



**THE
LAST
SHELTER**

Whispers of the Mist

Multiplayer Rulebook

#1 the STORY

Mazandaran's sudden climate change remains an enigma, but survival in this harsh new world is a stark reality. When the fog first engulfed the entire coast of Mazandaran, no one anticipated the lurking monsters in the dense mist, preying on the living. Now, every survivor knows that making fire is the key to warding off these monstrous threats. The fundamental rule of survival here is simple: fog means monsters, and fire means safety.

However, this is just the beginning. To survive, securing water, food, and shelter is imperative. Utilize every tool to manage essential resources and ensure your group's survival!

#2 the GOAL

In *The Last Shelter: Whispers of the Mist*, you play as survivors fighting to stay alive. Your main goal is to build a shelter.

To do this, you need to gather resources, construct buildings, and equip yourself. Upgrading your board will help you reduce construction costs and increase your power to fight monsters.

At the end of the game, the player with the most Victory Points (VP) wins.

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#3 Game COMPONENTS



5 Player Boards



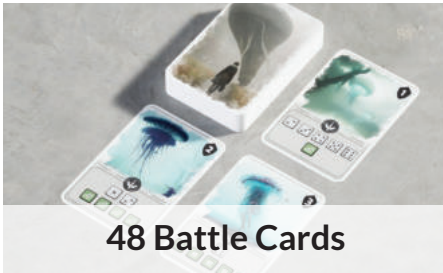
25 Two-sided Action Tiles



5 Character Boards



5 Two-sided Shelter tiles



48 Battle Cards



120 Action Cards



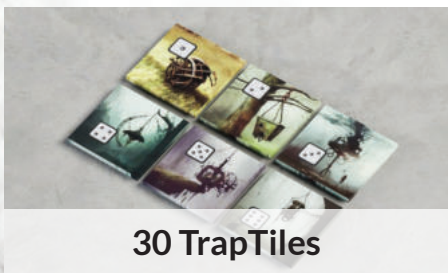
30 Wooden Monster (Small, Medium, Large)



25 Survivors in 5 colors



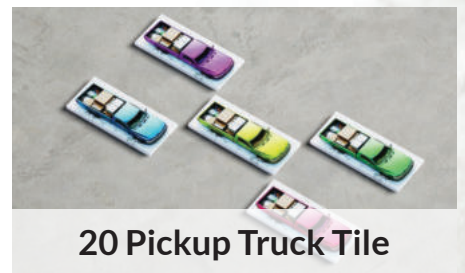
20 Jungle Tiles



30 Trap Tiles



4 Fire Trap Tile



20 Pickup Truck Tile



Resources



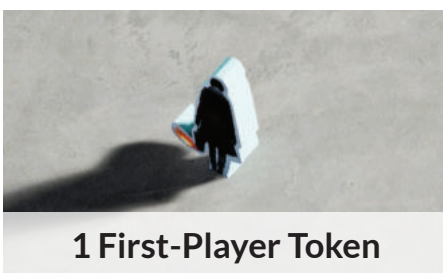
Sacrifice Tokens



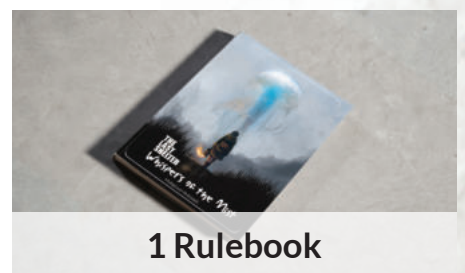
5 Dice



5 Health Counter



1 First-Player Token

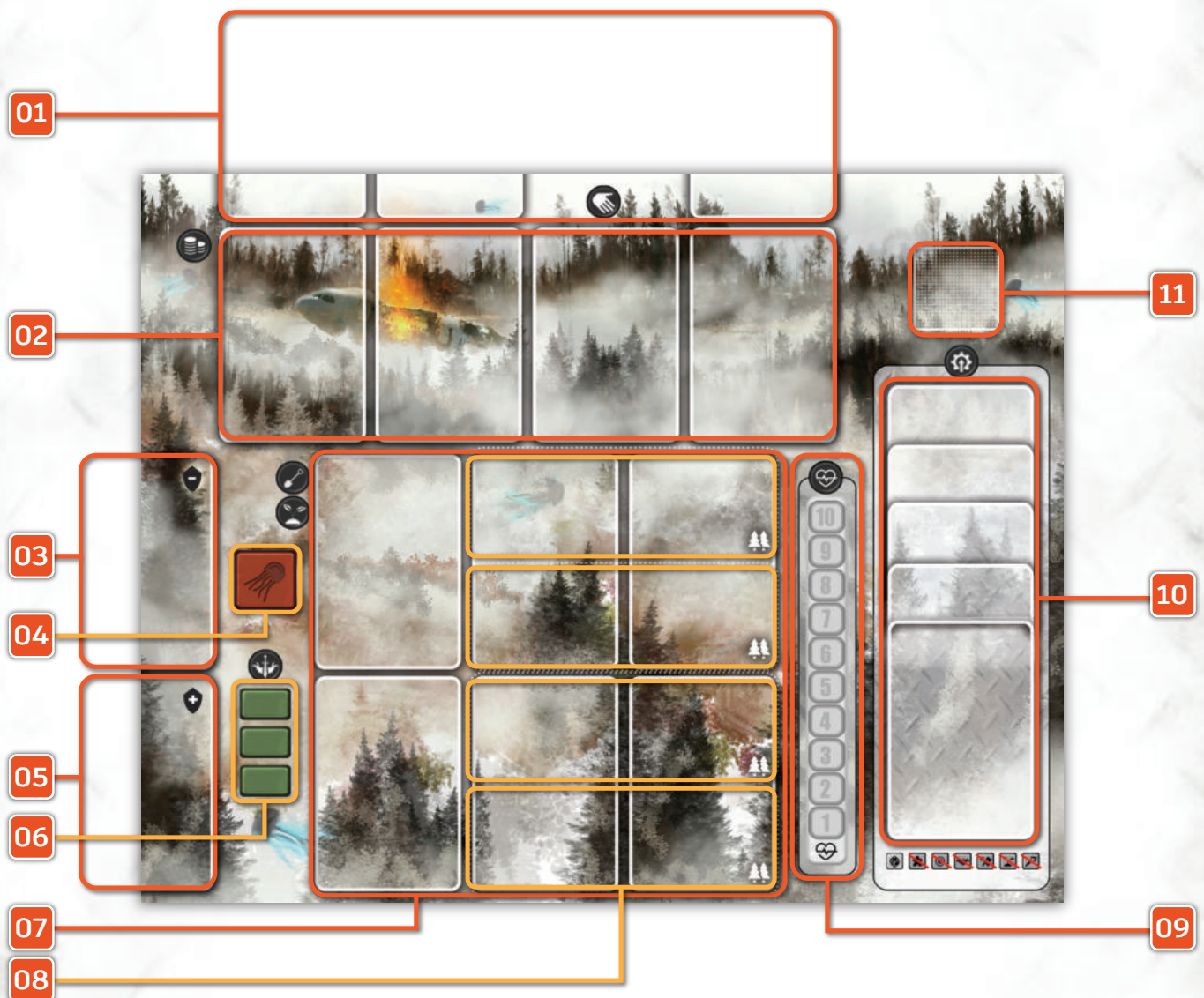


1 Rulebook

#4 Components DETAILS

Player's Board:

01. **Explore Section:** This section is used in the first phase.
02. **Collect Section:** This section is used in the second phase to collect resources from the cards.
03. **Unsuccessful Battles:** If you lose a battle or use a monster attack card, you must place the card here. These cards give negative points at the end of the game.
04. **Monster Spawn Zone:** If you place a card in the Unsuccessful Battles section (Section 03), you must place a monster in this area. The monster moves to an adjacent space at the end of each round.
05. **Successful Battles:** If you defeat a monster, you can place its card here to score points at the end of the game.
06. **Battle Section:** In the Action Phase, if you want to battle monsters on your board or other players' boards, place your survivors in this section to start the battle.
07. **Construction Section:** If you construct a card (green cards), place it here.
08. **Jungle Zone:** At the beginning of the game, place the Jungle tiles in this section. These tiles block your construction spaces and must be removed during the game.
09. **Health Tracker:** Tracks your health throughout the game.
10. **Upgrade Section:** If you upgrade your board, place the cards (blue cards) in this section.
11. **Trap Tile Section:** If you lose a battle, you can place a Trap tile here to use in future battles.

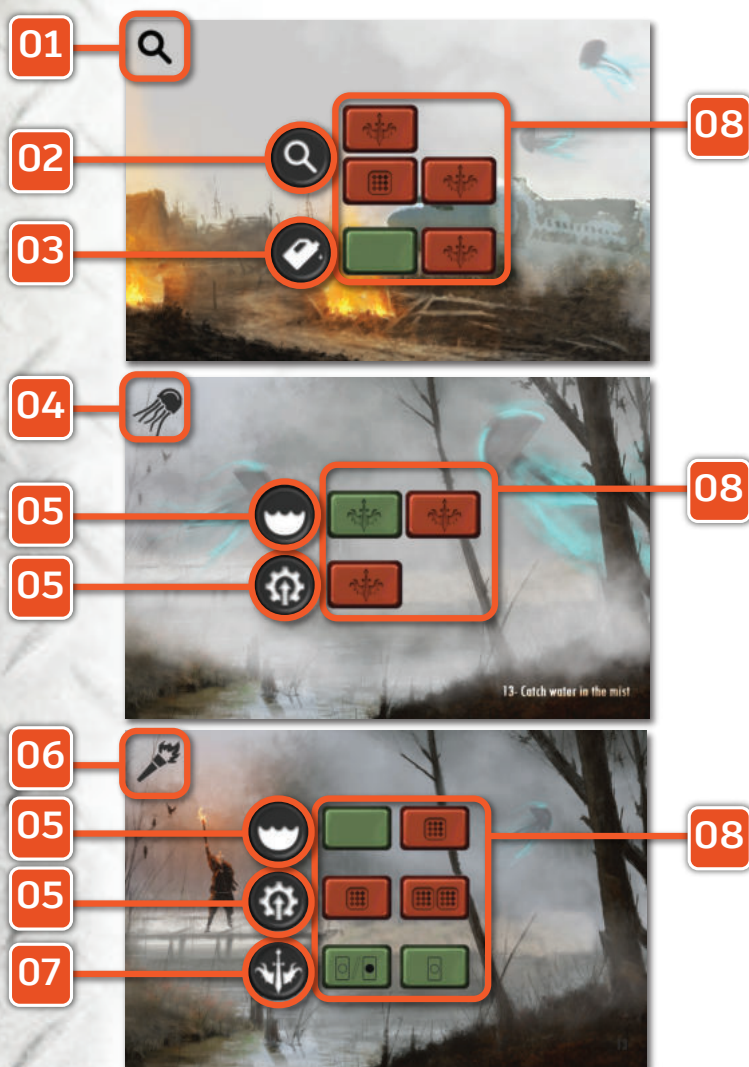


Action Tiles:

01. **Airplane Action Tile:** This tile represents a search action and remains stationary throughout the game.
02. **Search Action:** This action allows you to search the discard pile.
03. **Gain Oil:** This action allows you to gain oil from the discard pile.
04. **Mist side of Action Tile (Front):** At the beginning of each round, all new Action Tiles must be placed face up.
05. **Main Actions:** By placing survivors on an action, you can perform that action if you

meet its prerequisites. Each tile has similar actions on the front and back, but with different prerequisites.

06. **Fire side of Action Tile (Back):** Before placing survivors, you can pay oil to light a fire torch. This allows you to flip the tile and use the back (the Fire side) without the mist. The back of the tile has the same actions as the front, but without the battle prerequisite.
07. **Battle:** This action allows you to battle monsters and claim rewards from the Battle cards.



Prerequisites Actions

-  No prerequisites action needed.
-  A battle with rewards, granting access to the action of a tile.
-  A battle with no rewards, granting access to the action of a tile.
-  Pay one extra resource to grant access to the action of a tile.
-  Pay two extra resources to grant access to the action of a tile.
-  A battle with rewards by selecting one of the face-up battle cards.
-  A battle with rewards by drawing from the battle card deck.
-  A battle with rewards by either drawing from the battle card deck or choosing one of the face-up battle cards.

Character Boards:

Oscar Well-Digger:



01. **Oscar (Well Digger):** He can obtain water more easily than others.
02. **Ability:** You can pay two resources   to gain 1 water.
03. **Build Shelter Action:** By placing a survivor here, you can build one level of your shelter.
04. **Required Resources:** To build the first level of shelter these resources are required:      
05. **Storage limit:** Each character has a limited storage capacity. Oscar can store 1 additional water resource.

Nora Mechanic:



01. **Nora (Mechanic):** Nora can upgrade her player board more easily than other survivors.
02. **Ability:** When upgrading your player board, you may substitute 1 of the required resources with any one resource of your choice.
03. **Build Shelter Action:** By placing a survivor here, you can build one level of your shelter.
04. **Required Resources:** To build the first level of shelter these resources are required:      
05. **Storage limit:** Each character has a limited storage capacity. Nora can store 1 additional oil resource.

Felix Hunter:



01. **Felix (Hunter):** Felix can hunt more easily than other survivors.
02. **Ability:** You can hunt by paying just two resources  .
03. **Build Shelter Action:** By placing the survivor here, you can build one level of your shelter.
04. **Required Resources:** To build the first level of shelter these resources are required:      
05. **Storage limit:** Each character has a limited storage capacity. Felix can store 1 additional water resource.

Yuna Constructor:



01. **Yuna (Constructor):** Yuna can construct more easily than other survivors.
02. **Ability:** When constructing, you may substitute 1 of the required resources with any 1 resource of your choice.
03. **Build Shelter Action:** By placing the survivor here, you can build one level of your shelter.
04. **Required Resources:** To build the first level of shelter these resources are required:

05. **Storage limit:** Each character has a limited storage capacity. Yuna can store 1 additional leather resource.

Luca Carpenter:



01. **Luca (Carpenter):** Luca can cut down trees more easily than other survivors.
02. **Ability:** You can pay   to perform a Logging action.
03. **Build Shelter Action:** By placing the survivor here, you can build one level of your shelter.
04. **Required Resources:** To build the first level of shelter these resources are required:

05. **Storage limit:** Each character has a limited storage capacity. Luca can store 1 additional wood resource.

Shelter Tiles



01. **Level One of Shelter:** By paying the required resources shown on your character tile, you may place the Level 1 Shelter tile on your character board.
02. **Required Resources:** The resources required to build the second level of the shelter are:

03. **Level Two of Shelter:** By paying the required resources, you may flip your Level 1 Shelter tile to its Level 2 side.
04. **End Game Trigger:** As soon as any player builds a Level 2 Shelter, the end of the game is triggered. The game will finish at the end of the current round, ensuring all players have an equal number of turns.
05. **Victory Point:** At the end of the game, a Level 1 Shelter is worth 5 VP. A Level 2 Shelter is worth a total of 12 VP.
06. **Storage limit:** Building the Level 1 Shelter increases your maximum storage capacity to 6 per resource type.

Action Cards

There are five different action cards, each with a distinct color:

Construction Cards (Green):

During the Collect Phase, place these cards in your Collect Section to collect the resources shown (01). To build this card, pay the required resources (02) and move it from the Collect Section to your Construction Section. Built cards generate products at the end of each round (05) and grant Victory Points (VP) at the end of the game (06).

Upgrade Cards (Blue):

These cards are used to upgrade your player board. Pay the card's cost (02) and place it in your Upgrade Section to activate new abilities (07), such as increasing battle power, reducing trading rates, or using fire traps. Each ability has a maximum limit; additional icons beyond this limit have no effect.

Plunder Cards (Purple):

These cards allow you to loot resources left on other players' pickup truck tiles. During the Collect Phase, place this card in your Collect Section. During the Action Phase, this card allows you to spend resources directly from another player's pickup truck to pay for an action.

Monster Attack Cards (Red):

During the Collect Phase, place this card in your Unsuccessful Battles section, lose 1 Health, and place a monster in the Monster Spawn Zone. You then collect the resources shown on the card (08). To defeat this monster later, you must roll the target numbers shown on the card (09). Defeated monsters grant positive VP (06) at the end of the game. However, if they remain in your Unsuccessful Battles section, they count as negative VP (06).

Infected Area Cards (Yellow):

During the Collect Phase, place this card in your Collect Section. You must lose 1 Health to collect the resources shown on this card (08).

Oil: The bottom right of every action card shows an oil icon(s) (04). When you perform the Gain Oil action, you collect this amount of oil from the discard pile.

Minimum numbers of players: This number (03) is used during game setup to indicate the minimum number of players required. Remove any cards with a number higher than the current player count before playing.



Battle Cards

Battle Cards are used during the Battle action. If a battle is successful, you may claim the card's rewards or gain access to specific actions.

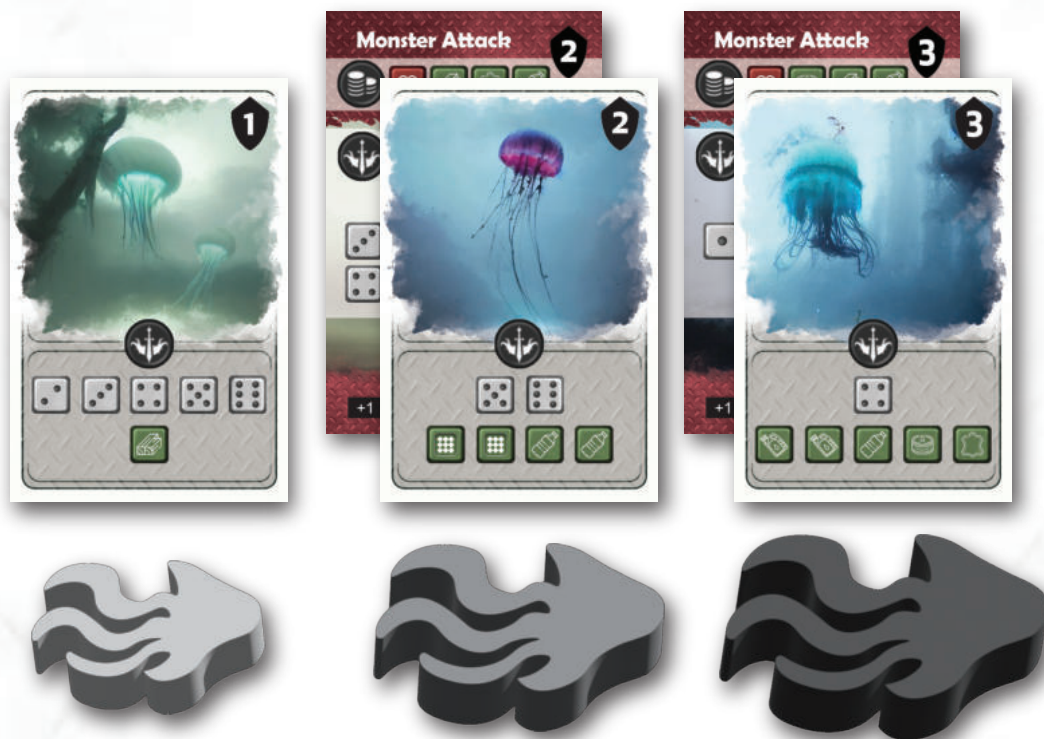
01. **Victory Points:** Depending on the outcome of the battle, these cards will grant you either positive or negative VP at the end of the game.
02. **Target Number:** To defeat a monster on your board, you must roll the exact target numbers shown on the card.
03. **Resources:** After a successful battle, you may choose to collect the depicted resources by discarding the card.



Monsters

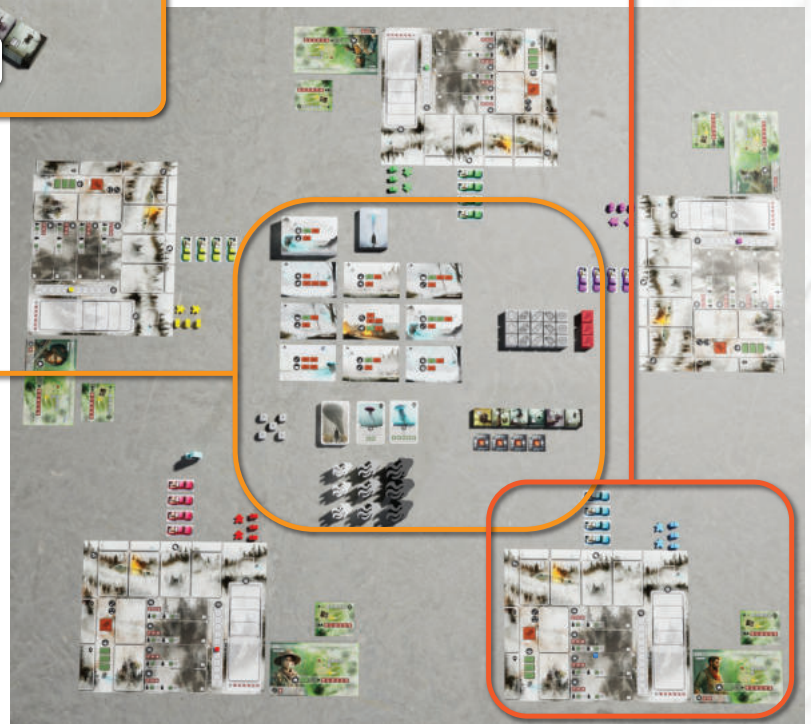
There are three kinds of monsters in this game:

01. **Small Monsters (White):** Represented by Battle Cards worth 1 VP. These are the easiest monsters to defeat.
02. **Medium Monsters (Light Gray):** Represented by Battle Cards and Monster Attack Cards worth 2 VP. These offer a moderate challenge.
03. **Large Monsters (Dark Gray):** Represented by Battle Cards and Monster Attack Cards worth 3 VP. These are the most difficult monsters to defeat.



#5 Game SETUP

01. Place the Airplane action tile  in the center of the table.
02. Shuffle the Action Tiles and place them around the Airplane Action Tile. Ensure the Mist side (indicated by a monster symbol  in the top-left corner) is face up.
03. Place the remaining action tiles in a pile adjacent to the action tiles.
04. Prepare the Action Cards based on the player count (shown by the small number in the bottom-left corner of each card). Return any cards with a number higher than the current player count to the box. Shuffle the rest and place them face down to form a draw deck.
05. Shuffle the Battle Cards to form a face-down
- deck and reveal the top 2 cards next to it.
06. Form a general supply nearby with the Battle Dice, monsters, Fire Traps, Trap Tiles, Resource tokens, and Sacrifice tokens.
07. Each player chooses a character and takes the Character board, 1 Player Board, 1 Shelter Tile, 4 Pickup Truck Tiles, and 5 Survivor meeples of their chosen color.
08. Stand 3 of your Survivor meeples upright to indicate they are active. Lay the other 2 on their sides to signify they are inactive.
09. Place the Jungle tiles in the designated Jungle Zone on your Player Board.
10. Finally, set your health marker to 5 on your Health Track.



#6 Gameplay OVERVIEW

The game unfolds over a series of rounds, each divided into the following phases:

01. **Explore Phase:** Draw new Action Cards.
02. **Collect Phase:** Acquire resources from the cards in your Collect Section
03. **Action Phase:** Place your Survivor meeples to perform various actions, such as Constructing, Upgrading, Hunting, Logging, gaining Water or Oil, exploring the Crashed Airplane, battling monsters, and building your Shelter.
04. **Harvest Phase:** Gather resources from the cards in your Construction Section.

Game Progression & End Game

Throughout the game, you must gather resources to build your shelter. To do this efficiently, you should construct buildings and upgrade your board to reduce costs, enhance your battle power, and increase your harvest.

The final round is triggered as soon as any player builds a Level 2 Shelter OR the Action Card deck runs out.

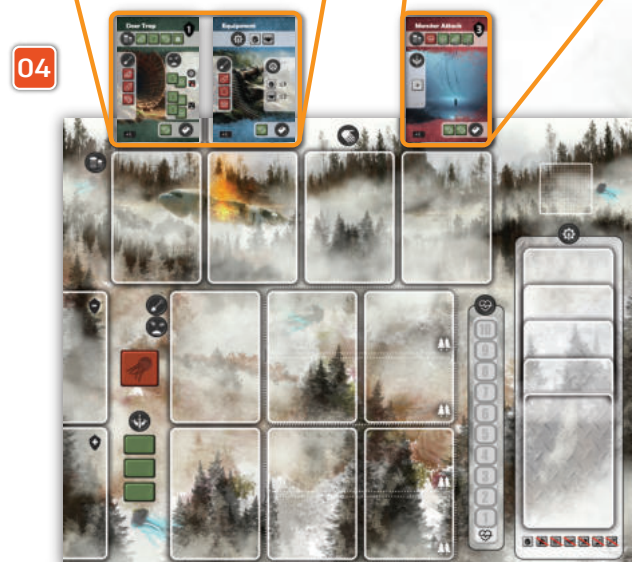
#7 Phase One EXPLORATION

In this phase, you will explore dangerous yet resource-rich areas around the settlement to find useful items and vital resources. All players perform the following steps:

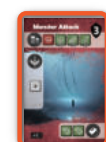
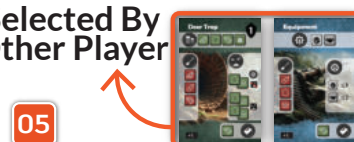
01. **Deal:** Deal 4 Action Cards to each player.
02. **Discard:** Choose 1 card from your hand and discard it face-down into the central discard pile next to the Action Tiles.
03. **Divide:** Divide your 3 remaining cards into two separate groups (e.g., one group of 2 cards, and one group of 1 card). Place both groups face-up above your Player Board.
04. **Draft:** Starting with the First Player and proceeding clockwise, each player must choose and take 1 group of cards from another player's board and add it to their hand.
05. **Return:** After all players have drafted, take the remaining group of cards left above your own Player Board and add it to your hand.

Drafting Rules & Restrictions:

- **Self-Drafting Restriction:** You cannot select a group of cards from your own board.
- **Exception:** If you are the last player to draft and the only remaining card groups are on your own board, you must take both of your own groups.
- **Two-Player Game:** In a 2-player game, both players simultaneously select a card group from their opponent's board (skipping the turn-based drafting).



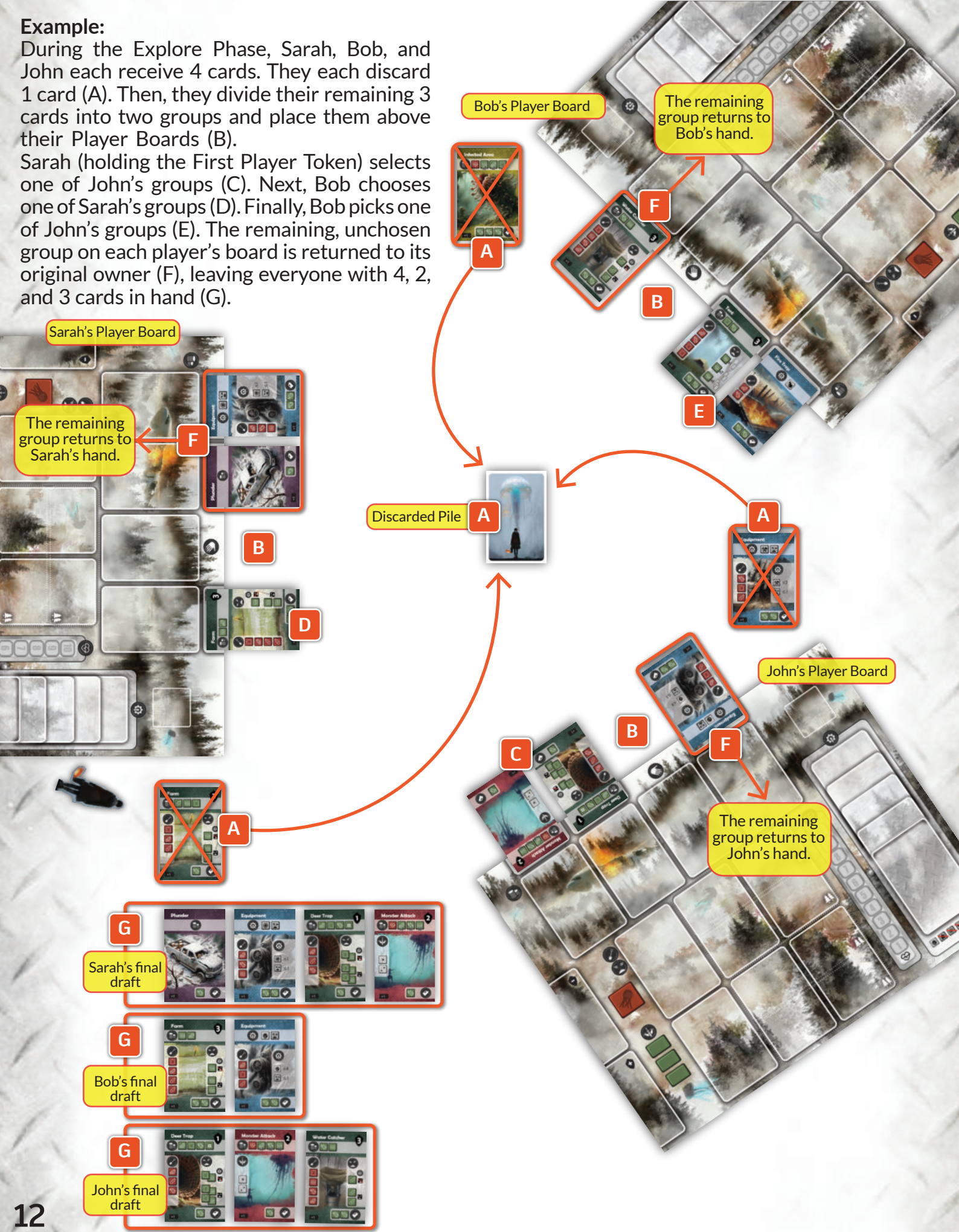
Selected By
Other Player



Returns to
the Owner

Example:

During the Explore Phase, Sarah, Bob, and John each receive 4 cards. They each discard 1 card (A). Then, they divide their remaining 3 cards into two groups and place them above their Player Boards (B). Sarah (holding the First Player Token) selects one of John's groups (C). Next, Bob chooses one of Sarah's groups (D). Finally, Bob picks one of John's groups (E). The remaining, unchosen group on each player's board is returned to its original owner (F), leaving everyone with 4, 2, and 3 cards in hand (G).



#8 Phase Two COLLECT

In this phase, you can collect resources from the cards in your hand. However, these findings can be risky; your health might be in danger from unexpected threats and tricky conditions. Every move is a gamble, with big rewards and even bigger risks:

1. Place Cards:

Place cards with the  symbol from your hand into the Collect Section of your Player Board (A).

- **Monster Attack Cards:** These must be placed in your Unsuccessful Battles section on the left side of your board (B). Place a monster token—matching the monster type on the card (Small, Medium, or Large)—in the Monster Spawn Zone (C). You must lose 1 Health to do this (D).
- **Infected Area Cards:** You must lose 1 Health to place this card and collect its resources (D).
- **Plunder Cards:** To activate a Plunder Card later, you must place it in your Collect Section during this phase (F). It does not provide direct resources right now (refer to Plunder Cards on page 14).
- **Upgrade Cards:** Upgrade Cards cannot be played or used during this phase (E).

2. Collect Resources

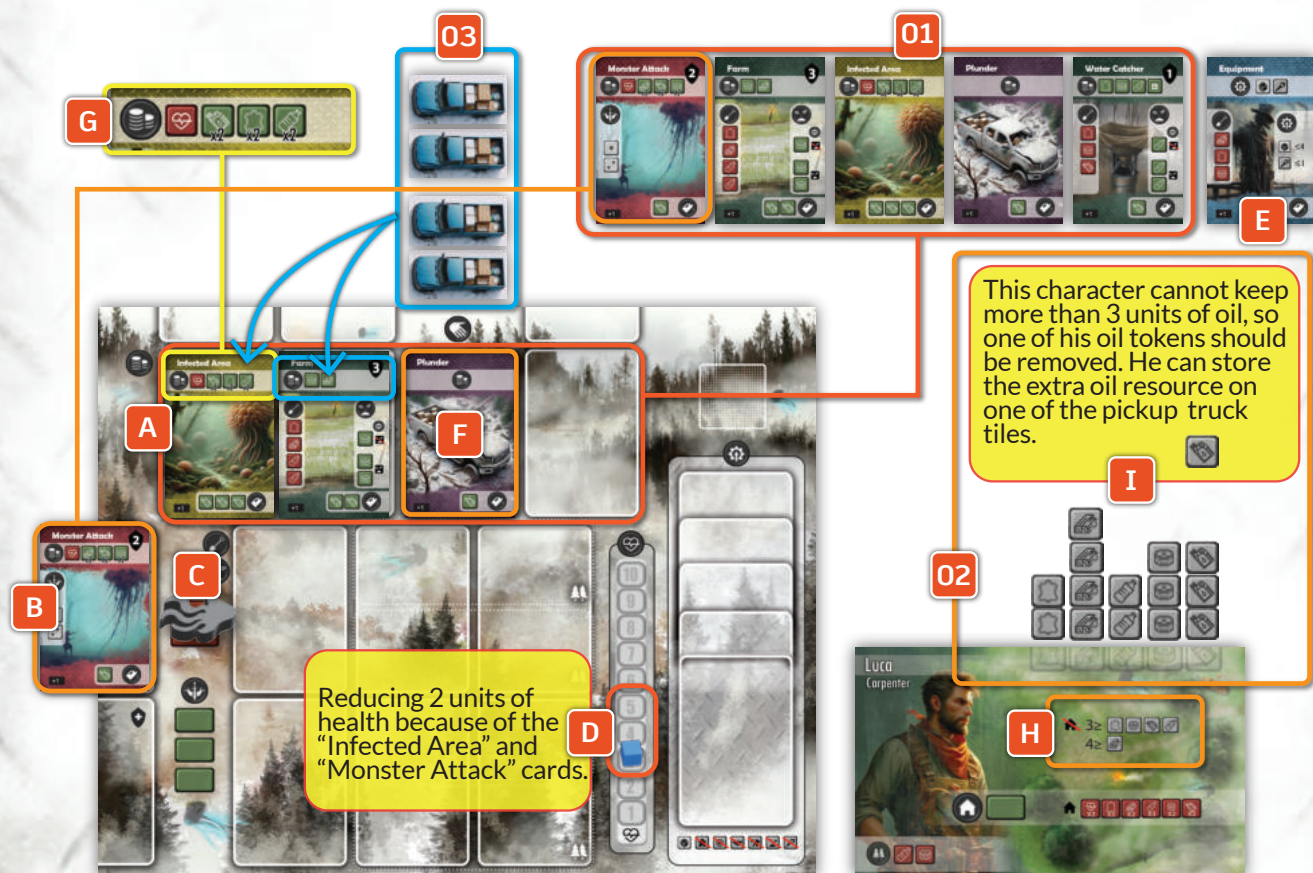
Starting with the First Player (or all players simultaneously), collect the resources shown on the cards in your Collect Section (G). Place the collected resource tokens on your CharacterBoard.

- **Storage Limits:** You cannot collect more resources than your Shelter Tile's storage limit allows (H, I). Additionally, you may store exactly 1 resource on each of your empty Pickup Truck Tiles.
- **One-Time Collection:** Each card can only be collected once. If you only collect a portion of a card's resources (e.g., due to reaching your storage limit), the remaining resources are permanently lost.

3. Mark Collected Cards

Finally, place a Pickup Truck Tile over the Collect Section of the card to indicate that its resources have been claimed and can no longer be collected.

- **Card Retention:** These cards remain in your Collect Section until you build them during the Action Phase.
- **Discarding Cards:** If you want to remove a card from your Collect Section without building it, you can do so as an End of Round Optional Action (see "End of Round," page 34).



Example:

Hedi places her two cards in the collect section (A) and puts a monster attack card in the unsuccessful battle section (B). She then places a medium monster in the spawn area (C) and reduces her health by one unit (D).

Next, she collects resources from her cards (E). She gathers 5 woods, four tokens of food, three oils, two leathers, and one unit of water. Additionally, she picks 2 extra water resources as wild resources mentioned on the “Water Catcher” and “Deer Trap” cards (F). She places

all these resource tokens on her Character Board (G).

Her storage exceeds its limits for wood and food (H), so to avoid losing them, she places the excess tokens directly onto her empty Pickup Truck Tiles (J).

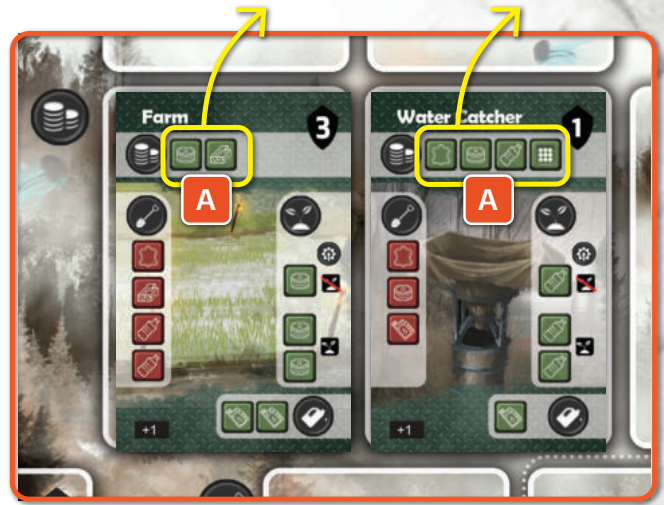
Finally, Hedi places a Pickup Truck Tile on each collected card (I) to indicate that its resources have been completely gathered and can no longer be collected on future turns.



Pickup truck tiles:

After collecting resources from a card in your Collect Section (A), place a Pickup Truck Tile over that card's collect area (B). This indicates that its resources have been gathered and can no longer be collected.

- **Capacity:** Each Pickup Truck Tile can store exactly 1 resource.
- **Looting:** Stored resources on Pickup Truck Tiles can be looted by other players using a Plunder Card (see the Plunder Cards section).
- **No Transferring:** Stored resources on Pickup Truck Tiles cannot be moved to the shelter's storage.
- **Usage:** Resources on Pickup Truck Tiles can only be used to pay for actions.
- **Restriction:** Pickup Truck Tiles cannot be placed on Monster Attack Cards.



Plunder:

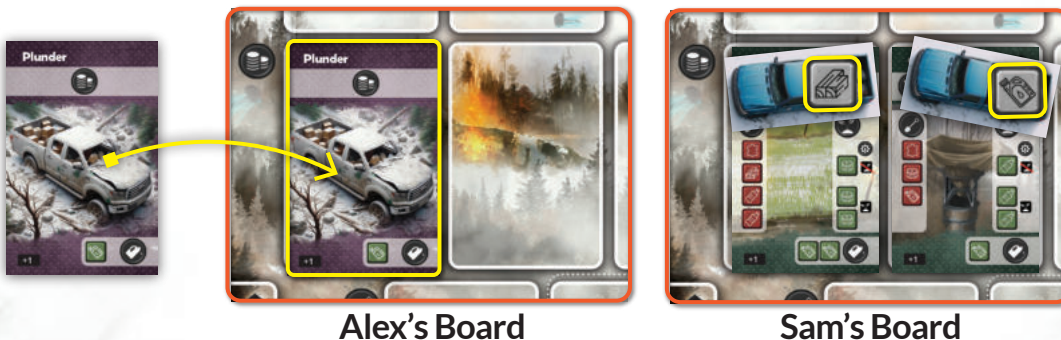
Plunder Cards allow you to loot resources stored on other players' Pickup Truck Tiles. To activate this ability, you must place a Plunder Card in your Collect Section during the Collect Phase. During the Action Phase, you can spend one of your actions to utilize resources from another player's Pickup Truck Tiles.

- **Direct Usage:** Looted resources can only be used to pay for actions. They cannot be stored in your Shelter's storage or on your own Pickup Truck Tiles.
- **Partial Looting:** You may use all or only some of the resources currently stored on another player's Pickup Truck Tiles.

- **Discarding:** Immediately after looting, you must discard the Plunder Card.
- **Saving for Later:** If you do not use the Plunder Card, it remains in your Collect Section and can be utilized in subsequent rounds.

Example:

During the Collect Phase, Alex places a Plunder Card in the Collect Section of his Player Board. Later, during the Action Phase, Alex decides to use the Plunder Card to take resources from the Pickup Truck Tiles on Sam's board. Alex uses 1 Wood and 1 Oil from Sam's Pickup Truck Tiles to pay for his current action, and then immediately discards the Plunder Card.



Iconography Guide:

This section explains the key icons used throughout The Last Shelter: Whispers of the Mist. Understanding these symbols will help you navigate the game with confidence and ensure a smoother gameplay experience.

-  Icons with a red background indicate a cost that needs to be paid.
 -  Icons with a green background indicate a reward or resource that you gain.
- | | |
|---|--|
| 01.  Pay leather. | 01.  Gain leather. |
| 02.  Pay wood. | 02.  Gain wood. |
| 03.  Pay water. | 03.  Gain water. |
| 04.  Pay food. | 04.  Gain food. |
| 05.  Pay oil. | 05.  Gain oil. |
| 06.  Pay a resource by your choice (wild). | 06.  Gain a resource by your choice (wild). |
| 07.  Reduce one unit of health. | 07.  Increase one unit of health. |

#9 Phase Three ACTIONS

As the mysterious mists roll in, it's time to venture forth and secure the resources you need or take crucial actions to achieve your goals. Beware, for each step within the mist may lead to an encounter with dangerous monsters.

In this phase, you may perform up to 3 actions by placing your survivors on the Action Tiles, your Shelter Tile, or your Player Board. Here's a breakdown of the available actions:

-  Construct
-  Hunt
-  Logging
-  Upgrade
-  Explore in airplane
-  Collect water
-  Gain oil
-  Build a shelter
-  Battle

- **Placement Order:** When placing a survivor on a tile, you must always place them in the first empty space from the left.
- **Extra Actions:** If you upgrade your board by

using by using a  card, you may perform 1 additional action (for more information, read the "Upgrade" section).

- **Extra Costs (A):** If you place your survivor on a space with an extra cost symbols  /  , you must pay 1 or 2 additional resources.
- **Monster Encounters (B):** If you place your survivor on a space with a Battle symbol  /  , you must successfully defeat a monster before you can perform the action (for more information, read the "Battle" section).
- **Clearing the Mist (C):** You can clear the mist by paying 1 Oil and flipping the Action Tile to its clear side (see the "Fire Torch" section on the next page).



Fire Torch:

Typically, all actions occur within the mist. However, before placing your survivor, you can light a torch by paying 1 Oil , allowing you to perform actions without the mist. After lighting the torch, you can flip the Action Tile and place your survivor on one of its action spaces.

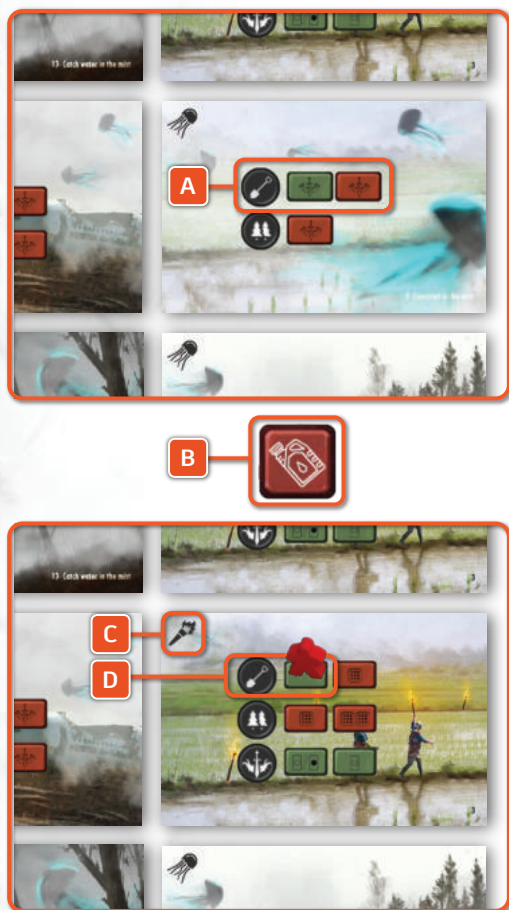
The Airplane Tile: You cannot use Oil on the Airplane Action Tile because a large fire is already present there!

Upgrade Synergy: If you upgrade your board using this specific Upgrade Card , you can also flip an adjacent tile.

Empty Tiles Only: You cannot light a torch on Action Tiles that already have survivors on them.

Example:

Sepideh wants to perform the Construct action (A). First, she pays 1 Oil to light a torch (B). Then, she flips the Action Tile (C). After that, she places her survivor on the Construct action space to perform the action (D).



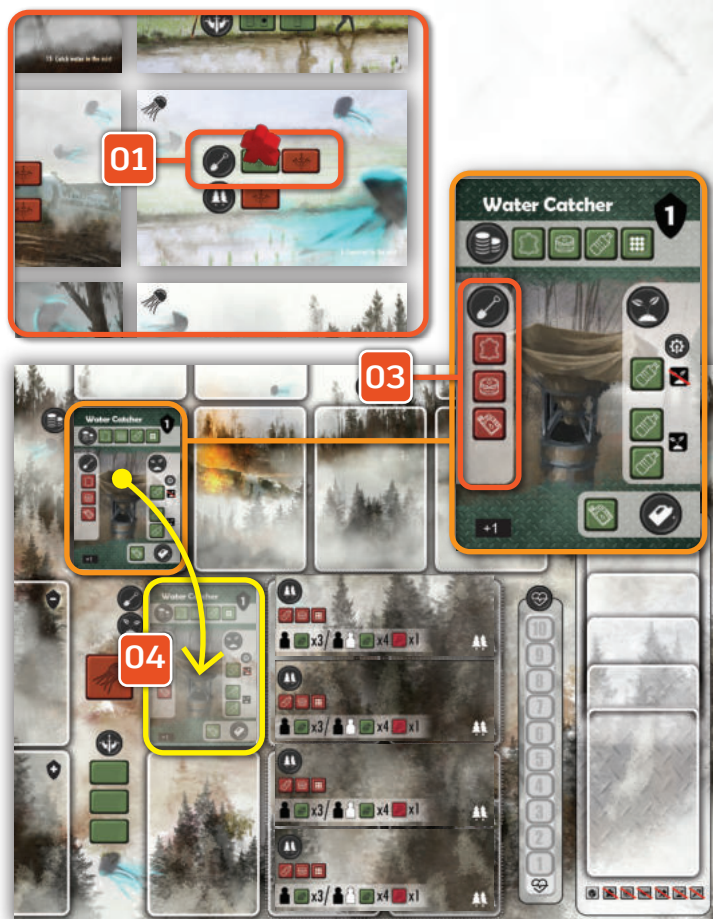
Construct

To perform Construct action  follow these steps:

01. Place your survivor meeple on a Construct action space on one of the Action Tiles.
02. Resolve any symbols     on your chosen space. (If there is a battle symbol, you must successfully defeat the monster. If there are extra resource costs, you must pay them). Once resolved, proceed to the next step.
03. Pay the cost of the Construction Card (shown on the left side of the card).
04. Move the card from your Collect Section to an empty space in the Construction Section of your Player Board.

Construction Rules:

- **Valid Cards:** You can only construct cards that are currently in your Collect Section.
- **Placement Restrictions:** You cannot construct cards on Jungle tiles, Trap Tiles, or spaces currently occupied by monsters.
- **Duplicates:** You can construct the same card type more than once.

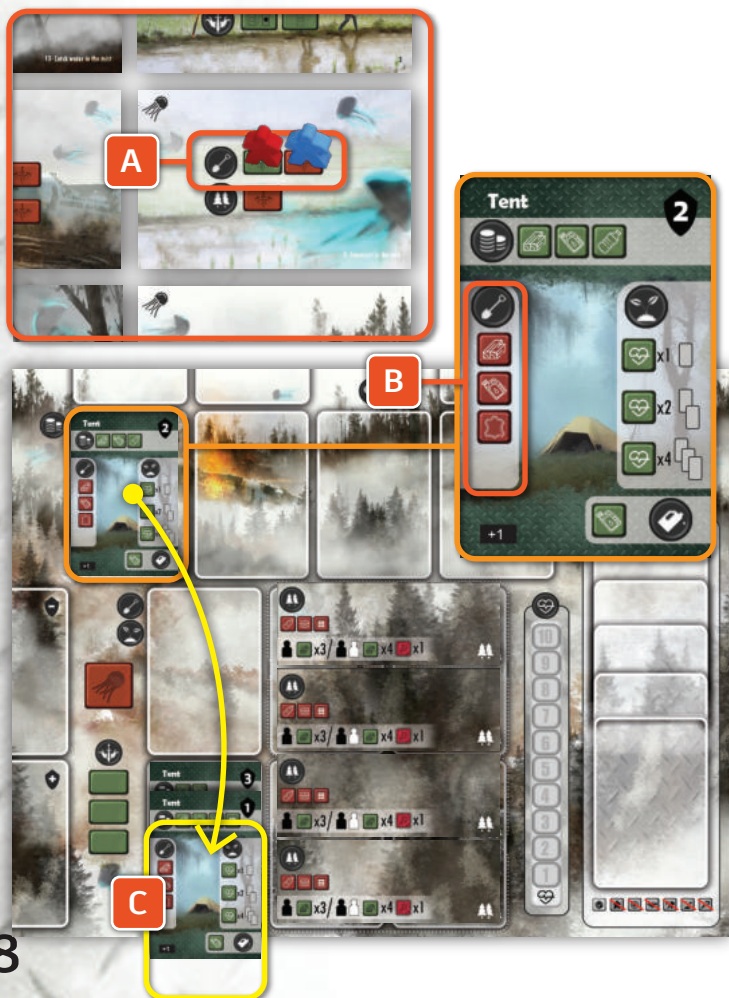


- **Stacking Tents:** You cannot construct more than one Tent Card in a single space. However, you can stack up to 3 Tent Cards by placing them on top of each other.
- **Constructor Ability:** If you are playing as Yuna (the Constructor), you may substitute 1 of the required resources on the Construction Card with any 1 resource of your choice.



Example:

Sarah (blue player) wants to construct her third Tent Card. She places her survivor meeple on a Construct action space on an Action Tile that features a battle symbol (A). First, she successfully defeats a monster. Next, Sarah pays the resources required for a Tent Card (B). She then moves that card from her Collect Section and places it on top of her other Tent Cards (C).



Hunt

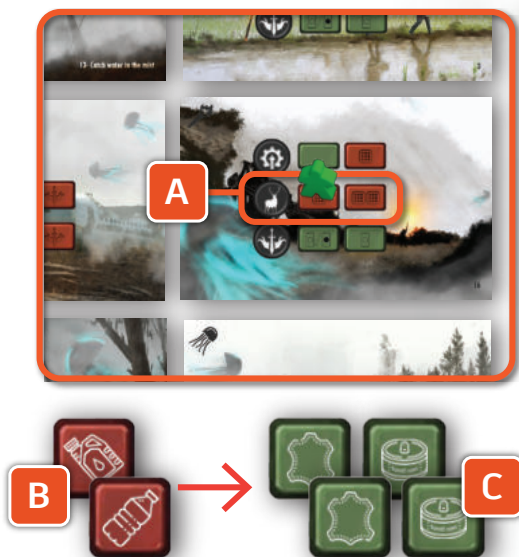
To perform the Hunt action, follow these steps:

01. **Place a Survivor:** Place one of your active Survivor meeples on the Hunt action space of an Action Tile.
02. **Resolve Prerequisites:** Follow the symbols shown on the Action Tile. You must either successfully complete a battle or pay the additional resources indicated to access the action.
03. **Pay the Cost:** Pay the base resources required for the Hunt action. (Reminder: Felix the Hunter pays a reduced cost of only 1 Oil and 1 Water).
04. **Gain Resources:** Gain 2 Food and 2 Leather.



Example:

David wants to perform a Hunt action. He places his Survivor on an Action Tile that has a battle symbol (A). He pays 1 additional resource of his choice to fulfill this prerequisite. Then, he pays the standard base cost for the Hunt action. Finally, he receives 2 Food and 2 Leather (C).



Logging

To perform the Logging action  follow these steps:

01. **Place a Survivor:** Place one of your active Survivor meeples on the Logging action  of an Action Tile.
02. **Resolve Prerequisites:** Follow the symbols //// on the Action Tile. You must either successfully complete a battle or pay the additional resources indicated to access the action. *(If there are no symbols, skip this step).*
03. **Pay the Cost:** Pay the base resources required for the Logging action:   . *(Reminder: Luca the Carpenter pays a reduced cost of only 1 Oil and 1 Water).*



04. **Cut Trees:** Remove 1 Jungle tile from either your Player Board or another player's Player Board.

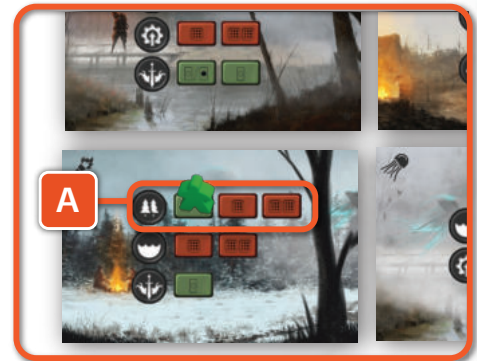
05. Gain Resources:

- From your own board: Gain 3 Wood from the supply.
- From another player's board: Gain 4 Wood AND 1 Sacrifice Token from the supply.



Example:

Nikka wants to perform the Logging action. She places her Survivor on an Action Tile that has no prerequisite symbol  (A), so she does not need to resolve any additional conditions. She pays the standard base cost for the Logging action (B). She chooses to remove a Jungle tile from her own Player Board (C) and, as a result, receives 3 Wood from the supply (D).



Upgrade

You can use equipment cards to upgrade your abilities. To perform an Upgrade action, follow these steps:

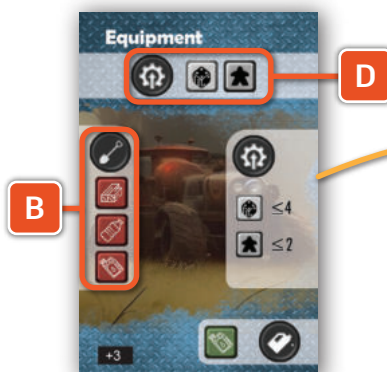
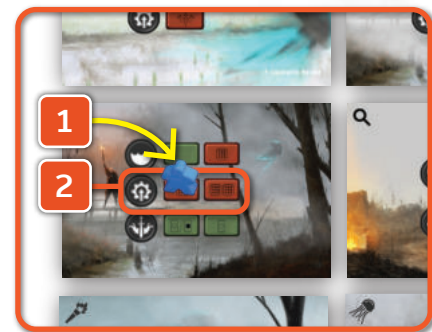
01. **Place a Survivor:** Place one of your active Survivor meeples on the Upgrade action space of an Action Tile.
02. **Resolve Prerequisites:** Follow the symbols  /  /  on the Action Tile. You must either successfully complete a battle or pay the additional resources indicated to access the action. (If there are no symbols, skip this step).
03. **Pay the Cost:** Pay the required resources shown on the left side of the Upgrade Card you wish to build. (Reminder: Nora the Mechanic may substitute 1 of the required resources on the card with any 1 resource of her choice ).
04. **Activate Ability:** Place the Upgrade Card in the Upgrade Section of your Player Board. The card's ability activates immediately.



Example:

Nasrin wants to upgrade her Player Board. She places her Survivor on an Action Tile with no prerequisite symbols  (A).

She successfully beats a monster, so she is allowed to start her action. She pays the required resources shown on her chosen Upgrade Card (B) and places the card in the Upgrade Section of her board (C). The card immediately grants her the ability to use 1 additional Survivor and roll 1 additional die during battles (D).



Note on Ability Limits:

Each symbol grants a unique ability (such as increasing battle strength or reducing trade rates) and has a maximum limit (A). Acquiring additional icons beyond this limit has no further effect.

Upgrade Card effects:



Battle Equipment:

You start the game with 1 Battle Die. Upgrading a card with this symbol allows you to roll 1 additional die during battles.

Limit: You may roll a maximum of 5 dice in any single battle.



Max 4

Add one more die in battles.

Upgrading a card with this symbol allows you to roll 1 additional die during battles.

You start the game with 1 Battle Die.



Trading:

During the game, if you lack a specific resource to pay a cost, you may trade other resources you possess to substitute for the missing one (default exchange rate: 3 to 1).

- **Ability:** Upgrading a card with this symbol reduces your trading cost.
- **Restriction:** This ability applies to all actions except the Build Shelter action.
- **Limit:** You may only use the Trading ability once per action.



Max 2

It reduces the cost of trading.

Example:

Emma wants to perform a Construct action, and her chosen card requires 1 Wood and 1 Oil . She has 1 Wood in her storage, but she is completely out of Oil . However, she has an excess of 3 Food tokens .

Since she has not upgraded her Trading ability yet, she uses the default 3:1 exchange rate. She returns 3 Food to the supply to substitute for the 1 missing Oil , successfully paying the cost and performing the action.

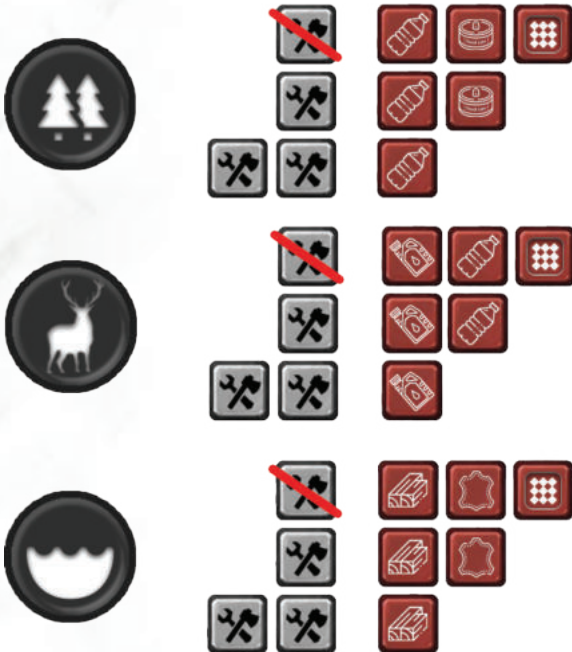
Later in the game, Emma upgrades her Player Board with a Trading symbol , improving her exchange rate to 2:1. Next time she lacks a resource, she will only need to trade 2 resources to substitute for 1 missing resource.



Utilities:

By upgrading a card with this symbol, the cost of Hunting, Logging, and catching water reduces to two resources.

By upgrading the second card with this symbol, the cost of these actions reduces to one resource.



Max 2

Reduce the cost of hunting, logging, and gaining water.



Fire torch:

Typically, actions take place within the mist. Normally, you may pay 1 Oil to “light a torch,” allowing you to flip the Action Tile you wish to use to its clear side.

Ability: Upgrading a card with this symbol enhances your torch. Whenever you pay 1 Oil to flip an Action Tile, you may also flip 1 adjacent Action Tile to its clear side at no additional cost.



Max 1

If you remove the fog from one tile, it also removes the fog from an adjacent tile.



Double Yield:

Upgrading a card with this symbol doubles the resources you generate during the Harvest Phase.

- **Limit:** Maximum 1 symbol. Acquiring additional cards with this symbol provides no further benefits.
- **Exception:** Health gained from the Tent is not affected by this ability and will not be doubled.



Max 1

Double the products.



Reroll:

Upgrading a card with this symbol allows you to reroll your dice once during an unsuccessful battle.

Trap Tiles Restriction: If you choose to reroll, you cannot use the result of the initial unsuccessful roll to activate a Trap Tile. *(for more info read the trap tile section).*



Max 1

Reroll dice once per battle.



Recruit Survivor:

You begin the game with 3 active Survivors. Upgrading a card with this symbol allows you to recruit 1 additional Survivor.

- **How to Recruit:** Stand 1 of your inactive Survivor meeples upright.
- **Timing:** The newly recruited Survivor becomes active and can be used immediately in the current round.
- **Limit:** You may have a maximum of 5 active Survivors at any time.

If this Survivor is later forced back to Inactive due to low Health, this card must be discarded – see Health & Survivors, page 31.



Max 2

Add one more survivor to perform an extra action.



Fire traps:

When you upgrade your Player Board with a Fire Trap card, immediately place a Fire Trap tile in your Construction Section. The arrow on the tile must point toward your target player (either the player to your left or right).

Triggering the Trap:

When a monster enters the space containing your Fire Trap, resolve the following steps:

- 01. Relocate the Monster:** Move the monster and its associated card to the target player's board. It must be placed in the exact same space corresponding to where the trap was triggered on your board.
- 02. Discard the Trap:** Discard the Fire Trap tile and remove the Fire Trap card from your Player Board.

Rules & Restrictions:

- Placement Restrictions:** You cannot place a Fire Trap in a space that already contains a monster or another trap tile.

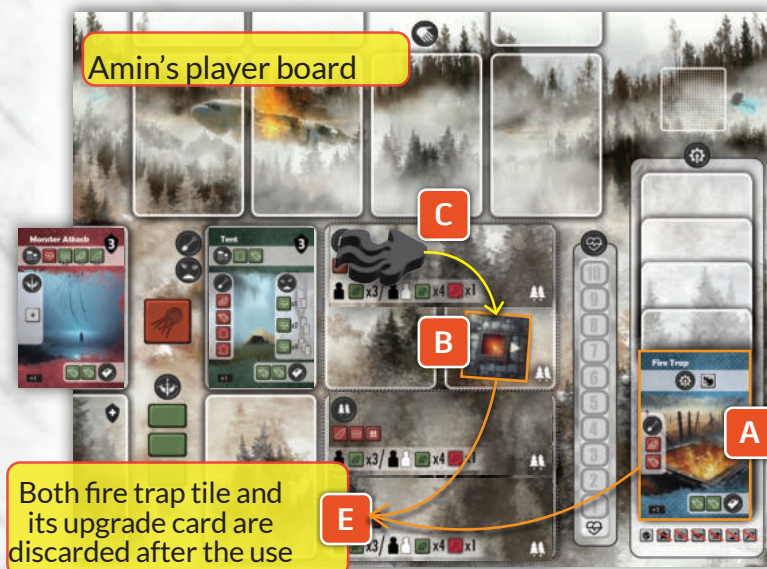
Once placed, the trap cannot be moved or rotated.

- Space Deactivation:** A Fire Trap blocks its space. You cannot Construct, cut down trees (Logging), or harvest crops in a space containing an active Fire Trap.
- Multiple Monsters:** If more than one Monster would enter the same Fire Trap during Monster Movement, they resolve smallest to largest (see "Resolution Order," page 33). The smallest Monster is relocated first, and the Fire Trap tile is discarded immediately afterward — any larger Monster entering that same space is unaffected by it, since the trap no longer exists.
- Chain Reactions:** If the target player also has a Fire Trap in that exact same space, the monster is relocated again to their target player. Both triggered Fire Traps must then be discarded.



Max 1

Place a fire trap tile on your board.



Example:

Amin upgrades his Player Board with a Fire Trap card (A). He places the Fire Trap tile in the top-right space of his Construction Section, orienting the arrow to point toward Sarah, the player to his right (B).

Later in the game, a monster enters that exact top-right space on Amin's board (C). The trap is triggered! Amin relocates the monster and its associated card to the exact same space on Sarah's Player Board (D). Finally, Amin discards his Fire Trap tile and removes the Fire Trap card from his board (E).

Collect Water

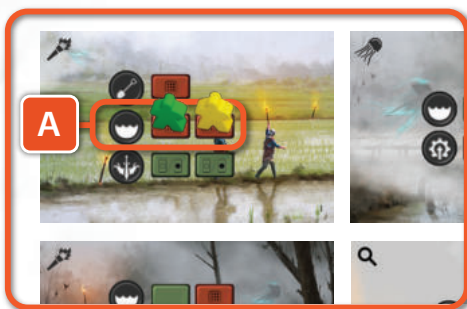
To perform the Collect Water action  follow these steps:

- 01. Place a Survivor:** Place one of your active Survivor meeples on the Collect Water action space of an Action Tile.
- 02. Resolve Prerequisites:** Follow the symbols shown on the Action Tile     . You must either successfully complete a battle or pay the additional resources indicated to access the action. (If there are no symbols, skip this step).
- 03. Pay the Cost:** Pay the resources needed for this action which is   . (Reminder: Oscar the Well-Digger has a reduced cost and pays only 1 Wood  and 1 Leather .
- 04. Gain Resources:** Collect 2 units of Water   and add them to your supply.



Example:

Mia (yellow player) plays as the Well-Digger and wants to perform the Collect Water action. She places her Survivor on an Action Tile with a prerequisite symbol , (A). First, she resolves the prerequisite by paying the 2 extra resources required by the tile. Then, she pays her character-specific Collect Water cost of 1 Wood and 1 Leather   (B). Finally, she receives 2 units of Water (C)



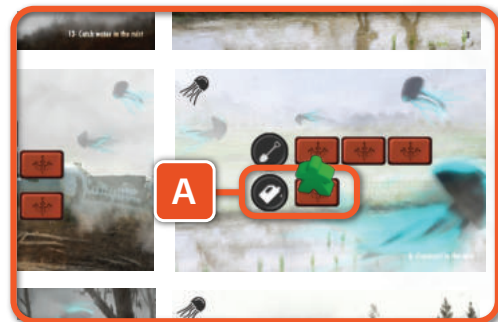
Gain Oil

Oil is used to light torches, clear the mist, and repel monsters, allowing you to access the abilities on the back side of the Action Tiles. To perform the Gain Oil action, follow these steps:

- 01. Place a Survivor:** Place one of your active Survivor meeples on the Gain Oil action space of an Action Tile.
- 02. Resolve Prerequisites:** Follow the symbols shown on the Action Tile     . You must either successfully complete a battle or pay the additional resources indicated to access the action. (If there are no symbols, skip this step).
- 03. Draw a Card:** Draw 1 card from the discard pile.
- 04. Gain Resources:** Then receive the oil resources indicated in the bottom right corner of the selected card.
- 05. Discard the Card:** Put the drawn card at the bottom of discard pile.

Example:

David needs oil to light a torch. He places his Survivor on a Gain Oil action space that has a battle prerequisite symbol  (A). He rolls his dice, successfully defeats the monster, and proceeds with the action. He draws 1 card from the discard pile. The bottom-right corner of the card indicates 2 Oil (B). David collects 2 Oil   from the supply and then places the drawn card at the very bottom of the discard pile.



Explore the Crashed Airplane

General Rule: Throughout the game, all discarded cards form a face-down discard pile placed next to the Action Tiles.

You can scavenge the wreckage of the airplane to find valuable supplies. To perform this action, follow these steps:

01. **Place a Survivor:** Place one of your active Survivor meeples on the action space of the Airplane Tile.
02. **Resolve Prerequisites:** Follow the symbols shown on the Airplane Tile . You must either successfully complete a battle or pay the additional resource indicated to access the action.
03. **Search the Wreckage:** Draw exactly 3 cards from the top of the face-down discard pile.
04. **Claim a Card:** Select 1 of those cards to keep.
05. **Discard:** Return the remaining 2 cards to the bottom of the discard pile.



Build the Shelter

In the heart of the wilderness, your shelter is your sanctuary, and building it is essential for survival. To perform the Build Shelter action, follow these steps:

01. **Place a Survivor:** Place one of your active Survivor meeples on the action space of your Character Board.
02. **Pay the Cost:** Pay the necessary resources for the shelter level you are constructing.

Level 1 Cost: 

Level 2 Cost: 

03. **Build / Upgrade:** Place the Shelter Tile in its designated location on your Character Board with Level 1 face-up. To upgrade to Level 2 flip the Shelter tile.

Rules & Restrictions:

- **Storage Expansion:** At the start of the game, your storage capacity is limited to a maximum of 3 items per resource type. Once you build the Level 1 Shelter, your storage capacity increases to a maximum of 6 items per type.
- **Trading Restriction:** The Trading ability  from Upgrade Cards cannot be used to pay for this action.
- **Health Payment:** The Health cost must be paid directly from your current Health. You cannot substitute this cost by removing an inactive Survivor meeple (see "Health & Survivors").



Battle

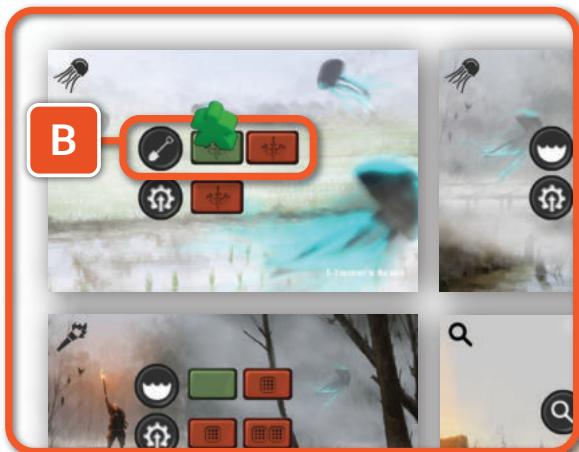
In the untamed wild, survival often means facing off against fearsome monsters. Prepare yourself for battle by following these guidelines:

Generally, to confront a monster, you must draw a Battle Card and roll the dice. If your rolled dice match the target number indicated on the Battle Card, you defeat the monster. Otherwise, the battle is unsuccessful.

Initiating a Battle:

When you place a Survivor on a space containing one of the following symbols, a battle will commence:

-  **Access Only (No Rewards):** A battle granting access to the action of a tile, but providing no card rewards.
-  **Access & Rewards:** A battle granting access to the action of a tile, and you may claim the card's rewards.
-  **Face-Up Selection:** A battle with rewards initiated by selecting 1 of the face-up Battle Cards.
-  **Blind Draw:** A battle with rewards initiated by drawing the top card from the Battle Card deck.
-  **Player's Choice:** A battle with rewards initiated by either drawing from the deck or choosing a face-up Battle Card.



Outcome of Battles

Successful Battle:

To perform actions on certain tiles or receive rewards, you must defeat the monster by hitting its target number. If successful:

01. **Claim Rewards:** You may choose to take either the Victory Points (VP) OR the resources shown on the card.
 - **If you choose VP:** Place the card in the Successful Battles section at the bottom-left corner of your Player Board (A).
 - **If you choose Resources:** Collect the resources from the supply and discard the Battle Card.
02. **Perform Action:** You may now perform your selected action on the tile.

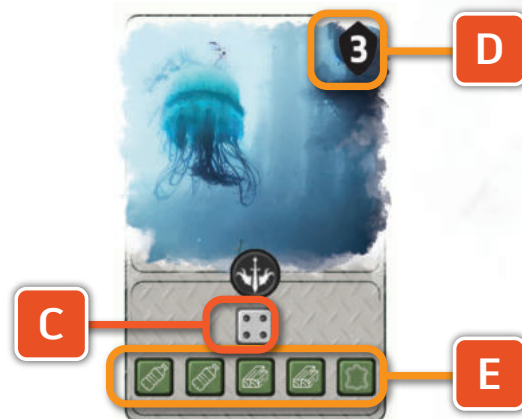


Example:

Jack wants to perform a Construct action. He places his Survivor on an Action Tile (B) showing a Battle symbol .

He draws a Battle Card with a target number of 4 (C) and rolls the dice. He rolls a 4, successfully defeating the monster!

Jack can now collect the VP (D) OR the resources (E) indicated on the card. Afterward, he performs the Construct action.



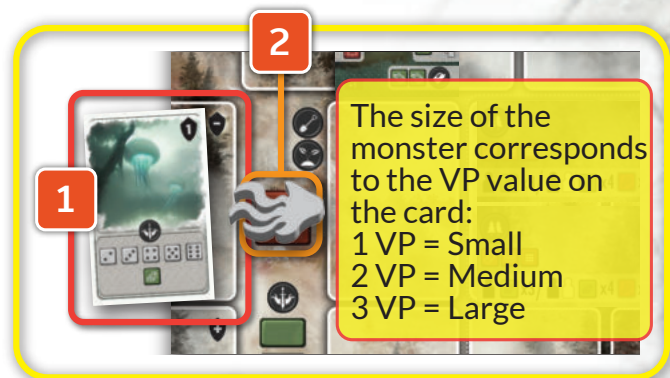
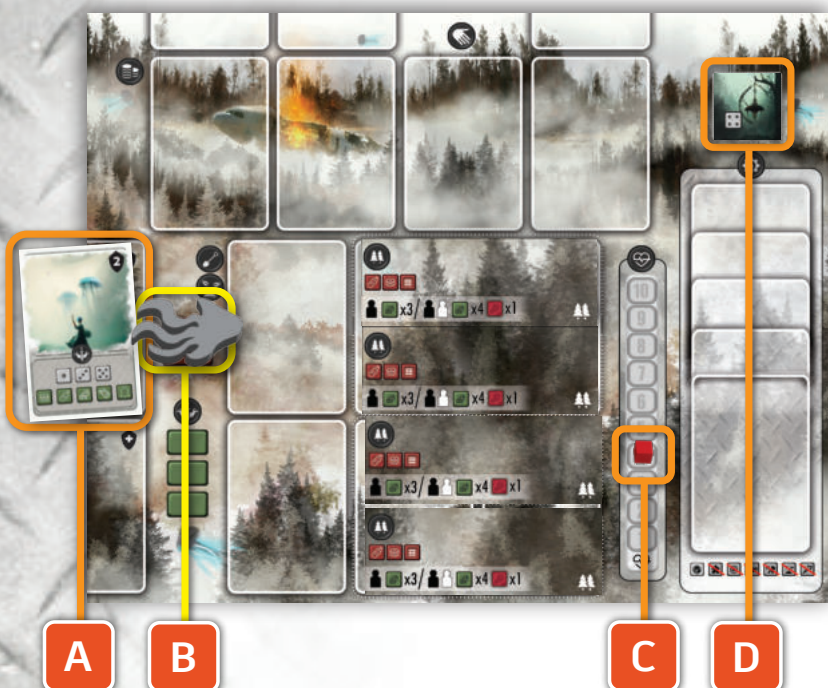
Unsuccessful Battle:

If you fail to roll the target number, you lose the battle and must resolve the following penalties:

01. **Log the Failure:** Place the Battle Card in the Unsuccessful Battles section of your Player Board.
02. **Spawn a Monster:** Add a Monster meeple to the spawn zone adjacent to that card. *(Reminder: The size of the spawned monster corresponds to the VP value on the card: 1 VP = Small, 2 VP = Medium, 3 VP = Large).*
03. **Take Damage:** Reduce your Health by 1 unit .
04. **Claim a Trap (Optional):** You may select one of your unsuccessful rolled dice numbers to take a corresponding Trap Tile. This can be used in future battles or to defeat monsters currently on your board. *(See the Trap Tiles section).*

Example:

Halle engages in a battle and draws a Battle Card with a target number of . She rolls the dice and gets a 4, failing the battle. She places the card in the Unsuccessful Battles section on her board (A), adds a Monster meeple to the adjacent spawn zone (B), and reduces her Health by 1 (C). Finally, she takes a Trap Tile showing the number 4 (D) to place on her board for future use.



Purging the Threats:

Removing Monsters from Your Board

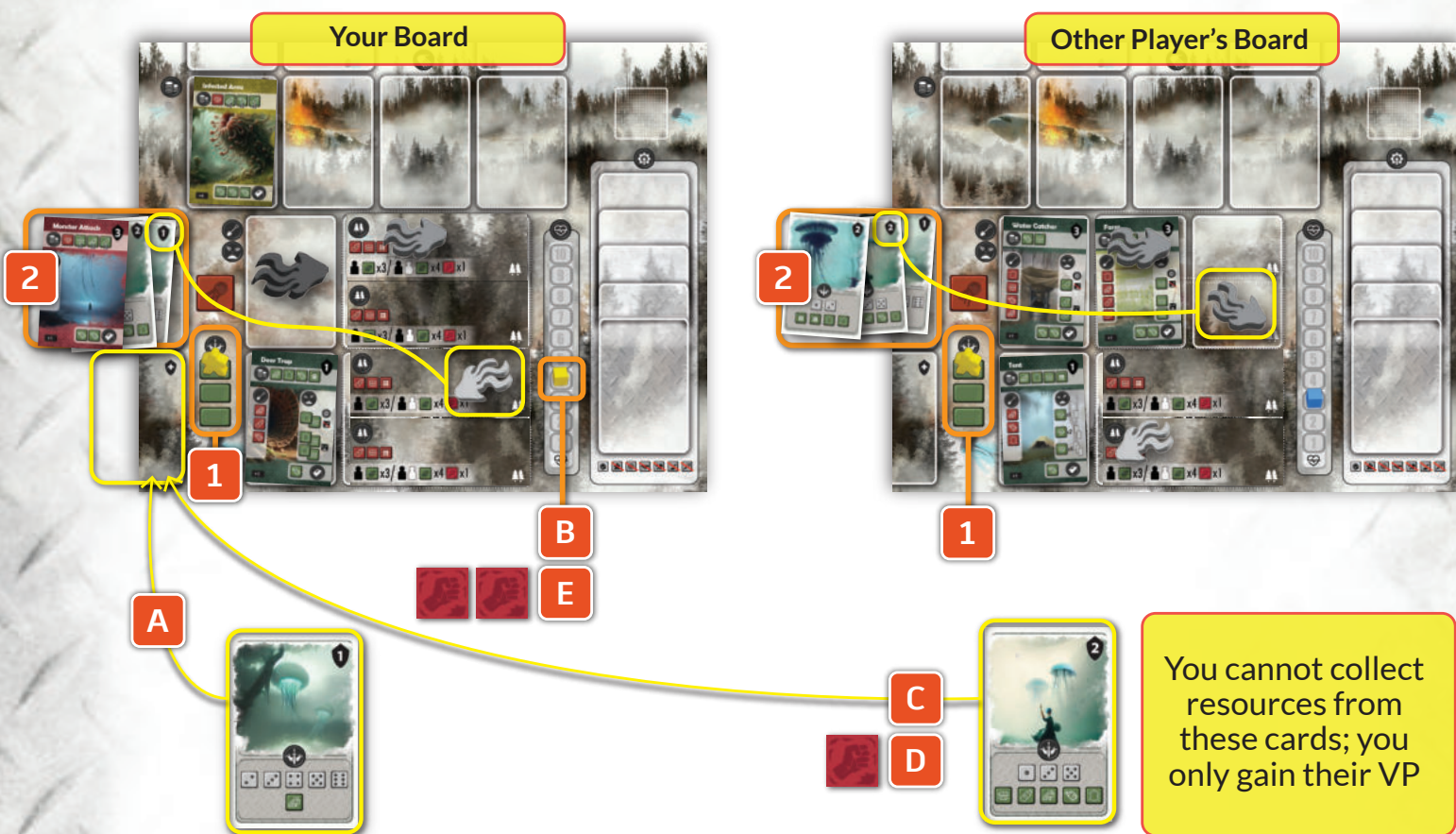
In the struggle for survival, clearing your board of monsters is vital. To remove these threats, follow these steps:

01. **Place a Survivor:** Place one of your active Survivor meeples in the Battle section of your Player Board.
02. **Choose a Target:** Select 1 Unsuccessful Battle Card or Monster Attack Card currently on your board. (*Note: If you have multiple monsters, you must resolve them one at a time*).
03. **Resolve the Battle:** Roll the dice to confront the selected monster.
 - **If Successful:** Remove the Monster meeple from your board and move its card to your Successful Battles section (A). (*Note: You cannot collect resources from these cards; you only gain their VP*).
 - **If Unsuccessful:** Reduce your Health by 1 unit (B). The monster remains on your board.

Removing Monsters from Other Player's Boards

You can also hunt monsters on other players' boards. To do this, follow these steps:

01. **Place a Survivor:** Place your Survivor in the Battle section of another player's Player Board.
02. **Choose a Target:** Select 1 of their Unsuccessful Battle Cards or Monster Attack Cards, and roll the dice.
03. **Resolve the Battle:**
 - **If Successful:** Remove the Monster meeple from their board, but move the card to your Successful Battles section (C) (*you claim the VP!*), and gain 1 Sacrifice Token (D)
 - **If Unsuccessful:** The monster stays on their board. You must reduce your Health by 1 unit (B), but you receive 2 Sacrifice Tokens as a reward for your attempt (E).



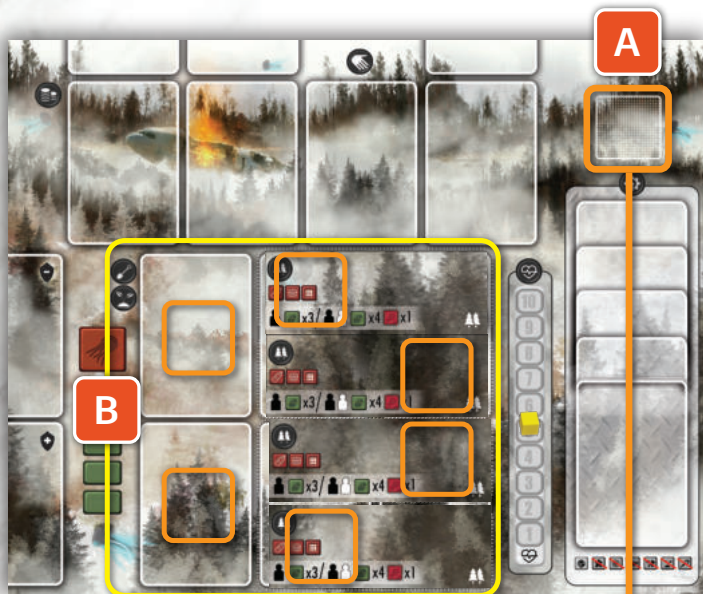
Trap Tiles:

When a battle is unsuccessful, you may choose one of your rolled dice numbers and take the corresponding Trap Tile.

Placing Trap Tiles:

You must immediately place the acquired Trap Tile in either your designated Trap Tile Section (A) OR on a space in your Construction Section / Jungle (B).

- **Placement Rules:** Only 1 Trap Tile can be placed per space. You cannot place a Trap Tile on a space that already contains a Fire Trap or a Monster.
- **Permanent but Replaceable:** Once placed, a Trap Tile cannot be moved to another space. However, you can discard and replace it with a new one at any time.
- **Active Spaces:** Placing a Trap Tile does not block the space. You can still construct, harvest, or cut down trees in that area (unless a monster occupies it).



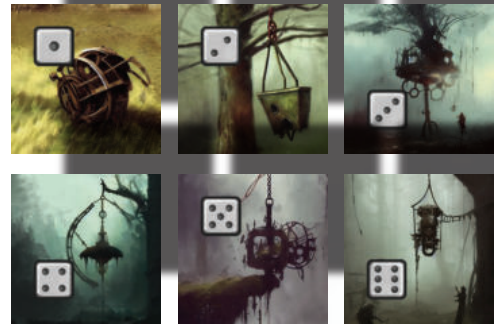
Defeating a monster this way still counts as a successful battle; you may claim its VP or resources just like a normal battle victory.

A Trap Tile placed here triggers when a monster steps onto its space, but only if you have a matching Battle Card (same target number) in your Unsuccessful Battles section. Monsters eliminated this way grant no VP or resources.

Triggering Traps:

• From Your Board (A):

During a battle, if a Trap Tile in your Section (A) matches the target number on the active Battle Card, you may discard that Trap Tile to instantly defeat the monster without rolling the dice. You still claim the VP or resources from the Battle Card, exactly as with a normal successful battle.



• From the Construction Section (B):

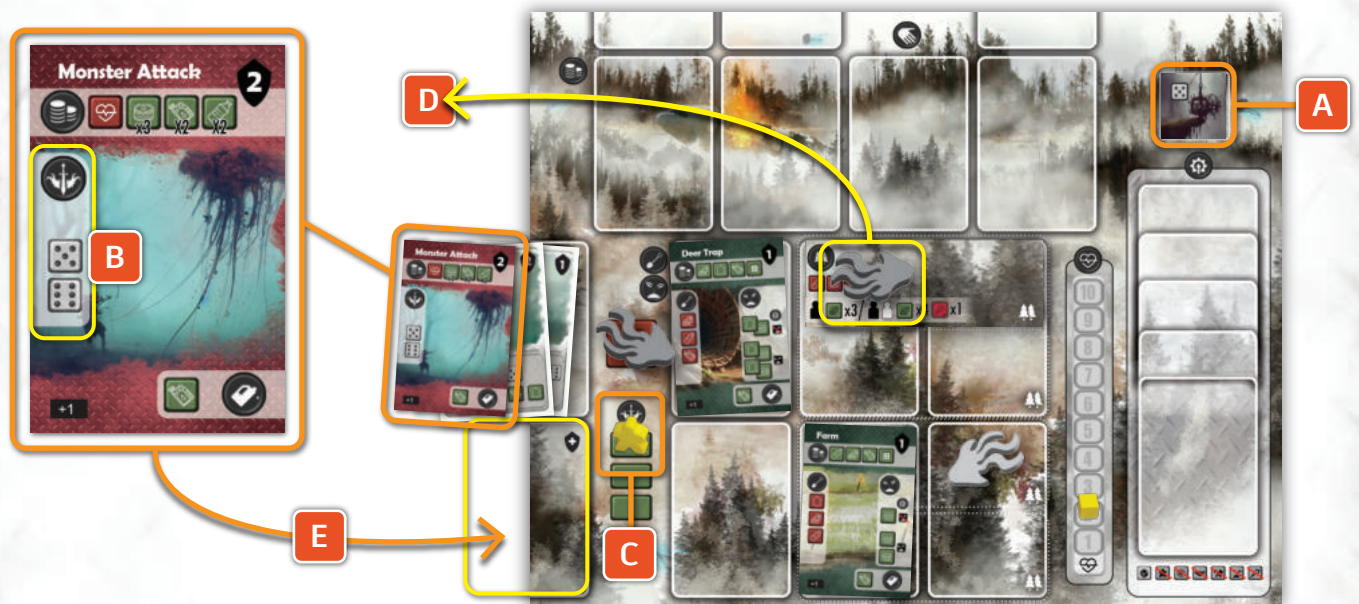
- **Movement Trigger:** Trap Tiles placed in this section are triggered exclusively by a monster's movement (**Note: Monster movement occurs during the End of Round phase, which is explained in detail later in the rulebook**).
- **Placement Rule:** Traps are only activated when a monster enters the tile. If you place a Trap Tile on a space already occupied by a monster, it will not trigger. (**Tip: Place the trap in an empty adjacent space so the monster steps on it during the end of the round**).
- **Resolution:** When a monster enters a space with a Trap Tile, check your Unsuccessful Battles section. If you have a Battle Card there with a target number matching the Trap Tile, the trap triggers! Remove the monster and discard the Trap Tile and that Battle Card. (**Note: you do not gain any VP or resources for monsters eliminated this way.**)
- **Restriction:** Trap Tiles in the Construction Section cannot be used to defeat monsters in standard battles; they are strictly for movement triggers.

Example:

Zara has a Trap Tile showing the number 5 in her Trap Tile Section (A), acquired from a previous unsuccessful battle. Later in the round, a Monster Attack Card with a target number of 5 sits in her Unsuccessful Battles section (B).

Zara places her Survivor in the Battle Section (C) to confront it.

Instead of rolling the dice, she discards her matching Trap Tile (A) to instantly defeat the monster. She removes the Monster meeple from her board (D) and moves the Battle Card to her Successful Battles section (E), claiming its VP just like a normal successful battle.



Example:

In a previous round, Kian placed a Trap Tile showing the number 3 on an empty space in his Construction Section (A), right next to a Monster meeple (B).

He also has a Battle Card with a target number of 3 sitting in his Unsuccessful Battles section (C).

At the End of the Round, the Monster moves forward one space and lands on Kian's Trap Tile (D). The trap triggers automatically: Kian removes the Monster meeple and discards both the Trap Tile and the matching Battle Card (E).

Since this monster was eliminated by a trap in the Construction Section, Kian does not gain any VP or resources for it.



#10 HEALTH & Survivors

Your Health represents your group's ability to endure hardship. It is tracked on your Health Tracker and starts the game at 5.

Health Damage vs. Health Cost

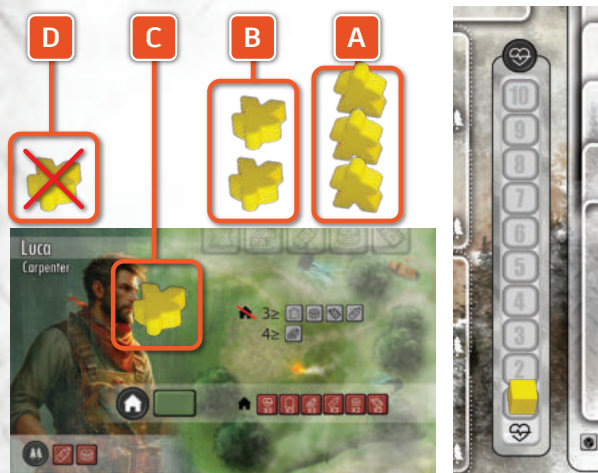
Health can be reduced in two different ways, and they follow different rules:

- **Damage:** Health lost involuntarily — such as losing a Battle, or placing a Monster Attack Card or an Infected Area Card in your Collect Section.
- **Cost:** Health spent voluntarily to pay for an action. For example, Build Shelter, or discarding a card from your Collect Section. A Health Cost must always be paid directly from your current Health; it can never be covered by removing an Inactive Survivor meeple.

Survivor States

Each player has 5 Survivor meeples, which can be in one of the following states:

- **Active:** Usable during the current round (A).
- **Inactive:** Unusable until reactivated. You begin the game with 2 Inactive Survivors (B); they only become Active by playing a Recruit Survivor Upgrade Card .
- **Resting:** Temporarily unusable (C). Automatically becomes Active again after one round.
- **Removed:** Permanently taken out of the game (D). Cannot return by any means.



When You Take Damage at 1 Health

Your Health can never drop below 1. If you would take Damage while your Health is already at 1, resolve the penalty by applying the first condition below that matches your current Survivor states:

01. **You have an Inactive Survivor:** Remove it from the game permanently (it becomes Removed).
02. **You have no Inactive Survivor, but you have a Resting Survivor:** That Survivor becomes Inactive instead of returning to Active as scheduled. It can now only return by playing a Recruit Survivor Upgrade Card.
 - **Recruited Survivors:** If you currently have one or more Recruit Survivor Upgrade Cards in your Upgrade Section, you must also discard one of them (*your choice, if you have more than one*). If that card grants any other ability, that ability is lost as well.
03. **You have no Inactive or Resting Survivor:** One of your Active Survivors becomes Resting:
 - **During the Collect Phase:** This happens immediately; that Survivor is Resting for the remainder of the current round.
 - **During the Action Phase:** Lay down one of the Survivors you've already placed this round, on its current space, as a reminder. It begins next round Resting on your Character Board, and returns to Active once that round ends.

Example:

Leila's Health is at 1. She loses a Battle, which would normally cost her 1 Health. She has no Inactive or Resting Survivors, so one of her Active Survivors becomes Resting instead. Since this happens during the Action Phase, she lays down the Survivor she used for that Battle right on its space as a reminder. At the start of the next round, that Survivor begins Resting on her Character Board, meaning she will only have 2 Active Survivors for that round. Once the round ends, it returns to Active.

Example:

Later, Leila's Health drops to 1 again while that same Survivor is still Resting. This time, instead of resting a second Active Survivor, her Resting Survivor becomes Inactive. It will no longer return automatically; she will need to play a Recruit Survivor Upgrade Card if she wants to use it again.

Example:

Nour's Health is at 1 and she takes Damage. She has 2 Inactive Survivors available, so she must remove one of them from the game entirely. She now has only 4 total Survivors for the rest of the game.

#11 Phase Four HARVEST

During this phase, players gather resources generated by their constructed cards and add them to their storage. To speed up gameplay, all players may resolve this phase simultaneously.

Production Rules & Restrictions:

- **Double Yield:** If you have an Upgrade Card with Double Yield symbol  in your Upgrade Section, all resources you produce during this phase are doubled. (*Exception: Health points generated by Tents are never doubled*).
- **Tent Production (Health):** Tents provide Health units during this phase. When you build additional Tents, stack them on top of your previous ones. The Health generated depends on the number of Tents you have built:
 - 1 Tent: Generates 1 Health.
 - 2 Tents: Generates 2 Health.
 - 3 Tents: Generates 4 Health.
- **Monster Interference:** If a Monster meeple is currently occupying a Construction card, that specific area is deactivated. It cannot produce any resources or health during this phase.
- **Fire trap tiles:** You cannot harvest in a space containing a Fire Trap.

Example:

At the start of the Phase Four (Harvest), Mona's Construction Section contains a Farm card (produces 1 Food), an active Water Catcher card (produces 1 Water), a second Water Catcher card currently covered by a Fire Trap tile (A), a stack of 3 Tent cards, and a Deer Trap card currently occupied by a Monster meeple (B). She also has an Upgrade Card with the Double Yield symbol  in her Upgrade Section (C).

- **Farm & active Water Catcher:** Both cards are undamaged and active, so Mona's Double Yield ability doubles their output. She collects 2 Food (D) and 2 Water (E).
- **Second Water Catcher with Fire Trap (A):** Since you cannot harvest in a space containing a Fire Trap, this card produces nothing this round, regardless of Double Yield.
- **Tents:** Mona's 3 stacked Tents generate Health according to the Tent Production table. Since Health from Tents is never doubled — even with Double Yield active — she gains exactly 4 Health (F), not 8.
- **Deer Trap:** A Monster meeple is standing on this card (B), left over from an earlier unsuccessful battle. Monster Interference deactivates this space for the Harvest Phase, so Mona collects nothing from it this round.



#12 End of each ROUND

After all players have completed the Harvest Phase, the round ends. Players must resolve the following steps in this exact order:

1. Monster Movement:

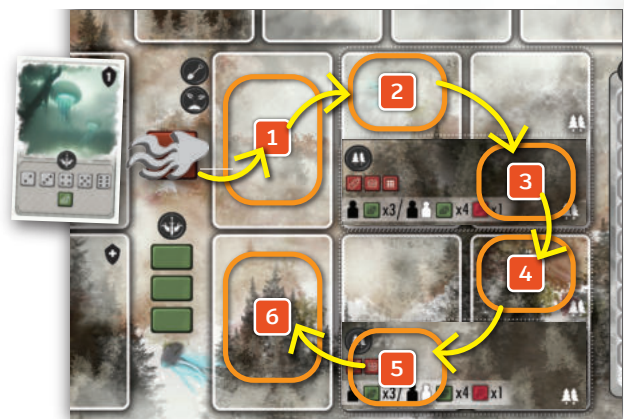
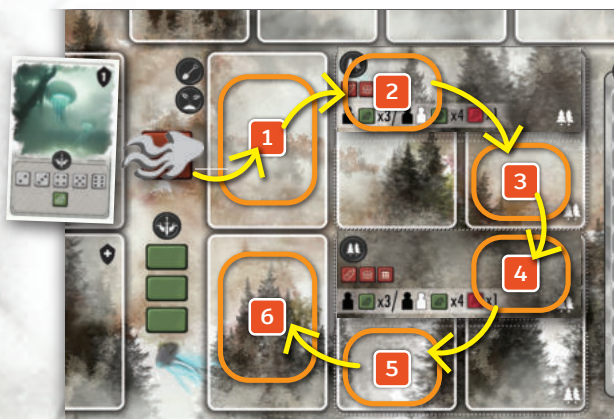
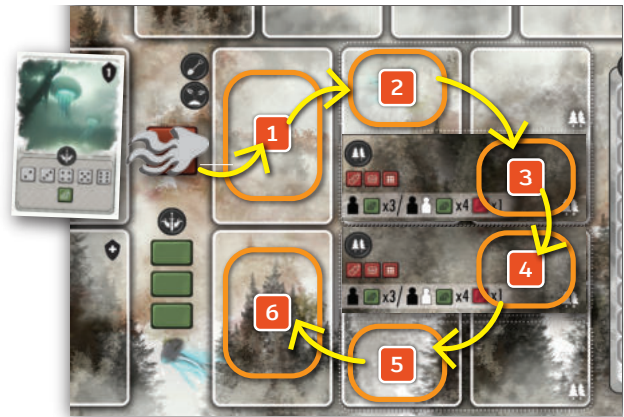
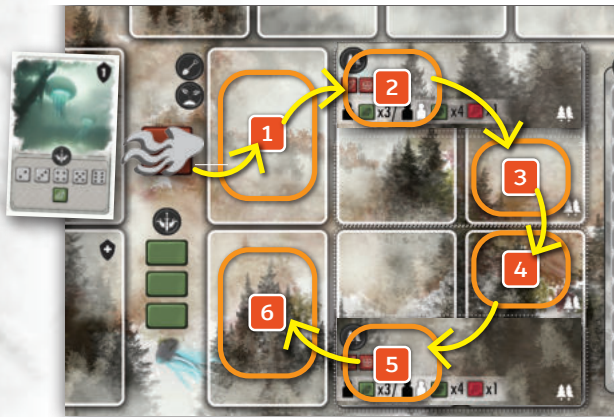
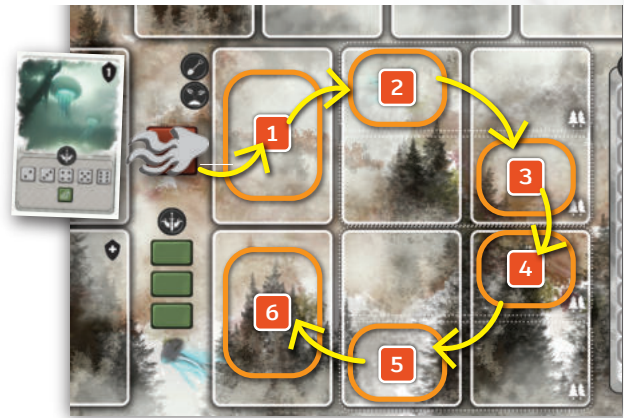
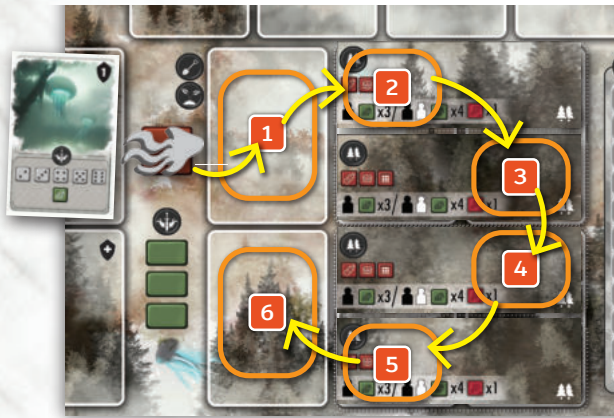
Move every Monster meeple currently on your board forward exactly 1 space along the fixed path shown on your Player Aid Card. Monsters can freely enter and stand on spaces containing Jungle tiles or constructed cards.

- **Triggering Traps:** If a Monster enters a space containing a Trap Tile or Fire Trap, resolve its

effect immediately. (Refer to the *Trap Tiles* and *Fire Traps* sections for detailed resolution).

- **Resolution Order:** Move and resolve Monsters strictly from smallest to largest. If multiple Monsters enter the same trapped space, the smallest Monster triggers the trap. The trap is then immediately discarded, leaving any larger Monsters entering that space unaffected.
- **Stacking:** There is no limit to the number of Monsters that can occupy the same space simultaneously.

The following visual examples demonstrate various scenarios of Monsters moving along their fixed path:



2. End of Round Optional Actions

Before the final cleanup, players may perform the following actions as many times as they can afford:

- **Heal:** Discard exactly 3 cards from your hand to gain 1 Health unit.
- **Clear the Collect Section:** Remove 1 card from your board's Collect Section by paying either 1 Health unit OR discarding 3 cards from your hand. (Note: All cards removed from the Collect Section or discarded from your hand must be placed in the face-down discard pile. The Health option is a Health Cost — see "Health & Survivors," page 31.)

3. Cleanup & Reset

- **Retrieve Survivors:** Return all Survivor meeples from the Action Tiles and Player Boards to your personal supply for the next round. **Exception:** If a Survivor was laid down this round as a Resting reminder (see "Health & Survivors," page 31), place it Resting on your Character Board instead — it remains unusable until the end of the next round.
- **Pass the Token:** Pass the First Player token clockwise (to the player on your left). You are now ready to begin the next round!



#13 End of the GAME

Triggering the End Game

The end of the game is triggered when either of the following two conditions is met:

01. A player successfully constructs Level 2 of their Shelter.
02. The Action Card deck is completely depleted.

When either condition occurs, players finish the current round to ensure everyone has had an equal number of turns. At the end of this final round, the game concludes, and players proceed to Final Scoring.

Final Scoring

Players tally their Victory Points (VP) from the following categories to determine their final score. (You may use a provided scorepad to help calculate totals).

- **Shelter:**
 - Gain 5 VP if you have built a Level 1 Shelter.
 - OR Gain 12 VP if you have built a Level 2 Shelter. (Note: These scores do not stack).
- **Constructions:** Gain the VP indicated on all your constructed cards.
- **Sacrifice Tokens:** Gain 1 VP for every 2 Sacrifice Tokens you possess.
- **Successful Battles:** Gain the VP indicated on all Battle Cards in your Successful Battles section.
- **Unsuccessful Battles (Penalty):** Lose the VP indicated on all Battle Cards remaining in your Unsuccessful Battles section.

Winning & Tiebreakers

The player with the most total Victory Points is the winner. If two or more players are tied, the tie is resolved using the following order:

- The tied player who has constructed a Level 2 Shelter wins the game.
- If still tied, the tied player with the highest remaining Health wins.
- If still tied, the tied players share the victory.

Example:

Emma builds both levels of her shelter, triggering the end of the game. After completing the current round, all players tally their scores:



Emma's Scores:

- Shelter (Level 2): +12 VP (*Note: Shelter scores do not stack; Level 1 is not counted*).
- Constructions: +10 VP
- Sacrifice Tokens: 0 VP (1 token yields no points since points are awarded for every 2 tokens).
- Successful Battles: +8 VP
- Unsuccessful Battles: -2 VP

Total Score: 28 VP



Alex's Scores:

- Shelter (Level 1): +5 VP
- Constructions: +10 VP
- Sacrifice Tokens: +1 VP (2 tokens).
- Successful Battles: +12 VP
- Unsuccessful Battles: -3 VP

Total Score: 25 VP



Sam's Scores:

- Shelter (None): 0 VP
- Constructions: +9 VP
- Sacrifice Tokens: +3 VP (6 tokens).
- Successful Battles: +15 VP
- Unsuccessful Battles: -1 VP

Total Score: 26 VP



#14 How to Teach the GAME

A Quick-Start Guide for the Game Host

Use this step-by-step guide to teach the game smoothly. Remember the golden rule of teaching: Start with the big picture and explain the details as they happen during the game!

STEP 1: THE HOOK & THE GOAL

Read Aloud: “We are survivors in a wild, mist-shrouded forest. Our goal is to survive, build our Shelter, and gather the most Victory Points (VP) through constructions, upgrades, and hunting monsters. At the end of the game, whoever has the most VP wins.”

Quick Component Point-Out (*no need to explain function yet — just names*): “Everyone gets a Player Board and a Character Board. These tiles in the middle are Action Tiles — we’ll all use them together. These are Battle Cards and Monster meeples — we’ll get to those soon.”

STEP 2: WALK THROUGH ROUND ONE, PHASE BY PHASE

Play this round out loud with everyone, cards face-up. Introduce each board section the moment it comes up.

Phase 1 — Explore:

Deal 4 Action Cards to each player. “Discard 1, split your other 3 into two groups, place them above your board.” Walk through the draft: each player takes a group from someone else’s board; leftover groups return home. (*This step confuses people the first time — slow down here.*)

Phase 2 — Collect:

“Place any card with this symbol into your Collect Section — this strip at the top of your Player Board — and take the resources shown.”

Now introduce Health: “See this track on your Character Board? Some cards, like Monster Attack or Infected Area, cost you 1 Health when you collect them. Health can never go below 1 — if you’re already there, one of your Survivors gets tired and sits out for a bit instead. We’ll cover the details later; for now, just know Health matters.”

Phase 3 — Action:

“Now place your Survivor meeples — up to 3 actions — on any Action Tile, your Shelter Tile, or your own Player Board.”

Introduce the 4-step Golden Rule: **Place**→**check Prerequisites**→**Pay the Cost**→**Resolve**.

Walk through one Construct or Hunt action live. Then introduce Battle right here, since it naturally comes up: “If your space has this symbol, you draw a Battle Card and roll the dice — you need to hit the exact number shown. Win, and you get VP or resources. Lose, and you take Damage, a Monster spawns on your board, and you get a Trap Tile to use later.”

Phase 4 — Harvest:

“Any cards you’ve built produce resources automatically now — including Health from Tents, if you’ve built any.”

End of Round:

“Every Monster on your board moves 1 space along the fixed path on your Player Aid Card. If it lands on a Trap Tile or Fire Trap, that resolves right away.” Then: “Retrieve your Survivors, pass the First Player token, and we’re ready for Round 2.”

STEP 3: HOW YOU WIN

“The game ends the round someone finishes a Level 2 Shelter, or when we run out of Action Cards. Then everyone scores VP from their Shelter, constructions, successful battles, and Sacrifice Tokens — and loses VP for any unresolved failed battles.”

STEP 4: WHERE TO GO FROM HERE

(*Direct players to their Player Aid Cards for detailed icon references, phase breakdowns, and resource costs during the game.*)



Still have questions? Visit our website and chat with Leo, our rules-assistant chatbot — just ask your question and Leo will help clear up any ambiguity, any time during your game.

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