

# ROBINSON CRUSOE

ADVENTURES ON THE CURSED ISLAND

# 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 and fortify a camp, fight beasts, and face many different adventures while trying to survive and achieve their goal (which varies 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 every 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 4-player games)



## Scenario cards



## Friday card and pawn



## Dog card and pawn



## 4 Character cards



## Players pawns:



## Additional pawns:



## Resources cubes:



food

nonperishable food

## Action dice



## Weather dice



## Black markers

White markers (replacements for black markers, sometimes 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 which scenario 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 scenario objective(s)
- 4 discoveries
- 2 Inventions
- 1 Scenario effect (Book icon)
- A series of tile effects (Totem icon)

The following is the standard setup used in the basic Scenario “Castaways”. When playing a different scenario, check the Scenario chapter to see 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 them. (In a two-player game, randomly draw a Character card out of only the following three: Carpenter, Cook and Explorer). Unused Character cards should be put back into the box. Each Character card shows a particular Invention. The matching card should be removed from the Invention deck and placed face up (Invention side up) on their Character card. Each player should also take 2 pawns in the color of their choice (blue, yellow, black or orange) and 1 Wound marker which they place on the leftmost space of their 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 the Weapon icon which represents level 0).
5. Take the 9 Invention cards marked with the symbol  beside their names, and another 5 random Invention cards and place them Invention side up in the appropriate spaces on the main board. Shuffle the remaining Invention cards and place them Invention side up near the main board, creating the Invention deck.
6. Separate the Adventure cards by their backs. Shuffle each set and place them face down next to the 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 that 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 (island side) 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, to cover the required terrain type icon, i.e. beach. This terrain type is explored at the start of the game by placing the first Island tile (see point 9).

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

12. Shuffle the 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 on the lower part of each Item card (to cover the boxes icons). The remaining Starting Item cards are returned to the box.

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 shows a Book icon, and the other that shows an Adventure icon (of any color) – and shuffle each. Then divide the number of rounds depicted on the selected Scenario card by 2 (round up), 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: take 6 random Event cards with a Book icon and 6 with an Adventure icon, and shuffle them together.

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

18. The youngest player takes the First Player token. The First Player has two additional duties during the game:

- he is the player who gets or discards Determination tokens in the Morale phase;
- he 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 as well as the white pawn, and place them within easy reach of the players, near the board. Take a Wound marker and put it on the leftmost space of Friday’s life track.



1.

9.

THREAT ACTION FIELD

11.



## GAME OBJECTIVE

*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 Characters dies, or if they do not fulfill the Scenario goal in the designated number of rounds).

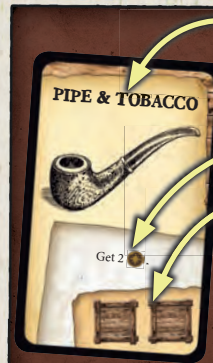
## ROUND ORDER

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



*Name*

*Effect of a single use.*

Markers used to indicate how many times you can use the Item are placed here (discard one marker after each use).

### Starting Item cards

Starting Item cards are shared by the players. Each Item can be used only twice during the game. To help you remember the number of times used, place two black markers in the lower part of such cards (these will cover the box icons). During the game, anytime a player uses a Starting Item, they should discard a black marker from that particular card and after the 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 allows them to increase their Weapon level by 1 each time it is used. Players could decide to use it both times at the very beginning of the game to start with Weapon level 2, and then discard that card.



### 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 your Character can suffer before he dies.

**Getting Wounds** - Each time you get a Wound, move your Wound marker one space to the right on your Character's life track. Each time it passes a Morale decrease symbol, decrease the Morale

### 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 your Character card to indicate 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), which allows you to choose your Character's gender.

level by 1 on the main board if possible (this represents your Character complaining and lowering the morale of the entire group). When your Wound marker is moved onto 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 the Cook's special skill, players can only heal during the Night phase.

**Character picture** with arrows pointing at: head, arm, belly and leg. Those body parts are at risk of receiving special Wounds during various adventures.

**Preview of Character specific Inventions** - Each Character takes a specific Item and puts it on his/her character board. Only he can build this Item. Once built, it is 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 or Mystery card from the Event deck, resolve its Event effect, discard the card and draw another card from the Event deck (as is indicated on the Adventure or Mystery card itself). As a result, you will likely draw and resolve several Event effects from Adventure or Mystery cards before you finally draw an Event card.

**Example:** The player draws an Adventure card from the Event deck. There's an Event effect, "Storm", which instructs him to put a Storm token in the Weather space, and then draw another card. The next card is also an Adventure card, and because of its Event effect "Collapse", the players need to decrease the Roof level by half (the loss is rounded down) and draw another card. At last, this next card is an Event card.



Event effect

### When you draw an Event card:

1. First, observe whether the card is marked with an Adventure icon ( ? ? ? ) or with a Book icon ( ).

If it shows an Adventure icon, take the appropriate token and put it on the appropriate Action field on the main board.

If it shows a Book icon, check its meaning on the Scenario card (the meaning will vary in each Scenario).

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

If there is already one card on the rightmost space, the previous card is moved to the left so the new card can be placed on the rightmost space, eventually pushing a card on the leftmost space.

If, as a result of sliding the Event cards, this pushes the card located on the left 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 that is tracked with the white marker on the Morale track of the main board.

Depending on 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 than he has, he must discard all that he has and receives 1 Wound for each missing token (according to the general rule of Unfulfilled Demand, see Additional Rules on page 13).

**Example:** If Morale is on the lowest level, the First Player must 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 players' Camp is located. Each source on this Island tile provides one resource cube. There are 2 types of sources:

- source of food ( ) / ( ) which provides ( ) and ( )
- source of wood ( ) which provides ( )

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



**Example:** If the players have their Camp on an Island tile with a source of food and a source of wood, they would receive 1 food and 1 wood during the Production phase.

The number of resources that the players receive may be modified by the effects of various Items, Adventures, 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 the various Actions that are available to them.

The pawns are used to represent the Characters' activity on the island. As such, with their two pawns, each player can take up to 2 Actions. However, note that many Actions require more than one pawn to be assigned to them in order for the Action to be resolved.

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

**1. Threat Action** (requires one or more pawns) – The number of pawns required for each Threat Action is always depicted on the specific Event card.

This Action is taken to prevent the Threat effect of an 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 (often as Determination tokens or resources).



**2. Hunting** (available only if there is a Hunting deck 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 also receiving Wounds.



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

Building allows players to build a Shelter, a Roof, a Palisade or Weapons, and 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 from 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** – (Requires 1 pawn.)

Each time a player takes this Action, he receives 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 receives 2 Determination tokens or increases the Morale level by 1 on the main board).



**7. Rest** - (Requires 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 the Threat Action, which is always a one-time Action taken on a specific card, after which the card is discarded. There can be a maximum of 2 Threat Actions to take because there are 2 Threat Action fields on the main board. Each Threat action must target a different Event card.

### 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 all 3 Action dice of the respective color (Y, G, B) to see if the Action is successful, if you get wounded, and if you have an Adventure.

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

Note: The second pawn can be a player's pawn, or an additional pawn (from various effects, see next page).

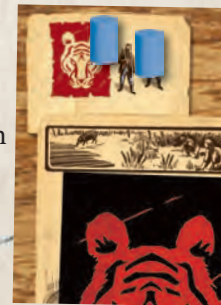
### How to assign pawns?

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 the element you wish to build, place pawn(s) on the Shelter, Roof, Palisade or Weapons track, on the selected Invention card, etc.



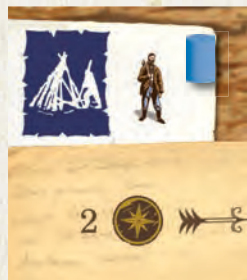
- for **Gathering Resources**, place the pawn(s) above the one specific source on the Island tile(s) from which you are gathering resources (only above one source, even if the Island tile shows two sources)



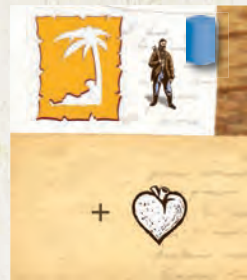
- for **Exploration**, place the pawn(s) on the unexplored space(s) of the island you want to explore



- 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 multiple players, those players should decide which player is going to take the Action, and who is only 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).

*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 who among them will be taking the Action and who is only 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 the Map or the 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 to which 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 must always be used to support a player, and can only be assigned to an Action if a player's pawn has already been assigned to that Action. For example, when taking the Exploration Action, you cannot assign the additional pawn from the Compass card and the additional pawn from the Map Item without a player pawn - at least one player's pawn must be assigned to the Exploration Action.

### More details about the 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 a previously placed Event card is moved off the board after placing a new Event card in the Threat Action Field, the removed card's Threat effect will need to be resolved. In order to prevent this from happening, during the Action phase players can plan to resolve the specific Threat Action described on the card by assigning the required number of pawns (1 or 2) 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 such 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 "Shovel" item.

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



card). Players can choose only one of the possible options when taking this Action, after which they discard the card.



### Building

With each Building Action, players can build a Shelter, a Roof, a Palisade, or 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, the Shelter cannot be lost for 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 a Shelter which is different from a player-built Shelter.

**Roof** – Protects you from the weather conditions during the Weather phase. To build a Roof, there must be a Shelter (either built or discovered) on the Island tile where your Camp is located. Each time you build a Roof, increase its level by 1 by adjusting the respective marker on the board.

**Palisade** – Usually protects you from the Storm effect and some other effects during the game. To build a Palisade, there must be a Shelter (either built or discovered) on the Island tile where your Camp is located. Each time you build a Palisade, increase its level by 1 by adjusting the respective marker on the main board.

**Weapons** – are required for Hunting. The higher the Weapon level, the less likely it is that a player will receive Wounds while Fighting a Beast. Each time you build a Weapon, increase its level by 1 by adjusting the respective 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 the players (for example, the Map provides players with an additional pawn for Exploration).

The 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 furs, but not with a mix of both. For example, in a 3-player game, you need to discard either 3 wood or 2 furs to build the Shelter, but you could not pay 2 wood and 1 fur.

	2	3	4
2	2	3	4
1	1	2	3

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

Depicted in the upper part of the Invention card are the requirements for Building a particular Invention into an Item. This is called 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.

### Examples:

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

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

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

**Note:** Each Item may only be built once (unless lost).

### VERY IMPORTANT!

Several Actions (mostly Threat Actions and Building) have additional requirements for taking the Action (e.g. discarding a resource, having a specific Item, or a minimum Weapon 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 is also recommended to assign the required resources from the Available Resources space to avoid any confusion.

**Example:** In a 3-player game, you need to spend 3 wood (or 2 furs) to build a Shelter. Thus, while planning for this Action, you should already have the 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.

**Example:** To build the Bow, you need the Knife. This means that you cannot build the Knife and the Bow in the same round. If you want to build the Bow in a round, you must have built the 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 cannot take such an Action if you do not 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). This Action cannot be taken directly on the Island tile with the players' Camp since 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, Events, etc.).

You can gather only once per round from each source; i.e. if one player assigns his pawn(s) to gather from one source, no other player can gather from that same source this round.



**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 can be at most 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 *not adjacent to the Island tile where your Camp is located*, then you need to assign one more pawn than normally required for an Action. In other words: you have to assign 2 pawns minimum, which will require the roll of the Action dice. If you assign 3 pawns, the Action is guaranteed to be successful (no rolling of dice needed).

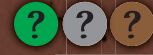


Each player's pawn that is assigned to the **Arranging the Camp** or **Rest** Actions is resolved separately. For example, in a three-player game, if one player assigns both of his pawns to Arranging the Camp, he resolves this Action twice, and as a result, he receives 4 Determination tokens and increases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



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 a Success on the first roll. Discard the token after resolving its effect.



During the next Action of the indicated type, you must draw and resolve an Adventure card, regardless of how many pawns you assigned to the Action, and whether you rolled an Adventure on the Adventure die or not. Discard the token after resolving its effect.

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



When this token is located next to the Hunting deck, it means that for the next Hunting Action, you must add 1 to the Beast's strength. Discard the token after resolving its effect.

When this token is located on the Island tile/space where you are planning to take an Action, it means that you must have at least a Weapon level of 1 during every Action (regardless of the type) on that tile/space, or the player taking the Action gets 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 more pawn than normally required (i.e. 2 pawns instead of 1, 3 pawns instead of 2, etc.). Discard the token after resolving its effect.

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 more pawn than normally required (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 normally required. Discard the token after resolving its effect.

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 must spend one additional wood than normally required (but only if you use wood for building).

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

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

## 4.2 Resolving Action

After all players have assigned all their pawns, start resolving Actions in the order described below. You only resolve Actions with pawns assigned to them:

### 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 will only be available after all Actions have been resolved).

If a player gains any Determination tokens, he places them in 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 a Beast:

1. Compare the Beast's strength to the player's current Weapon level. If the Weapon level is lower than the Beast's strength, the player fighting the Beast gets 1 Wound for each missing 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 (it will only be available after all Actions have been resolved).
4. Gain the number of fur shown and place them in the Future Resources space (they will only be available after all Actions have been resolved).
5. Decrease the Palisade level by the number shown (this effect appears only on a few Adventure cards).
6. Apply any other additional effects and discard the card.

Some cards (Adventures, Events, Mysteries) require you to Fight a Beast but only show the Beast's strength. In such cases, you should only compare the Beast's strength to the current Weapon level; if the Weapon level is lower than the Beast's strength, the player who is Fighting a Beast gets 1 Wound for each missing Weapon level.

Beast's strength	Weapon level decrease	Gained food	Gained furs
6	-3	5	2

Additional effect resolved after the fight

After the fight, you get



### Rolling Action dice

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



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. Thus, you can still get a Wound (or not) and have an Adventure (or not).

**Example:** While Building, you roll so your Character gets 1 Wound, you do not get to build what you wanted to build but you get 2 Determination tokens instead, and you draw an Adventure card.

**Note:** When gathering, if an Adventure card says that you get 1 more resource cube than you wanted to gather, you still get this 1 resource cube, even if 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 a Shelter, discard the required resources, turn the Camp token Shelter side up. The Island tile where you build the Shelter becomes your Camp tile.

Once you have built the Shelter, you cannot lose it, and as such you do not have to build it again.

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

To build a Roof or a Palisade, you must have already built a Shelter, or your Camp must be located on an Island tile with a 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 Weapon levels are not limited.

When you build an Item from an Invention card, discard the required resources and place the Invention card in the Future Resources space (it will only be available after all Actions have been resolved).

If a player builds the Item from the Invention card located on his Character's card, he also gets 2 Determination tokens, which he puts in his own supply, and places the Invention card in the Future Resources space (it will only be available after all Actions have been resolved).

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

If a player builds an Item from the Scenario card, he marks it with a black marker (except where noted otherwise). The players should remember to apply the additional effect of this Item at the end of Action phase since that Invention is only depicted on the Scenario card, and it cannot be moved to the main board.



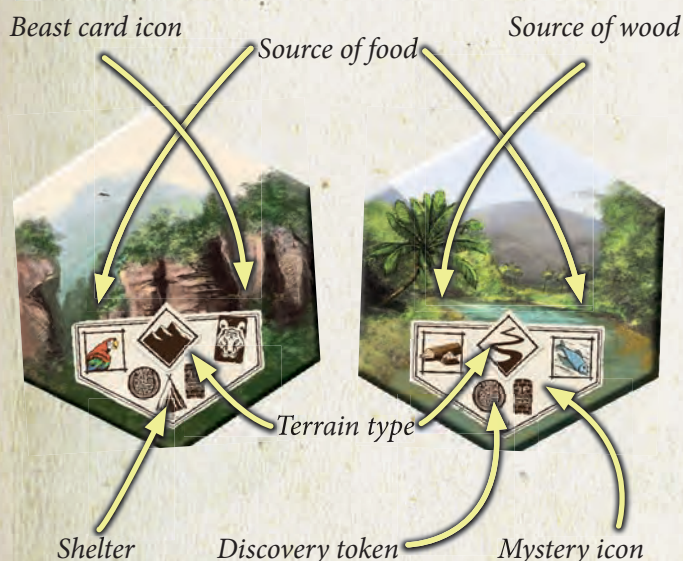
#### 4. Gathering Resources

When you gather resources - take the appropriate resources from the supply near the main board, and put them in the Future Resources space (they will only be available after all Actions have been resolved).

You can only gather 1 resource from each respective source on an Island tile, but this can be modified by the effects of some Items, Adventures, Events, etc.



#### 5. Exploration



If the exploration action 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 during the planning phase.

Look at the terrain type, and mark with a black marker all the Invention cards with this terrain type in their requirements field.

If a Beast card icon is shown, shuffle one Beast card into the Hunting deck. If a Mystery icon is shown, check its meaning on the Scenario card.

Draw the indicated number of Discovery tokens. Place them in the Future Resources space face up (they will only be available after all Actions have been resolved).

Some Island tiles provide a Shelter (Tent icon). However, this does not mean you now have a player-built Shelter; as such, do not mark the applicable spot on the main board (nor turn the Camp token upside down to the Shelter side) unless you have built a Shelter using the Build Action. Having a Shelter is important during the Night phase.

**Example:** The 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 to be discovered this game, so the player marks the Invention cards "Basket", "Cure", and "Rope" (these Inventions can now be built into Items). A Beast card icon is shown on the tile, so the player shuffles one Beast card into the Hunting deck. Finally, he draws 2 Discovery tokens (as depicted on the tile), and puts them face-up in the Future Resources space.



Once every Action has been resolved, you can keep Discovery tokens for later use. You will see that food spoils during the Night phase (for more details see: 6. Night phase), so any tokens representing food will be lost at that time. 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. He also increases the Morale level by 1 on the main board (this Action differs in 4-player games, look at the **Adjusting the game** chapter on page 14).

If the Morale level is at the highest level, the player only gains Determination tokens and does not adjust the Morale level.



#### 7. Rest

The Resting player's Character heals 1 Wound 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 returned onto the cards from which they came;
- move all the resources and tokens from the Future Resources space to the Available Resources space (they are now 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, Item side up.

## 5. Weather phase



During this phase, players have to face the harsh weather conditions of the island. In order to know the weather conditions, they must 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 the Rain die  
in rounds 7-12: roll the Rain, Winter and Hungry Animals 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 (these can occur after an Event or Adventure card). Those tokens should be added to the outcome of the Weather dice roll. After applying the effect of any tokens in the Weather space, discard those tokens.

If you do not roll any Weather dice, only the weather depicted on the tokens (if any) applies.



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 must face, and discard 1 wood for each Winter Cloud, **regardless** of the current Roof level (this represents the fact that it was a cold night 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 are protected from.

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

For every resource that cannot be discarded, each player receives 1 wound (according to general rule of Unfulfilled Demand, see Additional Rules chapter, page 13).

*Example: Players have just rolled the Rain die and the outcome is 2 Rainy Clouds. There is also 1 Winter Cloud token located in the Weather space. Players have a Roof level of 1 and the following resources: 3 wood and 1 food.*

*First of all, the players discard 1 wood because of the Winter Cloud. The overall number of clouds is 3 and the Roof level is only 1; the players are missing 2 levels to protect themselves from the Weather. Therefore, they discard 1 wood and 1 food for one missing Roof level. For the second missing level, they discard their last wood left and each player gets 1 wound because they cannot discard the required 1 food.*

*Finally, they discard the token in the Weather space.*

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



Discard 1 food.

Decrease the current Palisade level by 1.

Fight a Beast that has a strength of 3.

If you cannot resolve the effect of a roll, each player gets a certain number of Wounds.

### 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 missing level. (As such, players must follow the Unfulfilled Demand rule, as described in the Additional Rules chapter.)*

If you must 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, just roll it once.

### Storm token

Resolve the Storm after any other effects.

The Storm decreases the Palisade level by 1. If you cannot reduce it, each player gets 1 wound.

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

## 6. Night phase



1. During the Night phase, every player needs to eat. Discard 1 food per player.

If you do not have enough food for everyone, then decide which player(s) do not get to eat – each player that does not eat gets 2 Wounds.

2. During the Night phase, players can decide if they want their Camp to stay on the Island tile it currently occupies or move it to an adjacent tile. Remember that the 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.

### Moving the Camp

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

Except as set forth below, if players have not built a Shelter yet, they can move their Camp without any consequences. If they move it to an Island tile with a Shelter, it does not mean that they have built a Shelter: i.e. do not turn the Camp token Shelter side up.

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

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

If there are any +1 resource tokens (as an effect of a built Item) on the Island tile the Camp was on (🍷, 🍷), you can move it with the Camp, but pay attention to the One token only rule (only one token of each type per spot, see page 14 for more information.).

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

4. Unless you have nonperishable food or the "Cellar" Item or a Treasure that allows you to store food ("Boxes" or "Barrel"), all remaining food in the Available Resources space rots, and you must discard it.

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

5. Remove the black markers from each Character card. (since they indicate which Character skills were used in the current round). Move the round marker on the Scenario Card to the next round and give the First Player token to the next player in clockwise order. 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 the 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 that 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 have not fulfilled the Scenario goal.

## ADDITIONAL RULES

### Priority

In case of a conflict, the Scenario rules modify and should have priority over the general rules.

### Unfulfilled demand

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

### Example:

- if a player has to discard something (wood, food, Determination tokens, etc.) and he does not have it, he receives 1 Wound for each resource/token he could not 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 missing Weapon level.

When the effect of a card or a die roll affects all players and they cannot resolve it, each of them receives 1 Wound for each requested resource/token they were not able to provide.

### Example:

- if the players have to decrease the Roof, the Palisade or the Weapon level by 1 but that level is already at 0, then each player receives 1 Wound.

- if the players have to cover a particular source (i.e. wood) with a black marker and there are no sources of wood to cover, each player receives 1 Wound.

### Exception:

- Some cards show effects that must only be resolved if they are possible. Thus, if it is impossible to apply such an effect, nothing happens.

**Example:** The Event card "Insects" requires players to discard 1 wood, but only if possible. If players do not have any wood, the Event cannot be resolved, and therefore nothing happens: the players do not receive any Wounds in this type of situation.



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

### One token only

There can only be one token of each type on each Island tile/space, Action field, Weather/Night space, etc.

#### Example:

- if a Reroll token is already on the Building Action field and another card effect tells you to put another Reroll token on the Building Action field, you would ignore this second effect, because there cannot be two of the same tokens on the same field;  
- if a +1 food token is on an Island tile, you cannot place another token of the same type on the same Island tile, etc.  
Important : In such cases, it does not mean that players cannot fulfill the game's demand - the demand has already been fulfilled and players do not get any Wounds.

### Personal Determination

Players cannot share Determination tokens with each other.

### Discarding Invention cards

When you are asked to discard an Invention card, simply shuffle it back into the Inventions deck. Note that the Carpenter's *A new idea* skill does not follow this rule.

## ADJUSTING THE GAME

### 4-player game

When there are 4 players, take the special "Arranging the Camp" card and place it on the board to cover 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 the

First player decides 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, the extra pawn from the Map)
- as an additional pawn along with a player's pawn.

### Remember!

Except for Friday's special rules described below, if you assign a player's pawn and Friday's pawn to the same Action, Friday is always treated as an additional pawn in such cases.

### Friday's special rules:

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

Friday is not a player, therefore:

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

If Friday gets any Determination tokens, he can use them to reroll any one die once per 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 acts as an additional pawn which players can use only for Hunting or Exploration Actions. The Dog can only be used for supporting other player's pawns. It is especially recommended in 3-player games.

### Dog



B) You can play with Friday (see rules for Friday, above).  
C) You can draw more Starting Items (for example, draw 3 or 4 instead of just 2).

D) While preparing the Event deck (step 16 of the setup), you can take fewer Event cards with a Book icon and more cards with an Adventure icon instead. For example: if you need 6 cards with a Book icon and 6 with an Adventure icon, you can instead select 4 cards with a Book icon and 8 with an Adventure icon.

**Note!**

In the first Scenario, this would make the game harder.

**Harder game**

If you are experienced players and believe that a Scenario is too easy for you, then you can adjust the game to be more challenging by:

- A) playing with only 1 Starting Item, or none,
- B) while preparing the Event deck (step 16 of the setup), use more Event cards with a Book icon and fewer cards with an Adventure icon. For example: if you need 6 cards with a Book icon and 6 an Adventure icon, you could play with 8 cards with a Book icon and 4 with an Adventure icon.

**Note!** In the first Scenario, this would make the game easier.

- C) playing **without** the Dog (only in a 3-player game)

**Random Wreckage cards**

During the setup (step 17 of setup) you can draw a random Wreckage card.

**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 a 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 the Morale level by 1 (because you're happy to still be alive) and then resolve it.

**SYMBOLS AND THEIR EFFECTS**

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

**Example:** Players have to assign 1 pawn and 1 food to discard this card. The player taking this Action receives 1 Determination token.



The 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, only by its character, and only once per round.

**Carpenter**

*Economical construction*

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

*Craftsmanship*

Discard 2 Determination tokens to reroll any brown Action die. Note! You cannot use the Determination tokens gained from an unsuccessful die roll to reroll that die which gave you those Determination 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, reshuffle any discarded Invention cards to create a new deck.

*Handyman*

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 to heal 2 wounds (of any player including himself, he can even heal 1 wound of two different players).

*Scrounger*

Discard 2 Determination tokens to reroll any gray Action die. Note! You cannot use the Determination tokens gained from an unsuccessful die roll to reroll that die which gave you those Determination tokens.

*Stone soup*

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

*Hooch*

During the Weather phase, discard 3 Determination tokens to ignore 1 Rainy Cloud, or change 1 Winter Cloud into 1 Rainy Cloud.

**Explorer**

*Child of fortune*

Discard 2 Determination tokens to reroll any green

Action die. Note! You cannot use the Determination tokens gained from an unsuccessful die roll to reroll that die which gave you those Determination 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, place it in the Available resources space, and discard the other (do not shuffle it back into the stack).

### Soldier

#### *Tracking*

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

#### *Defense plan*

Discard 2 Determination tokens to increase the Palisade or the Weapon level by 1.

#### *Frenzy*

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

#### *The Hunt*

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

## CARDS AND THEIR EFFECTS

Some cards use keywords to describe certain actions:

**DECIDE** (mostly used on Adventure cards) - Players always have the choice described on the card. It is 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 the described effect only if it is possible. If you cannot (for example: you have to discard a resource that you do not have), nothing happens. The Rule of Unfulfilled Demand does not 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 Available

Resources space at the beginning of the next round (therefore other players cannot use them during the Weather and Night phase of this round). Although this player will not be affected by the Weather, he will get a Wound for sleeping in the open air (unless he explored an Island tile with a Shelter during his Action). He must still 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 drawing cards from the deck until you get one with the indicated type of Mystery (ignore the rest). Once it is resolved, you can either decide to stop drawing cards, or if you like, you can continue to draw more cards, again ignoring them until you reach one of the specific type to be resolved. **At the end, shuffle all ignored Mystery cards back into the Mystery deck and discard those that you resolved (unless stated otherwise).**

**Example:** You have to draw 3 Mystery Cards, but only resolve 1 Monster and 2 Treasures. You draw the first Mystery card - It's a Trap... so you ignore it. The second card is 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/Treasure. You decide to continue. The third card is another Trap, so you ignore it. The 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, meaning that you can draw Mystery cards until you find a Treasure and ignore everything else.

**Exhausted source** - An exhausted source does not provide any resources during the Production phase or with the Gathering Resources Action. However, if there's a +1 resource token (  ,  ) located on the exhausted source, you still get that 1 resource.

**Inaccessible Island tile** - When an Island tile becomes inaccessible (due to an Event or otherwise), turn it face down and *remove all tokens and markers from that tile*. You cannot move your Camp to that tile and you cannot 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, you then lose access to that terrain type and you cannot build Items that require it. Remove the applicable marker(s), as needed, from any Invention cards until such a 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 that tile becomes unexplored, you cannot build the Knife or Fire (if you haven't already) until you discover a new Island tile with mountains.

**Turning Items to Invention side** - When you turn an Item back to its Invention side, it means that you lose this Item. You will have to build it again, if you still need it. If such an Item was required for building another Item or taking a specific Threat Action, you cannot do it now. For example, if you lose the Map, you cannot build the Shortcut (because it requires the Map); if you lose the Shovel and a Threat Action requires



it, you cannot take that 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 is already on level 0, in which case nothing happens,

- if you had the "Shortcut" and lose it, take the Shortcut token off the Island tile,

- if you had the "Map" and lose it, you cannot use the additional pawn for Exploration this round (unless it is already in use, in which case, you cannot use it starting next round).

**Fighting a Beast** (as an Event effect) – When you draw a card from Event deck that requires you to Fight a Beast, the First Player is the one who fights it and only he gets potential Wounds resulting from this fight.

**Resolving the effect of an Event once again** – Some Event effects have very long description that did not fit in the Threat effect space; these may state "resolve it again". Remember that this only means to apply the effect one more time and then discard the card; you do not place it back on the Threat Action field.

**Temporarily increased Weapon level** - If any card, token, or other effect temporarily increases your Weapon level, do not adjust the marker on the Weapon level track. Such temporary increases only last for the Action that player takes. If a player has to decrease the Weapon level during the same Action, he normally marks it on the Weapon level track and can even get Wounds if his permanent Weapon level is lower than the number to decrease.

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

## Invention/Item Cards

The following rules apply to the various items:

1 - An Item may only built once, unless lost or otherwise noted on the Scenario card.

2 - Once built, an Item is kept for the rest of the game.

3 - If the Item side shows only a picture (e.g. "Dam"), you get its benefit only when you build it. It can also be used to acquire other Inventions (e.g. "Shovel"), or it is an Item you may only use once per round (e.g. "Fireplace").

Here is a brief description of the various Items:

**Basket** – If you are successful during a Gathering Resources Action, you gain 1 additional resource cube of the type you wanted to gather. The Basket can be used for only 1 Action per round. Can be used with the 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. Can be used with the Hammock.

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

**Bow** – Increases the Weapon level by 3.

**Bricks** – Increases the Palisade level by 1 and is required for building certain other Items.

**Cellar** – Allows you to store all of your food, so it does not rot during the Night phase.

**Corral** – When you build it, you can cover with a black marker 1 food source  on an Island tile adjacent to the tile where your Camp is located and put a +1 food token () on the tile where your Camp is located.

**Cure** – Gives you a Cure for the rest of the game (or until you lose it).

**Dam** – Gives players 2 nonperishable food.

**Diary** – During the Morale phase, the First player gets 1 more Determination token (or loses 1 fewer).

**Drums** – During the Morale phase, the First player gets 2 more Determination tokens (or loses 2 fewer).

**Fire** – Increases the Palisade level by 1 and is required for building certain other Items.

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

**Furnace** – Lets you ignore 1 Winter cloud during the Weather phase

**Knife** - Increases the Weapon level by 1 and is required for building certain other Items.

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

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

**Moat** - Increases the Palisade level by 2.

**Pit** – Roll the brown Wound die during Production phase and if you roll a Wound, you gain 2 additional food.

**Pot** – Gives you a Pot (required for using certain Discovery tokens) and it allows you to heal: during the Night phase, you can discard 1 food to heal 1 Wound.

**Raft** – Gives players 1 additional pawn for either the Gathering Resources or the Exploration Action. It is recommended to keep that pawn on this card when is not in use.

**Rope** – Required for building certain other Items.


**Sack** – If you are succesful during a Gathering Resources Action, you gain 1 additional resource cube of the type you wanted to gather. The Sack can be used for only 1 Action per round. It can be used with the Basket.

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

**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. This source is still limited to one resource per turn.

**Shovel** - Required for building certain other Items.

**Sling** – Increases the Weapon level by 2.

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

**Spear** – Increases the Weapon level by 3.


**Wall** – Increases the Palisade level by 2.

## Example of a Scenario card

Each scenario is more difficult and has more complex rules than the previous one, so it is recommended that you start your Adventure with the first scenario and play them in order.

1. Scenario Title
2. Plot
3. Number of rounds played
4. Weather conditions (Weather dice to roll) in the corresponding rounds
5. Scenario Goal which players must achieve in order to win the game
6. Special discoveries description. Unless stated otherwise on the 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 a Totem 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 where this Totem is.
9. Setup changes
10. Other special rules which you should consider while playing this particular Scenario.
11. 2 Inventions (all special scenario Inventions are described below).
12. Some Scenario cards feature special elements (in the illustrated scenario, Jenny's life track) or special Actions that can be taken by the players.
13. Track your score, according to the number of players.



### Items on Scenario cards

**Hatchet** - After building you can place +1 wood token (  ) on the Island tile where your Camp is located

**Mast** - Gives 3 wood for the pile of wood only.

**Cross** - May be built multiple times. Each time you build it, place a blue marker on a different Island tile. If you want to place a Cross marker on a tile with a Fog marker, you must assign 1 extra pawn to the Building Action.

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

**Raft** - After building it, in one of the following rounds you can take an Exploration Action on this Item to rescue Jenny. When resolving this Action, treat  as 1  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** - Gives you an additional pawn to use only for the Totem - Exploration Action. It is recommended to keep that pawn on this card when it is not in use.

**Jolly-boat** - If any other winning conditions are met and you build a Jolly-boat, you win.

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

**Canoe** - After this is built, 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 build it, you get 4 food.

**Moat** - When you build it, increase the Palisade level by 1.



**Scenario 3**  
You are castaways on a deserted island. Your situation is very difficult, but look over there! There is one of your shipmates. A beautiful Jenny trapped on a lonely rock in the middle of the ocean! You need to build a raft and rescue her! And then, you and her need to build a boat to escape from this island. A hurricane is fast approaching.

**Goal of the Scenario**  
There are two goals in this scenario. The first goal is to rescue Jenny. To do so, you need to build the "Raft" item and then take an Exploration Action on the "Raft" item to bring Jenny back to your Camp. If Jenny dies, the game is over and players lose. The second goal is to build a "Lifeboat" so you can escape from the island. If you meet these two conditions, you immediately win.

**Setup Changes**  
If you draw the "Storm-plot" Starting Item, discard it and draw a new one.

**Slippy Rocks**  
The player who explored the tile with this icon gets 2.

**Cemetery**  
- - - - -

**Remains of Masts and Spars**  
Turn the "Raft" Invention card to its item side.

**Balloon Wreck**  
2

**Herbs**  
+  Temporarily, gives +3 .

**Pistol**  
2

**Ruins**  
- - - - -

**Storm**  
A hurricane is approaching, a storm. -1

**Other Special Rules**  
Till the moment of rescue, Jenny gets 2 Wounds every Night phase. When rescued, take an additional pawn that represents Jenny. She is now treated as one of the players. She is affected by all Events affecting all the players and by the Unaffiliated Demands rule. - she is affected by Weather. - during the Night phase, she must eat and can get Wounds for sleeping in the open air. - Jenny doesn't change the cost for building shelter, roof and palisade. She cannot become the First Player and during the Action phase, Jenny can only take a Best Action (a Best 1 Wound, and she does not benefit from the "Raft" item).

**Life Track**  
Jenny needs help!  
1 2 3 4 5 6 7 8 9 10 11 12 13

**Victory Points**  
1 VP for each  5 VP for saving Jenny  
2 VP for each  5 VP for building the Lifeboat  
4 VP for each   
3 VP for each 

GAME DESIGNER: Ignacy Trzewiczek  
DEVELOPMENT: Portal Publishing  
ENGLISH VERSION: Team Z-Man Games

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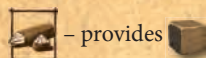
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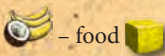
# ICONS



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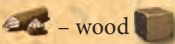
- provides



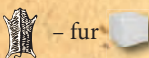
- food



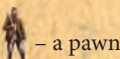
- nonperishable food



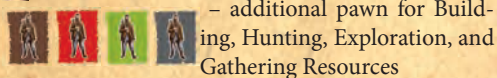
- wood



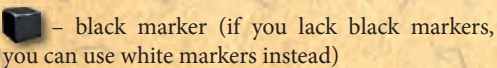
- fur



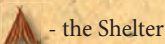
- a pawn



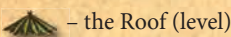
- additional pawn for Building, Hunting, Exploration, and Gathering Resources



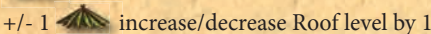
- black marker (if you lack black markers, you can use white markers instead)



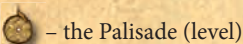
- the Shelter



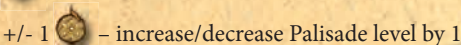
- the Roof (level)



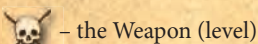
+/- 1 increase/decrease Roof level by 1



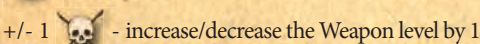
- the Palisade (level)



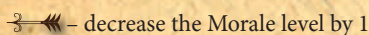
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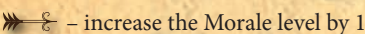
- the Weapon (level)



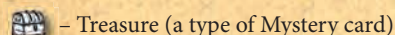
+/- 1 increase/decrease the Weapon level by 1



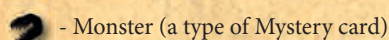
- decrease the Morale level by 1



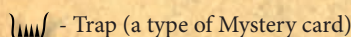
- increase the Morale level by 1



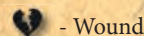
- Treasure (a type of Mystery card)



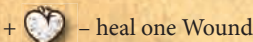
- Monster (a type of Mystery card)



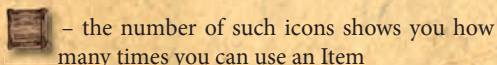
- Trap (a type of Mystery card)



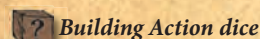
- Wound



- heal one Wound



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



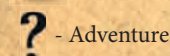
- Building Action dice



- Gathering Resources dice



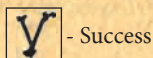
- Exploration dice



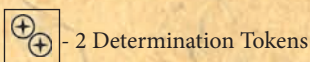
- Adventure



- Wound



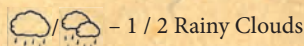
- Success



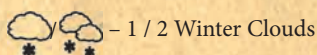
- 2 Determination Tokens

## Weather dice

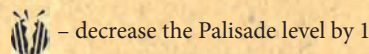
Rain die Winter die Hungry Animals die



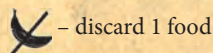
- 1 / 2 Rainy Clouds



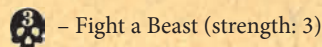
- 1 / 2 Winter Clouds



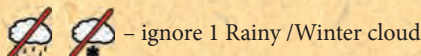
- decrease the Palisade level by 1



- discard 1 food



- Fight a Beast (strength: 3)



- ignore 1 Rainy / Winter cloud

Hunting Building Gathering Resources



Exploration Arranging the Camp Rest



## Terrain types:

Beach Hills Mountains River Plains



Map Knife Rope Bricks



Shovel Cure Fire Pot

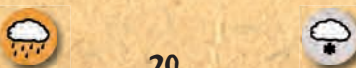


## TOKENS

Adventure tokens



Rainy Cloud token Winter Cloud token



Storm token



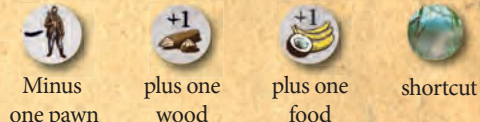
Reroll Success token



Beast Strength token



## Additional effect tokens



Minus one pawn

plus one wood

plus one food

shortcut



Shelter / camp token



Special Wound token

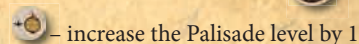


Determination token

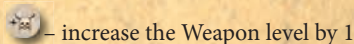


Number tokens

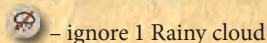
## Discovery tokens :



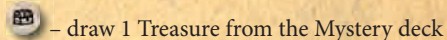
- increase the Palisade level by 1



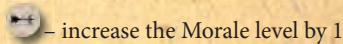
- increase the Weapon level by 1



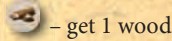
- ignore 1 Rainy cloud



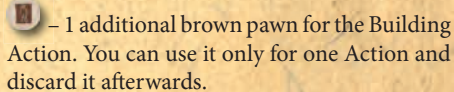
- draw 1 Treasure from the Mystery deck



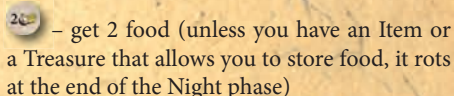
- increase the Morale level by 1



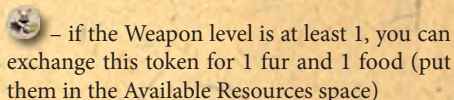
- get 1 wood



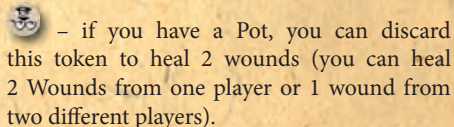
- 1 additional brown pawn for the Building Action. You can use it only for one Action and discard it afterwards.



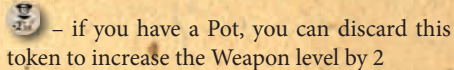
- get 2 food (unless you have an Item or a Treasure that allows you to store food, it rots at the end of the Night phase)



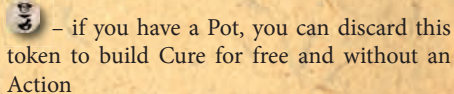
- if the Weapon level is at least 1, you can exchange this token for 1 fur and 1 food (put them in the Available Resources space)



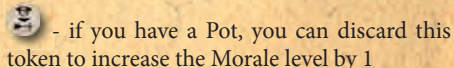
- if you have a Pot, you can discard this token to heal 2 wounds (you can heal 2 Wounds from one player or 1 wound from two different players).



- if you have a Pot, you can discard this token to increase the Weapon 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