Survival Ruleset

In the survival version, you play as villagers trapped in a disastrous winter, struggling for survival.

Contents:

1. The Box with all the food items.

2. Role Cards: Each player chooses one role cards at the start of the game indicating their goal in this game. Survival might not be necessary for achieving the goal.

Neighbor from Hell
Certified Cannibal
Gluttony
Hope for Us
Obsession
Taxidermist
Revenge

3. Event deck with san serif font. (total: 48)
The events will decide what happen to each player during their explorations.

4. Health Meter: indicate the max and current health points of each player.

5. Food Bucket: these are the containers where players store their foods. A player cannot show the contents of their bucket to another player.

Rules:
1.Preparation:
Take out the winter events and reshuffle them into the deck in the order of 1. Winter is here. 2. Snowstorm is here. 3. Still snowing 4. Snowstorm stops 5. Spring is Here.

Each player should have **one empty bucket** and **a health meter with all the limbs attached** and **the Hunger/Thirst pointer(red and blue) set to 2.**

At the start of the game, each player **chooses 1 role card randomly**, which indicates his/her goal for this game. A player cannot show his/her role card to others. Then each player **draw 5 items** randomly from the box.

2. Player Attributes
a. Hunger and Thirst
A player **start with 2 Hunger and 2 Thirst** at the start of the game. The **max value** of hunger/thirst is **dictated by the number of limbs** a player has. **(initially 4)**

Once your hunger drops to 0, you can either: eat a food, or eat one of your limbs to gain +1 Hunger, +1 Thirst.

b. Limbs
The number of limbs decide your **max Hunger/Thirst** points. **You don't lose current Hunger/Thirst points unless they are higher than the new maximum values**.

There are also other consequences if you lose your limbs:
If you lose one arm, you suffer -1 Hunger or -1 Thirst when you steal.
If you lose both arms, you cannot steal.
If you lose one leg, you only get one action per day.
If you lose both legs, you cannot explore.
If you lose more than two limbs, you die.

When a player dies, his/her limbs can be stolen at night as an food item.(+1 Hunger, +1 Thirst). **No, you cannot grow your limb back if you eat another limb from others.**

3. Game Sequence
a. Day Phase
During the day, players have the opportunity to explore in turn. The game can start from any player, but each day the first player to take action shifts to the next player.

1) Exploration
Each player has **2 chances to explore**(unless specific events state otherwise). The player will **draw an event card** from the event deck.

2) Food consumption
A player may **eat food any time during his/her turn**, but **can only eat up to 2 foods.**

3) Trade
A player may trade with others any time during his/her turn. There is no limit on the number of trades each day.

4) **Accusation**
A player can initiate an accusation if they suspect being stolen from another player. They have to specify one player to accuse. If they accuse the right player, then the accused must return the **stolen food and give 1 limb to the victim.**

At the end of the day, each player must suffer either **-1 Hunger or -1 Thirst**. If any of these attributes **drop to 0**, the player **can eat a food or eat one of his own limb to gain +1 Hunger and +1 Thirst.**

b. Night Phase
During the night, players close their eyes and count from 1 to 15 in turn. They can choose to **wake up when 1 is being counted, but they have to discard 1 food**. When 15 is counted, the night ends and every player wakes up.

1) Stealing
Players can **steal from others who do not wake up** during the night. **They can only steal one item each night by picking from the victim's bucket without looking in it.**

4. End Game Conditions
The game ends when either: **The World Event card indicating "spring is here" is drawn, or all player die.** After the game ends, **players only win if they achieve their goals on the role cards.**

5. Food Items
The value of each food item is decided by its **type and color** as follows. There are 4 types of food: Meat, Veggie, Drink, and Processed.

Good Meat: Hunger +2	Normal Meat: Hunger +1	Bad Meat: Hunger -1
Good Veggie: Hunger +1 Thirst +1	Normal Veggie: Thirst +1	Bad Veggie: Hunger -1
Good Drink: Thrist +2	Normal Drink: Thrist+2 Hunger-1	Bad Drink: Thirst +1 Hunger-2
Good Processed: Hunger +2	Normal Processed: Hunger +2 Thirst -1	Bad Processed: Hunger +1 Thirst -2