







ROUND SUMMARY

EVENT PHASE




Draw the top card from the Event deck (not on 1st round). Resolve the part marked with .

—  — - place , , or  on top of the appropriate deck.



—  — - check the meaning on the Scenario sheet.

After resolving the Event card, place it in the rightmost Threat Action space.

MORALE PHASE

Check Morale level. The First Player gains or discards the indicated . For each  that cannot be discarded, the First Player receives 1 .

PRODUCTION PHASE

Get  and  from the Island tile with the Camp token.

 provides ,  and  provide .

ACTION PHASE

First, players **plan** their Actions, placing their pawns on the board. Each Action can be taken multiple times (except for Threat Actions).

After that, **resolve** Actions in the given order from 1 to 7.



1. Threat Action

Bottom half of the Event card in a Threat Action space.







2. Hunting

Only available if there is a Beast card in the Hunting deck on the board.



3. Build or

You can build: , , , , and Items (found on the board, Character sheet, Scenario sheet).



4. Gather Resources or

Success - gain 1 Resource. Each source can only be gathered from once per round.





5. Explore or

Success - explore 1 new Island tile.



6. Arrange the Camp


Gain 2  and/or  (based on the number of players).


7. Rest



Heal 1 Wound.

During , , :






 - roll the corresponding Action dice.

 - action is successful.

Note: All Resources, Items, etc. gained during the Action Phase are only available to you after the Action Phase.






WEATHER PHASE

Roll , ,  as depicted on the Scenario sheet. Add any  and/or  to the result. Possible outcomes:



Clouds:


For each , discard 1 .


Compare  to sum of  + .

For each  level missing, discard 1  and 1 .



Hungry animals:

 - discard 1 .





 - decrease the Palisade level by 1.

 - Fight a Beast, Strength: 3.

Storm:

 - decrease  level by 1.







For each missing  or , and/or if you cannot decrease the , each player gets 1 .





NIGHT PHASE

1. Players can move the Camp ( / ) to an adjacent Island tile.

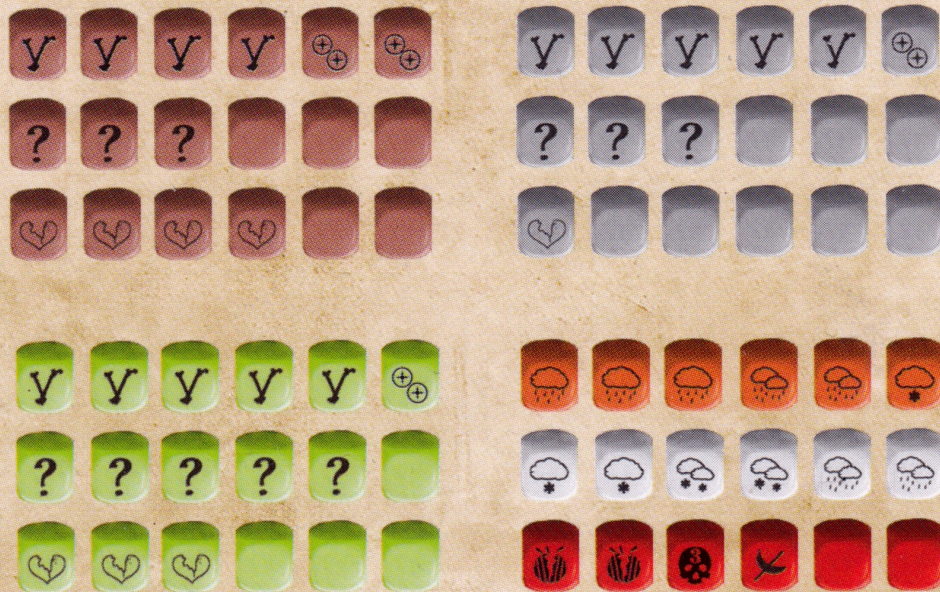
2. Each player must discard 1  or they get 2 .

3. If you do not have a Shelter , each player gets 1 .

4. Discard all remaining . Keep any .

Note: During the Night Phase, players may heal.

DISTRIBUTION OF DICE RESULTS



GAME END

Victory: when the Scenario goal is fulfilled.

Failure: when one player character dies or when the last round is over and the Scenario goal is unfulfilled or if the Camp is located on a tile that becomes inaccessible.

STRENGTH OF BEASTS



Hunting a Beast will gain you 2 - 5 🐾 and 0 - 2 🦷.

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