

<p><b>Situation</b></p> <p>It's a Sunny Day out!</p> <p><b>Explore?</b> OR <b>Research?</b></p> <p>(For this round, you get a success for any actions taken.)</p>	<p><b>Situation</b></p> <p>It's a Rainy Day!</p> <p><b>Explore?</b> OR <b>Research?</b></p> <p>(Use the dice to determine outcome per action.)</p>	<p><b>Situation</b></p> <p>It's a Cloudy Day!</p> <p><b>Explore?</b> OR <b>Research?</b></p> <p>(Use the dice to determine outcome per action.)</p>	<p><b>Situation</b></p> <p>It's Storming outside!</p> <p><b>Risk Exploring?:</b> Can only get pass or fail. OR <b>Do Research?:</b> Use dice to determine outcome per action.</p> <p>(Your villagers will not consume any food today)</p>
<p><b>Situation</b></p> <p>It's a Clear Day out!</p> <p><b>Explore?</b> OR <b>Research?</b></p> <p>(Use the dice to determine outcome per action.)</p>	<p><b>Situation</b></p> <p>It's a Rainy Day!</p> <p><b>Explore?</b> OR <b>Research?</b></p> <p>(Use the dice to determine outcome per action.)</p>	<p><b>Situation</b></p> <p>It's a Cloudy Day!</p> <p><b>Explore?</b> OR <b>Research?</b></p> <p>(Use the dice to determine outcome per action.)</p>	<p><b>Situation</b></p> <p>It's Storming outside!</p> <p><b>Risk Exploring?:</b> Can only get pass or fail. OR <b>Do Research?:</b> Use dice to determine outcome per action.</p> <p>(Your villagers will not consume any food today)</p>
<p><b>Situation</b></p> <p>A foreigner has come to your village seeking shelter.</p> <p><b>Draw a Villager card</b> at no cost on top of your other actions.</p>	<p><b>Situation</b></p> <p>A foreigner has come to your village seeking shelter.</p> <p><b>Draw a Villager card</b> at no cost on top of your other actions.</p>	<p><b>Situation</b></p> <p>A foreigner has come to your village seeking shelter.</p> <p><b>Draw a Villager card</b> at no cost on top of your other actions.</p>	<p><b>Situation</b></p> <p>A foreigner has come to your village seeking shelter.</p> <p><b>Draw a Villager card</b> at no cost on top of your other actions.</p>
<p><b>Situation</b></p> <p>A villager is looking sick.</p> <p><b>Treat Villager?</b> (Use dice) SUCCESS - Continue as usual. FAIL - Discard villager card. OR <b>Abandon villager:</b> Pick a villager card to recycle.</p>	<p><b>Situation</b></p> <p>A villager is looking sick.</p> <p><b>Treat Villager?</b> (Use dice) SUCCESS - Continue as usual. FAIL - Discard villager card. OR <b>Abandon villager:</b> Pick a villager card to recycle.</p>	<p><b>Situation</b></p> <p>A neighbouring village has caught the pandemic and their Villager(s) has come seeking shelter!</p> <p><b>Take them in:</b> (Use dice) SUCCESS - Draw 2 Villager PASS - Draw 1 Villager FAIL - Recycle 2 Villager <b>Turn them away:</b> Continue as per usual.</p>	<p><b>Situation</b></p> <p>A neighbouring village has caught the pandemic and their Villager(s) has come seeking shelter!</p> <p><b>Take them in:</b> (Use dice) SUCCESS - Draw 2 Villager PASS - Draw 1 Villager FAIL - Recycle 2 Villager <b>Turn them away:</b> Continue as per usual.</p>