















## **Image Source**

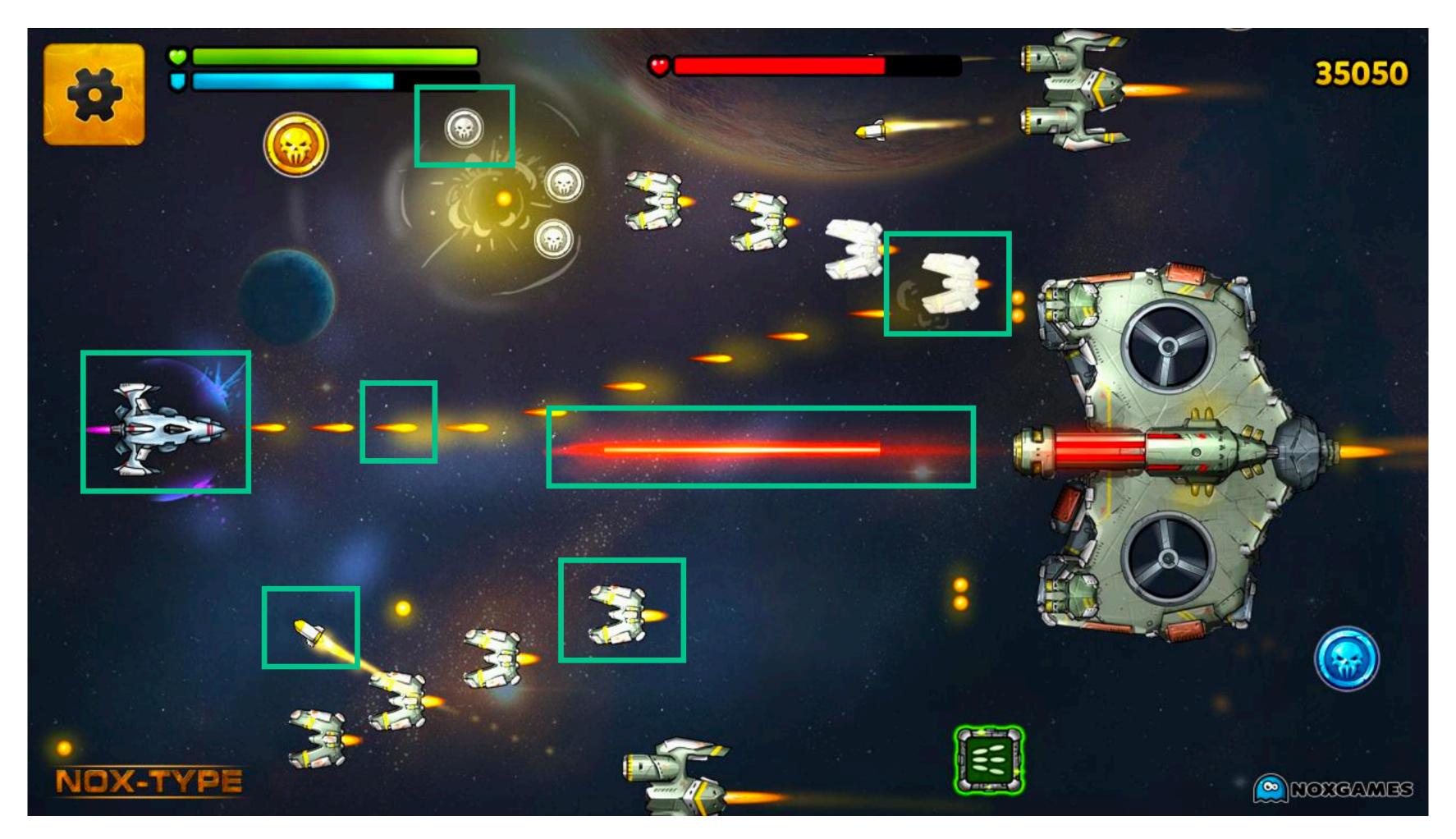


Image Source

## Stats y DayCounter

**9** 100 **△ 100 \( 100** Days survived: 0 Actions Backpack 2/10 Camp upgrades **Flint** Fire Sleep Useful for crafting Items needed: Wood, Flint Start a fire to cook items +35 energy discard Rest to replenish your energy Craft Wood Hunt Water collector Useful for crafting Items needed: Plastic, Rope, Empty bottle -10 energy, -10 water, -6 food discard Build a water collector to get rain water Hunt for food and fur to craft equipment Craft Scavenge Food and water -5 energy, -5 water, -3 food Find useful items to survive Jerky Items needed: Raw meat, Salt Craft Cooked meat Items needed: Raw meat Craft Clean water ■ Bug report via <u>Github</u> or <u>Twitter</u> · <u>→ Buy Me a Coffee</u> Items needed: Dirty Water