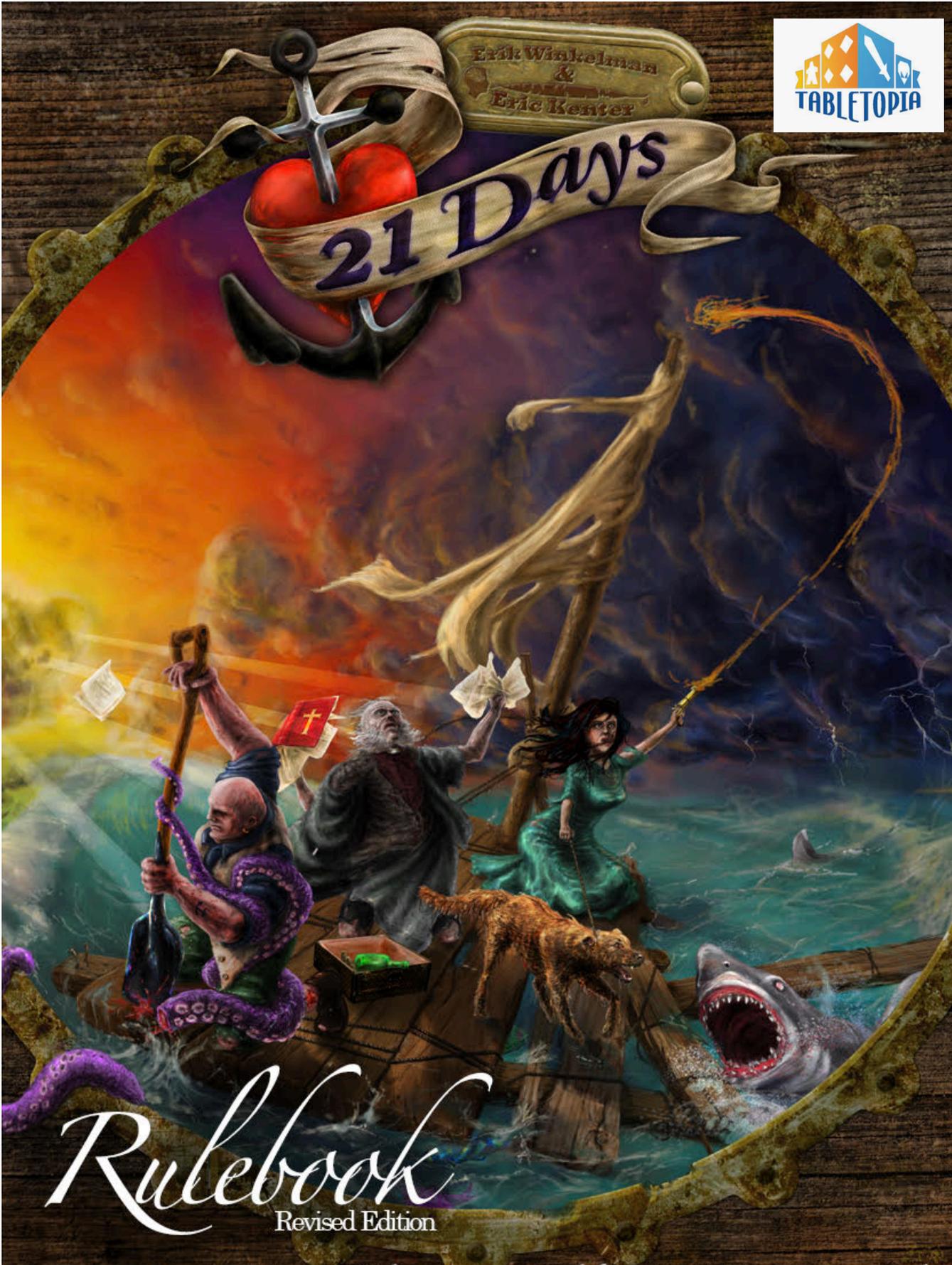




Erik Winkelman
&
Eric Kenter

21 Days



Rulebook
Revised Edition

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PLAYTHROUGHS, MANUALS, INFO & REVIEWS at

<http://www.21daysboardgame.com/>

21 Days

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17 October 1903.

The sea vessel Esperanza ends up in a terrible storm and loses the battle with the elements. 163 souls perish at sea, but a small group survives this disaster and washes ashore on the island Juan Ansidad.

For weeks, they wait – hoping for a miracle – hoping for a rescue party that never comes. Food is in short supply and is running out. The group realizes that if they want to survive, let alone to see their homes again, they will have to take action.

They build a crude raft from pieces of the Esperanza that have washed ashore. A group of survivors with only their wits about them, a very small amount of rations, and a healthy dose of luck, must brave the dangers of the Pacific Ocean in search of salvation... for the rescue ship they believe is out there.



They recorded their struggle for survival in the log book you hold in your hands.

*A struggle that lasted for **21 days**...*

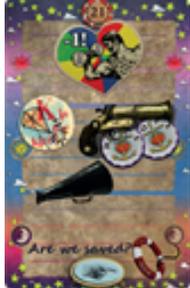
GOAL OF THE GAME

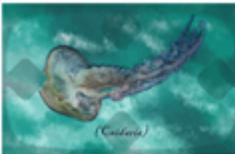
21 Days is a cooperative game that lets 1-4 players relive the events recorded in the survivors' Logbook over a period of 21 days.

The goal of the game is to get at *least* one of the survivors to safety on the 21st day. If you work together as a team and choose your actions on the game board wisely, you might survive long enough for the rescue ship to reach you – and win the game. If none of the characters on the raft survive, you lose the game.

GAME COMPONENTS (Tabletopia Edition)

Items and rules for the **Scruffs Up!** variant (see **SOLO VERSION**, below) are shown in **red** throughout this manual.

	<p>1 Gameboard.</p>
	<p>1 Rulebook. Contains the rules for the game. If ever a card disagrees with a rule in the rulebook, the card takes precedence.</p>
	<p>31 Logbook cards (36 in Kickstarter edition). The top third of each logbook card contains the Morning actions, the middle third contains the Midday actions, and the bottom third contains the Evening actions. The actions are described with symbols, which are defined below.</p> <p><i>Every week, these cards get more weathered-looking, faded, damaged, and blood-stained, representing the strain and stress on the survivors.</i></p>
	<p>13 Survivor cards (3 red, 3 yellow, 3 blue, 4 green) (Kickstarter edition adds two additional survivors for a total of 15). See SURVIVORS for a description of each survivor.</p>
	<p>1 Starting Player token. This token is placed in front of the starting player. The token is passed clockwise at the end of every round, denoting the new starting player for that round.</p>

	<p>7 Swap Location tokens. The Swap Location on the game board is a <i>variable</i> location. The Logbook indicates when a new Swap Location token must be placed on this space of the game board.</p>
	<p>6 Disaster cards. Disasters befall the survivors from time to time. They are detailed on these cards.</p>
	<p>1 Shark Distance card + cube. Sharks attack during the game. This card+ cube track the distance of the sharks to the raft.</p>
	<p>11 Bottle cards. The bottle cards bring a bit of good luck to the survivors on the raft.</p>
	<p>3 Jellyfish cards. One of the survivors falls from the raft and encounters a swarm of Jellyfish.</p>
	<p>4 Colored Tokens. These tokens are used to select a random survivor from survivors still in the game.</p> <p>To choose one survivor, use these Colored Tokens. Place the appropriate tokens (for survivors still in the game) in the FATE BAG and take one token out. This determines the chosen survivor.</p> <p><i>First class passengers are indicated by the token with a Blue "1". Second class passengers are indicated by the token with a Yellow "2". Third class passengers are indicated by the token with a Red "3". Crew members are indicated by the token with a Green "C".</i></p>
	<p>6 Raft Planks. The raft is assembled on the game board as indicated by the silhouette on the game board. During the game, the raft may break apart as directed by game actions.</p>
	<p>4 Flip tokens. These tokens can be spent (returned to the box) during the game to provide a single-use benefit for each survivor.</p>
	<p>1 Rescue Ship token. The rescue ship token marks the progress of the rescue ship toward the survivors.</p>

	<p>4 Marker tokens. These markers are used to mark the number of times a special Bottle card or a Scruffs ability has been used. The image on the token is an hourglass with wings, representing time.</p>
 	<p>16 Hope Tokens. Hope Tokens may be used (returned to the Hope Bag) to prevent disasters, to activate a survivor's ability, or take advantage of some location's effects, and may prove very valuable on day 21. Once used, return each Hope Token to the Hope Bag.</p> <p>Three of the Hope Tokens are single-use per game and are used to alter a die by the value on the Hope Token, for example: a die roll of "3" can become a "4" or a "2" by using the "+1/-1" Hope Token, and a "6" can become a "1" or a "5" by using the "+1/-1" Hope Token. The special Hope Tokens are marked with "+1/-1" or "+2/-2". Once used, return each special Hope Token to the box.</p> <p>IMPORTANT: The "+1/-1" or "+2/-2" benefit of the special Hope Tokens <u>cannot</u> be used on day 21, however the special Hope Tokens <u>can</u> be used as regular Hope Tokens on day 21 if they're still in the game.</p> <p>The other 13 Hope Tokens are available for the entire game and are returned to the Hope Bag when spent.</p> <p>When survivors have collected 16 Hope Tokens (or 13 once they have spent the special Hope Tokens), the Hope Bag is empty and no more Hope Tokens can be obtained until some are spent and returned to the Hope Bag.</p>
	<p>8 Survivor dice (15mm) (2 Red, 2 Yellow, 2 Blue, 2 Green). Each survivor is symbolized on the raft by 2 of these dice in his/her color.</p>
	<p>4 Placement dice (12mm) (1 Red, 1 Yellow, 1 Blue, 1 Green).</p>
	<p>1 White die (12mm). This die is rolled during Octopus attacks and individual Shark attacks. It can also be used as an additional placement die as necessary.</p>
	<p>Shark Attack bag + 36 Shark attack tokens. When the sharks attack (see Shark distance card), take 4 tokens from this bag.</p> <p>One side of the token tells the raft location where the Shark attack hits (corresponding to the numbers by the fins near the raft), and the other side tells the strength of the Shark attack (number in mouth).</p> <div style="display: flex; justify-content: center; gap: 20px;">   </div>

	<p>1 Octopus die. The Octopus die has two blank sides and four sides showing part of a tentacle.</p>
	<p>8 Tentacle tokens. These tokens are double-sided. The full-color side indicates an active, healthy tentacle. The faded sides indicate a tentacle that has already attacked this round.</p>
	<p>10 Scruffs tokens. <i>Recommended for solo play only.</i> These tokens represent actions that Scruff can take as long as his health is “5” or “6”, at the beginning of the midday phase.</p>
	<p>1 Scruffs die. <i>Recommended for solo play only.</i> See Solo Game – Scruffs Up! Variant, below.</p>

COMPONENT ANATOMY

There are many symbols and components in 21 Days. Components requiring addition explanation are listed below. Note: If the description of the component was sufficient in the Component List above, the component is not listed again below.

- **Symbols:** You will see these symbols in a variety of places throughout the game – in the Logbook, on Bottle cards, **Scruffs tokens**, Disaster cards, and more. On the Logbook cards, do what the symbols tell you to do starting at the top left and moving to the bottom right.

Symbol →	Description	Symbol →	Description
	The players, starting with the starting player, place their placement dice on the available locations on the board. When all placement dice are distributed, activate the locations by rolling the placement dice in the order described in GAME BOARD LOCATIONS.		Shuffle all discarded Disaster cards with all unused Disaster cards to form the new Disaster card deck.
	Take 2 Hope Tokens from the Hope Bag. Players decide which survivor(s) get 1 (or 2) Hope Tokens.		Megaphone. Appears on day 21 of Logbook. Indicates you can shout for the rescue boat at a cost of 2 Visible Strength per attempt.
	The starting player takes a disaster card. (see Disaster Cards)		The Swap Location "Dolphin" is placed (or remains) on the game board.
	Each survivor gains 1 Visible Strength.		Remove the next Logbook on the Logbook supply stack. IMPORTANT: This action cannot be taken on day 20.
	Each survivor loses 1 Visible Strength.		-2 / -3 strength which may be divided among survivor(s) as the players wish.
	+2 Visible Strength for (in this example) the Yellow survivor.		The Starting Player places their placement die on the Octopus location. See OCTOPUS ATTACK below.
	<i>The fishing rod has broken!</i> The fishing location is not available on this particular day.		The Octopus grabs one of the survivors. Use the Colored Tokens to determine which survivor loses one character die.

	<p>One of the survivors falls from the raft and encounters a swarm of Jellyfish. See JELLYFISH SWARM below.</p>		<p>Shark 1 or Shark 6 attacks. See SHARK ATTACK below.</p>
	<p>Move the rescue ship token one space to the right.</p>		<p>Move the rescue ship token one space to the left.</p>
	<p>One of the raft's outer planks drifts away. Use the Colored Tokens to see from which survivors' side a plank will disappear. Losing planks may bring about the loss of lives. A survivor succumbs to the waves and is lost to the depths of the sea forever when he/she can no longer hold on to the raft.</p>		<p>A new Swap Location token must be placed on this space of the game board. After placing the new token, shuffle the previous token back into the swap location pile.</p> <p>See SWAP LOCATION TOKENS.</p>

- **Survivor cards:**



The front of each survivor card shows the color and number associated with the survivor, and their portrait. *The number on the survivor card refers to their class on the Esperanza (1st class, 2nd class, 3rd class, & Crew).* In this example, the Maya's card is Blue and the number is "1" indicating that she is a 1st class passenger. It also shows the survivor's special skill and the cost to perform it (if any), and a brief flavor-text description of the survivor. *On the back of the survivor card is the character's boarding information.*

- **Raft planks:** The raft planks line up on the silhouette on the game board to represent the raft hastily built by the desperate survivors. There are four spots on the raft for the survivor's dice stacks. Players use the Colored Markers to determine placement, or choose where to place the survivors on the raft in whatever way feels appropriate.



- **Logbook cards:**



The front of the Logbook cards are divided into three sections, from top to bottom: a **Morning** phase, a **Midday** phase, and an **Evening** phase respectively. The back of Logbook cards has the word "Logbook" at the top and a circled number (1, 2, or 3) indicating the week of the Logbook card. Some Logbook cards are **mandatory**; these cards are indicated by a red ship's wheel symbol (see "Preparing the Logbook").

- **Swap Location tokens:** The Swap Location tokens add variety and unpredictability to the game. The front of the Swap Location token shows the action of the Swap Location. The back of the Swap Location token shows



this symbol: . At certain points during the game, indicated by the Logbook, a new Swap Location token may become available. The available Swap Location tokens are:

- **Turtle** (3 tokens):



When a placement die is placed at this location (one token allows placement of 2 placement die; the other two tokens allow only one placement), the Turtle hope location will award a Hope Token for every 1 or 2 points rolled (cost defined by the Turtle token) instead of the regular cost of 3 points per token. Dice placed at the regular Hope location still cost 3 points per token.

- **Bottle:**



The survivor whose placement die is on this token receives the top bottle card from the bottle location, and may immediately play a bottle card (or the bottle card may be saved to use on another day later in the game).

If the survivor already possesses a bottle card, he/she may play one of the bottle cards and keep the other one to use another day. Survivors may have only one bottle card in their possession at a time.

- **Flare** (2 tokens):



Survivors place their placement die on these space(s) to use this location in the same way they can use the regular Flare location. For a cost of 1 or 2 Hope for each attempt (cost is defined by the Flare token) the survivors can try to roll a "6", with a maximum of 3 attempts. The rescue ship moves one place to the right on the rescue track for every "6" that is rolled.

- **Dolphin:**



While the Dolphin token is on the game board, a survivor may flip the outcome of any die roll. The cost is 3 Strength from this survivor. It is not necessary to place a placement die on the Dolphin location to activate it. Any die is flipped to its opposite side: a 1 becomes a 6, a 3 becomes a 4, and so on. *The die is tossed from its current location to the playful Dolphin who throws it back to you, flipping the result.*

IMPORTANT: Dolphins are terrified of Sharks and the Octopus. Therefore, you may not use the Dolphin's advantage during a Shark or Octopus attack.

- **Disaster cards:**



On the front of the Disaster card is a Disaster that the survivors may encounter. On the back of a Disaster card is the Hope location. When the Logbook shows a Disaster



symbol, a disaster befalls the survivors. The Disaster must be resolved during the Evening Phase. To resolve a Disaster card, the Starting Player shuffles the

Disaster cards and draws the top card. The Disaster takes place immediately and the players must follow the symbols on the card from top to bottom (see SYMBOLS for an explanation of the symbols you may encounter).

To stop these horrible events from happening, the survivors may pool their resources together by spending Hope Tokens equal to the number of Hope Tokens shown on the right side of the Disaster Card. If the survivors spend the necessary amount of Hope Tokens, the Disaster does not occur. When the survivors do not spend the necessary amount of Hope Tokens, either by choice or by necessity, Disaster strikes. Once the effects of the Disaster have been resolved (or avoided), place the Disaster card in a discard pile near the game board. Reshuffle the Disaster deck to form a new Disaster deck once all Disaster cards have been used, or as directed.

DISASTER CARD EXAMPLE 1:



The survivors are weak and exhausted. The symbol in the center of the card causes them to lose one day – the next day's Logbook card is discarded. Also, as directed by the shuffle symbol, the discarded Disaster cards and the unused Disaster cards must be shuffled together to form a new Disaster deck. The events of this disaster can be prevented if the survivors pay 2 Hope. This disaster card has no effect on day 20 since the logbook for day 21 cannot be discarded.

DISASTER CARD EXAMPLE 2:



The Octopus grabs a survivor. Use the Colored Tokens to determine which survivor is grabbed. That survivor loses one of their character dice. Then the raft loses one plank. Use the Colored Tokens to decide which survivor's side loses a plank. The events of this Disaster can be prevented when the survivors pay 6 Hope.

- **Jellyfish cards:** On the front of the Jellyfish card is the route the survivor must take through the Jellyfish swarm. On the back of the card, an image of a Jellyfish and a nameplate is shown. See JELLYFISH SWARM.
- **Shark Distance card:** The front of the Shark Distance card shows a shark image with the numbers 1-5. The back of the Shark Distance card shows the game's logo.
- **Marker tokens:** The Marker tokens have an hourglass with wings (representing time) on both sides.
- **Scruffs tokens:** These tokens are paw-shaped. On the front of the Scruffs token is the action of the token. On the back of the Scruffs token is a portrait of Scruffs.
- **Tentacle tokens:** The Tentacle tokens have a Tentacle and a number (1-8) on both sides. One side of the token is faded and one is more brightly colored. When setting up the game, place the more brightly colored side face-up in the corresponding tentacle space on the game board.

- **Bottle cards:** On the front of a Bottle card is the effect of the Bottle card (see below). On the back of the Bottle card is an image of a bottle floating in the ocean. After use, Bottle cards are removed from the game and put into the game box.

	<p>When this card is played a survivor may shoot 4 flares. Every result of “6” is a success. The Dolphin can help you with your die rolls if the Dolphin Swap Location is visible.</p>
	<p>Rotten fish! Other than stinking, this card has no effect. Play this card simply to get rid of the smell – especially since each survivor is only allowed to have one bottle card.</p>
	<p>When this card is played, advance the rescue ship 1 space to the right.</p>
	<p>The survivor who plays this card receives 4 Hope Tokens. These tokens may <u>not</u> be divided among the survivors.</p>
	<p>Use this card to regain 1 lost plank (the lost plank does not restore a lost survivor).</p>
	<p>Use this card to cancel a Disaster card. If the Logbook does not show the Disaster card symbol, do not waste this card by standing in the wrong place at the wrong time! Carefully decide when to use the “Play Bottle Card” location.</p>
	<p>When this card is played, place 3 Marker tokens on it. On 3 different days of this survivor’s choice, he/she may roll 1 extra (white) placement die. Each time the extra die is used, remove a Marker token from this card. While this Bottle card is active, this survivor is not allowed to receive another Bottle card.</p>
	<p>(In Red, Blue, Green, and Yellow.) The survivor who matches the color or number on the card gains 2 Visible Strength. This does not bring back a die that was removed earlier from the game. Should this survivor be no longer on the raft, remove the card from the game and, if you received this card at the Bottle location, pick another Bottle card.</p>

GAME BOARD LOCATIONS



There are six locations where placement dice can be placed during rounds of the game (the numbers in the image above correspond to the numbers below). Once all placement dice have been placed, each location is activated in the order listed shown in the image above (starting at location 1 and ending at location 6). On each location, the number of compasses visible defines how many placements are available. Each location is described below.

1. **Octopus location** – 1 placement die max: **IMPORTANT:** The Logbook dictates when this location must be used. The only way a placement die can be placed on this location is when directed by the Logbook, indicated by this Octopus symbol:
See OCTOPUS ATTACK.



2. **Flare location** – 3 placement die max:



On this location, survivors attempt to shoot flares to attract the attention of the rescue ship. When activating this location, you roll the dice and pray for a “6”. If you roll a 6, the rescue ship moves one space to the right on the rescue track. Remember, you may throw your die to the Dolphin if that token is in play!

IMPORTANT: When 3 dice are placed in this location and anyone at this location rolls a “1”, move the rescue ship one space to the left on the rescue track. *You shoot a blank and the rescue ship does not notice you.*

IMPORTANT: The rescue ship may only move to the final spot, the rescue buoy  , on day 21 of the

Logbook. Each die present at the Flare location when the ship reaches the anchor symbol  before day 21 will receive one Hope Token. This Hope Token can be given to a survivor of your choice.

3. **Bottle location** – 2 placement die max: *The world is your oyster!* On this location, you can choose to attempt to receive or play a Bottle card. **IMPORTANT:** When resolving this location, **first** activate “Receive” and **next** activate “Play”. Bottle cards cannot be exchanged between survivors. Each survivor may only have 1 Bottle card at his/her disposal. The only way to be able to obtain a new Bottle card is to play the old one.



- a. **Receive** : Place your placement die on the Receive location. During the midday phase, roll a **2, 4, or 6** to receive a message in a bottle (take the top Bottle card).



- b. **Play** : Place your placement die on the Play location. During the midday phase, roll a **1, 3, or 5** and you may play your Bottle card. Once played, the Bottle card is **removed from the game**.

4. **Swap Location** – number of spaces vary per token:



The Swap Location is a *variable* location. The Logbook indicates when a new Swap Location card must be

placed on the game board. When directed to do so by the Logbook symbol , shuffle the Swap Location tokens, turn over the top Swap Location token, and place it on the game board. Return the old Swap Location token on the game board to the stack of Swap Location tokens.



This symbol () instructs you to place the Dolphin Swap Location token (or it remains on the game board if already placed).

5. **Hope location** – 3 placement die max: Roll the dice and sum the number. For every 3 points, you take 1 Hope Token from the Hope Bag. These Hope Tokens may be awarded to just one of the survivors present at this location or may be divided between the survivors present at this location. Remember that you can throw your dice to the Dolphin Swap Location if it is in play.

IMPORTANT: When three dice have been placed on the Hope location, any survivor at this location who rolls a “1” must pay a Hope Token. The roll of “1” is added to the total sum of the roll when determining the number of Hope Tokens to award. Ignore this penalty if the survivor has no Hope Tokens.

6. **Fishing location** – 1 placement die max:



To make sure the survivors don't die of hunger, you can fish to keep them fed.

Roll the die and gain Visible Strength accordingly by adjusting Visible Strength on survivor die/dice.

- a. Roll of 1= 1 survivor gains 1 Visible Strength
- b. Roll of 2= 2 survivors gain 1 Visible Strength
- c. Roll of 3= 3 survivors gain 1 Visible Strength
- d. Roll of 4= 4 survivors gain 1 Visible Strength
- e. Roll of 5= 4 survivors gain 1 Visible Strength
- f. Roll of 6= 4 survivors gain 1 Visible Strength **AND** 1 survivor gains an

additional 1 Visible Strength

IMPORTANT: A survivor can gain up to a maximum of 2 Visible Strength per fishing attempt, even when fewer than 4 survivors are present on the raft and the outcome of the roll is "4", "5", or "6". A survivor that has "6" as Visible Strength cannot gain more strength. The strength of the lower die cannot be modified while the top die is present. A lost die cannot be returned to a survivor.

EXAMPLE DISTRIBUTION WHEN FISHING: Each survivor shows the following Visible Strength: Red "5", Blue "2", Green "6", and Yellow "3". Yellow has chosen the Fishing location and rolls a "6". Each survivor adds "1" to their Visible Strength, except for Green as he already has a maximum strength of "6". Yellow decides to award Blue the remaining "1" extra strength. Each survivor now shows the following Visible Strength: Red "6", Blue "4", Green "6", and Yellow "4".



SETUP THE GAME (*italic = already done in Tabletopia; follow YELLOW instructions, unless you want to change the setup!*)

Setting up the board

1. Place the game board on the playing surface within reach of all players.
2. Assemble the 6 plank pieces in the center of the board as indicated by the silhouette.
3. Each player selects a survivor following the instructions for player count (see below). **Choose one survivor from each class (color)**. The players may choose to control all survivors together if you do not want player elimination. Discuss each of the selected survivor's unique abilities as well as the special ability granted by the Flip token. *When playing the Scruffs Up! solo mode (see SOLO VERSION below), choose Scruffs as the (green) Crew survivor.*
 - a. **2 Players:** Each player chooses 2 survivors.
 - b. **3 Players:** Each player chooses 1 survivor, and one player chooses 2 survivors
 - c. **4 Players:** Each player chooses 1 survivor.
4. Place the survivor cards, face-up, on the designated spots on the game board.
5. Place the 8 numbered Octopus tentacles, colored side up, on their corresponding spots on the game board.
6. Shuffle the Disaster cards and place them, face-down, on their spot on the board.
7. Shuffle the Jellyfish cards and place them, face-down, on their spot on the board.
8. Shuffle the Bottle cards and place them, face-down, on their spot on the board.
9. Shuffle the Swap Location tokens face-down, select the top token, and place it, face-up, on its spot on the board. Set the rest of the Swap Location tokens nearby.
10. Place the Shark distance card next to the board and place a black cube on the number '5' spot..
11. Each player takes 2 die in the color of their survivor(s). These two dice are called the **Character Dice**.
12. At the same time, all players roll 2 Character Dice for each survivor. Determine Total Strength & Visible Strength value for each survivor.
 - a. If the sum of all rolled dice is **less than 20 or more than 40**, you may choose to roll all the dice again.

The total of each survivor's dice in their color is that survivor's **Total Strength** value.
The value shown on the top die is that survivor's **Visible Strength** value.



In the example above, the Yellow survivor has a Total Strength of 8 (6+2=8).



In the example above, the Yellow survivor has a Visible Strength of 2.

13. Decide together on which spot on the raft you place each survivor. Place the survivor's die on their spot on the raft. Survivor die may be stacked however the controlling player wishes – higher value die on top with lower value die below, or vice-versa.
14. Give every survivor the smaller die in their color. This is the **placement die**. During each round of the game the placement die is placed on the game board location the survivor wants to activate during the Midday Phase of that round.
15. Decide on the game's difficulty by placing the rescue ship token on the green, orange, or red space of the rescue track on the game board. The further to the left you place the rescue ship, the more difficult the game will be.
16. Place the 16 Hope Tokens in the Hope Bag.
17. Every survivor takes 1 Hope Token from the Hope Bag. Always place your Hope Token(s) on the survivor's card. **Scruffs never gets any Hope Tokens.**

18. Every survivor randomly selects one of the available flip tokens. Use the randomize option (like flipping a coin) for each survivor. The ability on the side that lands face-up can be used **once** during the game.



- a. Spend this flip token to re-roll any one die from any player once. All the flip tokens have this on their back.



- b. Spend this flip token to award this survivor 3 Hope Tokens (if available from the Hope Bag) on Day 21.



- c. Spend this flip token to divide 4 Visible Strength amongst the survivors. Strength may be divided however the survivor spending this flip token sees fit.



- d. Spend this flip token to cancel a disaster card that has already been drawn.



- e. Spend this flip token to allow any 2 survivors to swap places on the raft.

19. Place the Shark die and the Octopus die within reach of the game board.

20. Prepare the Logbook (see below).

21. Put the prepared Logbook on its spot on the game board.

Preparing the Logbook

When starting the game, you can use the already prepared logbook. Of course, feel free to shuffle the cards (per week) or swap some of the logbook cards.

1. Sort the weeks by the circled number at the top-center of the Logbook cards into four piles: Week 1, Week 2, Week 3, and the “21st Day” card in its own pile.
 - a. Week 1 has no mandatory cards.
 - b. Week 2 has one **mandatory** card (all mandatory cards are marked on their back with the red ship’s wheel symbol).



- c. Week 3 has three **mandatory** cards (remember, all mandatory cards are marked on their back with the red ship’s wheel symbol).

One of Week 3’s **mandatory** cards merits special mention:

	<p>PARANOIA STRIKES! The backward printed card in Week 3 is called the Paranoia card. It is a mandatory card.</p> <p>Using this card: Use the Colored Tokens to pick a survivor, roll their placement die and the result will tell you by how much Visible Strength the survivor has lost. This dice roll could mean death for the survivor, however the survivor may prevent losing Visible Strength by paying 1 Hope Token for <i>each</i> strength that would be lost, up to the value on the placement die. The other survivors <u>may not</u> contribute Hope Tokens in this situation.</p> <p><i>Hunger, thirst, the burning of the sun and the never-ending pounding of the waves will drive even the heartiest person insane! But if you want to stay alive and make it to day 21, the last thing you want to lose will be your sanity! Your fate will be up to a roll of the die.</i></p>
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2. Place the 21st Day card on the right-hand spot of the Logbook on the board, with the word “Logbook” facing down.
3. Shuffle the three mandatory Week 3 cards. Randomly **remove** one of these cards from the game and put it back in the box, unseen.
4. Add four random Week 3 cards to the two mandatory Week 3 cards and shuffle these six cards.
5. Place the shuffled Week 3 cards on top of the 21st Day card on the board, with the word “Logbook” facing down.
6. Place the remaining Week 3 cards back in the box. They will not be used this game.
7. Add six random Week 2 cards to the one mandatory Week 2 card and shuffle these seven cards.
8. Place the shuffled Week 2 cards on top of the Week 2 cards on the board, with the word “Logbook” facing down.
9. Place the remaining Week 2 cards back in the box. They will not be used this game.
10. Shuffle the seven Week 1 cards and place them on top of the Week 2 cards on the board, with the word “Logbook” facing down.

The Logbook is now ready for use in the game.

PLAY THE GAME

The player who was most recently on a boat is the Starting Player. Or, decide who will be the starting player and place the Starting Player token in front of them.

The Game Begins on day 1 of the Logbook. *This is your first day at sea.* At the beginning of the game, move the top Logbook card from the stack on the right to the Logbook space on the left. Two Logbook cards should be visible, one on the left (the current day) and one on the right (tomorrow).

Game Phases

1. **Shark Phase:** *The Shark Distance card tells you when a group of 4 Sharks have found the raft and attack.* The starting player places the Shark Distance cube one space to the left so that it ends on the next (lower) number. At the end of the day on which the Shark Distance Cube ended up at the nr "1" spot, a Shark attack will occur during the Attack Phase. When the Sharks have just attacked, the starting player places the cube back on the nr "5" spot.

IMPORTANT: Be sure to place the Shark Distance cube from "5" to "4" at the start of the game on day 1.

2. **Morning Phase:** Resolve the Morning events from the Logbook.
3. **Midday Phase:** Choose and Activate Locations.



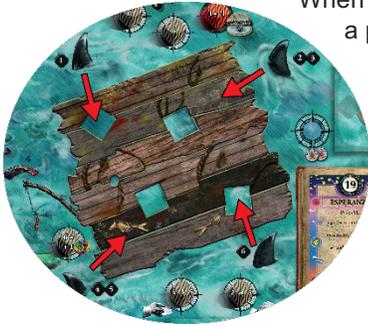
When playing *Scruffs Up!*, play a *Scruffs* token before choosing and activating actions. *Scruffs*' strength must be a "5" or a "6". (See *Scruffs Up!*).

- a. The starting player places their placement die on one of the available locations, then the turn progresses clockwise to other players who place their placement die. We encourage you to discuss with each other the location that you feel would be most beneficial for each survivor. All available locations are marked with the illustration of a compass. **Do not yet roll the die; just place it for now.**
 - b. Activate each location by rolling the placement die/dice on that location. Start at the Octopus location and end at the Fishing location.
4. **Evening Phase:** Resolve the Evening events from the Logbook.
 5. **Attack Phase:** During the Attack Phase on a day on which the Shark Distance cube is placed on nr "1", a Shark attack will occur. Resolve the Shark Attack Phase by following the instructions under Shark Attack in this manual. After the Sharks have attacked, the starting player places the Shark Distance cube on the number "5" spot. The next day, the Shark Distance card will remain at "5"; it will not advance until the Shark Phase of the *following* day. See Shark Attack & EXAMPLE SHARK ATTACK, below.
 6. **Logbook Phase:** Prepare to face the new day by placing the next Logbook entry on top of the previous one. There should always be two Logbook days visible – the present day and the next day.
 7. **Pass the Starting Player token** to the next clockwise player.

Attacks

During an **Octopus** attack, the lower the survivor's Visible Strength, the greater their chance to escape from the Octopus' grip (*the survivor is thinner, so it is easier to slip free from the tentacle*). When **Sharks** attack, a high Visible Strength is needed to increase chances for survival (*higher Visible Strength makes it easier to fend off a shark by punching it in the nose*).

Shark Attack



When the Shark Distance card shows a "1" and after the Evening Phase has been resolved, a pack of Sharks have found the raft and will attack during the Attack Phase. Each time the Shark Distance card shows a "1", the Sharks attack survivors on the raft **four** times.

Take one token out of the SHARK ATTACK BAG. One side shows the shark that attacks, on the other side you can see the strength of the attack (See EXAMPLE SHARK ATTACK, below.). Repeat this action four times, then return the 4 tokens to the bag.

The strength of the Shark attack: When the number (shown in the mouth of the shark) of this attack is higher than the survivor's Visible Strength, the shark successfully wounds the survivor, resulting in a loss of 1 Visible Strength. When the result of the attack is equal to or lower than the Visible Strength of the survivor, nothing happens. Therefore, when the targeted survivor has a Visible Strength of "6", shark attacks cannot harm that survivor.

Should a shark attack target a survivor no longer on the raft, use the Colored Tokens to determine the new victim.

Since sharks can be very unpredictable and cunning creatures, it is possible that they will attack the same survivor multiple times.

When the Shark attack is over, the starting player places the black cube on the number "5" spot on the shark distance card. The next day, the Shark Distance card will remain at "5"; it will not advance until the Shark Phase of the following day.



When the Logbook shows one of these symbols, Shark 1 or Shark 6 attacks once. Since it is obvious which shark attacks which survivor, **you only roll the black Shark Die once** to see the strength of the attack (as usual, the attack is successful if the black shark die's value is higher than the Visible Strength of the targeted survivor). Should a shark attack a survivor no longer present on the raft, use the Colored Tokens (use the FATE BAG) to determine the new victim.

EXAMPLE SHARK ATTACK

The shark distance card shows a '1' and the evening phase has been resolved.

Four tokens have to be taken out of the bag and have to be resolved, one by one.

Visible strength: Yellow: 5 Green: 2 Blue: 1 Red; 6

* First token: shark nr 5 attacks: Yellow is its victim. The strength of the attack is '3'. Nothing happens.

* Second token: shark nr 1 attacks. Blue is its victim. The strength of the attack is '4'. Blue loses one die. The die underneath shows a '4'; Blue's new visible strength.

* Third token: shark number 1 attacks again, with a strength of '4'. Nothing happens.

* Fourth token: shark number 6 attacks Red. Because Red has a visible strength of '6', nothing happens.

Now return the four tokens to the Shark attack bag.

Octopus Attack



On days when the Logbook shows the Octopus symbol (), the Starting Player must place his placement die on the Octopus location. All other survivors then place their placement die on locations as normal.

Once all other placement die have been placed, the Starting Player rolls the Octopus die. The Octopus location activates first in rounds when it is an active location.

- a. **Blank:** If you roll a blank on the Octopus die, the Octopus remains asleep and the Starting Player quietly paddles the raft past without disturbing it. Proceed to the Midday Phase of the Logbook card -- all the other locations are activated as normal, however, *the Starting Player does not get to activate a placement this round.*
- b. **Tentacle:** If the Octopus die result shows any part of a tentacle, you have disturbed the Octopus and it will attack. None of the other locations can be activated this turn; *all survivors are pitching in to fight the Octopus.* See Octopus Attack, below.

The Octopus attacks the group with each of its tentacles. While the Octopus has all its tentacles, it will have **8** attempts to attack the survivors! The fight that ensues occupies the survivors entirely, so they do not perform any of their placements or activations for the day and skip to the Evening phase after resolving the Octopus attack.

When the Octopus attacks:

Beginning with the Starting Player, each player takes turns rolling the small white die once for each tentacle.

- When the result of a roll of the white die corresponds with any survivor's Visible Strength, the Octopus attacks this survivor.
 - If multiple survivor's Visible Strength matches the result of the white die roll, use the Colored Tokens to determine which matching survivor gets attacked.
 - The survivor fights back by rolling his placement die. The lower your Visible Strength, the greater your chance to escape the grip of the Octopus.
- When rolling a **lower** number than the Octopus' roll, the Octopus wounds the survivor, and chucks the poor soul back on the raft. The survivor loses 1 strength.
- When the result of the survivor's roll **equals** the Octopus' roll, the survivor avoids the tentacle, uninjured.
- When the survivor's roll is **higher**, the survivor takes no damage, and is successful in cutting off the Octopus' tentacle. Remove one of the tentacle tokens (put it back in the box) each time a survivor cuts off a tentacle. The next time the Octopus attacks, it will have fewer tentacles and thus, fewer attempts!

Flip the tentacle tokens to keep count of the Octopus' attacks. When the fight is over, turn all the tentacle tokens back to their colored side (except the tentacles that were cut off and taken out of the game). When the fight is over, skip to the Evening phase of the day.

If the Octopus has no tentacles, it will not attack and you may ignore the Octopus symbol in the Logbook.

EXAMPLE OCTOPUS ATTACK

Each of the survivors show the following Visible Strength: Red "3", Blue "1", Green "5", and Yellow "3". In this example, the Octopus only has 3 tentacles left.

The Octopus' first tentacle rolls a "5", which matches Green's Visible Strength. Green tries to escape the grip of the tentacle. Green's survivor rolls a "6", and not only succeeds in escaping but manages to cut off a tentacle while doing so! This tentacle token is removed from the game.

The second attack roll is a "1", which matches Blue's Visible Strength. Blue rolls a "1" and escapes; however, the Octopus keeps his tentacle. Flip the tentacle's token to show the players have already dealt with this tentacle.

The third attack roll results in a "3", which matches the Visible Strength of both Yellow and Red. Dropping a Colored Token decides that Yellow is grabbed by the Octopus' tentacle. The result of Yellow's defense roll is a "2". The Octopus wounds Yellow. Yellow loses 1 strength and now has a Visible Strength of "2".

Jellyfish Swarm



When the Logbook shows the Jellyfish symbol, your gut feeling may already tell you: "Nothing good can come of this". The raft is hit by a small rogue wave and one of the survivors falls into the water. The survivor may not make it back to the raft alive. (See EXAMPLE JELLYFISH SWARM, below.)

Use the Colored Tokens to decide which survivor falls off the raft.

This survivor finds himself in the middle of a swarm of Jellyfish. The only way out of this is to swim back to the raft avoiding as many of the slimy creatures as possible by swimming the safest route. The safest route is determined by drawing the top Jellyfish card and placing it next to the raft with the outline of the name tag at the bottom.

Take the survivor's character die/dice from the raft and place on the spot on the Jellyfish card indicated by the red glow. The survivor uses his placement die to swim back to the raft. To prevent being stung by the Jellyfish, he will have to pass the dice challenges on the card.

Every failed roll results in a loss of 1 Visible Strength.

Move forward to the next spot on the Jellyfish card, no matter if you take damage or not.

After the Jellyfish card is resolved, replace it in the Jellyfish deck, shuffle the Jellyfish deck, and place it face down on the board.

EXAMPLE JELLYFISH SWARM

In this example, the survivor's first roll must be higher than a "1", the second roll higher than a "2", the third roll lower than a "3", and the fourth roll lower than a "4". For every challenge that is failed, the survivor loses 1 Visible Strength. If no more Visible Strength is available on the top die it is permanently removed from the game. If the survivor runs out of Visible Strength on their lower die, they die and are removed from the game (see Death of a Survivor).



Death of a Survivor

When a survivor dies, his/her Hope Tokens are returned to the Hope Bag. Remove their survivor card from the game. Their character die/dice are removed from the game board. If the survivor had a Bottle card, shuffle it back into the Bottle cards on the game board.



Day 21 / End of the Game



When *at least one* of the survivors is still alive on day 21, they hope to be found by the rescue ship which has scoured the seas looking for you.

Remember:

- The bonus on special Hope Tokens may not be used today, but the special Hope Tokens may be used as regular Hope Tokens if they're still in the game.
- No placements or activations are made on day 21.
- Sharks will not attack on this day (skip the Shark attack if the Shark Distance card is a "1" on day 21).
- The Dolphin may help you if the Dolphin Swap Location token is on the board!

On day 21:

- **Each character loses 1 strength** due to exhaustion, after which they try to get the rescue ship to notice them.
- **Spend 2 Hope Tokens to shoot the flare gun.** This is indicated by the flare gun symbol on the day 21 Logbook card. A flare is successful when the die result is a "6". On a successful flare roll, move the rescue ship one space to the right.
- For those that are in the unfortunate position of not having Hope Tokens, they may **shout out for help by rolling a die. Every attempt to shout costs "2" Visible Strength.** This is indicated by the megaphone

symbol on the day 21 Logbook card . A shout is successful when the die result is a "6". On a successful shout roll, move the rescue ship one space to the right.

- If you are able through flares or shouting (or both!) to move the rescue ship to the final spot on the rescue track, you will be saved and win the game!

- If you are playing with the Kite expansion ( -- see The Kite Expansion, below), your survivors may attempt to build the kite, or roll the kite die once the kite has been built.

SURVIVORS

If a survivor's action has a Hope cost and the survivor cannot pay the Hope cost, the survivor cannot use their action.

<p>PROF. MAGNUSSON, first class passenger: When present on the Octopus location, the Professor may re-roll the octopus die once at the cost of 2 Hope.</p>	<p>MAYA AYUSHI, first class passenger: Once a day Maya may give herself or someone else 1 Visible Strength at the cost of 2 Hope.</p>	<p>HORVATH HUSAR, first class passenger: When present on the Flare location, Horvath may make attempts at the cost of 2 Hope for each attempt.</p>
<p>ROSINA BERNARD, second class passenger: Rosina may choose and activate a location at the beginning of day 21. She is the only survivor who can activate a location at the beginning of day 21.</p>	<p>HERR PFENNIG, second class passenger: This gentleman gains 1 Hope Token at the beginning of each day when the Sharks are at a distance of 4 or 5.</p>	<p>DIVA DINO-VOCE, second class passenger: On day 21, this lady tries to lure the rescue boat by using her powerful voice. Every attempt will cost her 1 Hope. Maximum of 3 attempts.</p>
<p>ALETA DA CRUZ, third class passenger: On days when Aleta's Visible Strength is 4 or higher, she can perform a re-roll for anyone at the cost of 2 Hope.</p>	<p>TOMI SUZUKI, third class passenger: When Tomi fishes at the Fishing location, he catches one extra fish for himself or for someone else at the cost of 2 Hope.</p>	<p>MICK MCCOY, third class passenger: Whenever Mick receives 3 Hope Tokens all at once, he will gain 1 extra Hope Token.</p>

 <p>The machinist Jean may give his bottle card to someone else (1 hope). This person may freely use this card as an extra action in his or her turn.</p> <p><i>Jean LeMain</i> The man with the golden hands gets the job done.</p>	 <p>The Pastor believes hope can keep the group together. When you find yourself at the same location as the Pastor, hope tokens may exchange hands freely.</p> <p><i>Pastor Flannagan</i> This old ship priest has a direct lifeline to the Almighty above. That gives hope!</p>	 <p>Pjotr can ward off a successful attack from the sharks or the octopus. (2 hope).</p> <p><i>Pjotr Wopata</i> The stoker with his inseparable spade is so strong even the biggest sea creatures flee from him.</p>
<p>JEAN LeMAIN, crew member: This machinist may give his Bottle card to a survivor who doesn't already have a Bottle card at the cost of 1 Hope. The receiving survivor may IMMEDIATELY use this Bottle card.</p>	<p>PASTOR FLANNAGAN, crew member: <i>The pastor believes that hope can keep the group together.</i> When you find yourself at the same location as the pastor, Hope Tokens may be exchanged freely between all survivor(s) at his location. (Mick's bonus also applies in this case – if Mick receives 3 Hope, Mick gets an extra Hope Token!)</p>	<p>PJOTR WOPATA, crew member: Pjotr can ward off a successful attack from the Sharks or the Giant Octopus at the cost of 2 Hope.</p>
	 <p>When Scruffs has a strength of 5 or 6, he may try to activate/use a Scruffs card. This happens just before the other characters choose their actions.</p> <p><i>Scruffs</i> Woof? WOOF!</p>	
	<p>SCRUFFS THE DOG, crew member: When Scruffs has a Visible Strength of 5 or 6, he may try to activate/use a Scruffs token. This happens at the beginning of the Midday Phase.</p>	

SOLO VERSION



Solo Game – Scruffs Up! variant

When playing the game solo, you have 2 options:

1. **Scruff's Up!** Play the game as a **two, three, or four** player game, controlling all the survivors, with Scruffs the dog as the Green (Crew) survivor. During setup, pay attention to the instructions in red. **Scruff's Up!** variant and the Scruffs tokens makes the solo game more varied.
2. Play the game as a **two, three, or four** player game, controlling all the survivors, **without** using Scruffs as the Green survivor or Scruffs tokens.

Solo Game Setup

When playing 21 Days solo you will (randomly or as you wish) choose 3 human survivors, represented by the colors Yellow, Blue, and Red, and the amazing dog Scruffs who is represented by the color Green. Be certain to select one Yellow, one Blue, and one Red survivor. Shuffle the Scruffs tokens and place them on the paw space on his survivor card.

Scruffs is symbolized by 1 Green survivor die (not **2** die as in the normal game) placed on the raft space nearest the fishing location. At the beginning of the game, Scruffs has a Visible Strength of **4**. Place the Scruffs die, which will be used to face the challenges on the Scruffs tokens, next to his survivor card. Scruffs does not have a placement die, nor can he receive or play Hope Tokens and Bottle cards. However, Scruffs may fall into the water and interact with the Jellyfish cards.

Playing the Scruffs Tokens

Every day, when Scruffs has a Visible Strength of "5" or "6", at the beginning of the Midday phase, the player in control of Scruffs activates a Scruffs token. Therefore, if Scruffs is a happy healthy puppy (with a Visible Strength of "5" or "6"), the crew could be in for some good news.

Every Scruffs token presents a challenge.

- You **succeed** a Scruffs challenge when you roll one of the die result(s) on the Scruffs token. You receive the reward, after which the Scruffs token is removed from the game (put into the game box).
- When you **fail** the Scruffs challenge, discard the Scruffs token into a discard pile near the game board. When the supply of Scruffs tokens has been depleted, shuffle the discard pile and place them back on the board.

You may choose not to use any or all the effects of a Scruffs token that provides multiple effects. If you choose not to use any/all the effects of a Scruffs token, you may remove the Scruffs token from the game. You may remove a Scruffs token just before taking a new Scruffs token.

IMPORTANT:

- Dolphins do not like Scruffs, therefore a player cannot use the Dolphin effect when rolling for Scruffs.
- Some Scruffs tokens have an effect that lasts more than one round. During these rounds, no new Scruffs token can be taken.
- Use Marker tokens to keep track of the number of times the effect of these tokens has been used.
- When Scruffs' Visible Strength is "4" or less, you cannot use the Scruffs tokens.
- On days with the Octopus symbol in the Logbook, you will first place one of the survivor's placement dice on the Octopus location and resolve it. If the Octopus attack does not trigger, play a Scruffs token (if possible), and finally place the other survivors' placement dice. If the Octopus attack triggers, Scruffs does not get to play a Scruffs token this round, as he is busy helping to fight the Octopus.

	<p>Scruffs earns +2 or +3 (indicated on the Scruffs token) Hope Tokens, which must be divided among the <u>other</u> survivors (Scruffs cannot have Hope Tokens).</p>		<p>+2 Visible Strength for Scruffs or one other survivor.</p>
	<p>Choose a Swap Location token to place on the Swap Location.</p>		<p>Reset the Shark Distance to "5".</p>
	<p>2 re-rolls for any survivor. Only one of these re-rolls can be used per day. Use Marker tokens to keep track of the number of times this effect has been used.</p>		<p>+1 successful flare! Move the rescue ship one space to the right. Cannot be used on day 21.</p>
	<p>The result of any rolled die may be altered "+1" or "-1". A "3" may become a "4" or a "2", and a "6" may become a "1" (or a "1" may become a "6"), and so on. Can be used once a day. Use Marker tokens to keep track of the number of times the effect has been used.</p>		

THANK YOU

Erik Winkelman

A project, more than 5 years in the making, finally coming to an end. Well, *end*, you might as well call it a *beginning*! **21 Days** will be exploring the world now, thanks to you backers. An unbelievable dream came true. So, thank you. And thank you. And thanks again!

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Eric Kenter

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Ronald Rijnart

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"Louis, I think this is the beginning of a beautiful friendship."

Drew Vogel

In memory of my big brother, Josh Vogel. *"That's right, Josh!"*

Separator designed by Freepik. SOUNDTRACK BY MAARTEN VANDAMME (Spotify)

