

ROLLING HILLS

DRY VALLEY

GLACIAL LAKE

ANCE 2

DIST 5



ANCE 5

DIST 2



GER 1

HUN 1

Limited food
Maximum Forage 2

GER 1

HUN 1

SUBURBAN SPRAWL

PARCHED SANDS

BARRIER ISLAND

ANCE 3

DIST 3



DIST 3



GER 1

HUN 1

Limited food
Maximum Forage 2

ANCE 4

DIST 4



GER 1

HUN 1

Limited food
Maximum Forage 2

GER 2

HUN

Storms on the horizon
Any non-flight card played
increases risk level by 1

FOREST GLADE

WILDFLOWER MEADOW

SOUTH

ANCE 5

DIST 3



ANCE 3

DIST 3



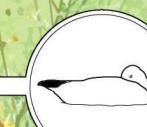
GER 1

HUN 1

Plentiful food
+1 Forage bonus

GER 2

HUN 1

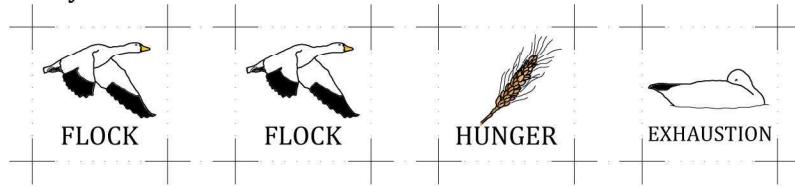


GER 1

HUN

You made it!

Player tokens



Journey Play Order

Draw new cards.

REST: Each face-down card reduces Exhaustion by 1.

FORAGE: Reduce Hunger by sum of values.

FLIGHT: Sum of values must be \geq Distance.

VIGOR: Roll dice. \geq Risk or else +1 Exhaustion.

TENACITY: Sideways card replaces 1 die roll with value or R for re-roll.

Move token to next location & increase Hunger.

Cards may be played only once, for only one purpose.
Game ends when all cards are spent.

Scoring

Points for a successful migration:

+ Flight value of all unspent cards

+ Final Flock Size

- 2x Final Exhaustion

- Final Hunger

- Number of face-down Rest cards played



Player mat - Three-card split version

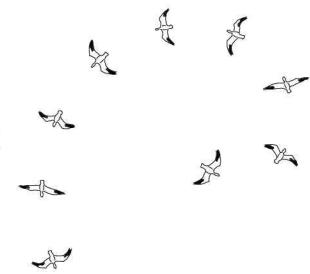
EXHAUSTION		
0	1	2
n/a	+1	+2
RISK MODIFIER		

IF EXH. >2 ,
-1 FLOCK
SIZE

FLOCK SIZE				
5 BIRDS	4 BIRDS	3 BIRDS	2 BIRDS	1 BIRD

HUNGER			HUNGER		
DISTANCE	MODIFIER				
-1	0	1	2	3	4
n/a	+1	+1	+1	+2	
RISK MODIFIER					

FOR EACH
HUNGER
 >4 ,
-1 FLOCK
SIZE



SNOWBIRDS

