

JOURNAL

During a playthrough (after setup), you will go through a full day and night cycle that is divided into 7 phases, as described in the Journal.

You do not have to know all of the rules to begin this experience. The icons, decks, keywords, spaces, attributes, and other elements will be explained as you proceed.

That is all. Let us begin.
You will learn everything else during the game.

SETUP

DETERMINE THE LEADER

Choose the leader randomly.



DRAW 3 CHARACTER CARDS

Take the Character cards, shuffle them, and draw:
 - the first red-bordered card
 - the first two black-bordered cards

Place these 3 cards face-up near the board. They are your starting Characters in this playthrough. Write down their names on the Save sheet.

Place a Hunger token (level 2) next to each Character.

Find the figures representing these Characters and place them on the Guard space on the board.

Take the remaining Character cards and place them on the unused Characters space.

CHARACTER SKILLS FAQ - SEE 101

DISTRIBUTE THE CARDS ON THE BOARD

Place all decks on their corresponding spaces on the board, as shown in the illustration above.

Place the FITTING cards with a green corner on the Fittings space. Place the remaining FITTING cards on the Ideas space.

Search the NIGHT RAIDS deck and the RESIDENTS deck for cards with a red corner and set them aside (they will enter the game later on).

Draw 3 cards from the LOCATIONS deck and place them on the 3 Location spaces.

PLACE ALL SHELTER CARDS ON THE BOARD

Make sure all cards are placed face-up (the side without a blue corner) and nobody peeks at their backs. Each Shelter card must be placed on a space with a name identical to the one on the card (i.e. a Heap card is placed on a Heap space, a Locked Door placed on a Locked Door space, etc.).



BOARD FAQ - SEE 110

SETUP FAQ - SEE 100



DISTRIBUTE TOKENS AND RESOURCES

Place the tokens and resources into the appropriate compartments in the box, as shown in the illustration.



STORAGE

Place following tokens and resources on the Storage space:
 Lockpick, Shovel,
 4 Components, 4 Wood,
 2 Water, 3 Raw Food

THE 4-CHARACTER LIMIT

There cannot be more than 4 Characters in play at any time. If there are currently 4 Characters present, a fifth Character cannot be added to your group.



COLOR BASE DISCS

In order to easily distinguish between the Characters' figures, insert each figure into one colored disc. Then place a token with the corresponding color next to the matching Character card.

WHAT SHOULD YOU KNOW?

Whenever you run out of a particular resource or token in the box, it means that this item is currently unavailable (it cannot be found, bought, etc.).
 "Discard token / resource" means that you should return it into the box.
 "Remove token / resource / card" means that you should put it into the Waste Bag.

PREPARE THE EVENTS DECK

Place the Event cards face-down on the Events space (without looking at their fronts), in the following order:

- 1) Shuffle 3 Ending Event cards - this will be the bottom of the deck.
- 2) Place the Chapter III card on top of the deck.
- 3) Randomly draw 4 Event cards and stack them on top of the deck.
- 4) Place the Chapter II card on top of the deck.
- 5) Randomly draw 3 Event cards and stack them on top of the deck.
- 6) Place the Chapter I card on top of the deck.

The remaining Event cards will not be needed in this playthrough (put them into the Waste bag).

STATES FAQ - SEE 220

STATE TOKENS

During the game, Characters will get wounded, hungry, fatigued, etc.

Whenever an effect is described by "raise / lower" Fatigue / Wounds / Misery / Hunger / Illness "by 1", place a State token with the corresponding level (1- 2 - 3 - 4) or turn an already placed token to change its level (tokens are double-sided).

The level 4 tokens will instruct you as to what happens.

SHARED EXPERIENCE

The Characters are not assigned to particular players. The players interact with ALL the Characters as a group.

THE PLAYER WHO CURRENTLY HOLDS THE JOURNAL IS CALLED THE LEADER.

Whenever a player sees this symbol in the Journal: **NEXT PLAYER** → they pass the Journal to the next player to their left.

Whenever the game tells you to make any kind of decision (like choosing a Character, tokens, actions, etc.), the FINAL DECISION IS MADE BY THE LEADER, but it can be done ONLY AFTER LISTENING TO OTHER PLAYERS' OPINIONS. The players may discuss, make suggestions, or even quarrel, but the final decision is always made by the Leader. ONLY THE LEADER CAN TOUCH THE GAME COMPONENTS (move figures, cards, tokens, etc.).

A new day begins...

MORNING

EVENT

Draw and resolve the top card from the Events deck.
Do not forget to add the Cold tokens to the Cold space on the board, as described on the revealed Event card.

NEXT PLAYER 

Continue to the Day Actions phase...



MOVEMENT IN THE SHELTER:

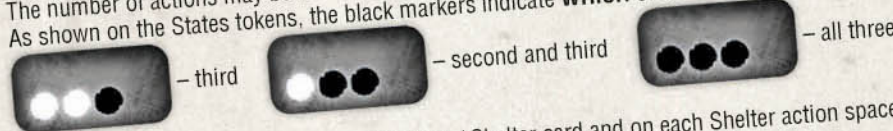
You may place Characters on any Shelter spaces and Fitting / Shelter cards to which you have access starting from the Guard space. Characters may freely move horizontally. They can also move vertically using the ladders set between the floors. However, obstacles like **Bars**, **Locked Door**, **Rubble / Rubble Remnants**, and **Holes** are impassable and the cards and spaces behind them are unavailable.

A new day begins... Outside is an outgoing conflict and sniper bullets for us. We cannot leave the safety of our shelter, but there are improvements to be made. We should make this place feel more like home, we can use beds, a stove, or even a radio. But first, we'll need to clear some space. Hopefully, we might find something useful in this rubble.

DAY ACTIONS


THREE ACTIONS

Each Character may perform up to 3 actions.
The number of actions may be less if a Character possesses States tokens with black markers on them. As shown on the States tokens, the black markers indicate **WHICH** of the three actions are **UNAVAILABLE**:



Only 1 Character can be placed on each Fitting / Shelter card and on each Shelter action space (Rubble cards and the Poke About action are the only exceptions to this rule).

At the beginning of each action stage (First Action, Second Action, and Third Action) assign all the available Characters to chosen actions, and then resolve their effects simultaneously.

After each action stage: **NEXT PLAYER** 

Available actions (👋):

ACTIONS ON SHELTER SPACES / FITTING CARDS

Place a Character on a chosen space / card and discard the required resources / tokens from the Storage (if any are required). If, as a result of an action, **tokens** are created, add them to the Storage.

ACTIONS ON SHELTER CARDS

Place a Character on a chosen Shelter card. The result of an action on Shelter card is **resolving it's back**. Some Shelter cards (Rubble, Bars or Closed Door) require placing a certain token from the Storage (a Shovel, a Sawblade or a Lockpick) on that card in addition to a Character. Return that token to the Storage after resolving the action. In case of a Rubble / Rubble Remnants card, instead of a Shovel you may place an additional Character.

Action from a Closed Door card requires making a roll as described below:

PICK THE LOCK - Requires a Lockpick

Roll the Black die.

Result = 1-3 - no effect.

Result = 4-10 - discard the Lockpick, then resolve the back of this card.

PLACING A NEW FITTING CARD

You may choose ANY Fitting, but only from the deck on the Fittings space. Place a Fitting card on an empty space in the Shelter (meaning any space without a card or action and without the Guard or the Sleep on the Floor options), then place any Character on it and discard the required resources / tokens from the Storage. After that, flip the Fitting card face-up. The exact description and requirements can be found on the back of each Fitting card.

Continue to the Dusk phase...



DUSK FAQ - SEE 400

DUSK

The sun has disappeared beneath the horizon. Shadows and darkness now rule over the city. It is a bit safer to go out at this time. But first, we must regain some strength...

WATER

Each Character must drink 1 Water  (discard it from the Storage).
For each Character that did not drink Water, roll the Black die:
Result = 1-5 - raise their Hunger by 1.
Result = 6-10 - raise their Misery by 1.

HUNGER

Each Character should eat 1 or more food (discard it from the Storage).



- lower their Hunger by 2.



- lower their Hunger by 1.



- their Hunger stays the same.

NO FOOD - raise their Hunger by 1.



Continue to the Evening phase...

EVENING

Before nightfall, we must decide who will stay in the shelter to regain strength or guard the door, and who will venture into the ruined city. We can only hope to scavenge some food, meds, and other necessary materials.

Assign each Character to one of the 4 available tasks:

SLEEP IN A BED:

Place a maximum of 1 Character on 1 BED card.
Set these Characters' FATIGUE to zero.

SLEEP ON THE FLOOR:

Place any number of Characters on the SLEEP ON THE FLOOR space.
Lower these Characters' FATIGUE by 2.

GUARD DUTY:

Place any number of Characters on the GUARD space to defend the Shelter from attacks during the Night Raid phase. The higher the Prowess of a guard, the better.
There must be at least 1 guard on the GUARD space, otherwise see 333 in the Book of Scripts.
Raise these Characters' FATIGUE by 1.

SCAVENGING:

Place up to 3 Characters on the FINDINGS PILE space to send them to the ruined city during the Scavenging phase. The higher the Inventory and Prowess of a Character, the better they will perform during the Scavenging phase.
Raise these Characters' FATIGUE by 1.



Continue to the Scavenging phase...



It is safer to move around the city at night. Shots can still be heard, but only sporadically. You strap your backpacks on tightly and leave your shelter. Carefully, you pick your way through the ruined shops and houses that line the shelled streets.

SCAVENGING

CHOOSE A LOCATION

Choose 1 of the 3 available Location cards and move all of the Characters taking part in the Scavenging onto it.

Note the rule on the red space of the Location card, if there is one.

CHOOSE EQUIPMENT

If there are any Weapons (like a Hatchet, Knife, Pistol, etc.) or equipment (like a Lockpick, Saw, or Shovel) in the Storage, you may assign these tokens to the Scavenging party (place them on the Findings Pile space). You may also take any tokens from the Storage for possible Trade.

SET THE NOISE MARKER (●)

Place the Noise marker on space "1" of the Noise track.

Whenever the game tells you to **raise** or **lower the Noise**, move the marker on the track either up or down, respectively.

Whenever the game tells you to **roll for the Noise**, roll the Black die.

- set the Noise marker to "1"
- **draw and resolve the top card from the Residents deck.**

After resolving the Residents card, resume Scavenging (you might still meet someone else!).


Continue to the next page...

PREPARE THE UNKNOWN DECK AND EXPLORE

Draw as many Exploration cards as shown on the Location space of the Location you chose to explore (10, 12, or 14). Place them face-down on the **Unknown space** (without looking at their fronts).

Now, resolve these cards one after another.

Discard the resolved cards by placing them face-up on the **Discard space** on the board.

After each resolved card: **NEXT PLAYER** 

Whenever the game tells you to **return** Exploration cards, return them face-down (without looking at their fronts) to the Exploration deck.

All items acquired during Scavenging should be placed on the **FINDINGS PILE** space (at the end of the Scavenging phase you will decide what to leave behind and what to bring back to the Shelter).



When the Unknown deck is depleted, Exploration automatically ends – resolve the Choose Findings stage.

CHOOSE FINDINGS

Once you finish the exploration, shuffle all Exploration and Residents cards into their decks.

At this moment, you may add as many resources (Wood, Components, and Water) to the Findings Pile as you wish.

You can bring back a total weight of tokens / resources (including the equipment and Weapons you brought with you) equal to the total **Inventory** of all Characters taking part in this Scavenging.

The weight of heavy tokens is shown in the  icon. If a token does not have a  icon, its weight is 0. Each 1 resource (Water / Wood / Component) weighs 1. Everything you cannot carry and have to leave behind is discarded.

Characters (with their findings) will make their way back to the Shelter in the Dawn phase. Before that, the Night Raid occurs...

NEXT PLAYER 

Continue to the Night Raid phase...

Meanwhile in the shelter... Someone came in the night to steal our belongings.

NIGHT RAID

CHOOSE WEAPONS FOR THE GUARDS

If you possess any Weapon tokens in the Storage, you may wish to give them to the guards (by placing the Weapon tokens on the Guard space). Each Character may only wield 1 Weapon.

NIGHT RAID

Draw and resolve the top card of the Night Raids deck.

DAMAGE – the amount of stolen tokens / resources that must be discarded from the Storage (the Weapons used by the guards remain safe).
WOUNDS – the amount of Wounds that must be distributed between the Characters on the Guard space.

Read below on how you can minimize Damage and Wounds.

GUARDS AND WEAPONS:

Roll a Combat die (corresponding to the Weapon used) for each Character on the Guard space:



White Combat die – no Weapon

Yellow Combat die – Melee Weapon (Hatchet, Knife)

Red Combat die – Firearm (Pistol, Assault Rifle, Shotgun)

The number of icons shown on a rolled die indicates the amount that you subtract from suffered Damage (tokens / resources) or Wounds.

USING WEAPONS DURING THE NIGHT RAID:

PISTOL – an Ammo token must be discarded.

ASSAULT RIFLE – an Ammo token must be discarded. You may discard 2 Ammo tokens instead of 1 to make 2 shots instead of 1.

SHOTGUN – an Ammo token must be discarded.

If the icon is the result of a roll while using a Shotgun, ignore the Night Raid card currently in play.

HATCHET – if the icon is the result of a roll while using a Hatchet, ignore the Night Raid card currently in play.

and icons are considered misses when using different Weapons.

PROWESS DURING THE NIGHT RAID:

The **PROWESS** value determines the number of re-rolls a Character may perform during a Night Raid in order to get a better result. A Character does not need to use all of their re-rolls, but the last roll is considered to be final.

BOARD-UPS:

Every built **BOARD-UP** token subtracts either 1 **WOUND** or 1 **DAMAGE**.

Continue to the next page...

With each passing night the situation is getting more grim.

CRIME WAVE

During setup, Night Raid and Residents cards with a red corner were set aside. If there are any of these cards left: shuffle 2 cards in any combination (Night Raid / Residents) into their corresponding decks (without looking at their fronts).

NEXT PLAYER

Continue to the Dawn phase...



*Another day of survival.
We must not give up...*

DAWN

THE SCAVENGING PARTY RETURNS

Move all the Characters in the Scavenging party into the Shelter and place all the tokens / resources they brought back into the Storage.

ASSIGN MEDS AND BANDAGES

If there are any Meds / Herbal Meds / Bandages in the Storage, you may assign them to the ill / wounded by placing them on the chosen Character's cards.

DRAW A FATE CARD

Draw and resolve 1 Fate Card (ignore the bottom part marked with a die).

When a Fate card tells you to **exchange a Location card**, remove that card from the game, then slide the remaining Location cards down, so that the "Far" space is empty. Finally, draw a new Location card from the Locations deck and place it on the "Far" space.

NEXT PLAYER 

NARRATIVE ACTION CARD

Draw 2 Narrative Action cards, read them, **choose one**, and shuffle the other back into its deck.

NEXT PLAYER 

ALCOHOL

May be used before or after resolving a Fate card (discard it from the Storage):

MOONSHINE - raise 1 chosen Character's Fatigue by 2 and lower their Misery by 1.

100% ALCOHOL - raise 1 chosen Character's Fatigue by 1 and lower their Misery by 1.

DEATH AMONG US

At the end of the Dawn phase check if any Character died or abandoned the group today.

If the answer is yes, roll the Black die and compare the result with each Character's Empathy.

On a result equal to or less than their Empathy - **raise their Misery by 2.**

Let us look back on the past day.

How did we do?

What will we need next?

What must be scavenged or traded?

What should we build?

...and let's see what tomorrow will bring us.

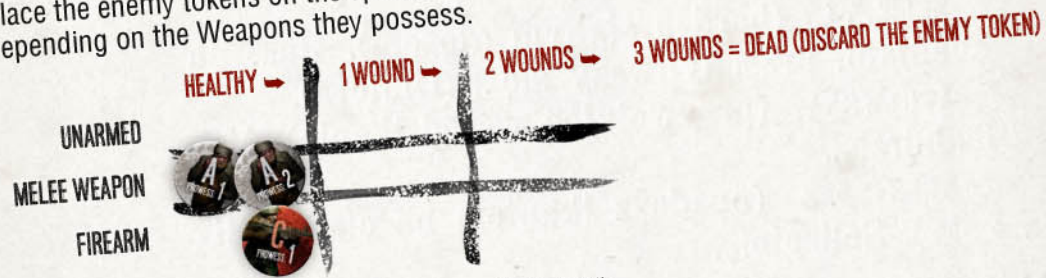
Start a new day (see the Morning phase)...

SAVE

At this moment, you may save the state of the game and pack it into the box. Then, you may return to it whenever you wish by setting it up and jumping right back in where you left off. **See 10 in the Book of Scripts.**

COMBAT SHEET

The **A**, **B**, and **C** tokens that you have drawn while resolving a Residents card represent your enemies. These tokens determine their **Weapons** (described on the Residents card) and **Prowess** (number). Place the enemy tokens on the spaces in the first column of the Combat chart, depending on the Weapons they possess.



Each Character can be assigned 1 Weapon from the Findings Pile (or from the Storage when you fight in the Shelter).

The Combat is round-based.

Each round, you roll a Combat Die (corresponding to the Weapon used) for each Character and enemy.



The number of icons shown on a rolled die is the amount of **Wounds** dealt. Distribute the Wounds dealt by enemies as you choose between Characters present in Combat. Distribute the Wounds dealt by Characters as you choose between the enemies. Each round, combatants fight (and wound each other) simultaneously. **ENEMY WOUNDS** should be marked by sliding the enemy's token to the right along the Combat Chart. **CHARACTER WOUNDS** should be marked with the Wound State tokens.

PROWESS IN COMBAT

The **Prowess** determines the number of re-rolls a Character may perform during Combat in order to get a better result. A Character does not need to use all of their re-rolls, but the last roll is considered to be final. Enemies use their Prowess automatically – they re-roll the die only if the result is 0 Wounds.

FLEEING

Before each round of Combat, you may decide that the Characters Flee instead of continuing the fight. If this happens, the enemies perform a **Backstab**. After resolution, the Characters leave the Location – resolve the Choose Findings stage (see Scavenging - Choose Findings stage).

BACKSTAB

Unlike normal Combat, during a Backstab, only one side attacks (only the Characters or only the enemies) and the other side cannot retaliate. Resolve the attack roll as if in normal Combat.

In the case of performing a Backstab from a Hiding Place (see the Hiding Place card in the Exploration deck), after a Backstab is resolved (and if any enemies are still alive), regular Combat begins.

WEAPONS

USING WEAPONS DURING COMBAT:

FIREARMS (PISTOL, ASSAULT RIFLE, SHOTGUN) – shooters always roll first. If they manage to kill a non-shooting opponent, the dead opponent does not get the chance to perform their attack. For a Character to take a shot, you must discard an Ammo token. If a Character is out of Ammo, they must fight using a different Weapon or without one (if no other Weapon is available). Enemies do not use Ammo tokens. Instead, when they roll the Out of Ammo icon (●●●) on a Combat die, you slide this enemy to a different row on the Combat chart (depending if he has another Weapon available or he must fight unarmed).

ASSAULT RIFLE – you may discard 2 Ammo tokens instead of 1 to make 2 shots instead of 1. Enemies always shoot twice.

SHOTGUN – if the ●●● icon is the result of a Red Combat die roll while using a Shotgun, then the target dies immediately.

HATCHET – if the ● icon is the result of a Yellow Combat die roll while using a Hatchet, then the target dies immediately.

●●● and ● icons are considered misses if using different Weapons.

COMBAT SCRIPTS

If the "S" icon is rolled on a Combat die (yours or Enemy's), you must choose if it is a miss or if you trust fate. If you opt for fate, draw a Fate card and check the color of a Combat die icon on that card. If it matches the color of a Combat die rolled, resolve the text below the Combat die icon. Otherwise, this roll is a miss.

ENEMIES' DEATH - if you killed somebody (excluding Thugs), roll the Black die and compare the result with the Empathy of each Character present. If the result is equal to or less than their Empathy, raise their Misery by 1.

A CHARACTER'S DEATH DURING EXPLORATION – see 266 in the Book of Scripts.

TRADE SHEET



Trading is an action available on some Location / Visitor / Residents cards and scripts. It enables you to exchange your tokens (the ones in the Findings Pile during Scavenging or the ones in the Storage when a Visitor comes to the Shelter) for different tokens – any available in the pool of a given script or card.

Before the Trade begins, you must pay the **TRADE COMMISSION** first – it means you must discard tokens of the total value depicted in the Trade's description of a given card / script (it represents the profit a trader gains for bartering with you).

Then, you can exchange the tokens by discarding your tokens of a total value equal to or higher than the **value** of the tokens you want to buy. Each token has a value shown in the yellow icon.

Water, Wood, and Components cannot be bought or sold and are never part of a Trade.