

# Shipwreck

Single-player Survival Game

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15-20 mins

## Overview

After a horrible ship crash you were the only one from the crew to survive. You woke up on an island and if you're right about your current location, another ship is going to pass it in 10 days. However, the crew doesn't know you are there, so you will have to attract their attention somehow. You will need to survive here until the help arrives. You found some boxes with food and drinkable water, but there isn't enough for 10 days, so better start looking for resources.

## Goal and Termination conditions

**Goal:** Have at least 1 life and a fireplace at the end of day 10.

The game ends at the end of day 10 if you have at least one life on the board. If you do not have fire token in your inventory, the game is lost.

The game can end at any time if no life tokens are left on the board.

## List of components

### Location Cards

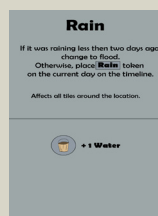


### Resource tokens

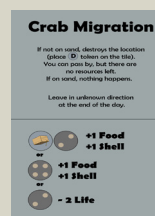


### Event Cards

#### Nature Events



#### Animal Events



### Tools Tokens



### Board



### Player State Tokens



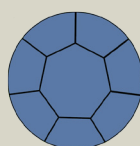
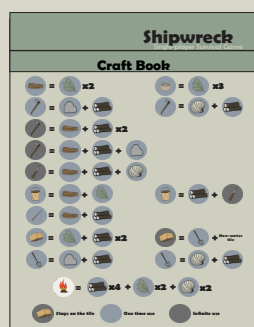
### Objective token



### Craft Book

### Player Token

### Time Stone



### Events Tokens



### Dice



# Rules

After a horrible ship crash you were the only one from the crew to survive. You woke up on an island and if you're right about your current location, another ship is going to pass it in 10 days. However, the crew doesn't know you are there, so you will have to attract their attention somehow. You will need to survive here until the help arrives. You found some boxes with food and drinkable water, but there isn't enough for 10 days, so better start looking for resources.

## Start the Game

1.



Take location cards and properly shuffle them. Place them into a 6x4 field face down.

**That's the your Island!**

2.

Shuffle event cards and place the deck face down. Place time stone on day 1 on the timeline. Take 5 lives, 2 water and 1 food and place them on the board.

3.

Place player token on one of the cards on the border and turn it face up. Take the resources according to the card (refer to page 3 of the rules).

## Start your day (Events)

(Ignore the section on the first day)

1.

Take an event card

3.

Follow the instructions on the card. (Refer to page 3 of the rules).

2.

Locate the event.

If the card has a map and dice symbol on it, roll the dice two times. The highest number indicates column and the lowest - row.

(Starting from upper left corner)



If there is no such symbol, the event is happening where you stand.

## Explore and Build

1.

Roll the dice. That's how many locations you can cross today. You can move in any direction but not diagonally.

2.

All tiles crossed should be turned face up after player token reached its final location. Take the resources according to the tile you are standing on (refer to page 3 of the rules).

3.

You can build tools at any time of the day, but you can only use them if they were built before you moved. Refer to Craft Book to find resources you need.

## End your day

1.

After you did everything you wanted that day, remove one food and one water from your inventory.

- ★ If no food or water left on the board place "hunger 1" or "thirst" tokens accordingly.
- ★ If thirst already on the board, remove 1 life.
- ★ If hunger 1 already on the board, place hunger 2.
- ★ If hunger 2 already on the board, remove 1 life.
- ★ Hunger and Thirst are nullified after you eat or drink respectively.

2.

Return event card into the deck and shuffle it again.

3.

After you had food and water, move time stone to the next day.

If the time stone was on day 10, congratulations! A ship is coming to rescue you tonight.

# Reading Cards

## Location cards

If there are no images near the resources, you can get it by simply visiting the location.

Some resources could be get using luck. You need to roll the dice after turning the card. If you rolled the number indicated or more, you can get the resource. You can only roll once.

If two or more images are in the same row, you need to meet both requirements to get the resource. Unless they are separated by or.



Sometimes you need to have a tool in your inventory to get the resource.

You can get all resources from the card if you meet all the requirements. If some rows are separated by "or", you need to meet one of them to get the resource. And you can only get it once per day.

## Event cards

### Fire

Destroys the location (place **D** token on the tile). You can pass by, but there are no resources left.

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**x 2** + **(Forest)**  
**(Field)**  
**- 4 lives**

### Crab Migration

If not on sand, destroys the location (place **D** token on the tile). You can pass by, but there are no resources left. If on sand, nothing happens.

Leave in unknown direction at the end of the day.

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**+1 Food**  
**+1 Shell**  
**or**  
**+1 Food**  
**+1 Shell**  
**or**  
**- 2 Life**

Upper part of the card indicates what happens, if the event is not where the player is.

The dice indicates how lucky you need to be to fight animals or prevent the disaster on a certain type of location. You need to roll that number or more. The image indicates resource or tool you need for the outcome.

Some of the outcomes have negative effect, so you need to roll lower than the number stated to avoid it.

Lower part of the card indicates what is needed to prevent the event or fight the animal attack.