

SURVIVAL STORIES THE COTTAGE

Thank you for taking part in the demo of Survival Stories: The Cottage - I really hope you enjoy it and look forward to playing more!

Before I get into the rules of the game, I would like to briefly explain what The Cottage is about. The Cottage is a decision-making game in which you must research and choose wisely in order for the protagonists of the story to survive.

The plot is set in Connieville, a small town that hides a big secret.

The Cottage is a Print 'n Play game. This means that there will be no physical version of the game for sale.

When you buy the game, you will receive a digital book in pdf that you will have to read during the game on a mobile phone, tablet or electronic device. You will also have to print some files.

It is a character sheet where you will have to make notes and a series of maps that work as a board.

(These maps can also be played on a flat tablet instead of being printed out).

In this first demo of The Cottage, you will get to know the main plot of the game and you will be able to enjoy the first chapter of the story.

Your actions have a direct impact on the plot of the story, but the biggest repercussions will obviously be in later chapters, where the actions you take will have a direct impact on the story.

Enjoy the first chapter. Thank you.

RULEBOOK

PREPARATION

Open the pdf book to the first page. You will need 2 tokens or whatever you can use as tokens. One will be the turn counter and one will be the group token to move around the board. Print out the maps if you are not going to play on a tablet. In addition, you will need a pencil and a 6-sided die.

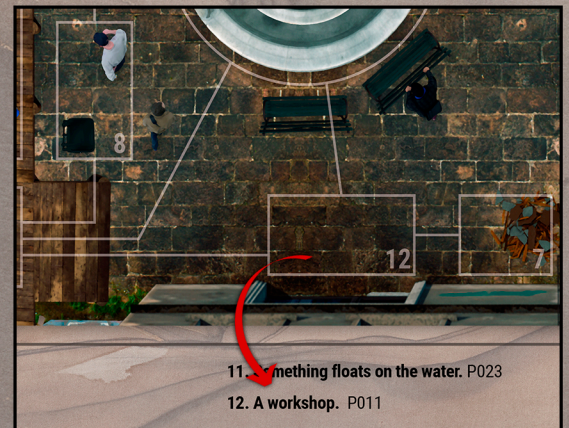


LET'S GET STARTED

Start by reading the first 7 pages of the introduction. After that, you are instructed to put the first map on the table and read its description. After that, you can start playing.

ON YOUR TURN

Place the counter on the first turn and the group token in the square with the footsteps. This is the starting square. Each turn you have up to two moves. You can move around the squares that are connected to each other. When you have finished moving, read the number of the square you are in at the bottom of the map. Here you will find a short description of the square and the paragraph of the pdf book that you must read to investigate this place. Open the pdf book and read the paragraph indicated. The book will guide you if you need to do more. Once you have finished reading and there is nothing left to do, your turn is considered over. Advance the counter to the next turn and play again.



EVENTS

There are some squares on the turn counter that have a red colour. When you finish your turn in one of the red boxes, read the paragraph that is indicated in that box. These are events that appear in the story.



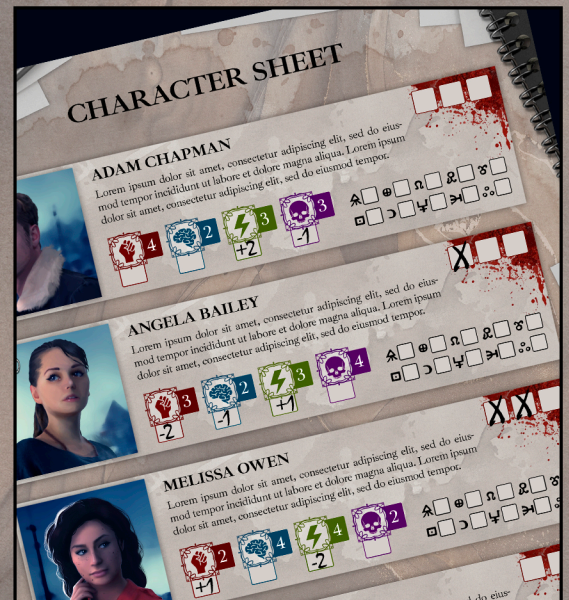
CHARACTER SHEET

The character sheet has the 5 main characters that you will play during the story. Each of these characters has the following attributes: **Strength, Intelligence, Energy and Fear**. During the game, the game may ask you to make an attribute roll. You must roll the die. The roll is considered successful if the die result is the same as or lower than the character's attribute. If, instead, the result is higher than the attribute, it is considered a failed roll.

The book will tell you what to do in each case.

These attributes can be modified during the story according to the decisions you make. In case of modifying the value of an attribute, write in the blank space below the value to be modified (for example: +1, +2, -1, -2).

Each character can take 3 wounds, indicated at the top right. If a character receives 3 wounds, he dies immediately and can no longer be played with.



CHARACTER EVENTS

Each character has a section with event boxes. Where indicated in the book, mark with an X the event for that character. These are important situations or decisions that the character has made that drastically influence the story. Later on, you will be instructed that if a character has a particular event marked, read a different paragraph of the book.

