

Don't Let It Die

Rule Book



A game by Dustin Hendrickson
Editing by Kyle Mccarley

RULES

Lightning strikes a nearby tree. Fire! Your group of Neanderthals must now endure Mother Nature and work together to keep the fire going long enough to learn its mysterious powers and destructive capabilities. You have 14 days to learn how to start your own fire before a massive flood drowns the valley and extinguishes humanity's one chance at becoming the apex predator and escaping extinction.

Setup

- Each player takes a character mat, selects a character card, and places the card on the left side of the mat. The game is balanced for 4 characters. For games with fewer than 4 players, divide 4 characters amongst the group as evenly as possible.

(For example, in a single player game, 1 player controls 4 characters, and in a 2 player game each player controls 2 characters.)



- Place markers on the character mat that correspond with each character's card to indicate current & max health & stamina. The white disks go down first and mark your characters current max for each stat.



Starting Health
Starting Stamina
Item Slots
Character Skills

- If your character has any starting items, find the item card and place it on your character mat on either the Weapon or Tool slot. See top left of Item card for type.
- Shuffle all Hunt, Gather, Forage, Harvest and Night Event decks (separately). Place them in the play area with the Fire Knowledge Tree, Fire Die, and Day Tracker.



The Day Tracker is double sided, make sure you select the correct side you want to play before starting (Normal Or Hard)

This is optional and only used to add difficulty to the game.

- Sort Weapon, Tool, and Building items by the colored dot next to item name, place to the side.



- Place the Current Day token on Day 1 of the Day Tracker.
- Place 3 on the Fire Pit
- Pick a character to be the first player and give them

Morning Phase

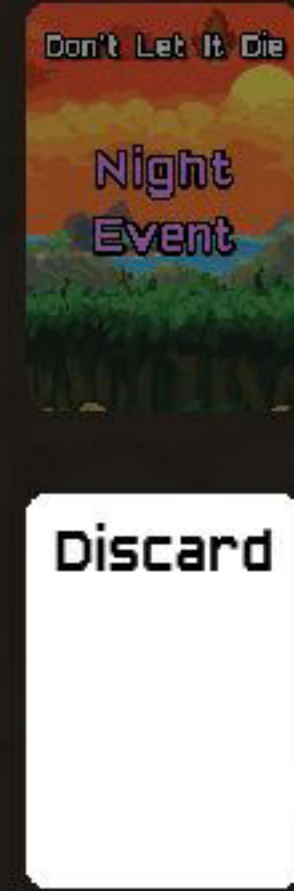
1. Remove (Wood Count) from fire pit.
2. Increase Day Count +1.
3. Each character takes 1 Damage.
4. Refresh up to max stamina.
5. Trade items as desired.
6. Pass to the left.

DAY	WOOD
1	1
2	1
3	1
4	2
5	2
6	2
7	3
8	3
9	3
10	4
11	4
12	5
13	5
14	GAME OVER

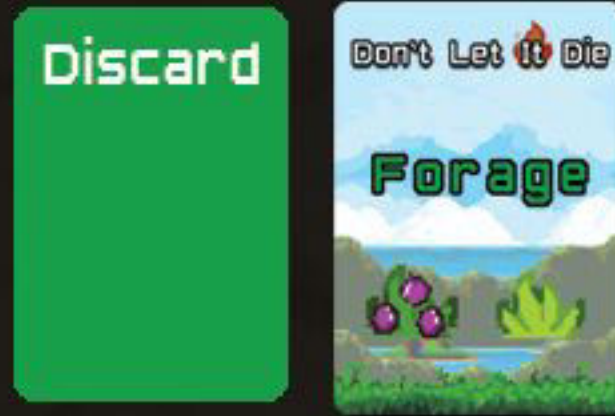
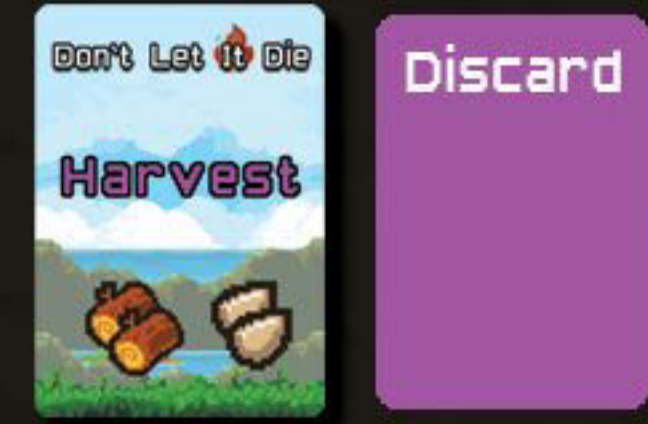
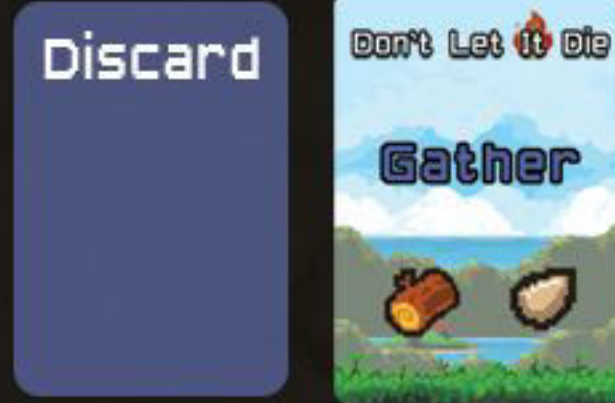
You are now ready to play!

RULES

Example Setup



Item Stacks Sorted By Color Tier



Thunk

Thunk can NOT perform Forage or Gather actions.

Take 1 Meat when drawing a Hunt card.

Starts with a Sharp Stick.

Health: 10

Stamina: 10

Tool Slot: Sharp Stick (Damage: 1, Range: 1)

Atouk

Atouk can NOT perform Forage or Hunt actions.

Remove 2 of any resource cost when Crafting an item (except when using a Craft card).

Can spend 2 stamina to take 1 wood, once per day.

Health: 10

Stamina: 10

Weapon Slot: Empty

Tool Slot: Empty

Gronk

Can take 2 damage to gain 2 stamina, once per day.

Gains 2 stamina when killing a Dangler card.

Can have two Weapon items equipped.

Health: 10

Stamina: 10

Weapon Slot: Empty

Tool Slot: Empty

Ayla

Hunting costs Ayla 2 stamina.

Spend 1 stamina to turn 1 raw berry into 1 fiber.

Heal 2 HP when killing a Dangler card, once per day.

Health: 10


Stamina: 10

Weapon Slot: Empty

Tool Slot: Empty

RULES



Day Phase



- During the day, starting with whichever character has the  token and then going left, each character takes turns spending their stamina points on the actions below.
- A character may end their turn with extra stamina, but they cannot use it on any actions once their turn ends.
- Free cost actions can be used at any time during the **Day Phase**.
- Once a resource has been used, it should be placed back in the general supply pile.
- When drawing a resource card, take the indicated amount of resource tokens or if a **Danger!** card was drawn, resolve combat as seen on page 6, then place the card face up on top of that decks discard pile.
- Resources are shared and once obtained may be used by any player.
- Once all characters have ended their turn, the **Night Phase** begins.

1. **Forage** (DRAW A CARD) for **Berries**  or **Fiber**  [Cost 2 Stamina]



2. **Gather** (DRAW A CARD) for **Wood**  or **Rock**  [Cost 2 Stamina]

3. **Hunt** (DRAW A CARD) for **Meat**  **Bone**  or **Hide**  [Cost 3 Stamina]
(Requires Any Weapon Item Equipped)

4. **Harvest** (DRAW A CARD) for **Wood**  or **Rock**  [Cost 3 Stamina]
(Requires Any Tool Item Equipped)

5. **Investigate Fire** (ROLL DICE) (FKP Tokens)  =  [Cost 3 Stamina]



6. **Eat Food.**  OR  = +1 HP [Cost FREE]

Exact amounts only.
Applies only to the character that eats.
 OR  = +2 HP

7. **Add Wood** to the fire pit. (Once Added, cannot be removed for use.) [Cost FREE]

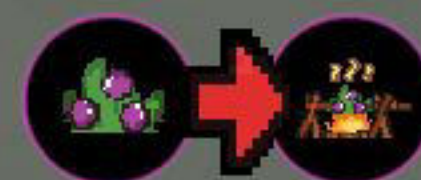
8. **Place Fire Knowledge Points.**  →  [Cost FREE]

9. **Trade with Neighboring Tribe** [Cost 1 Stamina]

- Exchange ANY combination of 3 Resource or FKP tokens for 1 non-cooked Resource of your choice or FKP token.  → 

10. **Cook Food UNLOCKED ON FIRE KNOWLEDGE TREE**  →  [Cost 1 Stamina]

- Once unlocked from the **Fire Knowledge Tree** you may spend 1 **Stamina** to Cook 1 food token (Reverse side of raw food tokens)



11. **Craft Item UNLOCKED ON FIRE KNOWLEDGE TREE** (Weapons, Tools, or Buildings) [Cost 3 Stamina]

- Once unlocked from the **Fire Knowledge Tree** you may spend the required resource cost and 3 **Stamina** to Craft the Item.

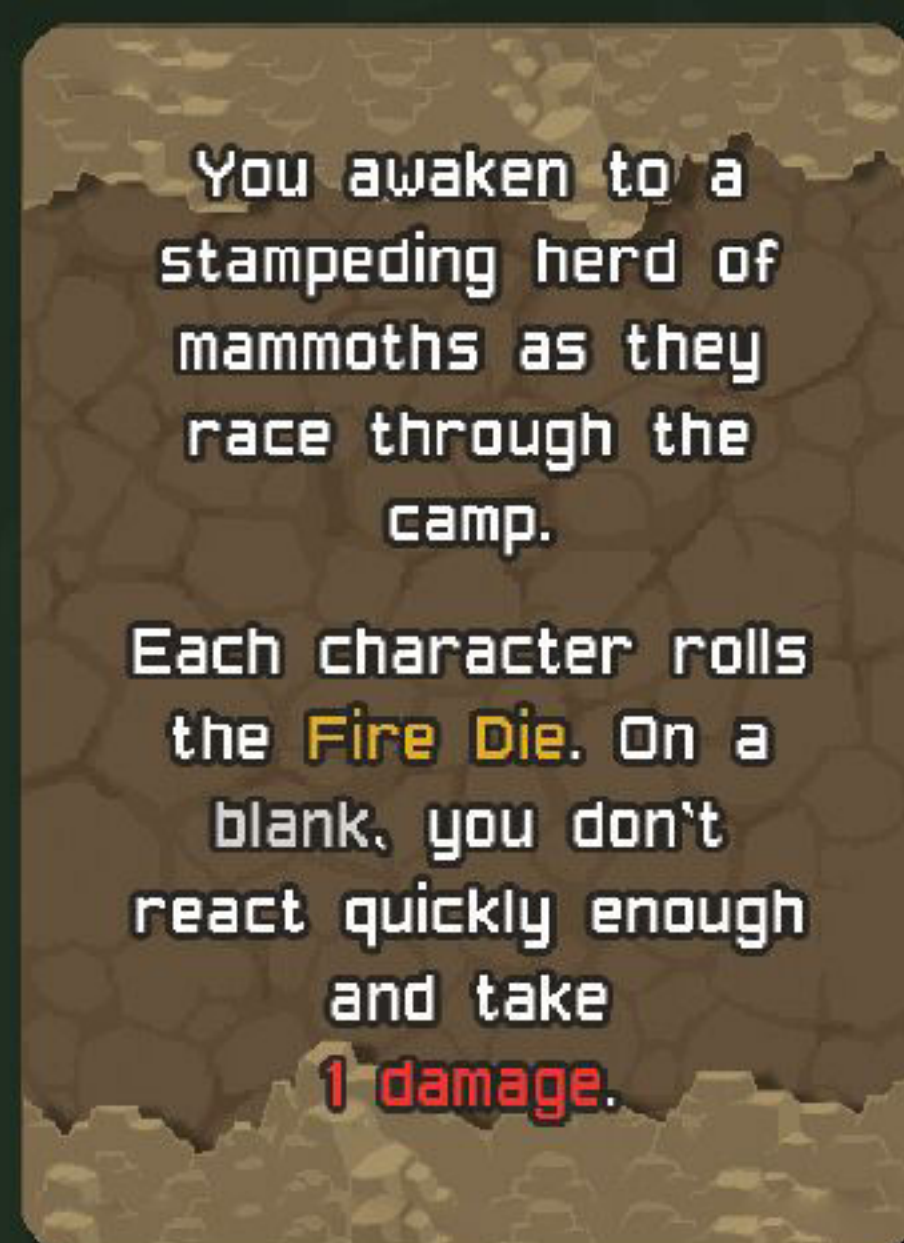
Note: Only ONE building can be crafted per game.

RULES

Night Phase

- After all players have completed their **Day Phase** actions, draw a **Night Event** card.
- These cards create obstacles to interfere with your group's progress, including weather, predators, and rival tribes, and can drastically change your priorities for the next day.
- After drawing, read and follow the instructions on the card. Remember that all players' resources are pooled, so if, for example, a card requires you to discard half of any resource, that means half of the entire group's supply, both raw and cooked unless the card says otherwise. Always round up any situation that involves a fraction.
- If a night card is drawn and does not apply to your group, discard and ignore the event, then continue on to the **morning phase**.


Note: If a night event card causes you to discard wood from the fire pit, you may still add any available wood from your group's resource pool before the **morning** phase.



RULES

Morning Phase

After completing the **Night Event**, the **Morning phase** begins. Go through each of the below actions in order, then begin a new **Day phase**.

1. **Remove** (Wood Count) Wood from the fire pit.
2. **Increase Day Counter** by 1.
3. **Everyone takes 1 damage** from the night.
4. **Everyone refills their Stamina** to its max count. (Unless otherwise indicated by a night event card.)
5. **You may freely trade Tools and Weapons** between characters before the **Day phase** begins.
6. **Pass the first player token**  to the left.

Morning Phase

1. Remove (Wood Count) from fire pit.
2. Increase Day Count +1.
3. Each character takes 1 Damage.
4. Refresh up to max stamina.
5. Trade items as desired.
6. Pass  to the left.

DAY	WOOD
1	1
2	1
3	1
4	2
5	2
6	2
7	3
8	3
9	3
10	4
11	4
12	5
13	5
14	GAME OVER

Wood Count
This is the amount of Wood you remove from the Fire Pit every morning.

End Of Game

The game is played by repeating in order, the three phases previously explained. During these phases you will trigger winning or losing by the requirements listed below.

You **WIN** when you unlock the **Fire Starter** discovery on the **Fire Knowledge Tree** before night 14.

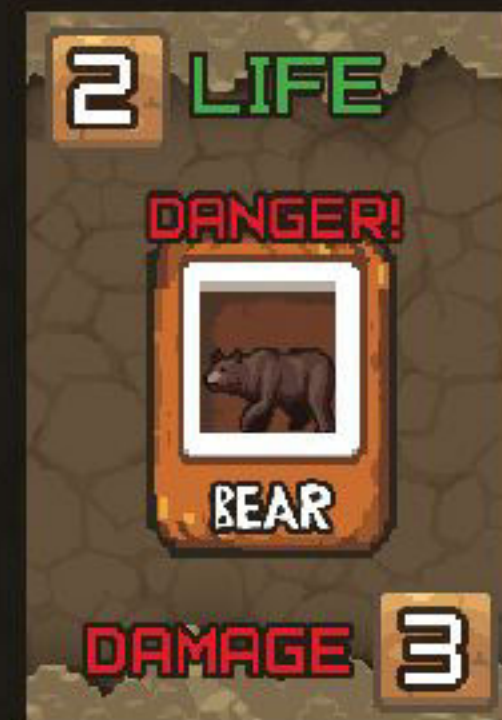
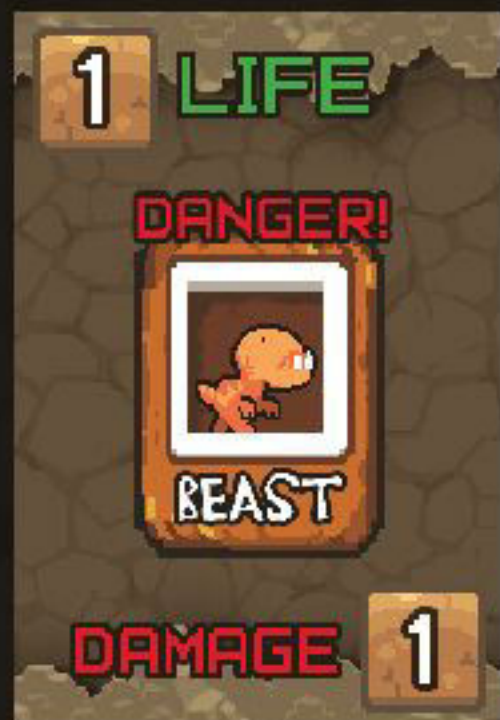
You **LOSE** when at anytime there's 0 wood in the fire pit, when all members die or when night phase 14 comes and you have not unlocked the **Fire Starter** discovery.

RULES

DANGER! Cards

When **Foraging**, **Hunting**, **Harvesting** or **Gathering** you may encounter predators or other wild life attempting to kill you.

Below is a list of the **Danger! cards** you'll find in the decks.



After drawing a **Danger! card**, you must resolve the combat before taking any non combat related actions like Eating, Crafting, Trading, etc.


Resolve combat as follows (unless a skill or item says otherwise):

1. If you have no weapon OR you have a weapon but its Damage is less than the **Danger! cards Life**, you lose Health equivalent to the card's Damage.



2. If you have a weapon with 1 Range and its Damage is equal to or greater than the **Danger! cards Life**, you take 1 Damage and  equivalent to the cards Life.



3. If you have a weapon with 2 Range and its Damage is equal to or greater than the **Danger! cards Life**, you take no damage and receive  equivalent to the card's Life.



RULES

Items

- Weapons, Tools and Buildings are obtained by performing the **Craft Item** action for 3 Stamina plus the resource cost of the item, located in the top portion of the item token. After discarding the required resource tokens, take your selected item and choose to either equip it immediately by placing it face up on your character mat or leave it un-equipped below your character mat.
- Even when not equipping the item yourself, you cannot trade the item with another tribe member until the next **Morning phase**.
- There are 2 of each item available. If an item gets destroyed or lost during the game, you may not re-craft that item.



At the start of the game the only item you can craft is a **Club**.

As you unlock Discoveries on the **Fire Knowledge Tree** you can unlock up to 3 different Crafting tiers, represented by the colored circles.

Crafting 1



Crafting 2



Crafting 3

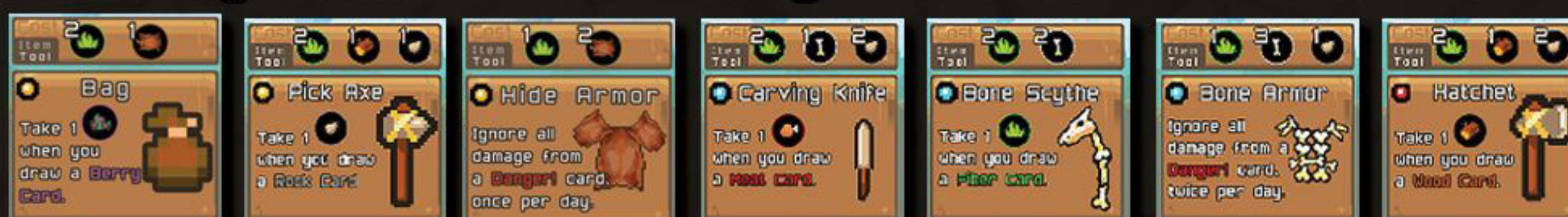


Each tier unlocks the ability to craft new items. Match the colored icons located at the top left of items with each tier to know what items you've unlocked.

You can only have 1 Weapon and 1 Tool equipped at a time (unless a skill says otherwise).

You can only change your equipped Weapons and Tools, or trade them between players, during the **Morning phase**. (An exception is when crafting a new item. You may unequip your current item, and equip the newly crafted item. This only applies to the character performing the action.)

Tools will help in obtaining resources and allow you to draw cards from the **Harvest** deck.



Weapons will help you survive encounters with **Danger!** cards, providing meat when killing them and preventing some, if not all, damage taken from skirmishes.



They also allow you to draw cards from the **Hunt** deck.

Note: If a character skill allows you to equip multiple weapons, you may choose to add the damage together and use the lowest Range of the two, or just use one weapon instead.

Buildings, while expensive, are special items that have beneficial effects for the whole group. Once unlocked from discovering **Crafting 3**, you may perform the **Craft Item** action as described above to craft the building of your choice. Place the building next to the fire pit.



IMPORTANT: The group may only build 1 building per game, so choose wisely!

Don't Let It Die



RULES

Fire Knowledge Points

- **Fire Knowledge Points** (or **FKP**)  are earned by performing the **Investigate Fire** action to roll the **Fire Die** and taking that many tokens.
- During the day phase, any character can use a free action and spend **FKP** to unlock Discoveries. To do so, place any earned **FKP** tokens on a Discovery on the **Fire Knowledge Tree**. Once a Discovery has the required amount of **FKP** tokens, as indicated in the top right, it is **unlocked**. Stat changes are applied immediately.
- **+X** resource Discoveries are triggered from matching resource card draws only.

(Once a Discovery is unlocked, replace the stack of **FKP** tokens with an Unlocked token by flipping an **FKP** token over.)



- Before placing **FKP** tokens on a new Discovery, you must first unlock all discoveries leading to the new one, indicated by **gold arrows**. For example, at the beginning of the game, using the Normal **Fire Knowledge Tree**, the top left **Warmth 1** Discovery is the only Discovery you may spend **FKP** tokens on. Once **Warmth 1** is unlocked, you may start spending **FKP** tokens on **Warmth 2** and **Cooking 1**.
- If a discovery has 2 arrows leading to it, like **Fire Starter** for example, both Discoveries must be unlocked prior to placing **FKP** tokens on the new one.
- You may keep your **FKP** tokens with your groups resource pile as they can be used for trading actions, you might also want to save them and use them later.
- There are **4 Fire Knowledge Trees** included, **Easy**, **Normal**, **Normal+** and **Hard**. **Easy** is recommended for your first game, but see if you can beat them all!

Discoveries affect the entire group! When increasing Max **HP** or **Stamina**, your current values do not change. Neither value can ever exceed its maximum.

Death

- When a character reaches **0 HP**, they are incapacitated and un-playable.
- Can only be brought back if the rest of the group spends **3 cooked meat** to feed them. Incapacitated members retain all of their items (Equipped Weapons and Tools) but their Unequipped items are distributed amongst the rest of the group.
- Once revived, they start with **3 HP** and return to play at the end of the next **Morning phase**.
- Revival mechanics override skills that restrict meat eating.



Don't Let It Die



RULES

FAQ

1. Do I get any Meat if I kill an animal and die at the same time? No.
2. Can I have more HP or Stamina than what fits on my character mat? No, you may only have up to 10 of each.
3. Can I share resources? The entire group's resource pool is communal, so you can share resources between characters at any time during the day phase. You can only trade items, however, during the morning phase.
4. How does eating food work? You can discard 3 Berries or 2 Meat to regain 1 HP, or discard 2 Cooked Berries or 1 Cooked Meat to regain 2 HP for yourself.
5. Are the resource decks done once they run out of cards? No, you take all the discarded cards, shuffle them and place them back as the new deck.
6. Can I shuffle the remaining cards of a deck anytime? No, you may only shuffle the cards when the deck runs out.
7. Can I eat even though it's not my turn? Yes! Any of the free actions can be used at any time during the day phase, regardless of whose turn it is. You can only use them during the day phase, however.
8. Do Thunk, Grub, and Tara get their bonus resource regardless of what card is drawn when doing the associated activity? Yes, whenever they spend stamina on the action from their skill, they receive 1 of the corresponding resource tokens.
9. Can Tara gain her bonus stamina from eating just 1 berry? No, you must eat the same amount of berries as required to gain HP: 3 raw or 2 cooked.
10. Can character skills be used when it's not their turn? As long as the skill doesn't require spending stamina or taking damage to activate, then yes, their skill counts as a free action and may be used out of turn. But again, only during the day phase.
11. What happens if I run out of resource tokens? There are only 8 of each resource token. If you already have all 8, you can't have any more.
12. What are the black cubes for? They are used for you to keep track of various skills with the 'once per day' restriction.
13. Why don't 'Rival Tribe', Night Event cards specify cooked or raw? When drawing those cards, cooked and raw tokens are treated as the same when determining which ones get stolen, always remove cooked tokens before raw tokens.
14. When a max token moves does it affect the current value? Only if your max token is reduced, since you cannot have more of a stat than your max value. When your max token increases, your current value stays where it's at.
15. Do extra slot skills increase your total number of slots to 3? Yes.
16. How does Atouk's crafting ability work? He has to spend at least 2 resources when crafting an item. So he can use it on an item that costs 3, but it would only remove 1 cost, making the total cost 2. You pick which resources are ignored.
17. Can Ajax equip 2 of the same Tool? No, Ajax can only equip 2 different Tools.

RULES

Challenges

After mastering all of the Fire Knowledge Trees and beating the game multiple times, you may develop a big head, or inflated ego. These extremely hard challenges are here to put you back in your place and will offer experienced players more ways to play! Pick a challenge below and obey the special rules for a new game. Challenge rules override any conflicting base game rules. If you manage to beat a challenge, tweet a pic to [@DontLetItDieBG](#) with the hash tag [#DontLetItDieChallenge](#) showcasing your tribe selection, difficulty and prehistoric victory to the world!

Challenge 1 - "Fire, HOT!"

Tribe Members Allowed: Gronk, Atouk, Ayla, Vog, Grub.

Difficulties Allowed: Normal, Normal+, Hard

Special Rules: Your tribe members are not very smart, instead of rolling the **Fire Die**, spend **3 Stamina** to take **1 FKP**.

Challenge 2 - "Uhhhh, how did we not see this?"

Tribe Members Allowed: Any

Difficulties Allowed: Easy, Normal, Normal+, Hard

Special Rules: It took your tribe a while to realize the fire was important, start the Day Tracker at day 5.

Challenge 3 - "Berries... Berries everywhere"

Tribe Members Allowed: Nibna, Tara, River, Grub

Difficulties Allowed: Normal, Normal+, Hard

Special Rules: Your tribe just migrated to this valley, the plants here break apart when touched, but, at least it makes gathering berries easier. All **Fiber** tokens are now treated only as **Raw Berries** and cannot be cooked.

You may NOT perform the "Trade with neighboring tribe" action.

Challenge 4 - "Mating Season"

Tribe Members NOT Allowed: Atouk

Difficulties Allowed: Normal, Normal+, Hard

Special Rules: The valley is teeming with predators this time of year. After dealing with a **Danger!** card, place it face up on the top of the deck it was drawn from. It is drawn the next time someone spends stamina to draw from the deck. Discard as normal after second draw.

RULES

Challenges

Challenge 5 - "Ice Age"

Tribe Members Allowed: Any

Difficulties Allowed: Normal+, Hard

Special Rules: Extremely cold weather has descended upon the valley. All actions now cost +1 **stamina**. A tribe member takes 1 **damage** when **Gathering**, **Foraging**, **Harvesting** or **Hunting**, unless they have Hide or Bone armor equipped.

Challenge 6 - "Fast Food"

Tribe Members Allowed: Any

Difficulties Allowed: Normal, Normal+, Hard

Special Rules: Everyone is getting sick from the food they gathered yesterday. It seems there's something in the air making the food go bad. Your tribe must discard all **Berry** and **Meat** tokens during the morning phase.

Challenge 7 - "Rival Tribes"

Tribe Members Allowed: Any

Difficulties Allowed: Normal, Normal+, Hard

Special Rules: The local tribes in the area are at war! They have their eye on your fire and a firm grasp on their spears... The "Trade with Neighboring Tribe" action is not available. When you draw a 'Rival Tribe' **Night Event card**, everyone takes 2 **damage**.

Challenge 8 - "Fruitarianism"

Tribe Members NOT Allowed: Nanuk

Difficulties Allowed: Hard

Special Rules: The valley predators have migrated to new lands. Remove all **Danger! cards** from the 4 resource decks. Everyone takes +1 **damage** during the **morning phase** due to the lack of protein.

Challenge 9 - "Die Hard"

Tribe Members Allowed: Any

Difficulties Allowed: Hard

Special Rules: Discovery text abilities are not available. **Berry** and **Meat** tokens may be used in place of **Wood** in the fire pit, but the amount of **Wood** they represent is based on how much HP they heal. For example, 3 **Raw Berries** would represent 1 **Wood**. Every Discovery must be unlocked before placing **FKP** on **Fire Starter**.

RULES

Special Thanks

Don't Let It Die has been a passion project of mine over the past few years, which couldn't have been made without the help and support of family, friends and you, the fans! Below is a list of people who helped me during this process and I offer my most sincere thanks and appreciation for everything everyone has done to help make Don't Let It Die, one of the best games it could possible be!

- My loving and supportive wife, Leigha.
- My parents, Curtis and Dana.
- All of my family members.
- Kyle McCarley
- Donnie Krueger
- Adam Chan
- Jason (Basil)
- Liam (Lum)
- Sparklin Labs
- And all the fans who have supported me throughout the creation process!



RULES

Box Contents

56 Resource Tokens



40 Fire Knowledge Point
/ Unlocked Tokens



37 Resource Cards



27 Night Event Cards



4 Character Mats



17 Character Cards



4 HP Markers



4 Stamina Markers



8 Max HP & Stamina Markers



8 Skill Used Markers



RULES

33 Item Cards



2 Double Sided Fire Knowledge Trees
(Easy, Normal, Normal+, Hard)



1 Double Sided Day Tracker

1 Fire Die



1 Fire Pit Card



1 First Player Card

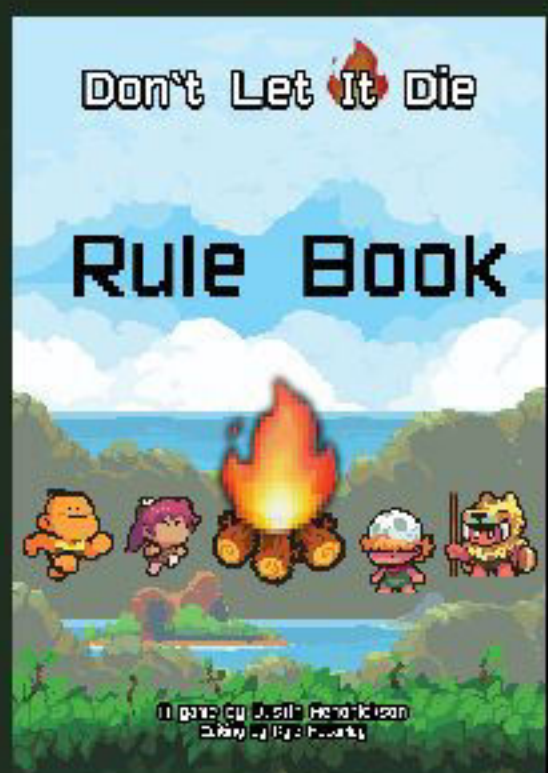



1 Current Day Marker



1 Player Helper Reference

1 14-Page Rulebook





THUNK

Board Games

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Rules also available online @ <http://rules.dontletitdie.com>

Don't Let It Die

HINDORANCE

Rule Book



An Expansion by Dustin Hendrickson

RULES

For as long as anyone can remember, the nearby mountains have been covered in a thick layer of ice, making it impossible to climb. So it comes as a surprise to the group when you see the ice has melted away, revealing the rocky exterior and unlocking the mountains precious resources for those brave enough to ascend its dangerous terrain.

The Hindrance expansion brings the following new features and content to the game. You can find the Hindrance logo on either the front or the back of the new content to help identify it.

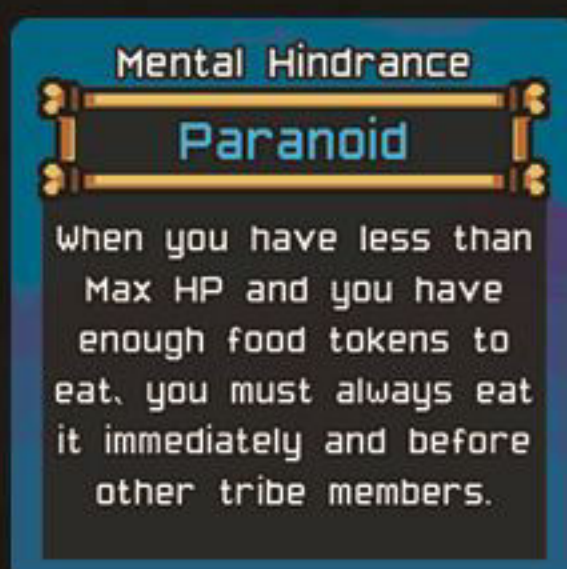
HINDRANCE

- 4 Unique characters, some with special items and tokens.



- 16 new Night Event cards.

- 24 Hindrance cards.



- 32 new Discoveries to modify the Fire Knowledge Tree.



- 3 new Resource types. -----> (Gemstones, Eggs and Herbs)

- A new Resource deck,



- 14 new Weapons, Tools and Buildings.

RULES

Setup

Setup like you normally would for the base game, with these changes.

- Add new "Draw a Hindrance", **Gather** and **Harvest** cards to their decks. When one of these come up, you must draw a Hindrance card.
- Shuffle and place the **Explore** deck by the other Resource decks.
- Shuffle **Physical** and **Mental** Hindrance decks separately and place them both in an easily drawable location.
- Make sure your **Night Event deck** has all the new cards shuffled in.
- Place new Weapons, Tools and Buildings with their colored tiers.
- Place the new Resource tokens close to the other resources.
- Place the 2 Trap tokens and 3 Stew tokens aside.

Setup - New Discoveries

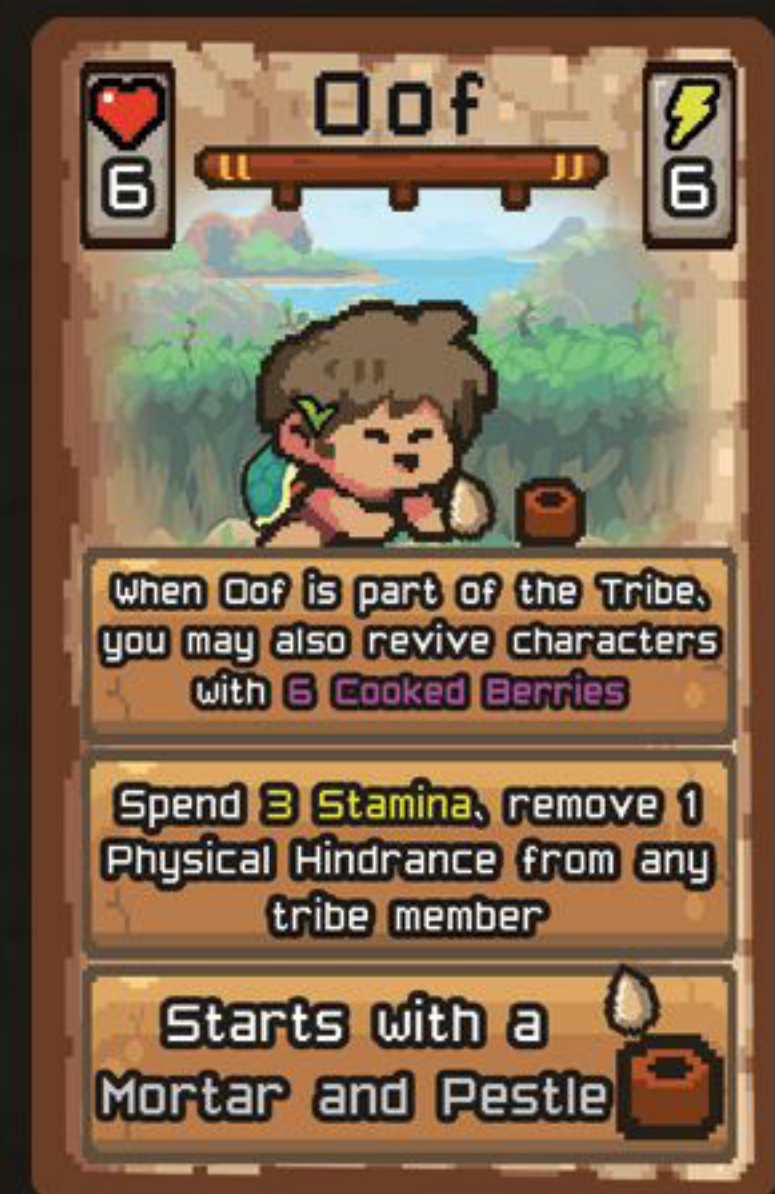
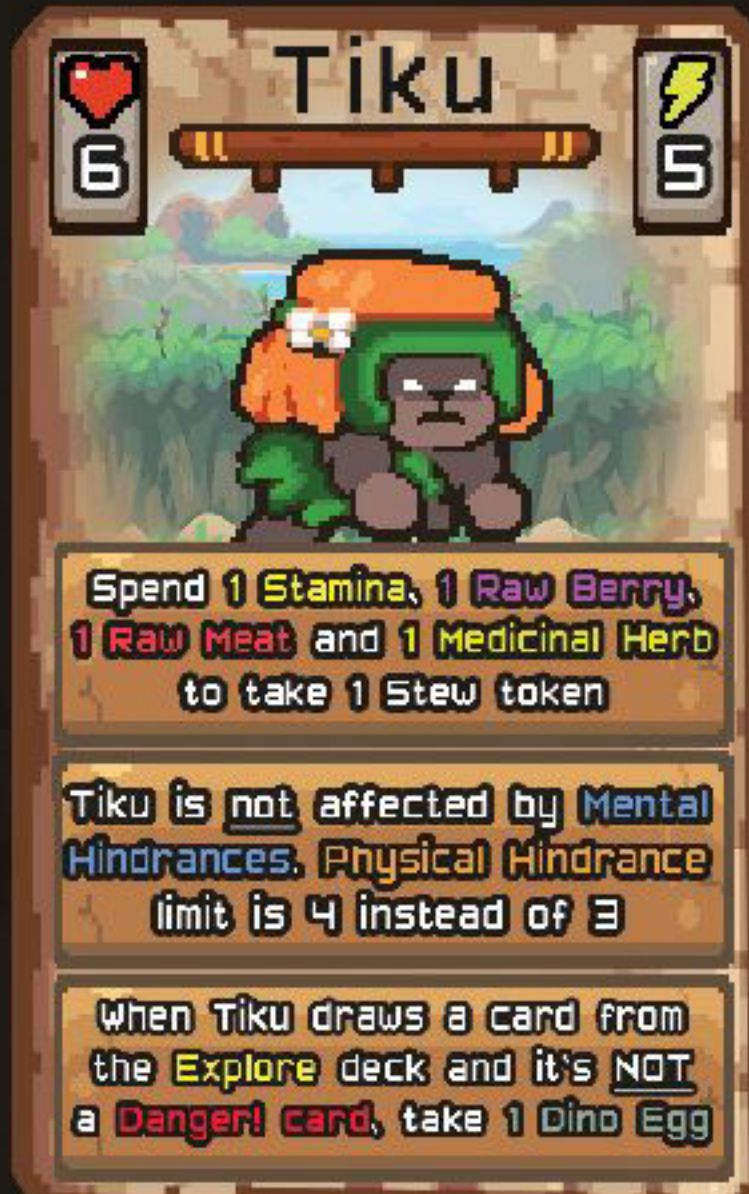
- Before picking your characters, you will shuffle the new Discovery tokens in the lid of the box and randomly draw 6 of them.
- You **MUST** place 4 for **Easy**, 5 for **Normal** or 6 for **Hard**, of these drawn Discoveries on the **Fire Knowledge Tree**.
- Each Discovery token chosen will be placed on on the Discovery Tracker card next to a number, you will then take the corresponding numbered token and place it on the **Fire Knowledge Tree**, this will **REPLACE** the Discovery it's covering up, removing it from play and bringing the new one into play, so choose their placement carefully!
- You may choose which side of the Discovery token to use.
- Arrows will always follow the base **Fire Knowledge Tree** board.
- You may not cover up the **Fire Starter** or **Start** discoveries.
- You can make changes to their placement after picking characters, but once the first turn starts, you may not move them anymore.



RULES

New Characters

Hindrance brings 4 new Tribe members into the family! They will help you tame these new mountain lands with their wide arrangement of skills.



Character Tokens and Items

- Some of the new Items these characters bring with them are their own unique item and can not be crafted normally. This includes the Fire Stick weapon and the Skull Shield tool. These items can still be traded during a morning phase and should be treated as a normal item.
- Tiku and Rex both have their own tokens, so when picking these characters make sure to take their tokens too.

Rex: 2  Trap Tokens:

- Rex can spend 1 Stamina to place or move 1 Trap token by a Resource deck. When a Danger! card is drawn from that deck, roll the Fire Die, roll equal to or greater than a Danger! cards life to Trap it. Trap it: Remove the Trap token and the Danger! card from the game. If you fail to Trap it, the trap stays by that resource deck and whoever drew the Danger! card, must fight it as normal.

Tiku: 3  Stew Tokens:

- Tiku may spend 1 Stamina, 1 raw berry, 1 raw meat and 1 medicinal herb to take 1 Stew token. Stew tokens may be eaten by each Tribe member, at most, once per day, to reuse a once-per day character skill that has been used already that day. These are not considered normal resources and may not be traded or traded for.

RULES

New Actions

During the Day Phase you'll have a few new actions available.

- **Explore:** Costs 4 **Stamina**. Draw an **Explore** card. This deck contains new **Danger! cards**, Gemstones, Dino Eggs, **Medicinal Herbs** and more. There is no restrictions to draw from this deck other than stamina cost.



- **Prepare & Use Medicinal Herb:** Costs 1 **Stamina** and 1 **Medicinal Herb**. Remove 1 **Physical Hindrance** from your character.

New Resources



- **Gemstones:** This resource can be found in the **Explore** deck. Trade value for these are 1:2 instead of 3:1. You may not trade FOR Gemstones.

If you unlock the Discovery "**Jewelry**" you may craft a Gemstone into a Necklace, each Gemstone provides a unique bonus as a Necklace.

Jewelry: Once per day a tribe member may spend 3 **Stamina**, 1 Gemstone and 1 **Fiber** to craft a Necklace. Place the Gemstone on your character, depending on the color, it gives a unique bonus to the character. Jewelry cannot be traded, deconstructed or unequipped and the Gemstone token is no longer usable after crafting a Necklace.



+1 Max
Stamina



+1 Max
Health



Once per day,
re-roll any
Fire Die roll.



- **Dino Egg:** This food can be found in the **Explore** deck. You can eat 2 Raw Dino Eggs to gain 1 **HP** and 1 **Stamina** or you can eat 2 Cooked Dino Eggs to gain 3 **HP** and 1 **Stamina**. The **Cooking Meat** Discovery also unlocks cooking Dino Eggs.



- **Medicinal Herb:** This resource can be found in the **Explore** deck. You may perform a Prepare & Use **Medicinal Herb** action to remove 1 **Physical Hindrance** from your character.

RULES

New Items

New item recipes have been discovered!

- Add all the new item cards to the base game's item cards, sorting them by colored crafting tier.
- Some items have special abilities listed on them, once equipped on your character the special ability becomes active. Follow the text from the ability to see how it works, some of them require you to spend stamina after using them, others give you passive buffs or activate after specific situations arise, make sure to read them!

Item
Weapon

Roll the Fire Die before fighting a **Danger!** card, this roll value is the Fire Stick's damage.

Fire Stick

Damage: **X**

Range: **1**

You may spend up to 3 FKP tokens to increase X by 1 per FKP, for 1 combat.



Cost 1 2

Item
Tool

Bone Flute

Once per day, you may **Soothe** a **Danger!** card. **Soothed Danger!** cards are ignored, but added back to the bottom of the deck they were drawn from.



Cost 2 2

Item
Weapon

Bola

Damage: **2**

Range: **2**

After use, spend 2 Stamina to keep, or discard to craft-able items area.



Cost 3

Item
Tool

Mortar and Pestle

Removes stamina cost from using **Medicinal Herbs** for the equipped character.

Does NOT give access to the Harvest deck.



RULES

Physical and Mental Hindrances

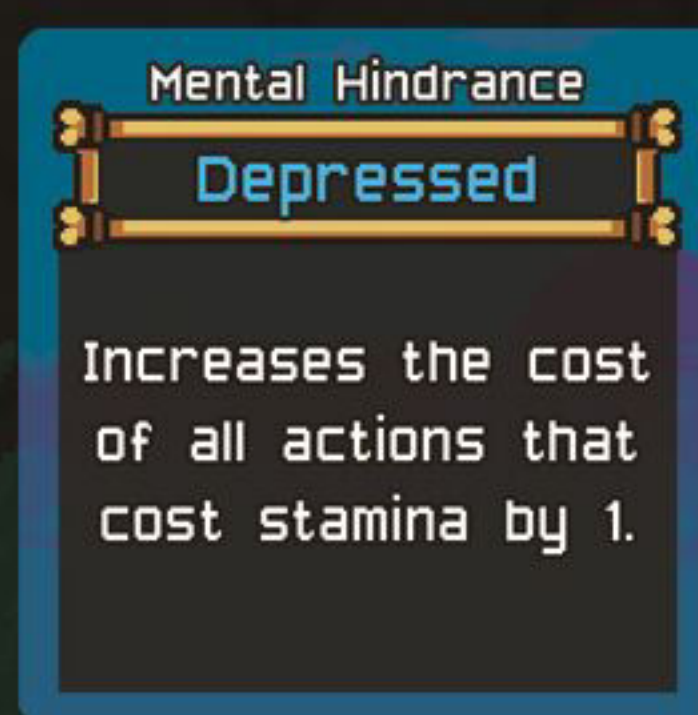
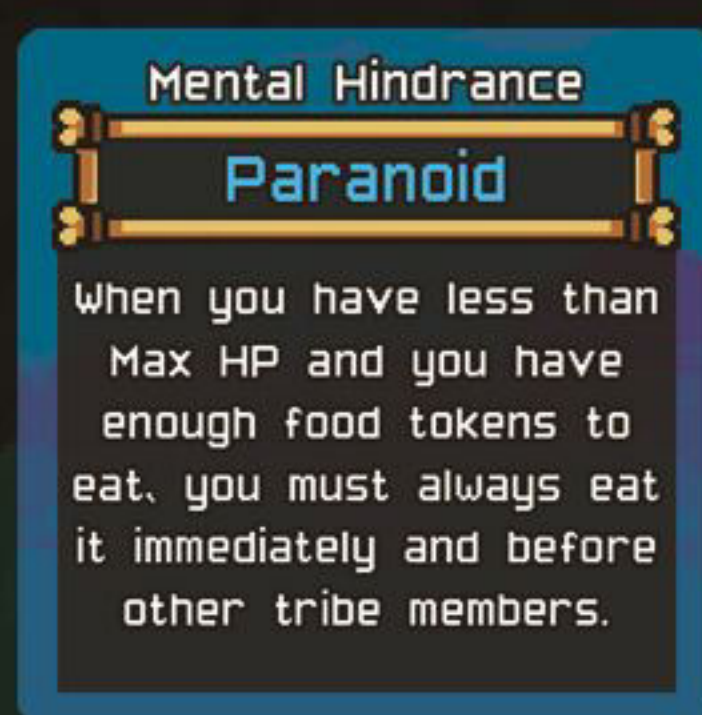
Tribe Members can now be affected by Hindrances, grouped into **Physical** and **Mental**.

- When taking any damage from a **Danger!** card or when certain cards from the Resource decks are drawn, you will draw **1 Physical Hindrance** card and place it below your character.
- These will inflict temporary harmful effects on the character.
- If you are to draw a **Physical Hindrance** and your character already has **3 Physical Hindrances**, you will instead, remove and discard all **Physical Hindrance** cards attached to the character and draw a **Mental Hindrance** card and place it below the character.



- **Physical Hindrances** can be removed by eating any food that heals you or with a **Medicinal Herb** and **1 Stamina**.

When eating food, you may choose to use the foods normal effects OR remove **1 Physical Hindrance** card, not both.



- **Mental Hindrances** cannot be removed and are stuck to your character for the rest of the game.

- A character can only have **1 Mental Hindrance** and **3 Physical Hindrances** max, unless a skill or card says otherwise. If you are to draw a **Physical Hindrance** card when already having a **Mental Hindrance** and are at the max limit of **Physical Hindrance** cards, ignore drawing any.

THUNK

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