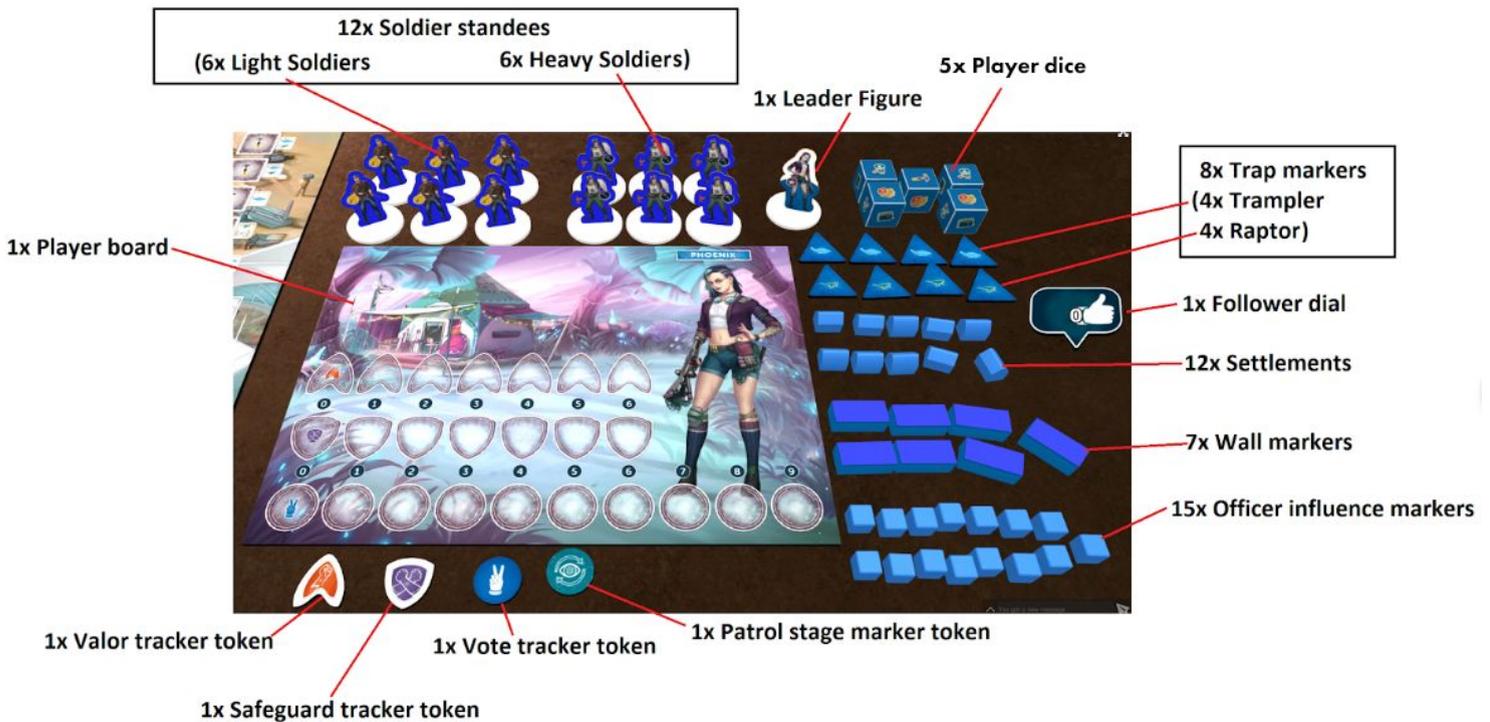


# Perseverance: Episode 1 Rulebook

(beta, 2020.10.05 version)

## Components

- Per player
  - 5 Player dice
  - 12 Settlements
  - 1 Player Colored Leader figure base snap
  - 11 Player Colored Plastic stands
  - 7 Wall markers
  - 8 Trap markers (4 Trampler, 4 Raptor)
  - 15 Officer Influence markers
  - 1 Vote tracker token
  - 1 Valor tracker token
  - 1 Safeguard tracker token
  - 1 Patrol Stage marker token



- 1 Main board
- 1 Combat Rewards board
- 1 Assembly board
- 4 Leader figures
- 4 Player boards
- 4 Follower Dials
- 10 Neutral dice

- 1 Wall die
- 1 Trap die
- 1 Normal Dino die
- 1 Dangerous Dino die
- Threat Die (D6)
- 20 Light Soldiers
- 20 Heavy Soldiers
- 20 Food resources
- 20 Modern resources (“MR” in short in the rules below)
- 20 Stories
- 24 Trampler Dinos
- 20 Raptor Dinos
- 19 Patrol cards
- 16 Challenge cards (8x Light, 8x Heavy)
- 4 Double-sided Assembly Reward tiles (one for each Zone)
- 4 Double- sided Officer tiles
- 5 Assembly Scoring tiles (3 double-sided, 2 one-sided)
- **3 Breach tokens**
- 4 Dangerous Combat area cover tiles
- 4 Community area cover tiles



## The Story So Far

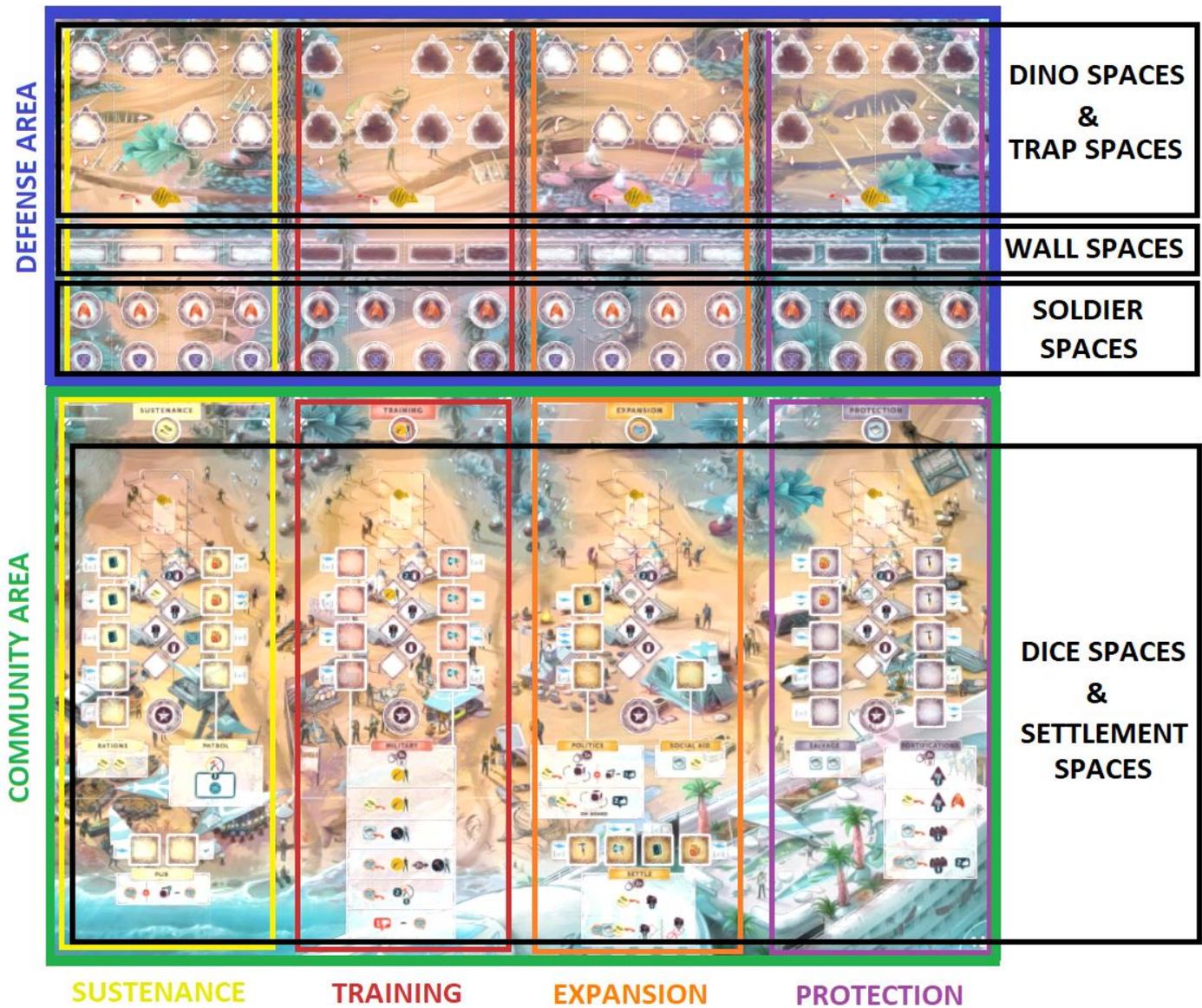
*It all began as your long-deserved holiday cruise aboard the Pearl of the Seas luxury liner, but one fateful night a horrible, otherworldly storm changed everything. The ship and all its passengers somehow lost contact with the world you knew, and ran ashore on a mysterious, previously unknown island. With no hope for rescue, it soon became clear that the island will be your new home for the foreseeable future, and that its inhabitants—fierce, dinosaur-like creatures—do not exactly welcome your arrival. It now falls upon a few resourceful individuals, including yourself, to organize the distressed, panicking survivors into a functioning society.*

*Following the guidance of the ship's senior officers, you will take part in both organizing the defenses against the dinosaurs, and in sowing the seeds of a new society. Your efforts will not go unnoticed; everything you do for the community will earn you Followers, and with enough people rallying behind you, you will become a force to be reckoned with in this strange new land.*

## Game Overview

The Main board of Episode 1, representing the early foothold settlement of Perseverance, consists of four adjacent Zones: Sustenance, Military, Expansion and Protection. Each Zone is split horizontally into two areas: Community and Defense.

The Community areas are the foundation of the future city of Perseverance: Settlements and specialist dice are placed here, and all primary action spaces are located here. The Defense areas represent the borderlands between the city and the uncharted wilderness: Soldiers, Walls, Traps and Dinos are placed here, and this is where the Dino Attacks will eventually take place. Leaders can be placed in both the Community and the Defense areas.



In Perseverance, you will be taking actions by drafting dice from a pool and placing them on various action spaces. These dice represent the specialists and the brave individuals amongst the ship's crew and passengers, with the faces showing the type of tasks they're best fitted for:

-  *Adventurers* —facing the dangers of the island,
-  *Facilitators* —managing resources and the workforce,
-  *Innovators* —building defenses,
-  *Organizers* —coordinating soldiers.

Perseverance: Episode 1 has two interwoven aspects of gameplay. In the Community areas, you will be organizing the daily life of the community: gathering resources, building settlements and fortifications, organizing patrols, and

partaking in early political power struggles. In the Defense areas, you will be mounting defenses to prepare for the increasingly powerful waves of attacking Dinos, the menace of the island.

Each aspect has its own scoring mechanism: the periodic Assembly rewards players for their influence in the Community areas, while the Dino attacks can earn rewards for those who excel in a heroic defense against the attacking dinosaurs. Among other rewards, both scoring mechanisms can give you Followers, which are required to establish yourself as a strong leader on the island and win the game.

## Setup

1. Place the Main board in the middle of the table. Cover Settlement spaces 7-10 in each Community area with the matching Community area cover tile and the third Dino space row in each Defense area with the matching face-down Dangerous Combat area tile.  
Note: Games with 2 or 3 players will use a different side of the Main board than those with 4 players.
2. Place the Combat Reward board above the Main board. This board lists 8 potential combat rewards in two columns. Place a Breach token on the circular space next to three randomly chosen Combat Reward options. We suggest randomizing which rewards to cover by shuffling one of the Challenge decks, drawing 3 cards, and placing the Breach token next to the matching numbered rewards. Alternatively, the players may agree on which 3 of the 8 rewards they would like to exclude.
3. Place the Assembly board next to the Combat Rewards board. Select the Assembly Scoring tiles corresponding to the player count (three tiles with their respective sides up for 3 and 4 players, two tiles for 2 players), and place them on the spaces on the Assembly board, from left to right in ascending order.  
Note: Games with 2 players will use a different side of the Assembly board than those with 3 or 4.
4. Place the Assembly Reward tiles next to the Assembly board.
5. Place the Dinos, Soldiers, and resources next to the Main board as the general supply. Place the Threat die, the two Dino dice, the Wall die, and the Trap die next to the supply.
6. Each player chooses one of the four aspiring Leaders and takes their respective Player board, Leader figure, and Follower Dial, set to 10 Followers. Each Leader has a unique ability described in the Appendix.
7. Each player chooses a player color and takes the following in that color: dice, Walls, Settlements, 10 plastic stands, Influence markers, and Traps. Insert 5 Heavy and 5 Light Soldier standees into the stands. These player-specific pieces form your personal supply; place them *next to* your Player board. Each player also receives a Patrol Stage marker.
8. Each player turns their Traps face down. While players may look at their own Traps at any time, their type is hidden from the other players.
9. Each player starts with 1 Food, 1 Modern Resource (“MR”), 2 Stories, and 1 Light Soldier. Keep gained assets *on* your Player board; in the case of the Soldiers, this means moving them there from your personal supply. Place your Leader figure into your colored base snap and place it on your Player board next to your available assets.

**Note:** If you prefer, instead of your Leader figure you may use the cardboard standee version of your Leader with the extra colored plastic stand provided.

10. Each player sets their Vote, Safeguard, and Valor tracks to 0 using the respective tracker tokens.
11. Place the 4 Officer tiles below the Main board, assigning each of them to a different Zone. Use the side corresponding to the player count (2 players or 3/4 players). For your first game, we suggest using the default setup below, but for later games, you should assign them to Zones randomly.
  - a. Chief Mate—Sustenance
  - b. Chief of Security—Training
  - c. Chief Steward—Expansion
  - d. Chief Engineer—Protection
12. Randomly select 2 single-stage Patrol cards (cards numbered 1-9). Place them face up near the Main board—these will be the available Patrol cards. Shuffle the rest of the Patrol cards together into a face down deck, and place it near the available Patrol cards.
13. Separate the Challenge cards by type, shuffle them, and place them face down as two decks close to the Patrol Deck.
14. Create the dice pool by gathering and rolling a number of neutral dice: **9** for two players, **8** for three players, and **10** for four players. Additionally, roll and add **one** player die from each player.

**2-player rules:** When playing with 2 players, **also add two player dice of an unused player color to the pool.** The unused player color added in this step represents a passive faction trying to hinder both players and will be referred to as the **Dissenters** throughout the rulebook.

**To clarify,** the total number of dice in the pool at the start of the game should be **13** dice for two players, **11** dice for three players, **14** dice for four players.
15. The player who has been on a boat most recently will be first in player order. Player turns will proceed clockwise. Starting with the last player in player order and proceeding counterclockwise, each player places one Settlement on the first (bottommost) Settlement space in a Zone of their choice where this space is still empty. Then, they place one Influence marker on the leftmost empty Influence cube space on the Officer assigned to that Zone. For your first game, we recommend the default setup below:
  - a. Keoni: Settlement: Sustenance, Influence: Chief Mate
  - b. Jack: Settlement: Training, Influence: Chief of Security
  - c. Adelita: Settlement: Expansion, Influence: Chief Steward
  - d. Phoenix: Settlement: Protection, Influence: Chief Engineer

**2-player rules:** After both players have placed their Settlements, place 2 Dissenter Settlements on the bottom two Settlement spaces in one of the Zones with no Settlements (chosen randomly), and one Dissenter Settlement in the other. The Dissenters do not use Influence cubes.
16. Begin play, starting with the first player.



## Assets: Gaining & Spending

The game has three types of assets: **Food, Modern Resources, and Stories**. You gain these assets from the general supply and return them there when you spend them. You cannot spend more than what you have. These three assets are considered unlimited—in the unlikely case the general supply runs out of any of them, use proxies as replacements.

You will be able to enlist brave individuals, referred to as **Soldiers**, to fend off periodic Dino Attacks and to undertake Patrols in the city. You recruit Soldiers from your personal supply and place them on your Player board, ready to be used. Fallen Soldiers return to your personal supply, while those Soldiers that survive Dino Attacks and Patrols go back to your Player board, ready to be used again. Each Soldier type (Light and Heavy) is limited to 5 per player.

The player who has the most **Followers** at the end of the game wins. Each player tracks the number of Followers they have on their personal Follower Dial. Certain Actions may cause you to lose Followers—if you need to lose more than you have, lose as many as you can (down to 0 Followers) and ignore the rest.

**Safeguard** and **Valor** represent your brave deeds and efforts to keep the population safe. Track these on the top two tracks of your Player board. You cannot spend more Safeguard and Valor than you have. Ignore any gain that would raise your Safeguard or Valor above 6.

To perform well during the periodically held Assemblies and gain enough support to become a force to be reckoned with, you will need **Votes**. Track the Votes you gain on the bottom track of your Player board (and be aware that they reset after each Assembly). You can have any number of Votes; for values higher than 10, use the flipped side of the Vote tracker token, and for (unlikely) values higher than 20, use any proxy as necessary.

You can find more details on how to gain and spend the game's various assets in the Appendix.

# Turn Structure

Your turn consists of the following steps:

1. **Place a Die:** First, choose an Action in the Community area, then take a die from the pool and place it on an empty die space of that Action.
  - o You may choose any die to place, but you **lose 2 Followers if you choose a die belonging to another player**.
    - i. Note that in 2-player games, you do **not** lose Followers for placing Dissenter dice.
  - o If possible, you must place the die on a matching icon space within the chosen Action; if there are no matching empty die placement spaces, you may place the die on an empty space with no icon instead.
  - o Before you place a die, **you may pay 1 Story to change its face**.

**Die placement example:** You have chosen to take the Fortification Action, and you choose to place a die with an Innovator icon. Because there is a free, restricted space on this Action with an Innovator icon, you must place the die there. If, however, you choose a die with a different icon, then you can place it on any one of the free, unrestricted spaces.

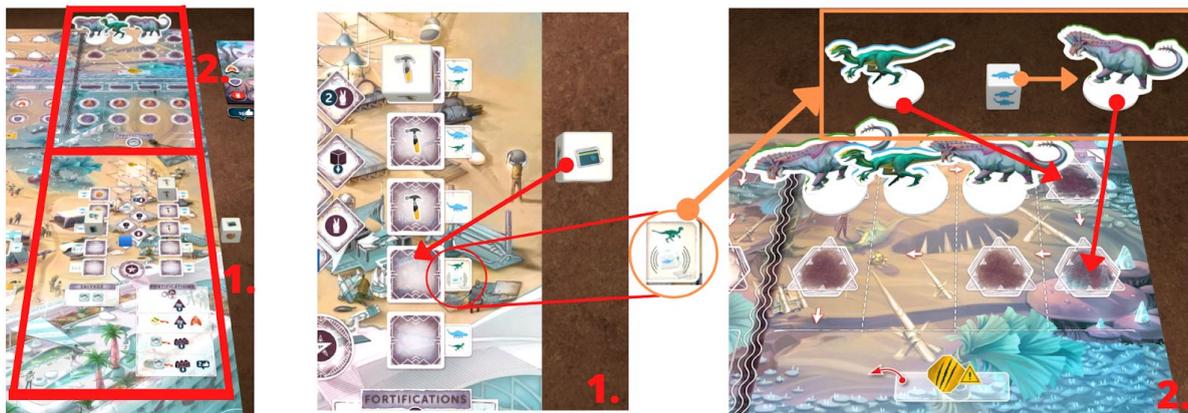


## 2. **Place Dinosaurs:**

As you work towards establishing a foothold on the island, you cannot disregard the alarming reports of constant dino sightings around the town. After placing a die, follow from top to bottom the Dino and/or die roll icons associated with the die space to place Dinosaurs and/or roll a die. Place Dinosaurs (Tramplers and/or Raptors) in the Defense area of the same Zone as you placed the die, filling up the empty Dino space(s) following the arrows. If the icon shows a die roll and the area is Safe, roll the normal (white) Dino die and place the Dino(s) shown, from top to bottom. If the area is Dangerous (see later), roll the Dangerous (yellow) Dino die instead.



- a. If you must place more Dinosaurs than there are spaces available, place as many as you can and ignore the rest.
- b. If there is a Trap token on a space where a Dino is to be placed, place the Dino on top of the Trap token. The Trap token will be resolved during a Dino Attack.



3. **Resolve Primary Action:** Resolve the Action where you placed the die in Step 1. (Described in the “Primary Actions” section.)
4. **Optional Secondary Action:** You may perform **one Secondary Action** after resolving the Primary Action. (Described in the “Secondary Actions” section.)
5. **Resolve Patrol Card Stage:** This step only applies if you have a Patrol card in front of you. (See the Patrol Action in the “Primary Actions” section for details.)
6. **End-of-Turn Checks:**
  - a. Check for a Dino Attack (described in the “Defense Areas and Dino Attack” section).
  - b. Then, if there are no dice in the dice pool, perform an Assembly (described in the “Assembly” section).

## Primary Actions

Primary Actions are taken in the Community areas of each Zone on the Main board. On your turn, you always take one Primary Action by placing a die from the pool on one of its die spaces.

## Sustenance Zone

*Chief Mate: "It is now clear that we are going to be here for a while, and the Sustenance Zone is a key to our long-term survival. The food we saved from the ship won't last long, so we already established small crop fields to ensure that the supplies last as long as needed. We have sentinels watching over our community and an organized patrol to solve... "incidents" with the local wildlife. In our oceanfront pub, people can blow off some steam and share their adventurous stories, too!"*



## Rations

*A sustainable source of food is the cornerstone of our forming settlement.*

Gain 2 Food.

## Patrol

*Regular patrols are necessary to fend off Dinos that wander too close to the city and make it beyond its walls.*



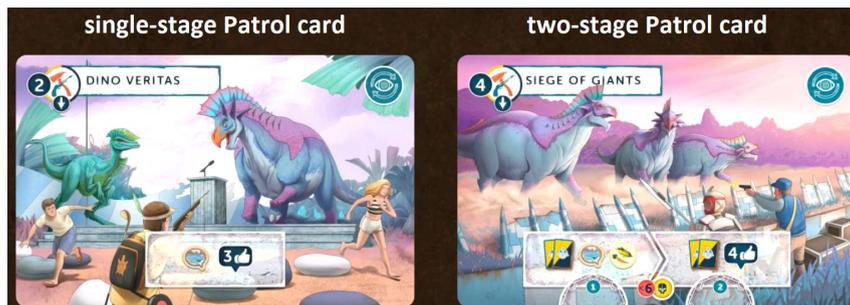
The Patrol action consists of the following steps:

1. **Take** one of the two available face-up Patrol cards and place it next to your Player board. Immediately reveal another card to replace it. A Patrol card can have one or two stages—if you chose a two-stage Patrol card, mark Stage 1 with a Patrol Stage marker token.

**Note:** If you already have a Patrol card in front of you, you cannot take the Patrol Action.

2. **Assign Soldiers** (from your Player board) to the card. You must assign at least the required number of Light or Heavy Soldiers (printed in the top left corner of the card), but you may choose to assign more. Soldiers assigned to Patrol cards cannot be reassigned until the Patrol is completed.

**Note:** You must be able to fulfill the Soldier requirements on your chosen Patrol card. If you cannot, then you cannot take this Action.



At the **end** of your turn (in step 5 of your turn), you *must* resolve the current stage of your Patrol card.

1. **Receive all rewards of the stage.** If the current stage shows one or more Challenge cards, **draw** a Challenge card for each Soldier currently on the Patrol card, corresponding to the type of the Soldier (Light or Heavy).

**If you drew any Challenge cards, choose and resolve** them up to the number shown on the Patrol stage. Receive the rewards, and perform Threat rolls on all chosen cards, then shuffle all drawn Challenge cards back into their respective decks.

Threat rolls: Light and Heavy Soldiers have their own respective Challenge card decks. Each Challenge card shows a reward and potentially a threat to the Soldier involved. If you draw and keep a card with a threat, you have to roll the Threat die—if you roll a number less than the Threat shown on the card, return a Soldier of the matching type from the Patrol card to your personal supply. Better rewards typically have higher Threat values.

2. If at least one Soldier survives and the card has a second stage, you may choose to **move on to the second stage**. If you do, keep all your surviving Soldiers on the card. This transition also shows a Threat value: resolve a Threat roll as described in the Challenge Card section above, but you may choose to lose either

type of Soldier if you fail. If after the transition no Soldiers survive, it is the same effect as if you chose not to proceed.

**Note:** Use your Patrol stage tracker to keep track of your Patrol's progression.

- If the card doesn't have any more stages or you choose not to proceed, **the Patrol is completed.** Return any surviving Soldiers to your Player board and keep the completed Patrol card face down in front of you; it may be relevant for the Chief of Security's scoring condition.



## Pub

*Collecting the stories, both heroic and terrifying, of the city's citizens provides the means to motivate your followers.*

Gain Stories equal to the total number of your Player dice on the Main board and in the pool plus one. (For example, if you have 3 dice placed on the Main board and 1 in the pool, you would receive 5 Stories.)

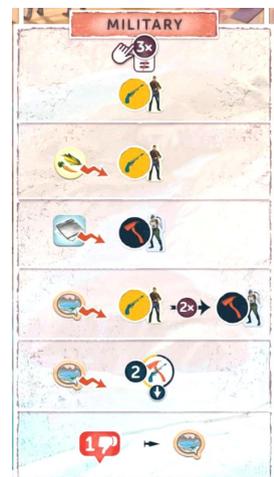


## Military Zone

*Chief of Security: The security team of the ship is ready to protect our people. We are, however, vastly outnumbered by the beasts at the gates, and we need to start training people not just to defend themselves but to help protect our society. We are equipping people with anything useful we can salvage from the ship, and with ammunition running low, we are teaching them how to make good use of an axe as well.*

### Training

*Willing passengers can be enlisted as Soldiers to help in your efforts to defend the growing city of Perseverance.*



Choose up to 3 **different** effects from the following list, and resolve them in any order:

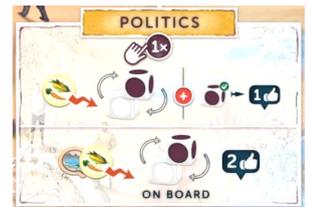
- Gain a Light Soldier from your personal supply to your Player board.

- Pay 1 Food to gain a Light Soldier from your personal supply to your Player board.
- Pay 1 MR to gain a Heavy Soldier from your personal supply to your Player board.
- Pay 1 Story to convert up to 2 Light Soldiers on your Player board to Heavy Soldiers.
- Pay 1 Story to place up to two Soldiers from your Player board (as described in the the Place Soldiers Secondary Action).
- Lose 1 Follower to gain 1 Story. You may not choose this option if you have 0 Followers.

**Note:** Because you can resolve the effects in any order and their effects are gained immediately, you can convert or place a Soldier that you just gained on a later pick in the same Training Action, or you can spend a Story gained from the last pick right away.

## Expansion Zone

*Chief Steward: The ship is heavily damaged, and we need to start the evacuation. I'm here to coordinate the passengers and manage their relationships with you as one of their potential leaders. You can use the Podium to convince people to join your cause or help me coordinate the settlement process. If you are in desperate need, we may even be able to offer some of our own scarce supplies...*

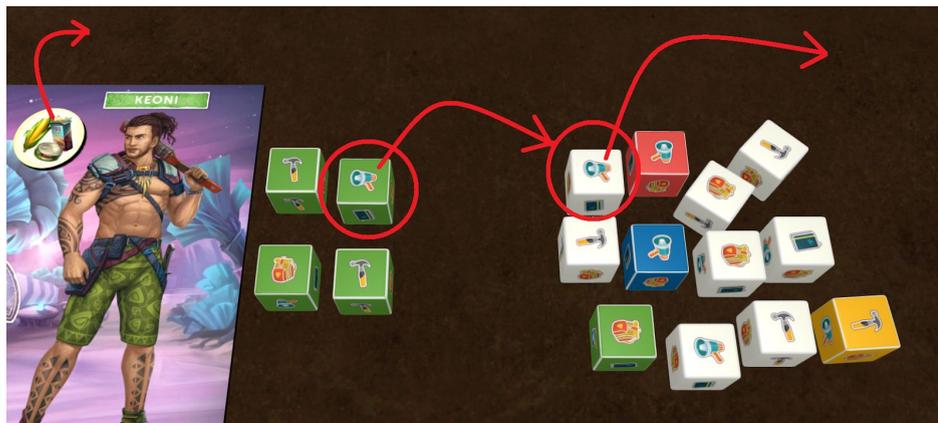


## Politics

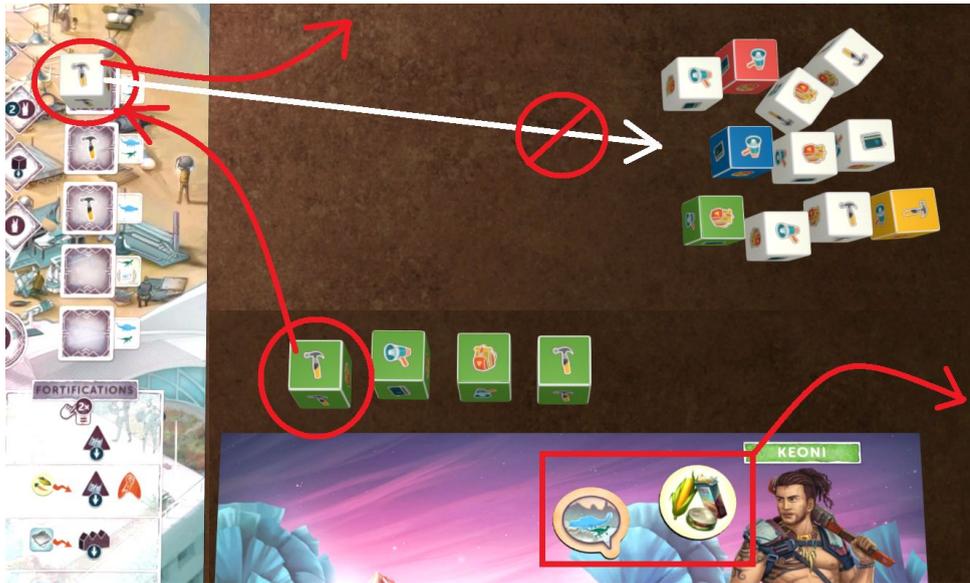
*Gain the support of Perseverance's best specialists, switching their neutral die to that of your player color, and increase the presence of your supporters across the city.*

Pick **one** of the following two effects:

- If there is at least one Neutral die in the pool, pay 1 Food to replace a Neutral die in the pool with one of your Player dice, set to the same face as the die replaced, then gain 1 Follower for each of your Player dice in play (i.e. on the Main board and in the dice pool). Return the replaced Neutral die to the box.



- Pay 1 Food and 1 Story to replace a Neutral die on the Main board with one of your Player dice, set to the same face as the die replaced, then gain 2 Followers. Return the replaced Neutral die to the box.



**Note:** If you already have all 5 of your Player dice in play, then you cannot take the Politics Action.

## Social Aid

*The citizens of Perseverance are always ready to provide supplies from their own reserves to ensure the city is well-defended.*



Gain 1 MR and 1 Food.

## Settle

*Providing the citizens of Perseverance with permanent shelter with Settlements is a sure way to gain their support during Assemblies, but these shelters cannot be built and forgotten—a common effort must be made to defend them from the ever present Dinosaurs.*



Pick **one** of the following two effects:

- Pay 1 Food to place a Settlement into any Community area and receive the placement bonus.
- Pay 1 Story, 1 MR, and 1 Food to place a Settlement into **two different** Community areas. You only receive the placement bonus for **one** of the placed Settlements, and you must build the **other** Settlement on the bottommost available Settlement space in the other area.

Settlements may provide various one-time bonuses when they are built. They can be built on any unoccupied Settlement space (minding the limitation of the latter option above). Higher-numbered spaces have a greater risk of falling prey to breaching Dinosaurs during a Dino Attack (see the “Defense Areas and Dino Attack” sections for details). Settlement spaces 7-10 only become available once the Zone becomes Dangerous (after the first Dino attack in that Zone).

The Settlement bonuses are as follows. Influence Officer is elaborated in the “Secondary Actions” section.

	No bonus
	Gain 1 Vote until the next Assembly
	Influence the Officer in this Zone
	Gain 1 Food/Light Soldier/Story/Modern Resource
	Gain 2 Votes until the next Assembly
	Gain 2 Food/Light Soldiers/Stories/Modern Resources
	Gain 3 Safeguard
	Retrieve your Leader from the Main board
	Place up to <b>3</b> Soldiers on Soldier spaces in Defense areas (as described under the Place Soldiers Secondary Action).

## Protection Zone

*Chief Engineer: The Pearl is dead—there is no way around that. Once we are safe, I'm going to mourn this masterpiece of modern engineering, but now we need to tear it down and make use of everything we can. The best use for now is building walls and setting traps to protect ourselves against these mighty beasts, so that's what we are focusing on here.*

## Salvage

*No longer functioning as a ship, the Pearl of the Sea takes on new life as the materials needed to protect Perseverance are salvaged from its wreckage.*



Gain 2 MR.

## Fortifications

*Perseverance cannot be protected with manpower alone; makeshift defenses must be made so that our focus can move from protecting the city to building it.*

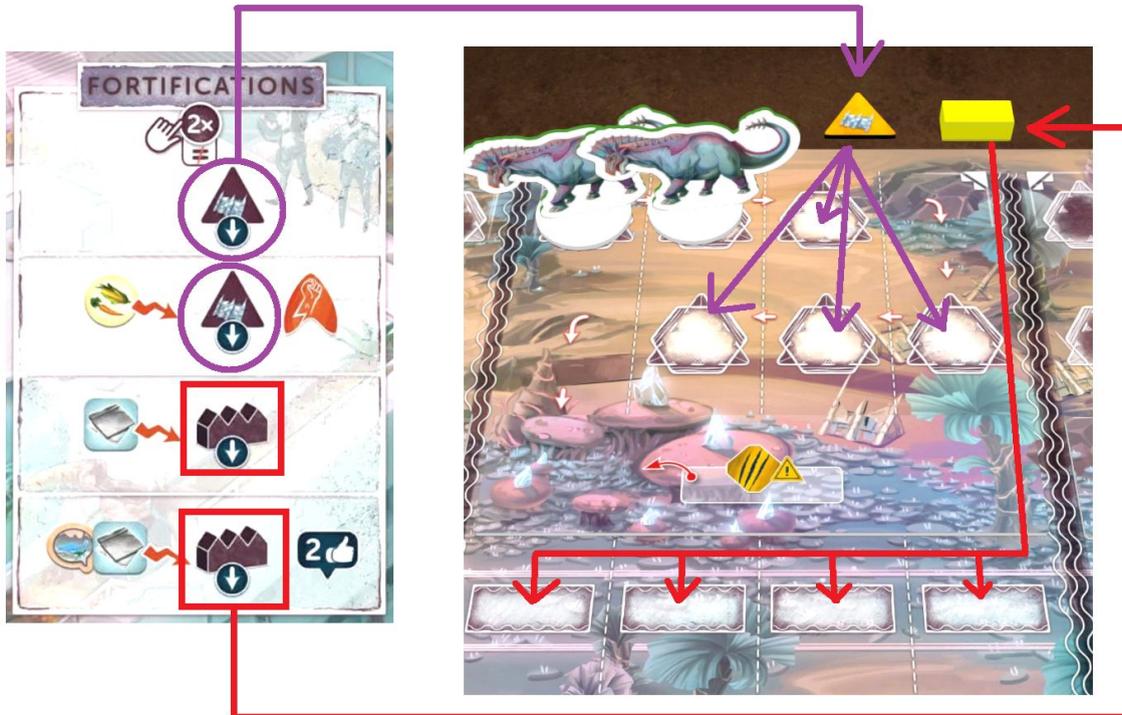
Choose up to 2 **different** options from the following list in any order:

- Place one of your Traps (of the type of your choice) face down on an **empty** Dino space of any Defense area.
- Spend 1 Food to place one of your Traps (of the type of your choice) face down on an **empty** Dino space of any Defense area, **and** gain 1 Valor.



- Spend 1 MR to place a Wall on an empty Wall space in any Defense area.
- Spend 1 Story and 1 MR to place a Wall on an empty Wall space in any Defense area and gain 2 Followers.

**Note:** While you cannot choose the same option twice, you can build two Walls or two Traps within the same Action by choosing the two different options that provide a similar result.

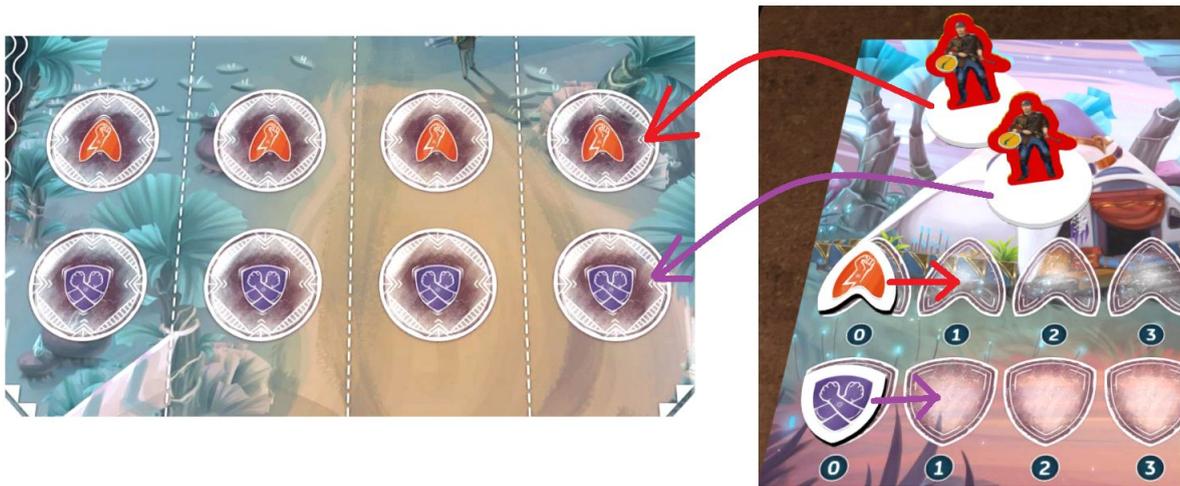


## Secondary Actions

*Chief Steward: As an aspiring leader, you can do a lot for the community: help out in the city, mobilize your troops, or head into the fray yourself and join the defenders. Also, don't forget to consult with the Council Members every once in a while!*

As described in the “Turn Structure” section, after you resolve your Primary Action, you may optionally take **one** of the following four Secondary Actions:

1. **Place Soldiers:** Place one or two Soldiers from your Player board onto empty Soldier spaces in the Defense areas. When placing multiple Soldiers, you may split them between multiple Zones. Each Defense area has two rows of Soldier spaces. For each Soldier you place on a top row space, you receive 1 Valor. For each Soldier you place on a bottom row space, you receive 1 Safeguard. Safeguard and Valor are tracked on your Player board.



2. **Place your Leader on the Leader space of a Community area:** You may only do this if your Leader is not already on the Main board and there is no Leader in that Community area. After placing your Leader, resolve **any one** Action in that Zone. (You do not place any Dinosaurs for taking this Action.)  
**Note:** Leaders in Community areas are retrieved after an Assembly.



3. **Place your Leader in a Defense area:** You may place your Leader onto any empty Soldier space only if your Leader is not already on the Main board. Receive 1 Safeguard or Valor (as though you were placing a Soldier).  
**Note:** Defense areas may each have multiple Leaders (on different Soldier spaces).  
**Note:** Leaders in Defense areas are retrieved after a Dino Attack on that area.



4. **Influence an Officer:** Choose **one** target Officer, then **spend 0/2/4 Stories** to place **1/2/3 Influence** cubes from your personal supply on the chosen Officer, filling up empty Influence spaces from left to right.

Influence Spaces and Officer Bonuses: Whenever all Influence spaces on an Officer are filled with Influence cubes (3 or 4, depending on player count), the player(s) with the most cubes on these spaces immediately receive the bonus printed on the Officer (1 Food, 2 Valor, 1 MR, or 2 Safeguard). In case of a 4-way tie with 4 players, none of the players receive the bonus. Then, immediately slide all cubes from the tracks onto the Officer tile, freeing up the cube spaces. If a player would place more Influence than the number of empty cube spaces at the start of the Action, the leftover Influence can now be placed on the free spaces.



**Note:** The total amount of Influence cubes you may place is limited to 15. It is **not** possible to move Influence between Officers.

**Note:** Whenever you place two or more Influence at the same time for any reason, you may **not** split them between multiple Officers.

# Defense Areas and Dino Attack

*Chief of Security: Those beasts are watching us from the woods, waiting for the perfect time to strike. Those darn Raptors follow in the footsteps of the lumbering Trampers, hoping for easy prey. We must stop them before they breach our defenses and start threatening the civilians!*

Each Defense area consists of three sections:

- The rows in the top section are the **Dino spaces**. Initially, there are two Dino space rows, with a third row added when the area becomes Dangerous (after the first Dino attack in that area). Traps (see the Fortifications Action) can only be built on empty Dino spaces.
- The middle section consists of **3-4 Wall spaces** (depending on the player count), where players can build Walls with the Fortifications Action.
- The two rows in the bottom section are the **Soldier spaces**, where players can place Soldiers or Leaders to defend against the impending attack. Placing on these spaces awards Valor (first row) or Safeguard (second row).



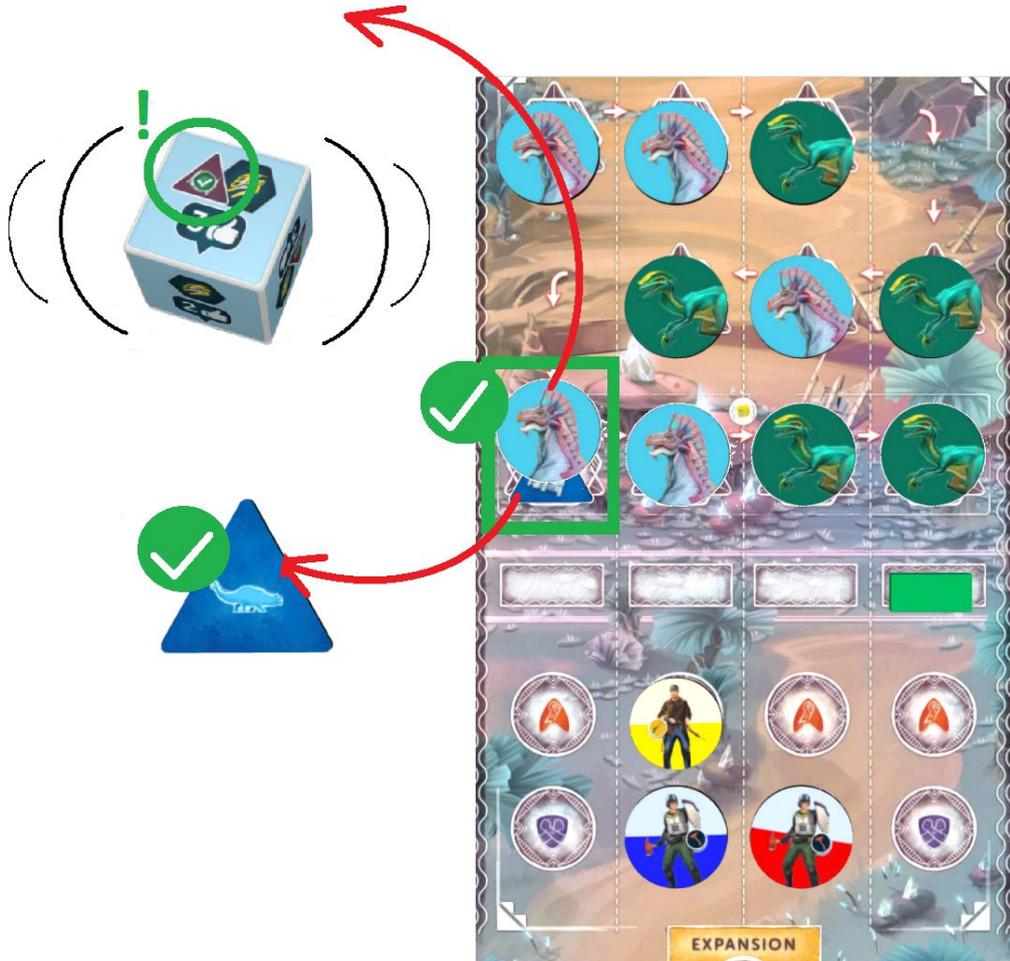
When all Dino spaces in a Zone's Defense area are occupied by Dinosaurs at the end of a player's turn, a **Dino Attack** is triggered. If both an Assembly and a Dino Attack trigger at the end of a player's turn, the Dino Attack is always resolved first.

Execute the following steps in order to resolve a Dino Attack:

1. **Trap phase:** Turn all Traps under Dinosaurs face up; then, for each trap, roll the Trap die.

	<p>On this result, remove the Dino <b>if it matches the type of the Trap</b>, and place it in front of the Trap's owner as a killed Dino. They also gain the amount of Followers shown. Otherwise, leave the Dino on the space (and do not gain the Followers shown).</p>
	<p>On this result, remove the Dino (even if it does not match the type of the Trap) and place it in front of the Trap's owner as a killed dino. They also gain 2 Followers.</p>

	<p>On this result, leave the Dino on the space regardless of its type. The Trap's owner gains 2 Followers.</p>
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- Wall phase:** Roll the Wall die for each Wall from left to right. The wall's owner gains any Followers or Safeguard shown on the roll. Additionally, if the roll shows a "Dino skull" result, remove the Dino closest to the Wall in the Wall's column and place it in front of the Wall's owner as a killed Dino.

*Chief Engineer: Though we are doing our best, it is possible that our traps fizzle out even if they were built for the right kind of dinosaur or that they work surprisingly well even if they weren't. We are becoming more efficient with the walls too, but sometimes they are not enough to hold the rampaging horde back.*

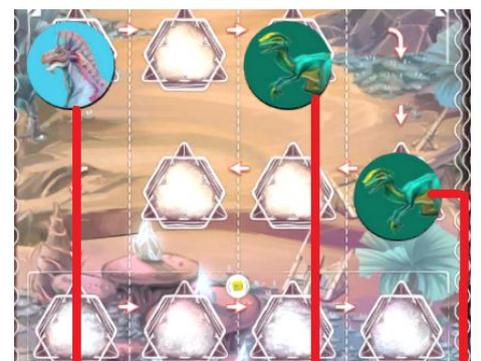


3. **Fight phase:** In the Fight phase, the remaining Dinos attack the Soldiers defending the Zone. Each Soldier or Leader in the first row fights the Dino(s) closest to them in their column. Then, if there are Dinos remaining, repeat the process for Soldiers or Leaders in the second row. Each Light Soldier kills one Dino in its column and each Heavy Soldier kills two. **Simultaneously**, each **Raptor** kills the Light or Heavy Soldier it was fighting. Leaders are never killed, and they kill two Dinos.

Place all killed Dinos in front of the player whose Soldiers or Leader killed them. Topple all killed Soldiers (leaving them in place), and leave all other Soldiers and Leaders in place for now.



4. **Breach phase:** If there are any surviving Dinos at this point, the defense failed and the surviving Dinos **breach**. Otherwise, the defense is successful and this phase is skipped.

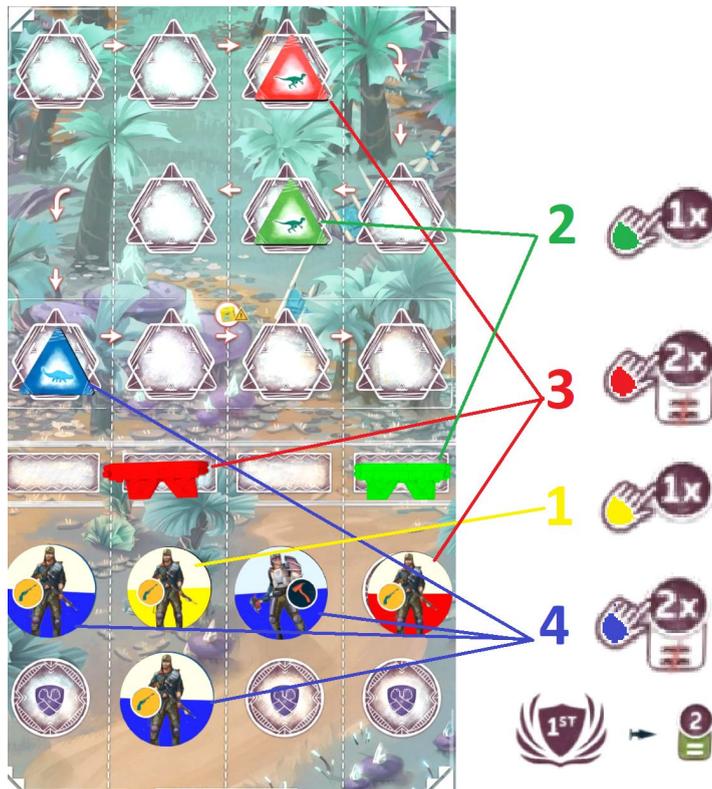


- a. For each breaching Trampler, remove the topmost Settlement.
- b. **Then**, each breaching Raptor attacks a **different** Settlement, proceeding from top to bottom. Each player whose Settlement was attacked by a Raptor loses 2 Followers.
- c. The active player loses 2 Followers for each breaching Dino.
- d. Return all breaching Dinosaurs to the supply.

**5. Combat Rewards phase:** Sum up each player's pieces (Traps, Walls, Soldiers, and Leaders) in the **attacked Defense area** to determine their **Combat Contribution**. Fallen (toppled) Soldiers also count. Depending on the amount of their contribution, each player is eligible to pick a number of Combat Rewards from the Combat Rewards board by paying its associated Safeguard and/or Valor cost. One Contribution grants one pick, and every second Contribution on top of that grants an additional pick. All picks a player makes within a Combat Rewards phase have to be different. The player(s) with **the highest Contribution**, however, may repeat **one** of their picks.

Rewards can be picked simultaneously. If more than one player picks the Place Settlement reward, they place them in a clockwise order, starting with the active player.

*For details on the available Combat Rewards, refer to the Appendix.*



**6. Retrieve phase:**

- a. Each player returns all their surviving Soldiers, face-up Traps, and their Leader from the attacked Defense area to their Player board. Keep all Traps returned this way face up—they cannot be used again, but they may be scored with the Chief Engineer's scoring condition. Leave all Walls in place, and return all fallen (toppled) Soldiers to the players' personal supplies.
- b. Return all killed Dinosaurs from in front of the players to the general supply.

- c. If the Zone was attacked for the first time, remove the matching Dangerous Combat area tile in the third row of the Combat area, and remove the Community area cover tile from the Community area.  
**Note:** *Dangerous areas reach further into the wilderness, leaving more room for expansion, but Dino attacks will be significantly tougher there, and a die placement will generally attract more Dinos than before.*  
**Note:** *From now on, players should use the Dangerous Dino die to roll for Dino placements in this Zone.*

# Assembly

*Chief Steward: The Assembly is our regular gathering where we discuss what we have achieved so far and how to proceed. We are also voting for our community leader for the next cycle—but votes are not the only way the community can appreciate and honor our aspiring leaders' work and dedication.*

An Assembly is triggered at the end of a player's turn if there are no dice left in the pool. 2-player games consist of a total of two Assemblies, while 3 and 4-player games consist of a total of three. Each Assembly resolution uses the following three terms:

- ❑ **Population:** The Population of a Zone is **2 plus the total number of Settlements of any color** in that Zone's Community area. This is shown on one face of each Zone's Assembly Reward tile.



- ❑ **Presence:** The Presence of a player in a Zone is equal to the number of pieces in that player's color present in that Zone's Community area (**not** the Defense area). These pieces are their player dice, Settlements, and possibly their Leader.



- ❑ **Production:** Each Zone produces a certain type of asset. From left to right, these are: Food, Light Soldier, Story, and MR. This is printed on the Main board and also shown on the other face of each Zone's Assembly Reward tile.



**2-player rules:** In 2-player games, track the Votes gained by the **Dissenters** as if they were a third player.

When resolving the Assembly, follow these steps in order:

**Assembly Reward:** The player with the most Presence in each Zone receives that Zone's Assembly Reward tile. If two players tie (this may include the Dissenters in a 2 player game) each tied player receives Votes equal to **half the Zone's Population**, rounded down, instead of the tile. If more than two players tie, they receive nothing.



1. Then, secretly and simultaneously, each player with one or more Assembly tiles chooses to receive either Production or Votes, using the two sides of the tile. Reveal the choices simultaneously.
  - a. Players who chose Production receive the Zone's **Production twice** (2 Food, 2 Light Soldiers, 2 Stories, or 2 MR), while players who chose Votes receive **Votes equal to the Population of the Zone** (the number of Settlements plus 2). Keep track of Votes during the Assembly on the Vote track on each player's board.
  - b. The player (if any) with the second-highest Presence in each zone receives **half of the reward that was not chosen during step a** (i.e. a single Production or half the Votes, rounded down). Players tied for second-highest Presence receive nothing.

**2-player rules:** If the Dissenters have the single most (i.e. not tied) Presence in a Zone, they always choose Votes. They also receive half Votes if a) they are tied for majority or b) they are second and the player in majority chose Production (just like a normal player would). Anything but Votes the Dissenters would gain during an Assembly is ignored.



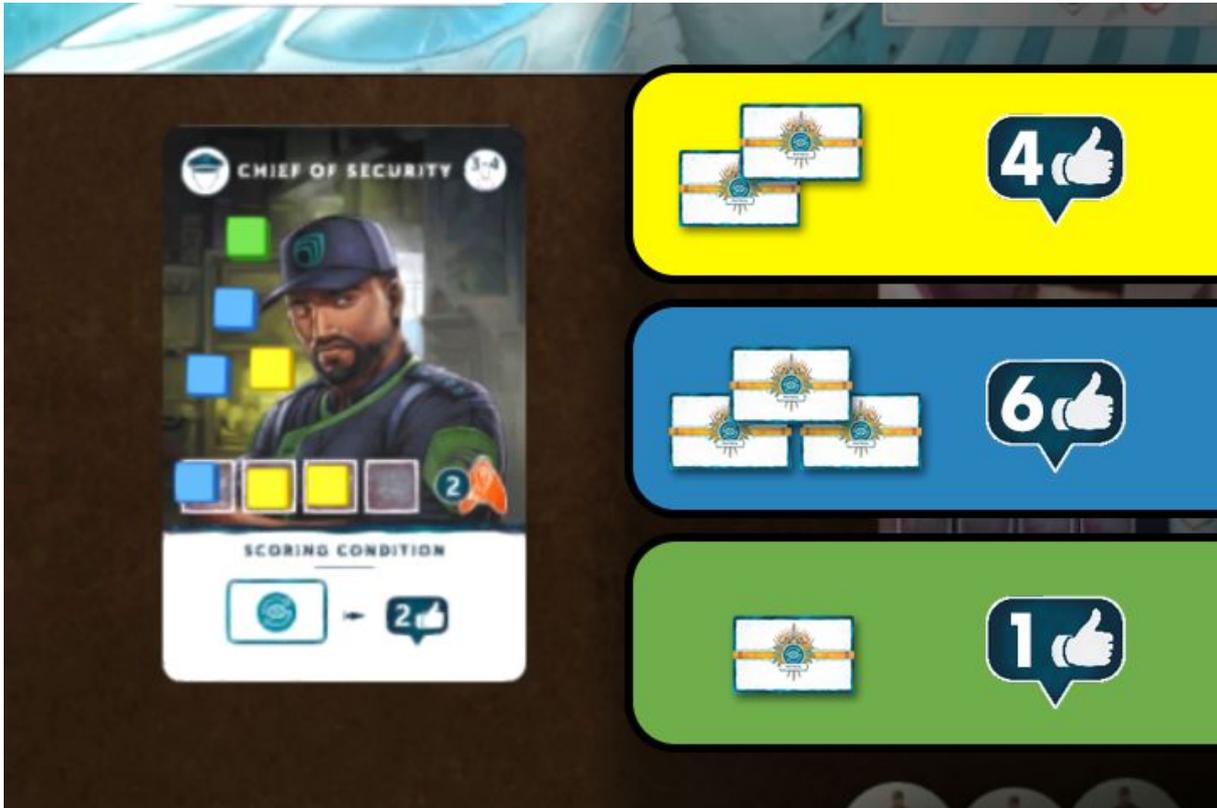
2. **Assembly Scoring:** Tally the total Votes of each player, including any Votes they have gained before the Assembly. Players earn Followers based on their Vote ranking, as shown on the leftmost Assembly Scoring tile. Later Assemblies have higher Follower rewards.

	1st Assembly	2nd Assembly	3rd Assembly
2 players	17/5/0	21/6/0	
3 players	14/6/0	17/7/0	21/8/0
4 players	17/8/4/0	20/10/5/0	24/12/6/0

**Note:** In case of a tie, for each tied player, add the Followers for the highest remaining rank. Divide the total Followers evenly, rounded down, among those players. For example, a two-way tie for second place in the 2nd Assembly in a 4-player game would earn each tied player 7 Followers, which is  $(10 + 5) / 2$  rounded down.

**2-player rules:** If they have enough Votes, the Dissenters can also claim first or second place in an Assembly. If they do, ignore any Followers they would score, but the player(s) they overtook will only score Followers according to the lower position(s).

3. **Officer Scoring:** Each Officer card has a scoring condition printed on it. For each Officer, the player(s) with the **most** Influence on it (including both the card and the Influence slots) receive Followers based on the scoring condition, even if multiple players tie for most Influence. Then, the player(s) with the second-most Influence receive **half** the Followers, rounded down, based on the scoring condition. These scoring conditions are detailed in the Appendix.



#### 4. Wrap Up

- Each player with a **Leader** in a Community area **retrieves** it to their Player board.
- Put the leftmost Assembly Scoring tile (the one just scored) back into the box, then slide the rest one space to the left.
- Population Change:** Only applies in 2- and 4-player games—and only after the first Assembly, as shown on the now left-most Assembly Scoring tile.
  - 4-player rules:** Remove any one neutral die from the game and return it to the box (as shown on the top left of the respective Assembly Scoring card).
  - 2-player rules:** Add 2 Dissenter dice to the pool (for a total of 15 dice, 4 of which are Dissenter dice).
- Collect **all** dice from the board, and reroll them to **recreate the dice pool**.
- Put the available **Patrol cards** (i.e. Patrol cards not in front of players) to the bottom of the deck in a random order, and draw 2 new ones.
- Set each player's Vote tracker to zero.

Continue to play with the next player's turn as normal.

# Ending the Game

The game ends immediately after the second Assembly in a 2-player game or after the third Assembly in a 3- or 4-player game.

## Final Scorings

At the end of the game, each player may gain Followers in several ways:

### 1. Defenses

- a. Add up the number of **Soldiers** (and possibly their Leader) each player has across **all** Defense areas. In descending order starting with the player with the most Soldiers (and Leader), each player may score Followers accordingly: games with 2 players score 4/0, games with 3 players score 5/2/0, and games with 4 players score 6/3/1/0 Followers. In case of a tie, add up the Followers the tied players' positions would gain and divide the number evenly, rounding down, amongst them. A player with zero Soldiers scores no Followers.
- b. Add up the number of **Walls plus Traps** that each player has across **all** Defense areas. In descending order starting with the player with the most Walls and Traps combined, each player may score Followers accordingly: games with 2 players score 4/0, games with 3 players score 5/2/0, and games with 4 players score 6/3/1/0 Followers. In case of a tie, add up the Followers the tied players' positions would gain and divide the number evenly, rounding down, amongst them. A player with zero Soldiers scores no Followers.

### 2. Leftover assets

- a. Each player gains 1 Follower for each Food, MR, Story, and each Heavy Soldier remaining on the Main board and on their Player board.
- b. Each player gains 2 Followers for each pair of 1 Safeguard and 1 Valor.

The player with the most Followers wins. If multiple players tie, the winner is the player with the most total Soldiers (on the Main board, on their Player board, and on unfinished Patrols). Any still-tied players share a win.

## Optional Rule Set: The Deterministic Version

We believe that survival on a dinosaur island has to have some unpredictability to it, which Perseverance simulates with die rolls. We designed the game in a way that the effect of these die rolls depends on the player's choices and can always be mitigated or calculated with. However, for those who feel uncomfortable with the dice possibly derailing their well-laid plans, we created the Deterministic version: a modular ruleset designed to eliminate the variance of die rolls from various aspects of the game.

The Deterministic version has an alternative rule for each game aspect involving dice and is fully modular. You may use all the below rules to fully eliminate the variance of die rolls from the game or use only a few of them to keep some of it.

**Dino placement:** At the beginning of the game, roll both Dino dice. Whenever you would have to roll the Dino dice after a die placement, instead place the Dino(s) currently shown on the respective die, **then** reroll the die. This way, you will always know what Dinosaurs you can expect as a result of a die placement.

**Walls:** Leave the Wall die in the box. During the Wall phase of a Dino Attack resolution, each player always receives 1 Safeguard for each of their Walls, but nothing else happens. During the Fight phase, the Soldier or Leader closest to the Wall in the same column kills 1 additional Dino. This Dino is collected by the owner of the Soldier, even if it's a different player than the owner of the Wall. If there are no Soldiers behind the Wall at all, it has no effect during the Fight phase.

**Traps:** Leave the Trap die in the box. During the Trap phase, each revealed Trap that matches the Dino on it kills the Dino and scores 3 Followers to its owner. Each Trap that does not match the Dino on it has no effect (but it still counts towards Combat Contribution as normal).

**Threat:** Leave the Threat die in the box. Instead, give each player a Threat tracker card and two Threat tracker tokens (one for Light and one for Heavy Soldiers). Place those tokens on the "0" space on the Threat tracker card. Whenever you would need to roll the Threat die, instead advance on the Threat track with the respective Soldier's tracker token the number of steps equal to the Threat value. When the Threat value is not linked to a Soldier type (when progressing to the next level of a Patrol), you may choose which Soldier's tracker to advance, but you may not split the value. Each time you land on or cross the Soldier death space (#6) on the track, return 1 Soldier of the respective type to the supply. At the end of the game, if the Heavy Soldier tracker token is on position 3 or higher, you lose 1 Follower.

## Appendix

### Leader Abilities

Adelita	<b>Ship's Chef:</b> You start with 1 additional Food. When using the Influence Officer Secondary Action, you may substitute 2 Stories with 1 Food.
Jack	<b>Fireworks:</b> Whenever one or more Dinosaurs are placed in a Defense area after your Primary Action, you may place one of those Dinosaurs (of your choice) into another Defense area instead. You may not place a Dino this way if it would trigger a Dino Attack in the other Defense area.
Phoenix	<b>Net Gun:</b> When placing your Leader in a Defense area, you can either gain 1 additional Safeguard/Valor OR you may immediately place one of your Traps <b>under a Dino already placed</b> in that area. (You cannot place a Trap onto another Trap.)
Keoni	<b>Natural Leader:</b> After taking the Training Action, you may also place 1 Light Soldier in a Defense area (regardless of picks).

### Officer Bonuses and Scoring Conditions

	Bonus	Scoring Condition
Chief Mate	1 Food	Choose a Community or Defense area. Gain 1 Follower for each piece you have in that area (Settlements, dice, or your Leader in a Community area; or Soldiers, Walls, Traps, or your Leader in a Defense area).
Chief of Security	2 Valor	Gain 2 Followers for every Patrol card you completed or currently have in progress.
Chief Steward	1 Modern Resource	Gain 3 Followers for each set of 2 of your Settlements and 1 of your Player dice in play.
Chief Engineer	2 Safeguard	Gain 1 Follower for each of your Walls and Traps (already used or on the Main board).

## Challenge cards explained

L1	Gain 1 Valor.
L2	Gain 1 Safeguard.
L3	Gain 1 Food or 1 MR.
L4	Gain 1 Food and 1 Follower.
L5	Gain 1 Modern Resource and 1 Safeguard.
L6	Gain 1 Story and 1 Valor.
L7	Gain 1 Food and 1 Story.
L8	Gain 3 Followers.
H1	Gain 1 Food or 1 MR.
H2	Gain 1 Safeguard and 1 Valor.
H3	Gain 1 Food and 1 Story.
H4	Gain 1 MR, 1 Safeguard and 1 Valor.
H5	Gain a Food or an MR, and gain 2 Followers.
H6	Gain either 2 Food, 1 Food and 1 MR, or 2 MR.
H7	Gain 5 Followers.
H8	Gain either 2 Safeguard, 1 Valor and 1 Safeguard, or 2 Valor. Also gain 3 Followers.

## Combat Rewards explained

Reward	Price
Gain 1 Follower for each Trampler and 2 Followers for each Raptor you killed during this combat.	3 Valor
Gain 1 Production from this Zone (Food, Light Soldier, Story or Modern Resource)	1 Safeguard

Gain 1 Follower for each Light Soldier and 2 Followers for each Heavy Soldier you lost during this combat.	1 Valor + 1 Safeguard
Gain 1 Follower for each of your Settlements and 2 Followers for each of your Player dice in this Zone.	2 Safeguard
Gain 2 Followers for each of your Walls in this Zone.	1 Safeguard + 1 Valor
Gain 5 Followers.	1 Safeguard + 2 Valor
Place 1 Settlement on the bottommost empty space in this Zone, but gain no placement bonus.	2 Safeguard
Gain 1 Light Soldier.	1 Valor

## Asset and Resource Overview

Below is a summary on how you can obtain the various assets and resources of Perseverance and what they are used for.

### **Food**

*Food is the cornerstone of a functioning society, and with the supplies from the ship running low, the island will have to provide.*

You can **gain Food** in the following ways:

- using the Rations Action,
- using the Social Aid Action,
- triggering the Sustenance Zone's Production after a Dino Attack or an Assembly,
- settling on certain Settlement spaces in the Sustenance Zone,
- finding it on some Challenge cards, and
- getting the Chief Mate's Bonus.

**Food** can be **spent** on

- placing Settlements,
- gaining additional Player dice with the Politics Action,
- gaining Light Soldiers, and
- placing Traps.

### **Modern Resources**

*Modern Resources are salvaged parts from the wrecked ship and used to lay the foundations of the settlement and its defenses.*

You can **gain Modern Resources** in the following ways:

- using the Salvage Action,
- using the Social Aid Action,
- triggering the Protection Zone's Production after a Dino Attack or an Assembly,
- settling on certain Settlement spaces in the Protection Zone,
- finding it on some Challenge cards, and
- getting the Chief Steward's Bonus.

**Modern Resources** can be **spent** on

- placing Settlements,
- building Walls, and

- gaining Heavy Soldiers.

## **Story**

*On a mysterious dinosaur island where everything is new and dangerous, rumors spread like wildfire. The stories of your heroic deeds can help you rally Soldiers and gain the favor of the ship's ranking Officers.*

You can **gain Stories** in the following ways:

- using the Pub Action (ideally while having multiple dice already in play),
- triggering the Expansion Zone's Production after a Dino Attack or an Assembly,
- settling on certain Settlement spaces in the Expansion Zone,
- spending a Follower when using the Training Action, and
- finding it on some Challenge cards

**Stories** can be **spent** on

- placing multiple Settlements,
- converting a Neutral die already on the board to a Player die using the Politics action,
- building multiple Walls,
- influencing Officers,
- converting Light Soldiers into Heavy Soldiers using the Training Action,
- placing more Soldiers using the Training Action, and
- changing the face of a die before placing it.

## **Influence**

*Since the settlement is growing under the guidance of the ship's four ranking officers, influencing them to support your endeavors is crucial.*

You can **gain Influence** on the Officers in the following ways:

- settling on certain Settlement spaces and
- using the Influence Secondary Action.

You can **place Influence on** Officers to potentially gain Followers for their scoring condition after each Assembly and to trigger their bonuses.

## **Safeguard and Valor**

*Safeguard and Valor symbolize the settlement's gratitude for your protection and heroism.*

You can gain Safeguard and Valor in the following ways:

- placing Soldiers or your Leader in the Defense areas,
- finding it on some Challenge cards,
- having Walls during a Dino Attack (Safeguard),
- placing Traps (Valor), and
- getting the Bonus of the Chief of Security and the Chief Engineer.

You can **spend Safeguard and Valor** on valuable Combat Rewards after Dino Attacks, and each remaining pair is worth 2 Followers at the end of the game.

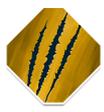
## **Soldiers**

*Soldiers are the ex-security personnel of the ship and other brave souls determined to protect the developing settlement from the dinosaur menace.*

You can train Soldiers with the Training Action and gain Light Soldiers by triggering the Training Zone's Production after a Dino Attack or Assembly. Soldiers can be used either to defend against the attacking Dinosaurs or to undertake Patrols.

# Icon glossary

Icon	Name	Icon	Name
	<p><b>Food</b></p>		<p><b>Patrol</b></p>
	<p><b>Modern Resource</b></p>		<p><b>Player die</b></p>
	<p><b>Story</b></p>		<p><b>Neutral die</b></p>
	<p><b>Valor</b></p>		<p><b>Player-specific Settlement</b></p>
	<p><b>Safeguard</b></p>		<p><b>Any Settlement</b></p>
	<p><b>Influence</b></p>		<p><b>Wall</b></p>

	<b>Light Soldier</b>		<b>Trap</b>
	<b>Heavy Soldier</b>		<b>Trampler Dino</b>
	<b>Leader figure</b>		<b>Raptor Dino</b>
	<b>Leader space</b>		<b>Dino Death</b>
	<b>Follower</b>		<b>Threat die roll</b>
	<b>Lose Follower</b>		<b>Wall die</b>
	<b>Active Player</b>		<b>Dino Die (Normal or Dangerous)</b>
	<b>Player</b>		<b>Production of a Zone</b>
	<b>Pick one (from multiple options)</b>		<b>Dino Attack</b>
	<b>Retrieve</b>		<b>Assembly</b>

	<b>Spend</b>		<b>Vote</b>
	<b>Flip (tile)</b>		<b>Rank in a majority (relative to other players)</b>