

ATTENTION! These instructions contain reference information and answers to some common questions that players might have during the game. **To start the game**, take the ordered deck (1 to 68) without shuffling it, read the top card and follow the instructions on it.

Legend

Keep it in sight until you memorize the meaning of all the icons.

+ Take a random card with the corresponding icon in the top right corner and add it to the back of the pile in your hand.

Important! When such an icon has a number before it (for example, 4x), take **all** the cards with this icon (the number indicates their total amount in the **deck**), shuffle them and add them to the back of your pile without changing their orientation. If you have to discard your previous **pile** from your hand, use the newly taken cards as your new **pile**.

- + Add 1 point to the corresponding scale of the **COUNTER** by moving its clip marker.
- Subtract 1 point from the corresponding scale of the **COUNTER** by moving its clip marker.
- # Take the card with the indicated number from the **story** or **ITEM** deck and read it.
- Flip this card over its long edge.
- Flip this card over its short edge.
- Discard this card: place it under the **story deck** on the table if it's a story card **or** put it back into the **ITEM deck** if it's an item card ().
- Move this card to the **back** of your **pile**.
- Leave this card on **top** of your **pile**.
- Discard the **whole pile** from your hand (place it under the **story deck** on the table) except for the card(s) you were just told to take. Leave the collected **items** on the table unless you are explicitly told otherwise.
- Keep this card on the table in front of you.

Example: When you choose this option, first add 1 point to your **ENERGY** scale and subtract 2 points from your **FOOD** scale. Then flip the card over its short edge and leave it on top. Immediately read the text on the upper half of the card.

1 Keep your pile in hand. Only look at the top half of the card. First, change the corresponding scales' values if you see their respective icons, and **read the introductory text** at the top of the card.

2 Choose one of the available options.

2a You may choose this option (if you want) only in case you meet the preceding condition: you have or have not collected the indicated items, or one of your clip markers indicates a certain value on the corresponding scale.

2b Some options have a highlighted instruction text aside from the icons. If you choose this option, first of all follow this instruction and only then get down to the icons.

How do you play?

Note! All story cards have numbers on their face side that make it easier to find the necessary card in the deck and return the cards to their original state at the end of the game.

72

You enter a thin grove.

A small animal is fumbling at the root of a tree. You try to catch it, but the animal quickly scrambles into a burrow. You've made too much noise, it seems, and scared away all the creatures in the grove.

You find plants with juicy tubers. You don't know if they're edible, but you're too hungry and willing to take the risk.

Only with KNIFE:

You cut some bark off a tree. Under it, you find nutritious grub, but your knife gets stuck in the trunk and breaks in half. **Discard KNIFE.**

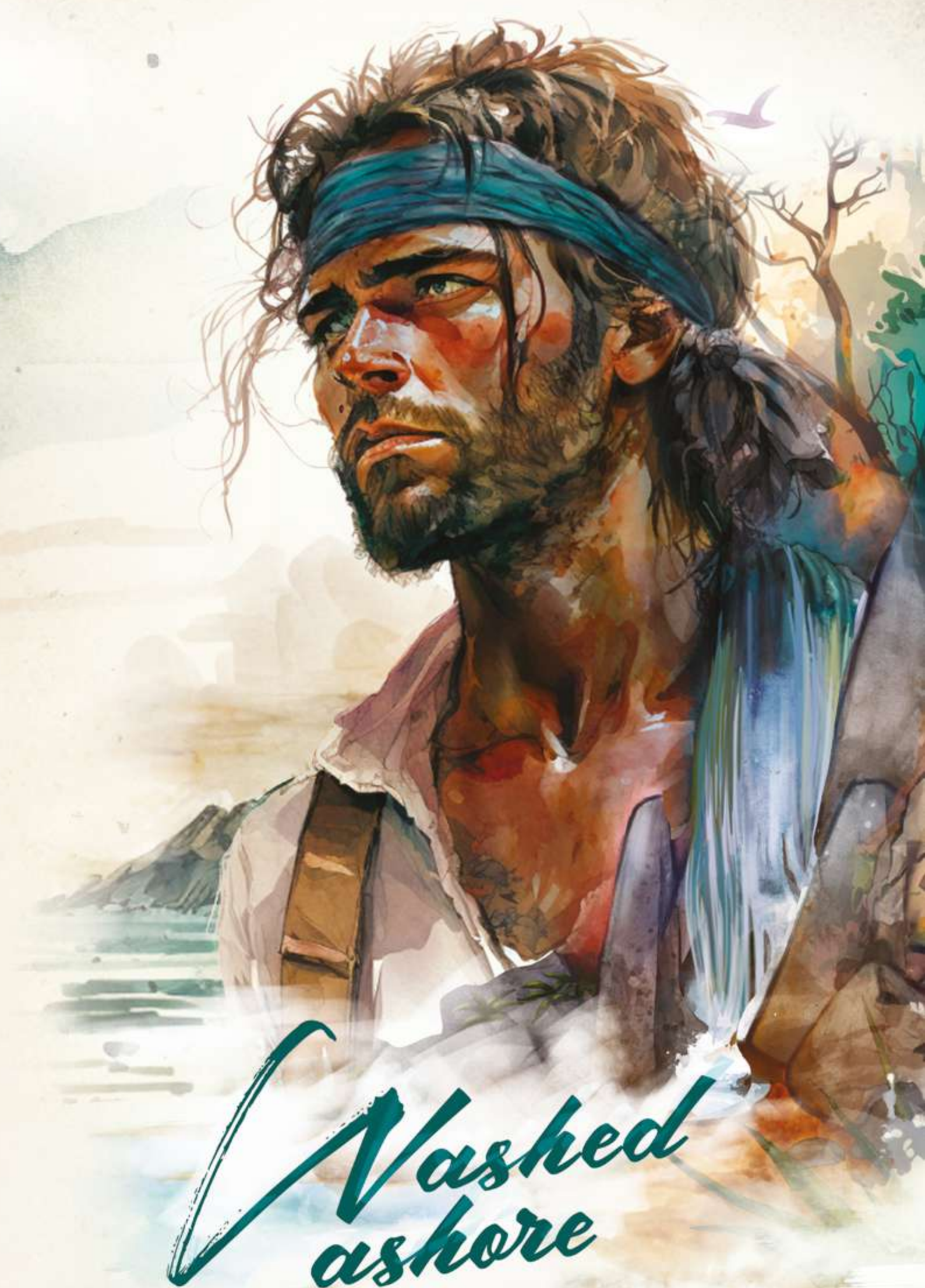
5 Take SHELTER.

Most of the cards have an additional icon next to the number. Take these cards from the deck when you get the corresponding instruction.

3 Apply the effects of each icon next to your choice in the order they are listed.

4 Stop here. Do not read the lower half of the card.

FAQ



Washed ashore

INSTRUCTIONS

- D the ITEM deck;
- E the remaining deck together with the discarded story cards.



To resume the game:

- spread the **items** you have **collected** (on top of the deck) on the table;
- take your **pile** back in hand (all the story cards on top of the COUNTER with the clips attached to it);
- place the **COUNTER** in front of you on the table;
- then separate the **ITEM deck** from the rest of the cards;
- and finally put both these decks on the table to take cards from them when needed.

You are ready to continue the game!



YOUR LOGO

Game designer: Johannes Krenner
Illustrators: Alena Naumova, Anastasia Durova
Project manager: Maria Kravchenko
Proofreader: Anastasia Gubanova
Art director: Anastasia Durova
Layout: Alena Naumova
Production manager: Yuriy Khmelevskoy

4 I am to add a card to my pile but there are **no more cards with this icon** in the deck. What should I do?

In rare cases the deck may run out of **cards with certain icons**. If all such cards are already in your pile or have been discarded, just ignore the instruction to add such cards.

5 I've chosen an option requiring an item I had previously collected. Do I have to **discard the used item**?

If the card does not give you an explicit instruction to discard certain items, keep them on the table: you may use the same items multiple times. Keep the items even when you start the next chapter unless told otherwise.

6 I realized that at some point I **flipped (and/or moved) a card incorrectly**. What should I do?

Backtracking the game can be really tricky. Don't worry about it and just continue playing! Think of it as though your character has bumped his head and is a bit disoriented.

7 I want to take a break and **finish the game later**. What is the best way to stack up the cards to not mix them up?

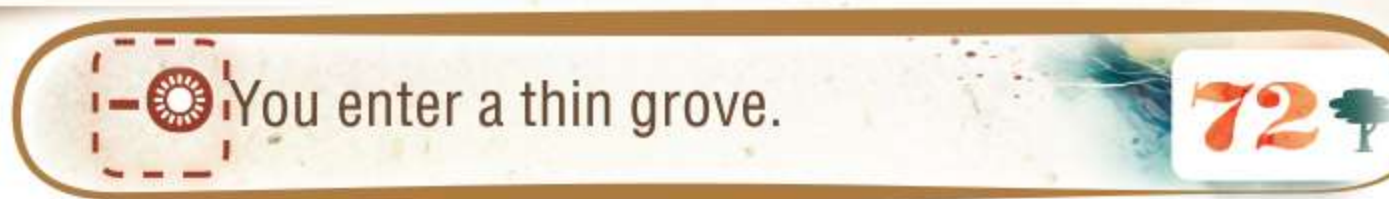
Arrange the cards in the following order (from top to bottom as shown on the picture):

- A all the **items** you have **collected** (do not flip the cards);
- B your **pile** (just like you were holding it in your hand);
- C your current **COUNTER** (do not change the values);

1 I accidentally shuffled the deck / received the game with its cards mixed. How do I **return the deck to its original state**?

Stack the cards in the ascending order from 1 to 68. Then start the game by reading card 1.

2 There's an **icon before the introductory text**. What does it mean?



You enter a thin grove. You need to first change the corresponding scale value, and only then read the text on the card.

3 Where to and in what order do I **add new story cards**?

New story cards are **always** added to the **back** of your pile **before** you start manipulating the card you've just read. Imagine you have received the following instruction:



First of all, you need to add a random card with a icon to the back of your pile (shuffle all the cards with this icon and take one, then return the rest of these cards to the deck). **After that** move your SAFETY clip 1 point down on the scale (if this makes your SAFETY drop to zero, immediately add a random card to the back of your pile and set your SAFETY back to 3 according to the instruction of the COUNTER). **Lastly**, flip and move the current story card according to the icons .