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EsotericOrderGamers

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Game: **ROBINSON CRUSOE:
ADVENTURE ON THE CURSED ISLAND**

Publisher: **Z-Man Games (2012)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Select a **Scenario card** and follow its setup instructions. The standard setup used in the basic scenario *Castaways* follows.

Place the board in the middle of the table. Each player takes a random **Character card** from among those allowed and places it in front of them with the desired gender side up.

Players Characters

1 player	Any character except the Soldier + Friday + Dog
2 players	Any character except the Soldier + Friday
3 players	Any character + Dog (recommended)
4 players	Any character

Each player places the **Invention card** shown on their Character card (invention side up), 2 **pawns** in the color of their choice (blue, yellow, black or orange) and places a **wound marker** (red cube) on the leftmost space of their character's life track.

Put a white cube on level 0 of the **morale track** on the board. Put a black cube on the topmost space of the **weapon level track** (next to the weapon icon, which represents level 0).

Take the 9 **Invention cards** marked with the triangles flanking their names, plus another 5 random Invention cards, and place them invention side up on the appropriate spaces on the board. Shuffle the remaining Invention cards and place them invention side up near the board to create the **Invention deck**.

Separate the **Adventure cards** by their backs (Building, Gathering Resources, and Exploration), shuffle each set and place them facedown next to the matching action fields on the board. Put the 3 sets of 3 **action dice** near their corresponding decks.

Shuffle the **Beast cards** and place them facedown near the board, creating the **Beast deck** (this is not the Hunting deck, which is created from Beast cards during the game).

Shuffle the **Mystery cards** and place them facedown near the board, creating the **Mystery deck**.

Place the #8 **island tile**, island side up, in the indicated island space on the board. Place the **Camp token**, camp side up, on the tile. Put a black cube on the *Shovel* Invention card, covering the required terrain type icon (beach). By placing the first island tile, you have explored this terrain type at the start of the game.

Shuffle the remaining island tiles and place them in a facedown stack near the board.

Shuffle the **Starting Item cards**, draw 2, place them faceup next to the board, and return the remaining cards to the box. The starting items are shared by the players. Each can be used only *twice* during the game, at any time (unless noted otherwise). Place 2 black cubes on each item card (covering the box icons) and discard a cube each time the item is used.

Shuffle the **Discovery tokens** and place them in a facedown stack near the board.

Place the selected Scenario card near the board, and put the plain wooden **round marker** on the round 1 space.

Place the **Wreckage card** *Food Crates* in the rightmost space of the **Threat action field**.

Separate the **Event cards** into 2 facedown piles (those with a book icon, and those with an adventure icon) and shuffle the piles. Then divide the number of rounds depicted on

your scenario card by 2 (round up), take that number of cards from each pile, shuffle them together, and place them facedown in the **event space** on the board, creating the **Event deck**. Return the remaining event cards to the box.

The youngest player takes the **first player token** and is the first player. He gets or discards Determination tokens in the Morale phase, and he resolves any disagreements between players.

When there are 4 players, cover the appropriate board space with the *Arranging the Camp* card.

When there are 2 players, place the *Friday* card and the white pawn within reach of the players. Place a **wound marker** on the leftmost space of Friday's life track.

GAME ROUND

The game is played over the number of **rounds** depicted on the Scenario card. Each round is divided into **phases** in this order:

1. EVENT PHASE

Draw a card from the Event deck.
Skip this step in the first round.

If you draw an Adventure or Mystery card that has been shuffled into the deck during the game, resolve its **event effect**, discard it, and draw another card. You may need to do this multiple times before you draw an Event card.

When you draw an Event card:

If the card has an **adventure icon**, take an Adventure token of that color and put it on the corresponding **Adventure deck** on the board. If the card shows a **book icon**, check its meaning on the Scenario card.

Then, resolve the card's **event effect** (top part of the card) and place it on the right space of the **Threat action field** on the board. If there is already a card there, move that card to the left. If, as a result of sliding cards to the left, the card on the left space is pushed off, resolve that card's **threat effect** and discard it.

2. MORALE PHASE

Check the **morale level** on the morale track. The first player discards or gains the depicted number of **Determination tokens**.

At level 0, do not discard or gain anything; and at the highest level, the first player can choose to gain 2 Determination tokens or heal 1 wound.

If the first player must discard more Determination tokens than he has, he must discard all he has and receive 1 wound for each missing token.

3. PRODUCTION PHASE

Players receive resources from the sources on the island tile where the players' **camp** is located, and modified by various effects.

Each source on this tile provides 1 **resource cube**. There are 2 types of sources: **food**, which provides yellow cubes, and **wood**, which provides brown cubes.

All the resources that players receive in this phase (or in some rare instances, the Event phase) are placed in the **available resources** space (the bottom of the 2 resource spaces to the right of the morale track). Players may use them immediately. Any resources generated from a tile during this phase may not be collected again this round.

4. ACTION PHASE

There are no individual player turns; all players decide as a group which actions they wish to take, indicating their choices by assigning their pawns (and optionally any additional pawns) to the appropriate places.

Check Tokens

Before assigning any pawns to actions, check the board to see if there are any tokens that affect action resolution. Tokens located on the action fields are discarded after resolving their effect. Those elsewhere remain where they are for the rest of the game.

Reroll Success For the next action of this type that requires rolling action dice, **reroll the success die** if the result is a success. Then discard this token.

Adventure For the next action of this type, **draw and resolve an Adventure card**, no matter how many pawns you assigned and whether you rolled an on the adventure die or not. Then discard this token.

If you roll a on the adventure die and an Adventure token is also located on the same action space, only resolve 1 Adventure card and discard this token.

Beast Strength When this token is located next to the **Hunting deck**, for the next Hunting action, **add 1 to the beast's strength**. Then discard this token.

When this token is on the island tile/space where you are planning to take an action, you must have at least a weapon level of 1 during every action (regardless of type) on that tile/space, or the player taking the action takes 1 wound.

Minus 1 Pawn For the next action of this type, assign **1 more pawn**. Then discard this token.

When this token is on the island tile/space where you are planning to take an action, you must assign 1 more pawn than normally required to take the action.

Plus 1 Wood When this token is located on a Building action field, during the next Building action that requires wood, **spend 1 additional wood**. Then discard this token.

When this token is located on the shelter, roof, palisade or weapons field, each time you want to build the corresponding item, spend 1 additional wood than normally required (but only if you use wood for building).

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

Planning Actions

The pawns represent the characters' activity on the island.

Each player can take up to 2 actions. Each action can be taken multiple times in the same round. Many actions require more than 1 pawn to be assigned to them to be resolved.

Building, Gathering Resources, and Exploration actions can be taken with 1 or 2 pawns. **If only 1 pawn is assigned, when resolving the action roll all 3 action dice of the appropriate color** to see if the action was successful, if you get wounded, and if you have an adventure. **If 2 pawns are assigned, the action is automatically successful** (no dice roll is required).

If an action fails, the resources allocated to it are not used.

When an action is taken with more than 1 pawn, the pawns can come from more than 1 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).

Additional pawns gained during the game can only be assigned to certain types of actions (as described on the card/token), and they cannot be used to take any action on their own (they can only be assigned to an action as support if a player's pawn has already been assigned to that action).

Several actions have additional requirements. When resolving actions, players can only use resources which they had when planning the actions (ie. those in the **available resources** space), not any gained in the same Action phase.

Similarly, you can only use items which you already had while planning your actions, and you can only take an action that requires a minimum weapon level if you had that level when you were planning your actions.

When assigning pawns to actions, also assign the required resources to avoid confusion.

1. Threat Action

Place 1 or more pawns on the event card.

Players can prevent the **threat effect** of an Event card in a Threat action field by assigning pawn(s) to it. Each Threat action must target a different Event card.

The number of pawns (and any additional requirements) needed for a Threat action is shown on the Event card.

Wreckage cards (which appear in the first round only) offer a choice of assigning either 1 pawn and getting 1 resource, or assigning 2 pawns and getting more resources.

2. Hunting

Place 2 pawns on the hunting action field.

This action can only be taken if there is a **Hunting deck** of at least 1 Beast card.

A player may get food and/or furs, but the action usually results in the player also receiving wounds.

3. Building

Place 1 or 2 pawns on the shelter, roof, palisade or weapons track, on the selected Invention card, etc.

With each action, players can build a **shelter**, a **roof**, a **palisade** or **weapons**, or turn **inventions** into **items**.

4. Gathering Resources

Place 1 or 2 (or 3) pawns above the 1 specific source on the island tile(s) from which you are gathering resources.

Players gain **resources** (wood or food) from certain explored island tiles.

This action can only be performed on island tiles adjacent to the island tile where the players' camp is located, or 1 explored and accessible tile away from that tile.

Only place the pawns above 1 source, even if the island tile shows 2 sources.

When you take this action on a tile *not* adjacent to the tile where your camp is located, you must assign 1 more pawn than normal. If you assign 3 pawns, the action is automatically successful (no dice roll is required).

5. Exploration

Place 1 or 2 (or 3) pawns on the unexplored island spaces you want to explore.

Players **explore** the island by placing island tiles on the board.

This action can only be performed on unexplored island spaces adjacent to the island tile where the players' camp is located, or 1 space away from that tile.

When you take this action on a space *not* adjacent to the tile where your camp is located, you must assign 1 more pawn than normal. If you assign 3 pawns, the action is automatically successful (no dice roll is required).

6. Arranging the Camp

Place 1 pawn on the arranging the camp action field.

The player will receive Determination tokens and increase the morale level.

7. Rest

Place 1 pawn on the rest action field.

The player will heal a wound.

Resolving Actions

After all players have assigned all their pawns, resolve actions with pawns assigned to them in the order shown on the board.

Resources and cards placed in the future resources space (the topmost of the 2 resource spaces to the right of the morale track) **only become available after all actions have been resolved.**

1. Threat Action

Discard any **required resources** shown on the targeted card, follow the instructions, then discard the card and gain any resources or Determination tokens shown.

Resources are placed in the **future resources** space. Determination tokens gained can be used immediately.



2. Hunting

Draw a card from the **Hunting deck**. The player taking the action fights the beast on the card:

1. Compare the beast's **strength** to your current **weapon level**. If the weapon level is lower than the beast's strength, take 1 wound for each missing weapon level.
2. Decrease your weapon level by the number shown.
3. Gain the number of **food** and **fur** shown and place them in the future resources space.
4. Decrease the **palisade level** by the number shown.
5. Apply any other additional effects and discard the card.

If you are fighting multiple beasts, you may choose the order in which you fight them. Some cards require you to fight a beast but only show its strength: in such a case, only complete step 1.



3. Building

Each time you build a roof, palisade, or weapons, discard the required resources and increase the appropriate level by adjusting its marker. These levels are unlimited.

The shelter, roof and palisade all have the same cost depending on the number of players, (shown on the board). You can pay the cost in wood or furs, but not with a mix of both.

Shelter Protects you from getting wounds for sleeping in the open air during the Night phase. Island tiles with a shelter are different from a player-built shelter.



When you build a **shelter**, discard the required resources and 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 you don't have to build it again. Place a black marker on the **shelter space**, as well as black markers on the topmost spaces (next to the icons) of the **roof level track** and the **palisade level track**.

Roof Protects you from weather conditions during the Weather phase. To build a roof, there must be a shelter (built or discovered) on the island tile where your camp is located.

Palisade Usually protects you from the storm effect and some other effects. To build a palisade, there must be a shelter (built or discovered) on the island tile where your camp is located.

Weapons Required for **hunting**. **Each time you build weapons, discard 1 wood**. The higher the weapon level, the less likely a player will receive wounds while fighting a beast.

Inventions and Items Inventions can be found in locations on the board and on the Scenario card (available to everyone); and on each of the Character cards (these can only be built by that player). Each item may only be built once (unless lost).

The upper part of an Invention card shows the **requirements** for building the invention into an **item**: an explored terrain type, another item already built, and/or resource(s) to discard. When you build an item, discard the required resources and place the Invention card in the **future resources** space. **The first time you build the Invention card item on your Character card, take 2 Determination tokens.**

If you build an item from the Scenario card, mark it with a black marker (unless noted otherwise). Remember to apply its effect at the end of the Action phase, since it cannot be moved to the board.



4. Gathering Resources

Take the appropriate **resources** from the supply and put them in the **future resources** space.

You can only gather 1 resource per round from each source on an island tile, but this can be modified by various effects.

When gathering, if an Adventure card says you get 1 more resource cube than you wanted to gather, you still get that cube, even if your action was unsuccessful.



5. Exploration

Draw the top **island tile** from the stack and place it faceup in the island space you selected to explore in the Planning phase.

Mark with a black marker all the Invention cards with the tile's terrain type in their requirements field.



Beast icon: shuffle 1 **Beast card** into the Hunting deck.



Mystery icon: check its meaning on the Scenario card.



Discovery tokens: draw the indicated number and place them faceup in the **future resources** space.

If an island tile provides a shelter (**tent icon**), this does not mean the players now have a player-built shelter.



6. Arranging the Camp

The player adds 2 Determination tokens to his own supply and increases the morale level by 1. If the morale level is at the highest level, do not adjust it.

In a **4 player game**, the player receives 2 Determination tokens or increases the morale level by 1.



7. Rest

The player heals 1 wound by moving his wound marker 1 space to the left on his character's life track.

After all actions are completed:

- Return player pawns to their owners;
- Either discard additional pawns or return them to the cards from which they came;
- Move everything from the **future resources** space to the **available resources** space (now available to players);
- Convert **Discovery tokens** with resources into their corresponding cubes. Other Discovery tokens may be kept and used any time (they are discarded after use). Refer to the Scenario card for the effects of special Discovery tokens.
- Take all the **Invention cards** in the **future resources** space, apply any additional effects, and place them on the appropriate spaces on the board, item side up.

5. WEATHER PHASE



Check the Scenario card to see which **weather dice** you should roll this round:



Tokens in the **weather space** on the board may modify the roll.

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

The rain and winter dice both include 2 types of clouds (also shown on the tokens): **rainy cloud** ☁ and **winter cloud** ❄.

Add up the total number of winter cloud symbols (on dice and/or tokens), and **discard 1 wood for each winter cloud symbol**, regardless of the current **roof level**.

Then compare the total number of *all* cloud symbols (rain and winter clouds from dice and/or tokens) to the current roof level. If there are more clouds than your current roof level, **discard 1 food and 1 wood for each cloud symbol in excess.**

For every resource that cannot be discarded, each player takes 1 wound.

Hungry Animals Die

The **hungry animals die** has the following additional effects:



Discard 1 food. For each food you cannot discard, each player takes 1 wound.



Decrease the current palisade level by 1. If you cannot reduce it, each player takes 1 wound.



Fight a beast that has a strength of 3. Any wounds received affect all players.

If you must roll the hungry animals die and the Scenario card also indicates that you have to roll the die, roll it once only.

Storm Token



Resolve the storm after any other effects. **The storm decreases the palisade level by 1.**

If you cannot reduce it, each player takes 1 wound.

At the end of this phase, discard all tokens in the weather space.

6. NIGHT PHASE



Discard 1 food per player. If you do not have enough food, decide which player(s) do not eat and take 2 wounds each.

Players then decide if they want their camp to stay where it is or to move it to an adjacent tile.

If the players have not built a shelter (and their camp is not located on an island tile with a shelter), **each player takes 1 wound for sleeping in the open air.**

Unless you have nonperishable food or the *Cellar* item or a treasure that allows you to store food (*Boxes* or *Barrel*), **discard all remaining food in the available resources space**. Other resources remain in the space for the next round.

Remove the black markers indicating skill use from each Character card.

Advance the round marker on the Scenario card to the next round and give the first player token to the next player clockwise.

If players have an opportunity to heal, they can only do so during this phase (except for the Rest action and the Cook's special skill).

Moving the Camp

If players have not built a shelter yet, they can move their camp without any consequences.

If the players have built a shelter and want to move their camp, they must **decrease by half both their roof and palisade levels** (the amount lost is rounded down).

If they move it to an island tile with a shelter, it does not mean that they have built a shelter (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), they lose both the roof and the palisade if they move their camp to another tile (decrease both levels to 0).

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 them with the camp, but there can be only 1 token of each type per spot.



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.

ROLLING ACTION DICE

For each of these actions there are 3 **action dice**:



Building



Gathering Resources





Exploration


Each set consists of a **wound** die, a **success** die, and an **adventure** die. Resolve outcomes in that order. The outcome rolled on each die is independent of the others.


Wound die:  Take 1 wound.

 Nothing happens.

Success die:  You resolve the action (Build, Gather Resources or Explore).

 The action is unsuccessful, but you gain 2 Determination tokens.


Adventure die:  Draw the top **adventure card** from the corresponding deck and resolve it.

 Nothing happens.

CHARACTERS

Each time you get a **wound**, move your **wound marker** 1 space to the right on your character's life track.

Every time it passes a morale decrease symbol ↩️, **decrease the morale level by 1** if possible.

When your wound marker moves onto the last space , your character dies and all players immediately lose the game.

When you heal a wound, move your wound marker 1 space to the left. No changes are made to morale as the marker passes that symbol in this direction.

Each character has its own unique **skills**. To use a skill, you must spend the required number of Determination tokens.

Each skill can be used at any time, but only once per round (indicate this with a black marker). Remove all such markers at the end of the Night phase.

END OF THE GAME

Players win immediately if they fulfill the scenario goal within the number of rounds available (unless stated otherwise in the scenario rules);

Players lose immediately when any player's character dies;

Players lose when the last round ends and they have not fulfilled the scenario goal.

ADDITIONAL RULES

Scenario rules modify and have priority over the general rules.

There can only be 1 token of each type on each island tile/space, action field, weather/night space, etc.

Players cannot share Determination tokens.

If a depicted icon has no number in front of it, it stands for 1.

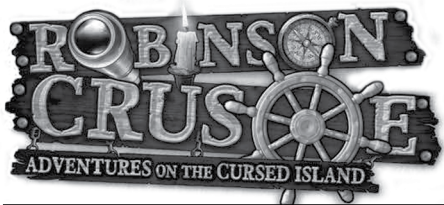
When you must discard an Invention card, shuffle it back into the Invention deck. The carpenter's *A New Idea* skill does not follow this rule.

Unfulfilled Demand

A player who cannot resolve an effect receives 1 wound for each resource/token that could not be provided. If the effect affects *all* players and they cannot resolve it, *each* player receives 1 wound for each resource/token that could not be provided.

Some cards have effects that are only resolved if they are possible. If it is impossible to apply such an effect, nothing happens.

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



GAME ROUND

1. EVENT PHASE

Draw a card from the Event deck and resolve its **event effect** . **Skip this step in the first round.**

If you draw an Adventure or Mystery card, resolve its **event effect** , discard it, and draw another card.

Place an Adventure token of that color on the corresponding **Adventure deck**.

Check the Scenario card.

Then, resolve the card's **event effect** and place it on the right space of the **Threat action field**. If there is already a card there, move that card to the left. If a card on the left space is pushed off, resolve that card's **threat effect** and discard it.

2. MORALE PHASE

Check the **morale level**. The first player discards or gains the depicted number of **Determination tokens**.

If the first player does not have enough tokens, he must discard all he has and receive 1 wound for each missing token.

If playing solo, increase the morale level by 1 at the beginning of this phase.

3. PRODUCTION PHASE

Players receive **food** (yellow cubes) and **wood** (brown cubes) resources from the sources on the island tile where the players' **camp** is located.

Place the resources in the **available resources** space.

4. ACTION PHASE

All players decide which actions to take by assigning their pawns to the appropriate places.

First check if there are any tokens that affect action resolution. Discard the token after use.

Roller Success For the next action of this type that requires rolling action dice, **reroll the success die** if the result is a success.

Adventure For the next action of this type, **draw and resolve an Adventure card**.

Beast Strength When next to the **Hunting deck**, for the next Hunting action, **add 1 to the beast's strength**.

When on the island tile/space where you are planning to take an action, you must have at least a weapon level of 1 during every action on that tile/space, or you take 1 wound.

Minus 1 Pawn For the next action of this type, assign **1 more pawn**.

Plus 1 Wood When on a Building action field, during the next Building action that requires wood, **spend 1 additional wood**.

On the shelter, roof, palisade or weapons field: each time you want to build that item, spend 1 additional wood.

On an island tile: the tile provides 1 more wood than normal (while Gathering Resources or in the Production phase).

Planning Actions

Each player can take up to 2 actions.

1. Threat Action

Place 1 or more pawns on the event card.



2. Hunting

2 pawns. Can only be taken if there is a **Hunting deck** of at least 1 **Beast card**.



3. Building

1 or 2 pawns. With each action, players can build a **shelter**, a **roof**, a **palisade** or **weapons**, or turn **inventions** into items.



4. Gathering Resources

1 or 2 (or 3) pawns. Only on tiles adjacent to the tile with the camp, or 1 explored tile away. When taken on a tile that is 1 tile away, assign +1 pawn. If you assign 3 pawns, action is automatically successful.



5. Exploration

1 or 2 (or 3) pawns. Only on unexplored spaces adjacent to the tile with the camp, or 1 space away. When taken on a space 1 tile away, assign +1 pawn. If you assign 3 pawns, action is automatically successful.



6. Arranging the Camp

1 pawn. 2 Determination tokens and morale level +1.
4 player game: 2 Determination tokens or morale +1.



7. Rest

1 pawn. Heal 1 wound.

Resolving Actions



If only 1 pawn was assigned, roll all 3 action dice of the appropriate color when resolving one of these actions. If 2 pawns are assigned, the action is **automatically successful** (no dice roll).

When resolving actions, players can only use resources in **available resources**. Anything in the **future resources** space only becomes available after all actions have been resolved.

1. Threat Action

Discard any **required resources**, follow the instructions, and discard the card. Resources go to the future resources space, Determination tokens to your own supply.



2. Hunting

Fight a beast from the from the **Hunting deck**:

1. Compare beast's **strength** to your **weapon level**. If weapon level is lower, 1 wound per missing level.
2. Decrease weapon level by the number shown.
3. Gain the **food** and **fur** shown and place them in the future resources space.
4. Decrease **palisade level** by the number shown.
5. Apply additional effects and discard card.

If only the strength is shown, only complete step 1.



3. Building

Discard the required resources (wood or furs but not both) and increase the appropriate level.



Shelter Turn the **Camp token** shelter side up. The tile becomes your **camp tile**. Place a black marker on the **shelter space**, and black markers on the topmost spaces of the **roof level track** and the **palisade level track**.

Roof To build a roof, there must be a shelter (built or discovered) on the camp tile.



GAME ROUND

1. EVENT PHASE

Draw a card from the Event deck and resolve its **event effect** . **Skip this step in the first round.**

If you draw an Adventure or Mystery card, resolve its **event effect** , discard it, and draw another card.

Place an Adventure token of that color on the corresponding **Adventure deck**.

Check the Scenario card.

Then, resolve the card's **event effect** and place it on the right space of the **Threat action field**. If there is already a card there, move that card to the left. If a card on the left space is pushed off, resolve that card's **threat effect** and discard it.

2. MORALE PHASE

Check the **morale level**. The first player discards or gains the depicted number of **Determination tokens**.

If the first player does not have enough tokens, he must discard all he has and receive 1 wound for each missing token.

If playing solo, increase the morale level by 1 at the beginning of this phase.

3. PRODUCTION PHASE

Players receive **food** (yellow cubes) and **wood** (brown cubes) resources from the sources on the island tile where the players' **camp** is located.

Place the resources in the **available resources** space.

4. ACTION PHASE

All players decide which actions to take by assigning their pawns to the appropriate places.

First check if there are any tokens that affect action resolution. Discard the token after use.

Roller Success For the next action of this type that requires rolling action dice, **reroll the success die** if the result is a success.

Adventure For the next action of this type, **draw and resolve an Adventure card**.

Beast Strength When next to the **Hunting deck**, for the next Hunting action, **add 1 to the beast's strength**.

When on the island tile/space where you are planning to take an action, you must have at least a weapon level of 1 during every action on that tile/space, or you take 1 wound.

Minus 1 Pawn For the next action of this type, assign **1 more pawn**.

Plus 1 Wood When on a Building action field, during the next Building action that requires wood, **spend 1 additional wood**.

On the shelter, roof, palisade or weapons field: each time you want to build that item, spend 1 additional wood.

On an island tile: the tile provides 1 more wood than normal (while Gathering Resources or in the Production phase).

Planning Actions

Each player can take up to 2 actions.

1. Threat Action

Place 1 or more pawns on the event card.



2. Hunting

2 pawns. Can only be taken if there is a **Hunting deck** of at least 1 **Beast card**.



3. Building

1 or 2 pawns. With each action, players can build a **shelter**, a **roof**, a **palisade** or **weapons**, or turn **inventions** into items.



4. Gathering Resources

1 or 2 (or 3) pawns. Only on tiles adjacent to the tile with the camp, or 1 explored tile away. When taken on a tile that is 1 tile away, assign +1 pawn. If you assign 3 pawns, action is automatically successful.



5. Exploration

1 or 2 (or 3) pawns. Only on unexplored spaces adjacent to the tile with the camp, or 1 space away. When taken on a space 1 tile away, assign +1 pawn. If you assign 3 pawns, action is automatically successful.



6. Arranging the Camp

1 pawn. 2 Determination tokens and morale level +1.
4 player game: 2 Determination tokens or morale +1.



7. Rest

1 pawn. Heal 1 wound.

Resolving Actions



If only 1 pawn was assigned, roll all 3 action dice of the appropriate color when resolving one of these actions. If 2 pawns are assigned, the action is **automatically successful** (no dice roll).

When resolving actions, players can only use resources in **available resources**. Anything in the **future resources** space only becomes available after all actions have been resolved.

1. Threat Action

Discard any **required resources**, follow the instructions, and discard the card. Resources go to the future resources space, Determination tokens to your own supply.



2. Hunting

Fight a beast from the from the **Hunting deck**:

1. Compare beast's **strength** to your **weapon level**. If weapon level is lower, 1 wound per missing level.
2. Decrease weapon level by the number shown.
3. Gain the **food** and **fur** shown and place them in the future resources space.
4. Decrease **palisade level** by the number shown.
5. Apply additional effects and discard card.

If only the strength is shown, only complete step 1.



3. Building

Discard the required resources (wood or furs but not both) and increase the appropriate level.



Shelter Turn the **Camp token** shelter side up. The tile becomes your **camp tile**. Place a black marker on the **shelter space**, and black markers on the topmost spaces of the **roof level track** and the **palisade level track**.

Roof To build a roof, there must be a shelter (built or discovered) on the camp tile.

Palisade To build a palisade, there must be a shelter (built or discovered) on the camp tile.

Weapons Discard 1 wood.

Inventions & Items Discard the required resources and place the card in the **future resources** space. **The first time you build your character's invention, take 2 Determination tokens.**



4. Gathering Resources

Take 1 resource from each source and put them in the **future resources** space.



5. Exploration

Draw the top **island tile** from the stack and place it faceup in the space you selected to explore.

Mark with a black marker all the Invention cards with the tile's terrain type.



Shuffle 1 **Beast card** into the Hunting deck.



Check its meaning on the Scenario card.



Draw this many Discovery tokens and place them faceup in the **future resources** space.



6. Arranging the Camp

2 Determination tokens and morale level +1.

4 player game: 2 Determination tokens *or* morale +1.



7. Rest

Heal 1 wound.

After all actions are completed:

- Return player pawns to their owners;
- Discard additional pawns or return them to their cards;
- Move everything from the **future resources** space to the **available resources** space;
- Convert **Discovery tokens** with resources into their corresponding cubes. Check special Discovery tokens.
- Apply additional effects of all **Invention cards** in the **future resources** space, and place them on the appropriate spaces on the board, item side up.

5. WEATHER PHASE



Roll **weather dice** on the Scenario card:

Rain **Winter** **Hungry Animals**

Discard 1 wood for each winter cloud (on dice/tokens).

Compare total number of all and (on dice/tokens) to fort level. **Discard 1 food and 1 wood for each symbol in excess.**

For every resource that cannot be discarded, each player takes 1 wound.

Hungry Animals Die



Discard 1 food.



Decrease the palisade level by 1.



Fight a beast that has a strength of 3. Any wounds received affect all players.

Storm Token



Decrease the palisade level by 1. If you cannot, each player takes 1 wound.

Then discard all tokens in the weather space.

6. NIGHT PHASE



1. **Discard 1 food per player.** If there is not enough, decide which players take 2 wounds each.

2. Players may decide whether or not to **move camp**. **If there is no shelter on the camp tile, each player takes 1 wound.**

3. **Discard all remaining food in the available resources space** (unless a rule prevents it).

4. Advance the round marker on the Scenario card give the first player token to the next player clockwise.

Players can only heal during this phase (except for the Rest action and the Cook's special skill).

ROLLING ACTION DICE

Building **Gathering Resources** **Exploration**

Each set consists of a **wound** die, a **success** die, and an **adventure** die. Resolve outcomes in that order.

Wound die: Take 1 wound.

Nothing happens.

Success die: You resolve the action (Build, Gather Resources or Explore).

The action is unsuccessful, but you gain 2 Determination tokens.

Adventure die: Draw the top **adventure card** from the corresponding deck and resolve it.

Nothing happens.

DISCOVERY TOKENS



Increase **palisade level** by 1.



Increase **weapon level** by 1.



Ignore 1 **rainy cloud**.



Draw 1 **treasure** from the Mystery deck.



Increase **morale level** by 1.



Receive 1 **wood**.



Take 1 additional brown pawn for the Building action. Use it for 1 action only and then discard it.



Get 2 **food** (place in available resources space).



If weapon level is at least 1, exchange this token for 1 **fur** and 1 **food** (place in available resources space).



If you have a **pot**, discard this token to **heal 2 wounds** (from 1 player or 1 wound each from 2 players).



If you have a **pot**, discard this token to **increase the weapon level** by 2.



If you have a **pot**, discard this token to **build the item Cure** for free and without an action.



If you have a **pot**, discard this token to **increase the morale level** by 1.



See Scenario card.

Palisade To build a palisade, there must be a shelter (built or discovered) on the camp tile.

Weapons Discard 1 wood.

Inventions & Items Discard the required resources and place the card in the **future resources** space. **The first time you build your character's invention, take 2 Determination tokens.**



4. Gathering Resources

Take 1 resource from each source and put them in the **future resources** space.



5. Exploration

Draw the top **island tile** from the stack and place it faceup in the space you selected to explore.

Mark with a black marker all the Invention cards with the tile's terrain type.



Shuffle 1 **Beast card** into the Hunting deck.



Check its meaning on the Scenario card.



Draw this many Discovery tokens and place them faceup in the **future resources** space.



6. Arranging the Camp

2 Determination tokens and morale level +1.

4 player game: 2 Determination tokens *or* morale +1.



7. Rest

Heal 1 wound.

After all actions are completed:

- Return player pawns to their owners;
- Discard additional pawns or return them to their cards;
- Move everything from the **future resources** space to the **available resources** space;
- Convert **Discovery tokens** with resources into their corresponding cubes. Check special Discovery tokens.
- Apply additional effects of all **Invention cards** in the **future resources** space, and place them on the appropriate spaces on the board, item side up.

5. WEATHER PHASE



Roll **weather dice** on the Scenario card:

Rain **Winter** **Hungry Animals**

Discard 1 wood for each winter cloud (on dice/tokens).

Compare total number of all and (on dice/tokens) to fort level. **Discard 1 food and 1 wood for each symbol in excess.**

For every resource that cannot be discarded, each player takes 1 wound.

Hungry Animals Die



Discard 1 food.



Decrease the palisade level by 1.



Fight a beast that has a strength of 3. Any wounds received affect all players.

Storm Token



Decrease the palisade level by 1. If you cannot, each player takes 1 wound.

Then discard all tokens in the weather space.

6. NIGHT PHASE



1. **Discard 1 food per player.** If there is not enough, decide which players take 2 wounds each.

2. Players may decide whether or not to **move camp**. **If there is no shelter on the camp tile, each player takes 1 wound.**

3. **Discard all remaining food in the available resources space** (unless a rule prevents it).

4. Advance the round marker on the Scenario card give the first player token to the next player clockwise.

Players can only heal during this phase (except for the Rest action and the Cook's special skill).

ROLLING ACTION DICE

Building **Gathering Resources** **Exploration**

Each set consists of a **wound** die, a **success** die, and an **adventure** die. Resolve outcomes in that order.

Wound die: Take 1 wound.

Nothing happens.

Success die: You resolve the action (Build, Gather Resources or Explore).

The action is unsuccessful, but you gain 2 Determination tokens.

Adventure die: Draw the top **adventure card** from the corresponding deck and resolve it.

Nothing happens.

DISCOVERY TOKENS



Increase **palisade level** by 1.



Increase **weapon level** by 1.



Ignore 1 **rainy cloud**.



Draw 1 **treasure** from the Mystery deck.



Increase **morale level** by 1.



Receive 1 **wood**.



Take 1 additional brown pawn for the Building action. Use it for 1 action only and then discard it.



Get 2 **food** (place in available resources space).



If weapon level is at least 1, exchange this token for 1 **fur** and 1 **food** (place in available resources space).



If you have a **pot**, discard this token to **heal 2 wounds** (from 1 player or 1 wound each from 2 players).



If you have a **pot**, discard this token to **increase the weapon level** by 2.



If you have a **pot**, discard this token to **build the item Cure** for free and without an action.



If you have a **pot**, discard this token to **increase the morale level** by 1.



See Scenario card.



GAME VARIANTS

Solo Game

Randomly draw a Character card from among any character but the Soldier. Take Friday (with the white pawn and a wound marker) and the Dog (with the pink pawn).

When you build a shelter, roof or palisade, 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.**

2 Player Game

Randomly draw a Character card from among any character but the Soldier. Take Friday (with the white pawn and a wound marker).

4 Player Game

Cover the Arranging the Camp action space with the *Arranging the Camp* card. Each time a player takes the Arranging the Camp action, he may choose to either get 2 Determination tokens or increase the morale level by 1.

Friday

The first player decides how to use Friday. He can be assigned to take an action as either a single pawn, as a pawn taking the action with another additional pawn; or as an additional pawn along with a player's pawn.

Except for Friday's special rules, if you assign a player's pawn and Friday's pawn to the same action, Friday is treated as an additional pawn.

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. 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, does not have to eat or need shelter in the Night phase, and if an effect requires players to discard something or take a wound, this does not effect him.

If Friday gets any Determination tokens, he can use them to reroll any 1 die once per action.

The Dog

The Dog acts as an additional pawn which can only be used for Hunting or Exploration actions. The Dog can only be used for supporting other player's pawns; it cannot take an action on its own.

Easier Game

To make the game easier, you can take the Dog (recommended in a 3 player game), take Friday, draw more starting items, and/or when preparing the Event deck, take fewer cards with a book icon and more with an adventure icon (however in the *Castaways* scenario, the latter makes the game harder).

Harder Game

To make the game harder, you can play without the Dog (only in a 3 player game), draw only 1 or no starting item, and/or when

preparing the Event deck, take more cards with a book icon and fewer with an adventure icon (however in the *Castaways* scenario, the latter makes the game easier).

Random Wreckage Cards

During the setup, draw a random **Wreckage card**.

CHARACTER SKILLS

Carpenter

Economical construction Discard 2 Determination tokens to spend 1 less wood during one action you are taking or supporting. If the Threat action requires 1 wood, you can take it without discarding any wood.

Craftsmanship Discard 2 Determination tokens to reroll any brown action die. You cannot use the Determination tokens gained from an unsuccessful die roll to reroll the die that gave you those tokens.

A New Idea Discard 3 Determination tokens to draw 5 Invention cards from the Invention deck, choose 1 of them and place it invention side up on the appropriate space on the board. Put the remaining 4 cards aside in a facedown 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. Discard this pawn 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 yourself, or even 1 wound from 2 different players).

Scrounger Discard 2 Determination tokens to reroll any gray action die. You cannot use the Determination tokens gained from an unsuccessful die roll to reroll the die which gave you those 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. You cannot use the Determination tokens gained from an unsuccessful die roll to reroll the die which gave you those tokens.

Reconnaissance Discard 2 Determination tokens to draw 3 island tiles from the stack, look at them, and choose 1. Shuffle the other 2 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 and place it in the available resources space and remove the others from the game.

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 you take. Can be used *after* the relevant card is drawn.

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.

INVENTION/ITEM CARDS

An item may only built once, unless lost or otherwise noted. Once built, it is kept for the rest of the game. If the item side shows only a picture, you get its benefit only when you build it.

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. Keep the pawn on the card when 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 the *Corral*, 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 (once only).

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 (2 wounds from 1 player or 1 wound from 2 different players).

Furnace You may ignore 1 winter cloud during the Weather phase (you must still deal with the rain cloud).

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. Keep the pawn on the card when not in use.

Map Gives you a *Map* (required for building certain other items) and 1 additional green pawn for the Exploration action. Keep the pawn on the card when not in use.

Moat Increases the palisade level by 2.

Pit Roll the brown wound die during the 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. Keep the pawn on the card when not in use.

Rope Required for building certain other items.

Sack If you are successful 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. Keep the pawn on the card when 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 1 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.

OTHER RULES

Spending the Night Phase Outside the Camp When a player spends the night outside the camp, he keeps in his own supply all those resources he acquired during all the actions that made him spend the night outside, and puts them in the available resources space at the beginning of the next round (so they cannot be used by other players during the Weather and Night phase of the round he spends outside).

Although the player is not affected by the weather, he takes 1 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 1 food, if he gathered any during his action. Otherwise, he gets 2 additional wounds.

Drawing Mystery Cards When you have to resolve a specific type of **mystery**, keep drawing cards from the deck until you get one of that type (ignore the rest). Once resolved, you may either stop drawing cards, or continue to draw, again ignoring them until you reach one of the specific type to be resolved. Finally, shuffle all ignored Mystery cards back into the Mystery deck and discard those you resolved (unless stated otherwise).

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

Inaccessible Island Tile When an island tile becomes **inaccessible**, remove all tokens and markers from it and turn it facedown. You cannot move your camp to that tile and you cannot take any actions on it, including an Exploration action. Treat the tile's terrain type as **unexplored**.

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 lose access to that terrain type and you cannot build items that require it. Remove the marker(s) from any Invention cards until such a terrain type is found on a new tile (or a particular Threat action is taken to regain access to it). You do not lose any previously built items that required that terrain type.

Turning Items to their Invention Side When you turn an item back to its invention side, you lose the item and 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 can no longer build that item or take that action. If the item had an additional effect, cancel that effect if possible.

Fighting a Beast (as an Event Effect) When you draw a card from the Event deck that requires you to fight a beast, the first player must fight it; only he receives any potential wounds.

Resolving the Effect of an Event Again *Resolve it again* means to apply the effect 1 more time and then discard the card; you do not place it back on the Threat action field.

Temporarily Increased Weapon Level If any effect temporarily increases your weapon level, do not adjust the weapon level track marker. If you have to decrease the weapon level during the same action, mark this on the track; you may even take wounds if your permanent weapon level is lower than the amount you must decrease.

Shuffling into Event deck This always refers to the card it is written on.