-player game you need to spend 3 wood (or 2 furs) to build Shelter, so while planning this Action, you should already have these 3 wood (or 2 furs) and assign them along with the pawn(s) to Building Shelter.

The same rule applies to Items – you can only use items during this Phase which you already had while planning the Actions.

For example: to Build a Bow you need a Knife, thus you cannot build a Knife and a Bow in the same round. If you want to Build a Bow in a particular round, it means that you would have already needed to build a Knife in a prior round.

The same rule applies to the Weapon level. Some Threat Actions require having a minimum Weapon level to take these Actions – you can't take such an Action if you don't have the required minimum Weapon level at the time you are planning the Actions.



Gathering Resources can only be performed on Island tiles that are either (a) adjacent to the Island tile where the players' Camp is located or (b) one tile away from the Island tile where the players' Camp is located (see below). It cannot be taken directly on the Island tile with players' Camp - players get resources from that tile during the Production phase.

From each source that is on an Island tile, you can gather only 1 respective resource (it can be modified by the effects of some Items, Adventures or Events, etc.).

From one source you can gather only once per round, so if one player assigns his pawn(s) to gather from one source, no other player can gather from that same source.



Exploration can only be performed on unexplored spaces that are either (a) adjacent to the Island tile where the players' Camp is located or (b) one explored tile away from the Island tile where the players' Camp is located (there have to be one Island tile between the space players want to explore and the tile where their Camp is located, see below).

When you take a Gathering Resources or Exploration Action on a tile or space that is one tile away from the Island tile where the players' Camp is located then you need to assign one pawn more for such Action. This means: you can't assign only 1 pawn; when you assign 2 pawns, you have to roll the Action dice while resolving this Action, when you assign 3 pawns, the Action is guaranteed to be successful.



Each player's pawn that is assigned to the Arranging the Camp or Rest Actions is resolved separately. For example, if one player assigns both of his pawns to Arranging the Camp, he resolves this Action twice and as a result, he receives 4 Determination tokens and increases Morale by 2 levels.



Before assigning any pawns to a chosen Action during planning, the players should always check the board (especially Action fields and Island tiles/spaces) to see if there are any tokens described below that affect Action resolutions.



During the next Action of the indicated type that requires rolling the Action dice, you have to reroll the Success die one time if it shows Success on the first roll. Such token is discarded after its effect is resolved.



During the next Action of the indicated type, you must draw and resolve an Adventure card, regardless of how many pawns you assigned to such Action or if you rolled an Adventure on the Adventure die or not. Such token is discarded after its effect is resolved.

If you roll an Adventure on the Adventure die and there's also an Adventure token located on the same Action space, you only resolve one Adventure card and the token is discarded.



When this token is located next to the Hunting deck, it means that during the next Hunting, you should add 1 to the Beast's strength. After such Action this token is discarded.

When this token is located on the Island tile/space where you are planning to take an Action, it means that you should have at least a Weapon level of 1 during all the Actions on that tile/space or the player taking the Action will get 1 Wound.



When this token is located next to an Action field, it means that for the next Action of that type, you have to assign one pawn more than it normally requires (i.e. 2 pawns instead of 1, 3 pawns instead of 2, etc.). After such Action this token is discarded.

When this token is located on the Island tile/space where you are planning to take an Action, it means that to take the Action on this tile/space you have to assign one pawn more than it normally requires (i.e. 2 pawns instead of 1, 3 pawns instead of 2, etc.).



When this token is located on a Building Action field, it means that during the next Building Action that requires wood, you have to spend one additional wood than it normally requires. After such Action this token is discarded.

When this token is located on the Shelter, Roof, Palisade or Weapons Cost field, then each time you want to build the corresponding item, you have to spend one additional wood than it normally requires (but only if you use wood for building).

When this token is located on an Island tile, this tile provides 1 additional wood than it normally would (while Gathering Resources or in the Production phase).

Tokens located laying on the Action fields are discarded after resolving its their effect, while tokens located laying in other parts of the board usually stay there for the rest of the game.

4.2 Resolving Action

After players have assigned all their pawns, you then start resolving Actions in the order described below. You only resolve those Actions which players assigned their pawns to:

- 1. Threat Action** – discard the required resources depicted on the card (if any) and follow the instruction on the card. Then discard the card and gain any resources or Determination tokens shown.

If a player gains any resources from a Threat Action, he should place them in the Future resources space (they are not available until all Actions are resolved).

If a player gains any Determination tokens, he places them to his own supply and they can be used immediately.



2. Hunting

Draw top card from the Hunting deck and Fight the Beast depicted on the card as described below.

Fighting the Beast:

1. Compare the Beast's strength to the current Weapon level. If the Weapon level is lower than the Beast's strength, the player who fights the Beast gets 1 Wound for each lacking Weapon level.
2. Decrease Weapon level by the number shown on the card.
3. Gain the number of food shown on the card and place them in the Future Resources space (they are not available until all Actions are resolved).
4. Gain the number of fur shown and place them in the Future Resources space (they are not available until all Actions are resolved).
5. Decrease the Palisade level by the number shown (this effect appears only on a few Adventure cards)
6. Apply any others additional effects and discard the card.

Some cards (Adventure, Events, Mystery) require you to Fight a Beast but only the Beast's strength is indicated. In that case you should only compare the Beast's strength to the current Weapon level and if the Weapon level is lower than the Beast's strength, the player who Fights the Beast gets 1 Wound for each lacking Weapon level.



Rolling Action dice

For each of the listed Actions there are 3 respective Action dice:

Building

Gathering Resources

Exploration



Each set consists of a Wound die, a Success die and an Adventure die. The possible outcomes you can roll are:

Wound die:



Get 1 Wound



Nothing happens

Success die:



The Action is successful, meaning you resolve the Action
(build, gather resources or explore)



The Action is unsuccessful, but you gain 2 Determination tokens instead

Adventure die:



Draw the top Adventure card from the respective deck and resolve it



Nothing happens

The outcome rolled on each die is independent of the others, meaning that regardless of what you rolled on the Success die, you still resolve the outcomes on the other dice, so you can still get a Wound (or not) and have an Adventure (or not).

For example, while Building, you roll [Wound die] [Success die] [Adventure die], so your Character gets 1 Wound, you don't get the resource you wanted to gather, but you get 2 Determination tokens instead and you draw an Adventure card. If the Adventure card, for example, says that you get 1 more resource cube that you wanted to gather, you still get this 1 resource cube, even though your Action was unsuccessful.

It is recommended that you resolve dice rolls in the following order: Wound die, Success die, Adventure die.

3. Building

When you build Shelter, discard the required resources, turn the Camp token upside down (to the Shelter side). The Island tile where you build the Shelter becomes your Camp tile.

Once you have built the Shelter you can't lose it, so you don't have to build it again.

To indicate that you have built Shelter, place a black marker on the Shelter space and additional black markers on the topmost spaces of the Roof level track, the Palisade level track on the main board (next to the appropriate icon which you can treat as level 0).

To build a Roof or a Palisade you have to have already built Shelter or your Camp must be located on an Island tile with Shelter (see Exploration below).

Each time you build a Roof, a Palisade or Weapons,

discard the required resources and increase the respective level by adjusting the appropriate marker(s) on the main board. Roof, Palisade and Weapons levels are not limited.

When you build Items from Invention cards, discard the required resources and place the Invention card in the Future Resources space (they are not available until all Actions are resolved).

If a player builds an Item from the Invention card located on his Character's card, he additionally gets 2 Determination tokens and puts them in his own supply and place the Invention card in the Future Resources space (it is not available until all Actions are resolved).

At the end of the Action phase, take Item cards from Future Resources space, apply any additional effects and then place the cards in the appropriate spaces on the board with the Item side up.

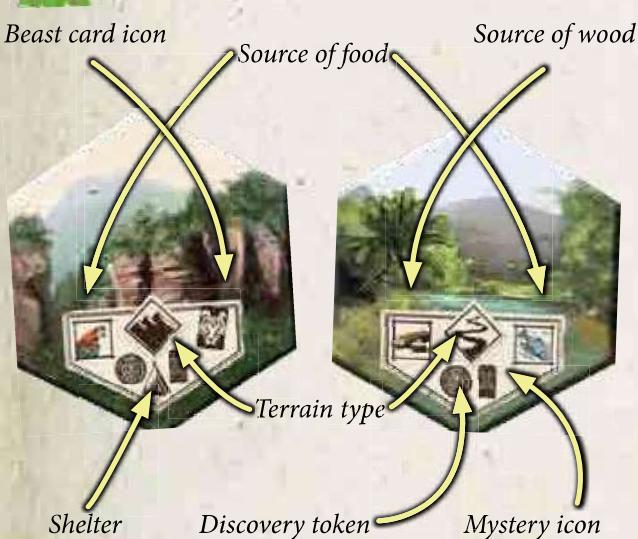
If a player builds an Item from the Scenario card, the players should remember to apply the additional effect of this Item at the end of Action phase because the Invention is only depicted on the Scenario card and should not be moved to the main board.

4. Gathering Resources

When you gather resources - take the appropriate resources from the supply near the main board and put them in the Future Resources space (they are not available until all Actions are resolved).

From each source that is on an Island tile, you can gather only 1 respective resource but it can be modified by the effects of some Items, Adventures or Events, etc.

5. Exploration



If exploration was successful, draw the top Island tile from the face down stack and place it face up in the Island space you selected to explore while planning the Action and:

Mark all the Invention cards that have the same terrain type as the newly explored tile in the requirements field with a black marker.

If there's a Beast card icon, shuffle one Beast card into the Hunting deck.

If there's a Mystery icon, check its meaning on the Scenario card.

Draw as many Discovery tokens as are indicated. Place them in the Future Resources space face up (they are not available until all Actions are resolved).

Some Island tiles have Shelter located on them. This doesn't mean you have built the Shelter so you do not mark the applicable spot on the main board (nor do you turn the Camp token upside down to the Shelter side) until you have built Shelter using the Build Action. Having Shelter is important during the Night phase.

For example: Player draws an Island tile and places it on the selected space of the Island. The terrain type of the tile is Plains, which is the first tile of this terrain type that has been discovered, so he marks the Invention cards „Basket” „Cure” and „Rope” (these Inventions are now ready to turn into Items). There's a Beast card icon on the tile, so the player shuffles one Beast card into the Hunting deck. Finally, he draws 2 Discovery tokens (as are indicated on the tile) and puts them in the Future Resources space face up.



After all Actions are resolved, you can keep Discovery tokens for later use. Remember that food rots during the Night phase (for more details see: 6. Night phase), so any tokens representing food will be lost. Discovery tokens are discarded after use.

6. Arranging the Camp

The player taking this Action gains 2 Determination tokens and places them in his own supply and increases the Morale level by 1 on the main board (it differs in 4-player game, look at the Adjusting the game chapter).

If the Morale level is already at the highest level, the player just gains the Determination tokens without adjusting the Morale level.



7. Rest

The Resting player heals 1 Wound for his Character by moving his Wound marker one space to the left on his Character's life track.

8. After all Actions are completed:

- player pawns are returned to their owners;
- additional pawns are either discarded or placed back on the cards from which they came;
- move all the resources and tokens from the Future Resources space to the Available Resources space (now they are available to players);
- take all the Invention cards laying in the Future Resources space, apply any additional effects and place those cards in the appropriate spaces on the board with the Item side up.

5. Weather phase



During this phase players have to face weather conditions on the Island. In order to know the weather conditions, they have to roll Weather dice.

Look at the Scenario card to check which Weather dice you should roll in the current round.

The number of dice to roll varies during the game and depends on the Scenario and round number.

For example: in Scenario 1:
in rounds 1-3: roll no Weather dice
in rounds 4-6: roll Rain die
in rounds 7-12: roll all 3 Weather dice

There are 3 different Weather dice:
Rain die, Winter die, Hungry Animals die.

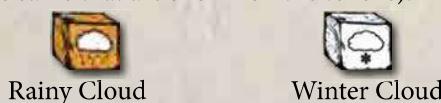


Additionally, always check the Weather space on the main board to see if there are any tokens located there that modify the results (as the result of Event or Adventure cards) – those tokens should be added to the outcome of the Weather dice roll. After applying the effect of any tokens in the Weather space, they are discarded.

If you don't roll any Weather dice, just the weather depicted on the tokens (if any) would apply.



The Rain die and the Winter die both include 2 types of clouds (the same that are shown on the tokens):



Facing the weather

First, add up the total number of Winter Clouds (on dice and/or tokens) you have to face and discard 1 wood for each Winter Cloud regardless of the current Roof level (it means that it was cold and you had to use more wood to heat the camp).

Then compare the total number of all Clouds (both Rain and Winter Clouds from dice and/or tokens) to the current Roof level. The Roof level indicates the number of Clouds you're protected from.

If there are more Clouds than your current Roof level, then for each Cloud that you're not protected from, discard 1 food and 1 wood (you had to use it to stay warm and healthy during bad weather).

If you have no resource that you can discard, each player gets 1 wound (according to general rule of Unfulfilled Demand, see Additional Rules chapter).

For example: players have rolled Rain die and the outcome is 2 Rainy Clouds. There's also 1 Winter Cloud token located in the Weather space. Players have Roof level of 1 and the following resource: 3 wood and 1 food.

First of all, players discard 1 wood because there's 1 Winter Cloud (otherwise each one of them would get 1 Wound if they didn't have any wood). The overall number of clouds is 3 and the Roof level is only 1, so players lack 2 levels to protect from the Weather therefore they discard 1 wood and 1 food for one lacking Roof level. And for the second lacking level they discard the last wood left and each player gets 1 wound because they have no more food which they should discard. They then discard the token in the Weather space. They then discard the token in the Weather space.

The Hungry Animals die shows some other effects that players have to face:



Discard 1 food. Decrease the current Palisade level by 1. Fight a Beast that has a strength of 3.

If you can't resolve the effect of a roll, each player gets 1 Wound.

For example:

- if you have to decrease the Palisade level, but it is already on 0 then everyone gets 1 Wound.
- if players have to Fight a Beast (with a strength of 3) and the Weapon level is lower than 3, each player gets 1 Wound for every lacking level etc. (according to Unfulfilled Demand rule, see Additional Rules chapter).

If you have to roll the Hungry Animals die because of an Event or Adventure card and the Scenario card also indicates that you have to roll the same die, roll it just once.

Storm token

Resolve the Storm after any other effects.

Storm decreases the Palisade level by 1. If you can't resolve it, each player gets 1 wound.

At the end of the Weather phase, discard all tokens that are located in the Weather space.



6. Night phase



1. The Night phase when each player needs to eat.

Discard 1 food per player.

If you don't have enough food for everyone, then decide which player (or players) doesn't eat – each such player gets 2 Wounds.

2. During the Night phase, players can decide if they want their Camp to stay on the Island tile it is currently located or move it to an adjacent one. Remember that the Camp's location will impact the next round's Production phase and which tiles/spaces will be adjacent for the purpose of Gathering Resources and Exploration etc.

Moving the Camp.

If players have built Shelter and want to move their Camp to an adjacent Island tile, they should decrease both the Roof and the Palisade levels by half (rounded down). For example, players have a Roof at level 2 and a Palisade at level 1. If they move their Camp to an adjacent Island tile and have built Shelter, then they have to decrease the Roof level by 1 but the Palisade level stays the same (half of 1 rounded down is 0).

Except as set forth below, if players haven't built Shelter yet, they can move their Camp with no consequences. If they move it to an Island tile with Shelter, it doesn't mean that they have built Shelter so don't turn the Camp token to the Shelter side.

If players haven't built Shelter yet but they have built a Roof or a Palisade (if the Island tile had Shelter) then if they move their Camp to another tile, they lose both the Roof and the Palisade – decrease both levels to 0.

When you move Camp, discard the Shortcut token from the Island tile it was on and turn the Shortcut card back to its Invention side. If you still want to use it in a future round, it will have to be built again.

If there are any +1 resource tokens (as an effect of a build Item) on the Island tile the Camp was on, (+1) you can move it with the Camp but remember about the One token only rule (see Additional Rules for more details).

3. If players haven't built Shelter (and their Camp is not located on an Island tile with Shelter), each player gets 1 wound for sleeping in the open air.

4. Unless you have food that doesn't rot or an Item („Cellar”) or a Treasure that allows you to store food („Boxes” or „Barrel”), all remaining food in available resources space rots, meaning you have to discard it.

Other resources stay in the Available Resources space for the next round.

5. Remove black markers from Character cards. (which you place to mark a Character skill which was used in the current round). Move the round marker on the Scenario Card to the next round and pass the First Player token clockwise to the next player. You are ready to start the next round.

If players have an opportunity to Heal (because of any tokens or card effects), they can only do it during the Night phase (except for the Rest Action and Cook's special skill). For example, if players have the Treasure card "Bottle of

wine" or a token, they can only use it during the Night phase (but at any time during such phase).

GAME END

The game can end in 3 ways:

1. Players win immediately if they fulfill the Scenario goal within the number of rounds available (unless stated otherwise in the Scenario rules);
2. Players lose immediately when one of the players' Character dies;
3. Players lose when the last round ends and they haven't fulfilled the Scenario goal.

ADDITIONAL RULES

Priority

In case of a conflict, the Scenario rules should take priority over or modify the general rules.

Unfulfilled demand

When a player has to resolve an effect of any type of a card (Event, Adventure, Mystery etc.) and he is unable to meet the requirements, he receives a certain number of Wounds.

For example:

- if a player has to discard something (wood, food, Determination token etc.) and he doesn't have it, he receives 1 Wound for each resource/token he couldn't discard,
- if a player Fights a Beast and the Weapon level is lower than the Beast's strength, the player receives 1 Wound for each lacking Weapon level.

When the effect of a card or a die roll affects all the players and they can't resolve it, each of them receives 1 Wound for each level of the demands that wasn't able to be met.

For example:

- if players have to decrease the Roof, the Palisade or the Weapons level by 1 but it is already on level 0, then each player receives 1 Wound.
- if players have to cover a particular source (i.e. wood) with a black marker and there's no source of wood to cover, each player receives 1 Wound.

Exception:

- Some cards have effects that you only resolve if they are possible. So if it's impossible to apply such effect, nothing happens.

For example: the Event card „Insects” requires players to discard 1 wood but only if it's possible. If players don't have any wood, the Event is impossible to resolve and therefore nothing happens and players don't receive any Wounds in this case.



- If you have to increase/decrease Morale and it's already on the highest/lowest level, nothing happens.

One token only

On each Island tile/space, Action field or Weather or Night space etc. there can only be one token of each type located there.

For example:

- if there's already a Reroll token on the Building Action field and another card effect tells you to put a Reroll token on the Building Action field then you ignore it, because there can't be two of the same tokens on the same field;
- if there's a +1 food token on an Island tile, you can't place another token of the same type on the same Island tile, etc.

In such cases, it doesn't mean that players can't fulfill game's demand - the demand is already fulfilled and players don't get any Wounds.

Personal Determination

Players can't share Determination tokens with each other

ADJUSTING THE GAME

4-player game

When there are 4 players, take the special Arranging the Camp card and place it on the board covering the corresponding space.



Each time a player takes the Arranging the Camp Action, he either gets 2 Determination tokens or increases the Morale level by 1 on the main board.

2-player game

Players randomly draw a Character card out of only the following three: Carpenter, Cook and Explorer.

When there are only 2 players, they have an additional Character – Friday. Take the Friday card and the white pawn and place it near the main board. Take a Wound marker and put it on the leftmost field of Friday's life track.

Friday



Friday is represented by a special white pawn and First player decide how to use him. He can be assigned to take each type of Action:

- as a single pawn

- as a pawn taking the Action with another additional pawn (for example Map)
- as an additional pawn along with a player's pawn.

Remember!

Except for the Friday's special rule described below, if you assign a player's pawn and Friday's pawn to the same Action, it's always the player who takes the Action with Friday treated as an additional pawn in such case.

Friday special rules:

When Friday takes an Action – resolve it the same way as if it was a player taking the Action with the following exception: if you assign Friday as a single pawn to Build, Gather Resources or Explore, one of the players has to roll the Action dice for Friday. If you roll Adventure on the Adventure die, don't draw an Adventure card. Friday doesn't resolve Adventure card but gets 1 Wound instead.

Friday is not a player therefore:

- he can't be First Player,
- if he dies, players can still win,
- he's not affected by weather,
- he doesn't have to eat in the Night phase,
- he doesn't need Shelter in the Night phase,
- if an Event, Adventure or Threat effect, etc. results in players having to discard something or getting a Wound, this doesn't concern Friday.

If Friday gets any Determination tokens he can use them to reroll any die once during his Action.

Easier game

If you think that a Scenario is too difficult to accomplish, you can adjust the game for your needs in various ways:

- A) you can play with the Dog. Take the Dog card and the purple pawn and place it near the main board. The Dog is just an additional pawn which players can use for only for Hunting or Exploration. The Dog can only be used for supporting other player's pawns. It is especially recommended for a 3-player game.

Dog



- B) you can play with Friday (see rules for Friday above).

- C) you can draw more Starting Items (for example 3 or 4 instead of just 2).

- D) while preparing the Event deck (step 16 of setup), you

can take fewer Event cards with Book icon and more cards with Adventure icons instead. For example: if you need 6 cards with Book icons and 6 with Adventure icons, you can instead select 4 cards with Book icons and 8 with Adventure icons.

Note!

In the first Scenario it would make the game harder.

Harder game

If you are experienced players and you think that a Scenario is too easy for you then you can also adjust the game to be a greater challenge by:

- A) playing with just 1 Starting Item or without any;
- B) while preparing the Event deck (step 16 of setup) more Event cards with Book icons and fewer cards with Adventure icons. For example: if you need 6 cards with Book icons and 6 with Adventure icons, you can instead select 8 cards with Book icons and 4 with Adventure icons.

Note!

In the first Scenario it would make the game easier.

- C) playing without the Dog (only in a 2-player game)

Random Wreckage cards

During the setup (step 17 of setup) you can draw a random Wreckage card, not necessarily „Food Crates”.

Solo variant

Apply all the standard rules with the following changes:

- Randomly draw a Character card out of only the following three: Carpenter, Cook and Explorer.
- Take Friday and the Dog (as described above).
- When you build Shelter, Roof or Palisade you have to pay the same cost as in a 2-player game.
- You are always the First Player.
- At the beginning of the Morale phase – increase Morale level by 1 (because you're happy to stay alive) and then resolve it.

SYMBOLS AND THEIR EFFECTS

If a depicted icon (i.e. Resource, Token, Wound or Weapon etc.) has no number in front of it, it usually stands for 1,

For example: Players have to assign 1 pawn and (discard) 1 food to discard this card and the player taking this Action receives 1 Determination token.



Player can decide to (a) receive 2 Wounds, 2 food, 1 fur and discard the card or (b) discard 1 food, decrease Palisade level by 1 and shuffle this Adventure card into the Event deck.



Character's skills:

Remember!

Each skill can be used at any time, but only once per round.

Carpenter

Economical construction

Discard 2 Determination tokens to spend 1 wood less during one Action of any type. For example: if you need 3 wood to build Shelter, he can build it with only 2 wood. If the Threat Action requires 1 wood, he can take it without discarding any wood.

Craftsmanship

Discard 2 Determination tokens to reroll any brown Action die. Note! He can't use the Determination tokens gained from an unsuccessful die roll to reroll that die which gave him these tokens.

A new idea

Discard 3 Determination tokens to draw 5 Invention cards from Invention deck and choose 1 of them (place it Invention side up on the appropriate space on the main board). Put the remaining 4 cards aside in a face down pile, creating a discarded Inventions pile. When there are no more cards in the Invention deck, then reshuffle any discarded Invention cards to create a new deck.

Handy man

Discard 3 Determination tokens to get an additional (brown) pawn that can only be used for the Building Action. This pawn should be discarded after the Action is completed.

Cook

Grandma's recipe

Discard 2 Determination tokens to spend 1 food and heal 2 wounds (of any player including himself, he can even heal 1 wound of two different players).

Searching talent

Discard 2 Determination tokens to reroll any grey Action die. Note! He can't use the Determination tokens gained from an unsuccessful die roll to reroll that die which gave him these tokens.

Stone soup

Discard 3 Determination tokens to get 1 food (and place it in the Available resources space).

Hooch

Discard 3 Determination tokens to ignore 1 Rainy Cloud or to change 1 Winter Cloud into 1 Rainy Cloud during the Weather phase.

Explorer

Explorer

Discard 2 Determination tokens to reroll any green Ac-

tion die. Note! He can't use the Determination tokens gained from an unsuccessful die roll to reroll that die which gave him these tokens.

Reconnaissance

Discard 2 Determination tokens to draw 3 Island tiles from the stack, look at them and choose 1. Shuffle the other two into the stack and place the chosen one at the top.

Motivational Speech

Discard 3 Determination tokens to increase the Morale level by 1.

Scouting

Discard 3 Determination tokens to draw 2 Discovery tokens, choose 1 (and place it in the Available resources space) and discard the other (don't shuffle it back into the stack).

Soldier

Tracking

Discard 2 Determination tokens to look at the top card in the Hunting deck and either put it back on top or at the bottom of the deck.

The Hunt

Discard 3 Determination tokens to increase the Palisade or the Weapon level by 1.

Frenzy

Discard 3 Determination tokens to temporally add +3 to the Weapon level for the Action he takes.

Defence plan

Discard 4 Determination tokens to take the top Beast card from the Beast deck and put at the top of the Hunting deck, without looking at the card.

CARDS AND THEIR EFFECTS:

Some cards use keywords to describe certain actions:

DECIDE (used on Adventure cards mostly) - players always have the choice described on the card. It's usually a choice between discarding the Adventure card without any effect or getting some benefits but also facing some consequences later (i.e. shuffling the Adventure card into the Event deck and resolving some negative effect if it is drawn in a future round).

IF POSSIBLE – resolve described effect only if it is possible. If you can't (for example: you have to discard some resource but you don't have it), nothing happens. Rule of Unfulfilled Demand doesn't apply in this case.

Effects introduced by cards:

Night phase outside of the Camp – when a player spends the Night outside of the Camp, he keeps everything he acquired during his Actions (resources, tokens, cards etc.) in his own supply and only puts those items in the Av-

ilable Resources space at the beginning of the next round (therefore other players can't use them during the Weather and Night phase this round). Although this player will not be affected by Weather he will get a Wound for sleeping in the open air (unless he explored an Island tile with Shelter during his Action) and he still has to eat in the Night phase by discarding one food if he gathered any during his Action. Otherwise, he gets 2 additional Wounds.

Drawing Mystery Cards – The Mystery deck consists of several different types of Mysteries. When you have to resolve a specific type of Mystery, continue to draw cards from the deck discarding them until you get one with the indicated type of Mystery. Once it is resolved, you can either decide to stop and draw no more cards, or, if you like or you can continue to draw more cards again discarding them until you reach one of the specific type to be resolved.

For example: you have to draw 3 Mystery Cards and only resolve 1 Monster and 2 Treasures. You draw the first Mystery card – it's a Trap, so you ignore it. The second card – it's a Treasure, so you resolve it. Having resolved 1 Mystery card, you can now decide to (a) stop drawing cards or (b) continue until you draw and resolve a Monster. You decide to continue. The third card – Trap again, so you ignore it. Fourth card is a Monster which you also have to resolve. After that you can decide to stop drawing but the only card left to resolve is a Treasure, so you can draw next Mystery cards until you find a Treasure, ignoring everything else. At the end shuffle all ignored Mystery cards back to the Mystery deck and discard those that you resolved (unless stated otherwise).

Exhausted source – an exhausted source doesn't provide any resources during the Production phase or during the Gathering Resources Action. However, if there's a +1 resource token (, ) located on the exhausted source then you still can get that 1 resource.

Inaccessible Island tile – when an Island tile becomes inaccessible (due to an Event or otherwise) and you turn it face down, remove all tokens and markers from that tile. You can't move your Camp to such tile and you can't take any Actions on that tile including an Exploration Action. Treat the terrain type of this tile as unexplored (see below).

Unexplored terrain type – if an Island tile contains a terrain type that is the only one of its type on the board and it becomes unexplored, then you lose access to such terrain type and you can't build Items that require it. Remove the applicable marker(s) as needed from any Invention cards until such terrain type is found on a new Island tile (or a particular Threat Action is taken to regain access to it). You do not lose any previously built Items that required this terrain type. For example, if you have discovered only one Island tile with mountains and it becomes unexplored, you can't build a Knife or Fire (if you haven't already) until you discover a new Island tile with mountains.

Turning Items face up (to Invention side) – when you turn an Item back to its Invention side, it means that you lose this Item. You have to build it again, if you still need it. If such an Item was required for building another Item or taking a Threat Action, you can't do it now. For example, if you lose Map, you can't build Shortcut (because it requires Map), if you lose Shovel and a Threat Action requires it,

you can't take this Action.

If the Item had an additional effect, you should cancel it if possible.

For example: - building „Bricks” gives you +1 to the Palisade level, so if you lose them, decrease the Palisade level by 1, unless it's on 0 level and then nothing happens,
- if you had „Shortcut” and lose it, take the Shortcut token off the Island tile,
- if you had „Map” and lose it, you can't use the additional pawn for Exploration this round (unless it's already in use, in which case, you can't use it starting next round).

Fighting the Beast (as an Event effect) – when you draw a card from Event deck and you have to Fight the Beast then it's the First Player who fights it and only he gets potential Wounds resulting from this fight.

Resolving effect of an Event once again – some Event effects have very long description that didn't fit in the Threat effect space, so it may state to “resolve it again”. Remember that you only apply the effect one more time and you should then discard the card and not place it back on the Threat Action field.

Temporally increased Weapon level - if there's any card or token effect etc. that temporally increases your Weapon level then don't adjust the marker on the Weapon level track. Such temporary increase lasts only for the Action that player takes. If a player has to decrease Weapon level during the same Action, he normally marks it on the Weapon level track and can even get Wounds if the Weapon level is lower than the number to decrease.

Shuffling into Event deck – it always refer to the card it is written on.

Invention/Item Cards

Effects of turning particular Inventions into Items:

Shortcut – provides a Shortcut token which you place on an Island tile adjacent to the tile where your Camp is located. During the Production phase of the following rounds, you gain 1 resource that is available on the tile with the Shortcut

Basket – if you are successful during a Gathering Resources Action you gain 1 additional resource cube which you wanted to gather. Basket can be used for only 1 Action per round. It can be used with Sack.

Bed – each time a player takes the Rest Action he gets 1 Determination token and heals 2 Wounds instead of healing just 1 Wound.

Belts – it gives players 1 additional grey pawn for the Gathering Resources Action. It's recommended to keep this pawn on this card when it is not in use.

Bow – it increases the Weapon level by 3

Bricks – it gives you Bricks (required for building other Items) and increases the Palisade level by 1

Cellar – allows you to store all your food, so it would not rot during the Night phase

Corral – when you build it, you can cover 1 food source on the Island tile adjacent to the tile where your

Camp is located and put +1 food token () on the tile where your Camp is located.

Cure – it gives you a Cure

Dam – gives players 2 food that doesn't rot

Diary – during the Morale phase, the First player gets 1 Determination token more (or loses 1 less)

Fire – it gives you Fire (required for building other Items) and increases the Palisade level by 1

Fireplace – it allows you to heal: during Night phase you can discard 1 food to heal 2 Wounds (you can heal 2 wound from 1 player or 1 wound from 2 different players).

Furnace – it lets you ignore 1 Winter cloud during Weather phase

Drums – during the Morale phase the First player gets 2 Determination token more (or loses 2 less)

Knife - it gives you a Knife (required for building other Items) and increases the Weapon level by 1

Lantern - it gives players 1 additional brown pawn for the Building Action. It's recommended to keep this pawn on this card when it is not in use.

Map – it gives you a Map (required for building other Items) and 1 additional green pawn for the Exploration Action. It's recommended to keep this pawn on this card when it is not in use.

Moat- it increases the Palisade level by 2

Pit – roll the brown Wound die during Production phase and if you roll a Wound, you gain 1 additional food

Pot – it gives you a Pot (required for using some Discovery tokens) and it allows you to heal: during the Night phase you can discard 1 food to heal 1 Wound

Raft – it gives players 1 additional pawn for either Gathering Resources or Exploration Action. It's recommended to keep this pawn on this card when is not in use.

Rope - it gives you Rope (required for building other Items)

Sack – if you are succesful during a take a successful Gathering Resources Action you gain 1 additional resource cube which you wanted to gather. Sack can be used for only 1 Action per round. It can be used with Basket.

Shield – it gives players 1 additional red pawn for the Hunting Action. It's recommended to keep this pawn on this card when it is not in use.

Shovel - it gives you a Shovel (required for building other Items)

Sling – it increases the Weapon level by 2

Snare – when you build it, you can place +1 food token () on the Island tile where your Camp is located.

Spear – it increases the Weapon level by 3

Wall – it increases the Palisade level by 2

Example of Scenario card

Each next Scenario is more difficult and has more complex rules than the previous one, so it is recommended to start your Adventure with the first one and play in order.

1. Name of the Scenario

2. Plot

3. Number of rounds played

4. Weather conditions (Weather dice to roll) in the corresponding rounds.

5. Goal of the Scenario which players have to achieve in order to win.

6. Special discoveries description. Unless stated otherwise on Scenario card, they are all discarded after use just like all the other Discovery tokens.

7. Book icon meaning

Each time you draw an Event card with a Book icon, apply the effect described here.

8. Totem icon meaning

Each time you explore an Island tile with such icon, check its meaning here. Sometimes it is an instant effect while in some Scenarios it gives players an opportunity to take a certain Action on the Island tile with this Totem.

9. Setup changes

10. All other special rules which you should consider while playing the particular Scenario.

11. 2 Inventions (all special scenarios Inventions are described below).

12. Some Scenario cards can have some special elements like this shown Jenny's life track or special Action to be taken by players.

13. Victory Points table

14. Results diary

Scenario Inventions/Items

Hatchet - after building you can place +1 wood token ([+1 DREWNO]) on the Island tile where your Camp is located

Mast - it gives 3 wood but only for the pile

Cross - can be build multiple times. Each time you build it, place a blue marker on a different Island tile. If you want to place such marker on a tile with Fog marker, you have to assign 1 pawn more to build „Cross”.

Sacred bell - can be build multiple times. Each time you build it, take 3 Fog markers off the Island tiles/spaces.

Raft - after you build it, in one of the following rounds you can take an Exploration Action on this Item to rescue Jenny, during resolving this Action, treat [?] as 1 [wound] for the player taking that Action instead of resolving an Adventure card.

Lifeboat - if any other winning conditions are met and you build a Lifeboat, you win.

Rope ladder - it gives you an additional pawn only for Totem Exploration Action. It's recommended to keep this pawn on this card when is not in use.

Jelly-boat - if any other winning conditions are met and you build a Jelly-boat, you win.

Ballista - when you build it, increase Palisade level by 2 and Weapon level by 1.

Canoe - when you build it, during each successful Exploration Action, take 2 Island tiles and choose 1 which you place on the board, shuffle the other one back into the stack.

Cultivation - when you built it, you get 4 food

Fence - when you build it, increase Pallisade level by 1



Victory Points

Each time after you finish the game, even if you didn't fulfill the goal of the Scenario, you can count the points for your achievements and write them down in the Result diary. During next games try to beat your score. The Victory Points are depicted in a table on the Scenario card.

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Scenarios) check the game's profile at
BoardGameGeek.com
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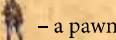
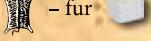
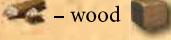
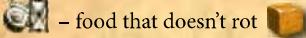
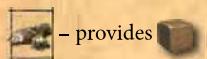
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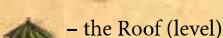
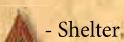


ICONS



- additional pawn for Hunting, Building, Gathering Resources, Exploration

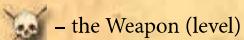
- black marker (if you lack black markers, you can use white markers instead)



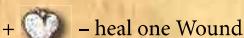
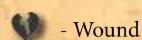
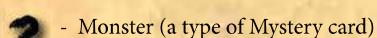
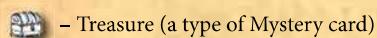
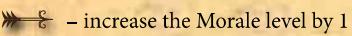
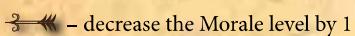
+/- 1 - increase/decrease Roof level by 1



+/- 1 - increase/decrease Palisade level by 1



+/- 1 - increase/decrease the Weapon level by 1



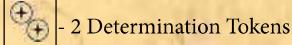
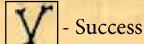
- the number of such icons shows you how many times you can use an Item

Building Action dice

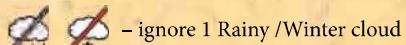
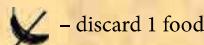
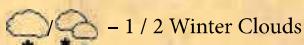
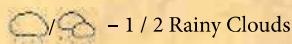
Gathering Resources dice

Exploration dice

? - Adventure



Weather dice



Hunting



Building



Gathering Resources



Terrain types:



Hills



River



Items:



TOKENS

Adventure tokens



Rainy Cloud token



Winter Cloud token

Storm token



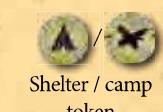
Reroll Success token



Beast Strength token



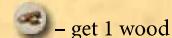
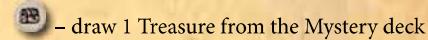
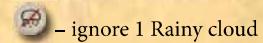
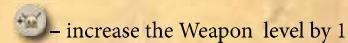
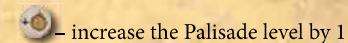
Additional effect tokens



Special Wound token



Discovery tokens:



- 1 additional brown pawn for the Building Action. You can use it only for one Action and discard afterwards

- get 2 food (unless you have an Item or a Treasure that allows you to store food, it rots at the end of the Night phase)

- if the Weapons level is at least 1, you can exchange this token for 1 fur and 1 food (put them in the Available Resources space)

- if you have a Pot, you can discard this token to heal 2 wounds (you can heal 2 Wounds from one player or 1 wound from two different players).

- if you have a Pot, you can discard this token to increase the Weapons level by 2

- if you have a Pot, you can discard this token to build Cure for free and without an Action

- if you have a Pot, you can discard this token to increase the Morale level by 1