

Outdoor Survival Advanced

Contents

4 Vital Stats cards	100 Event cards	colored item chips
18 Forest path hexes	4 Predator cards	12 reference cards
12 Fire counters	Predator Map sheets	5 Ranger Station cards
2 Impassable counters	4 Role cards	4 First Aid reference cards
4 Injury Reference cards	4 Turn cards	1 waterfall hex

Object

Seven passengers are headed to the Stackpole Nature Preserve for some rest and relaxation aboard a small-engine plane when it develops engine trouble and crashes in a remote area. The survivors must hike across difficult terrain, find ways to live off the land, and defend themselves from animal attacks until they can reach the safety of an outlying ranger station and call for help.

There are three scenarios that can be played:

1. **Man vs. Wild**
In this scenario, it's every man for himself, and the winner is the first survivor to be rescued.
2. **All For One**
A cooperative scenario where each player works together with the others so that everyone is rescued. If all players are rescued, everyone wins. If even one person dies, everyone loses.
3. **Sabotage**
This scenario pits one player against the others as a saboteur. The saboteur wins if he eliminates the other three players and successfully makes it to an outlying ranger station OR makes it to an outlying ranger station before the other plane crash survivors do. The other players win if they determine who the saboteur is (and optionally capture or eliminate him) and make it to an outlying ranger station ahead of the saboteur.

Setup

Each player chooses a set of colored counters, a Life Level Index Chart, a Vital Stats Card, a Turn Reference card, an Injury Reference card, and a First Aid Reference card.

Shuffle the 8 Character cards together and deal one to each player.

Remove the 2 Travois cards, the 5 First Aid Kit cards, and the 5 Survival Kit cards from the Item deck, shuffle the remaining Item cards together and set aside facedown.

How to Play

I. The Plane Crash

Determining the location of the crash is a three-part process.

1. Roll the die to determine the location of the crash.
This number determines which ranger station (1-5) you will begin counting from.
Example: If you roll a 3, count from ranger station #3. (If you roll a 6, roll again.)
2. Roll the die again and consult the Random Direction Chart on the game board.
Make note of this direction.
3. Roll the die once more and count this number of spaces away from the ranger station, in the direction indicated by the Random Direction Chart which you rolled in step 2.
4. This is where the plane went down and is the starting location for all players.

II. Exiting the Burning Plane

The plane is on fire and everyone needs to get out as quickly as possible. At this point, all of you have survived the crash virtually without a scratch.

1. Beginning with the first player, decide whether you are going to:
 - a. crawl out of the plane to safety, or
 - b. search the plane for survival items
 - If you decide to exit the plane, mark your Life Level Index at A and place your character token on the board in the hex where the plane went down. The next player must now make their decision.
 - If you decide to remain inside the burning plane and search it, draw the top Item card off the deck. You may choose to reveal item cards or keep them hidden as you decide.
2. After all players have made their decisions, return to the first player who chose to remain inside the plane. (If no players remained inside, skip to step 4.)
 - a. Roll die to see if plane explodes. (This is round 1)

Round	Die Roll	Result
1	1	plane explodes
2	1, 2	plane explodes
3	1-3	plane explodes
4	1-4	plane explodes

- b. If plane explodes, move on to step 3.
 - c. If plane does not explode, you once again have a choice of either to exit the plane and remain inside to search for more gear. (Return to step 1. This will be round 2. This can be done for a maximum total of four rounds. Plane will explode on round five if it hasn't done so before.)
3. If the plane explodes, those caught inside are fortunate to have been blown clear of the blast, but have sustained injuries. Roll die once to determine Life Level, and roll again to determine injuries. Mark your Life Level Chart and Player Board accordingly, then place your character token on the board on the hex where the plane went down.

Die Roll	Life Level
6	D
5	E
4	F
3	G
2	H
1	I

Die Roll	Injury
5, 6	Broken arm
3, 4	Broken leg
2, 1	Bleeding badly

4. Take the Item card deck and deal into 5 piles. Then add one First Aid Kit card and one Survival Kit card to each pile. Designate one pile as Ranger Station 1 Items, another as Ranger Station 2 Items, etc, by placing a Ranger Station card face up on top of these decks. The 2 Travois cards remain out of the deck. Set these off to the side of the board.

III. Turn Sequence

1. Roll die for wind and rain (on Player One's turn only)
2. Resolve any Event card you may have.
3. Roll die for movement and move.
4. Perform action
5. Draw an Event card, if applicable.
6. Resolve Life Level Index Chart

1. Roll die for wind and rain (on Player One's turn only)

- a. Consult random direction chart. Wind blows in direction of die roll. Any existing fires spread one hex in this direction. Add a fire counter. If there are no fires, ignore this step.
- b. Look at number on bottom of die. This number corresponds to one of the six sections of the game board (formed by the folds in the board). Sector 1 is the top left section of the board with the random direction chart printed on it. Sector 2 is the top middle section of the board. Sector 3 is the top right section of the board. Sectors 4, 5, and 6 are located left to right on the bottom section.
- c. This sector receives rain. If there are any fires in this sector, they are put out immediately.
- d. Any player with extra energy who begins their turn in this sector will lose the extra energy unless they have the rain poncho.
- e. No fires can be made in this sector by any player while it is raining here.
- f. The rain will stop in this sector when Player One next rolls for wind and rain (unless he rolls the same sector number, in which case it will continue to rain).

2. Resolve any Event card you may have.

If an Event card drawn on your last turn directed you to lose a turn or to move, those actions will be completed at this time and the normal movement phase will be skipped this turn. Return card to the bottom of the appropriate Event deck.

When losing a turn, you must remain on your current hex and may not take any action. Adjust your water, food, and life levels appropriately. You may use one food and/or one water ration if you have them. If you happen to be on a food or water hex, you may benefit from those resources. Do not draw an Event card.

3. Roll die for movement and move.

Die Roll	Direction Ability
1, 2	Consult Random Direction Chart printed on the game board, then roll the die again. You must move in the direction indicated by the arrow. Move in a straight line only – no turns permitted. You do not have to move the full movement allowance.
Die Roll	Direction Ability
3, 4	Consult Random Direction Chart printed on the game board, then roll the die again. You must start in the direction indicated by the arrow. After moving one or more hexes, you may make one direction change. You do not have to move the full allowance.
Die Roll	Direction Ability
5, 6	Start in any direction, but you must move in a straight line only - no direction change is permitted. You do not have to move the full movement allowance.

Movement Allowance

Your movement allowance is the number on your character token which represents you on the game board. This number can be modified by terrain, certain items, events, injury, and character ability.

Terrain Modification

It costs only 1 Movement Point to enter a Clear Terrain hex.

It costs 2 Movement Points to enter a Forest or Desert hex.

It costs 3 Movement Points to enter a Mountain or River hex.

It costs 4 Movement Points to enter a Swamp hex.

It only costs 1 Movement Point to enter a Ford or Trail hex.

Example: A person with a Movement Allowance of 6 can walk through:

6 Clear Terrain hexes, or

3 Forest hexes, or

1 Swamp hex, or

any combination that does not exceed 6.

In the event a player's movement would take him into a hex that would cost more Movement Points than he has available for that turn, he is not permitted to move into that hex. He must choose an alternate route, or remain stationary until he recovers sufficient Life Levels.

Other Movement Modifications

Certain items, injuries, and Event cards may change the way in which you can move, either providing you with extra Movement Points, taking Points away, or instructing you to move only a certain number of hexes. Follow the instructions on these cards.

Your character's special ability may also change the way in which you move.

4. Perform action

There are 5 actions you can take. You may perform each action once per turn.

1. Harvest branch

If you need a branch (perhaps to make a splint), you can try to obtain one in a forest hex. If you have no cutting tools, you may attempt to find a dead branch on the ground or break one off with sheer strength. Certain items you find will increase the likelihood of obtaining branches, or give you the ability to harvest a branch automatically on every attempt.

To attempt a branch harvest:

You must be in a Forest hex to attempt this harvest.

Roll die.

4-6 = successful harvest, add 2 branches to your inventory
1-3 = unsuccessful harvest, try again on another turn

Branches do not count toward the 4 item limit (8 items with backpack).

2. Harvest vines

Vines are useful for tying things together. If you need a vine, you must be in a Forest hex to attempt this harvest.

Roll die.

4-6 = successful harvest, add 2 vines to your inventory
1-3 = unsuccessful harvest, try again on another turn

Vines do not count toward the 4 item limit (8 items with backpack).

3. Treat wound

This action will allow you to attend to a broken arm, a broken leg, a wound that is bleeding badly, a poisoned condition, or a fever.

When treating each wound, tend to every aspect of this injury that you are able to. You may treat as many wounds as you are able on a turn, and you may treat more than one player's wounds on the same turn.

However, in order to treat the wounds of other players, you must be on the same hex as they are.

4. Transfer items

- a. Items may be discarded at any time – simply place a colored chip on the board to indicate a discarded item. Then place another chip of the same color on the item card you are discarding and place card off to the side.
- b. Items may be picked up from the ground by any player if they land on a hex with a discarded item chip.
- c. If players are on the same hex, they can trade/give any number of items.

5. Search ranger station for survival items.

- a. When a player lands on ranger stations 1-5, he will take the deck of cards for that station and choose any to add to his inventory. (Up to 4 items)
Players with a broken arm cannot take two-handed items. Item cards have a number on the lower right which identifies them as either 1-handed or 2-handed items.
- b. Items he does not take with him are placed back on the table for the next player who enters this ranger station. If an item card requires keeping track of a certain number of resources, take the appropriate number of plastic chips and place them on the item card. Keep track of your inventory by removing a chip as resources are used (such as with the rifle card), or by moving the chip to indicate the remaining quantity (such as with the survival kit card).
- c. No Event card is ever drawn when landing on a ranger station hex.

5. Draw an Event card, if applicable.

If you end your turn on any terrain hex other than Clear, draw an Event card which matches that terrain type (forest, swamp, mountain, or desert).

The only exception to this rule is the ranger station hex – do not draw an Event card when entering a ranger station.

6. Resolve Life Level Index Chart

At the end of your turn, adjust your food, water, and life levels.

1. If you end your turn on a food hex (the deer), your food ration for the day has been met. Do not adjust your food level.
2. If you end your turn on a water hex (lake or river), your food ration for the day has been met. Do not adjust your water level.
3. If you are not on a food or water hex at the end of your turn, adjust your food or water counter (or both) down by one level.
4. If the adjustment of your food and/or water level affects your life level, then also adjust your life level as well as your character token on the game board.
5. If you have ended your turn on a food or water hex, on your next turn you have the option of staying where you are. For each turn that you remain on a food or water hex, add +1 to your food or water level (and adjust your life level accordingly).

First Aid

There are five different types of injuries you can sustain:

1. Broken Arm
2. Broken Leg
3. Bleeding Badly
4. Poisoned
5. Fever

1. Broken Arm

Results: swelling and pain with motion

Pain limits movement to –1 of normal

(Movement is restored to normal after treatment)

Can use only 1-handed items

Care: Aspirin or pain killer; splint; and sling

Make a right-angle splint with two branches and something to tie them together. Run a cord over the neck and fasten to wrist.

Where to find:

Aspirin: first aid kit; Survivalist can make pain killer from plants

Splint: 2 branches from forest hex and 3 vines; or
Doctor or Nurse can perform this function automatically
Sling: first aid kit; 1 vine from forest hex; duct tape; or
Doctor or Nurse can perform this function automatically

2. Broken Leg

Results: Swelling with pain and motion, cannot walk at all until splinted;
once splinted, can only move with a crutch or with the help of
someone else (with Life Level of K or greater) for support.
With a crutch, movement is –1 of normal.
With a person, movement for both people is –1 of normal speed for
the injured party

Care: Aspirin or pain killer; splint; and crutch (or assistance)
Splint the broken leg so that it can't bend, by tying it to a branch.
Then find the injured party a crutch or help them walk.

Where to find:

Aspirin: first aid kit; Survivalist can make pain killer from plants
Splint: 1 branch and duct tape or 2 vines from a forest hex; or
Doctor or Nurse can perform this function automatically
Crutch: branch from forest hex

3. Bleeding Badly

Results: Life level drops one letter each turn. "P" ends in death.

Care: Pressure; bandage; aspirin
Put pressure on wound to stop the bleeding, then bandage and
administer aspirin

Where to find:

Aspirin: first aid kit; Survivalist can make pain killer from plants
Pressure: hands (must have 2 good arms) 4-6 = bleeding stops,
otherwise try again to stop the bleeding next turn; or
Doctor or Nurse can perform this function automatically
Bandage: first aid kit, duct tape; or
Doctor or Nurse can perform this function automatically

4. Poisoned

Result: Movement –1 of normal; life level drops one letter every other turn

Care: Snake bite kit; or blade and bandage
Use snake bite kit; or

Slice an “X” through the bite wound with a blade and suck out the poison. Roll die. 4-6 = wound clear of poison; then bandage.
1-3 = victim still poisoned. Try again on next turn.

Where to find:

Snake Bite Kit: first aid kit; or

Doctor can perform this function automatically

Blade: knife, axe, hand saw, hook from fishing kit

Bandage: first aid kit, duct tape; or

Doctor or Nurse can perform this function automatically

5. Fever

Result: Movement –1 of normal; must use Random Direction Chart each turn with no direction changes permitted.

Care: Aspirin or pain killer

Where to find:

Aspirin: first aid kit; Survivalist can make pain killer from plants

Injury effects take precedence over any items you may be carrying. For example, if you are carrying the compass and become fevered, you must consult the Random Direction Chart for movement for each turn that you remain fevered. You cannot use the compass to negate the effect of the injury.

Dying

Any player who dies can come back into the game as a predatory wild animal who will attempt to eliminate the remaining survivors.

- a. The first player out of the game chooses a set of animals, either the Forest, Desert, Swamp, or Mountain set, and takes the matching Predator card and a map sheet.
- b. He then marks the location of his two animals on the map by placing them on any hex native to that animal, and at least five hexes away from any player.
- c. On subsequent turns, he can move these animals toward players. Predator movement takes place on the map only, not on the game board, so that the remaining players are unaware of the animals' locations.
- d. When one of your animals lands on a hex occupied by another player, a Predator Encounter occurs immediately.

Predator Encounters

- a. Refer to the Predator card for the attack. These are the same as the matching animal Event cards with one difference: misses result in an additional loss of Life levels, and the predator does not retreat after striking.

- b. If a player is still alive after the initial attack, the predator will strike again on the same turn (and the player will have another opportunity to kill it).
- c. In this way, Predator Encounters will result in a “kill or be-killed” event.
- d. If the predator is killed or forced to retreat, it is removed from the game. A person playing a predator has control of two animals and remains in the game until both of his predators are killed or forced to retreat.
- e. If a player is killed by a predator, he will choose one of the remaining sets of Predator cards and a map sheet, and will play as a predator from this point on.

Scenarios

1. Man vs. Wild

In this scenario, it's every man for himself, and the winner is the first survivor to be rescued. In order to be rescued, you must make it to one of the outlying ranger stations, numbers 6, 7, 8, or 9. These are the only ranger stations equipped with telephone land lines.

2. All For One

A cooperative scenario where each player works together with the others so that everyone is rescued. If all players are rescued, everyone wins.

This scenario adds a special set of rules for Groups of Survivors:

Moving as a Group

- a. If a player (or players) lands on a hex that is already occupied by another player, they may choose to travel together in a group. All players involved must agree to travel together in this manner, or else you are simply sharing the same space for a turn.
- b. Groups can be any size, from 2 to 4 players.
- c. Once you have formed a group, you must elect a leader.
- d. Groups move only on the leader's turn.
- e. Group members who are not the leader simply forfeit their turn – their leader will be moving for them on this turn. Group members still adjust food, water, and life levels, however.
- f. A group is not formed (and therefore cannot move as a group) until all members have been on the same hex at the beginning of the same day.

Even though each player's turn is made one after the other, all players are considered to be moving at the same time. Each turn is a “day,” and the new day begins with Player One's turn. After Player Four's turn is over, a new day begins.

Example: Player One moves onto a hex. Player Two moves onto a hex near Player One. Player Three moves onto the same hex as Player Two. Player Four moves onto the same hex as Players Two and Three.

On the next turn, Player One moves onto the same hex as the others. Player Two (being the elected leader) moves, but can only bring Players Three and Four with him

since Player One was not already with the group at the beginning of his turn that day (Player One moved *onto* their hex that day, but the others *left* the hex that day.)

In order for all four players to move as a group, Players Two, Three, and Four would have to remain on their hex for another turn and all four players would be able to move as a group on Player Two's next turn.

- g. Groups move wherever the leader decides, even if it's in a direction a group member does not want to go. Group members have the choice of leaving the group only on the following day. At the end of the day (the end of Player Four's turn but before Player One's turn), group members decide whether or not to remain part of the group. Members who choose to remain with the group will generally forfeit their next turns. Members who choose to leave the group will take their next turn as usual.
- h. Group leaders take responsibility for the safety of their group. Being on point, the leader will be noticed first by any aggressive animal, therefore he is the only one who will deal with animal encounters. Results of these encounters apply only to the leader and do not affect the other members of the group. With risk comes reward, however. Any Event card that can benefit only one player (such as finding an object) will benefit only the leader. Any navigational issue that arises as a result of an Event card will affect the entire group.
- i. Although group members generally cannot participate in Event cards, certain Character's special abilities can still affect the outcome of group encounters, whether they are a leader or not.

Doctor: if grouped with nurse, adds +3 life levels when treating bleeding/poison

Animal Behavior Scientist: entire group can avoid animal encounters

Pilot: entire group can move in any direction with unlimited course changes

Hiker: no special group abilities

Survivalist: finds food in any forest hex and provides fire for the entire group

Nurse: if grouped with doctor, adds +3 life levels when treating bleeding

Outdoorsman: finds food at any lake or river hex for the entire group

Rock Climber: no special group abilities

- j. Groups can only move at the speed of their slowest member.
- k. A group member who is not a leader is still allowed to perform an action (harvest, treat, or transfer items).
- l. If a group enters a ranger station, the leader chooses any item he wishes first. Then the other members (clockwise from the leader) choose an item. Selection of items continues in this manner until either all have been selected, or players decide they do not want any remaining items.

If all players are rescued, all players win. If any player dies, all players lose. Players can continue to play for a "losing high score." Score a point for each player that was rescued.

3. Sabotage

In this scenario, one player plays as a jewel thief who has just pulled off a diamond heist and has boarded the plane with a briefcase of diamonds.

The thief's plan was to sabotage the airplane and then parachute to safety as the plane crashed. The force of impact, the fiery explosion, and the deterioration of the bodies due to exposure and wild animals would hide the fact that his body was not among the wreckage. Having faked his own death, the thief could then escape with his fortune and live under an assumed name in Brazil.

Unfortunately for the thief, as the engine blew up, the plane jolted violently and he hit his head against the window. Knocked unconscious, he awakened in the burning plane along with the other three survivors.

The thief now has a new plan, as well as a backup plan.

Plan A: The thief will get away with his scheme (and win the game) if he can eliminate the other survivors (or make sure that they die from injuries sustained in the wilderness).

With no one left alive to testify to his survival of the plane crash, he will then make it to an outlying ranger station and call an associate to pick him up.

Plan B: If eliminating the survivors becomes impossible, then he will simply head for one of the outlying ranger stations and hope that he gets there first, before one of them can call the authorities in to apprehend him before he can escape.

It would be better if no one knew he was still alive, but if he can escape, the English-speaking island nation of Vanuatu in the South Pacific has no extradition treaty with the United States.

1. Shuffle the Role Cards (one for every player, making sure that the Saboteur card is included) and deal one to each player.
2. Keep these cards secret from each other and do not reveal your role to the other players until the end of the game.
3. If you are the saboteur, you must attempt to eliminate the survivors and then reach an outlying ranger station. Failing that, you must reach a rescue station before anyone else.
4. If you are one of the survivors, then you need to stay alive and reach a rescue station before the saboteur does. You may attempt to eliminate or capture the saboteur if you can determine who it is, and once dead or captured, the briefcase of diamonds will be yours. What you do with it is then up to you. Will you turn it in to the authorities after reaching the rescue station or will you keep them for yourself after deciding to eliminate the rest of the witnesses? If you do decide to turn them in to the authorities, will the remaining rescuers agree to do this, or will one of them be tempted to steal a fortune in diamonds... over your dead body?

In this scenario, weapons can be used against other players.

Any weapon that knocks an opponent out in this scenario can be used immediately a second time to eliminate the defenseless opponent.

Unconscious or eliminated opponents may be raided for their possessions.

Fists can also be used against other players (but not against animals).

- a. To use fists: both players roll dice. Highest roll wins, opponent is knocked out.
- b. Male characters add one to dice rolls.
- c. Ties cancel each other out. The attacker will have to try again on his next turn.
- d. If a group is attacked by one player, each member in the group rolls. Add the numbers together. The single attacker must roll one die.
- e. If a group attacks a lone survivor, the group adds their dice rolls together. The sole player must roll one die.
- f. If a group of two players attack another group of two players, each group adds their dice rolls together. Highest number wins.
- g. If the player being attacked has a weapon, he may use it instead of his fists. If the weapon successfully hits, the defender wins the fight and the attacker is unconscious for one turn. If the weapon misses, the attacker automatically wins the fight. (See item cards for details on using weapons against other players)

Item Card Overview

The following is a more complete explanation of certain Item cards:

First Aid Kit

These kits contain medical equipment that can each be used one time, including aspirin, bandages, a leg splint, mosquito repellent, a snake bite kit, and a combination arm splint/sling. When obtaining a first aid kit, take 6 plastic chips and place one over each item listed. When you use one, remove the chip. You are now out of that particular medical resource.

Survival Manual

This manual tells you how to fashion a compass out of three stakes and one vine. Before you can use this improvised compass, you must first obtain the three stakes and one vine from a forest hex.

Hunting Rifle

This weapon comes loaded with 10 bullets. Take 10 plastic chips and place them on this card. When firing the weapon, remove one of the chips to keep track of how many bullets are remaining.

Flare Gun

This signaling device comes with 6 flares and cannot be used as a weapon. Take 6 plastic chips and place on the card. When firing, remove a chip to indicate the number of flares remaining.

Revolver

This weapon comes loaded with 6 bullets. Take 6 plastic chips and place them on this card. When firing the weapon, remove one of the chips to keep track of how many bullets are remaining.

Shovel

You can use the shovel to dig a trail through any forest hex. To use, simply place a new forest trail hex onto the game board as you enter a forest hex. Any player can then use these trails to follow at a movement cost of only 1.

If using as a weapon against other players, the range of the shovel is limited to your currently occupied hex. Therefore, the other player you are using the shovel against must be standing on the same hex as you are.

Knife

If using the knife to harvest branches or vines, add 2 to your dice roll. This means that you only fail at harvesting if you roll a 1.

Survival Pack

These packs contain 10 ration of food and water each. Take two plastic chips and place one each on the number 10 for food and water. As each resource is consumed or given away to another player, adjust the chip accordingly to reflect the proper inventory that is remaining.

Folding Handsaw

This saw allows you to automatically harvest branches and vines. You do not need to roll dice to determine whether or not the harvest was successful. Simply add the resources to your inventory.

Travois

This is the only item that is not found in any of the ranger stations. That is because this item must be constructed. To construct the travois, you must have in your possession either the folding handsaw or the axe, and you must be located in either a forest, swamp, or clear terrain hex. You also must have a Life level of at least "I" or greater. If these conditions have been met, then simply take one of the travois cards and add it to your inventory.

You can only use the travois if you have two healthy arms.

The travois is useful for transporting a person who cannot move well or at all. The bearer of the travois must be on the same hex as the person he wishes to transport.

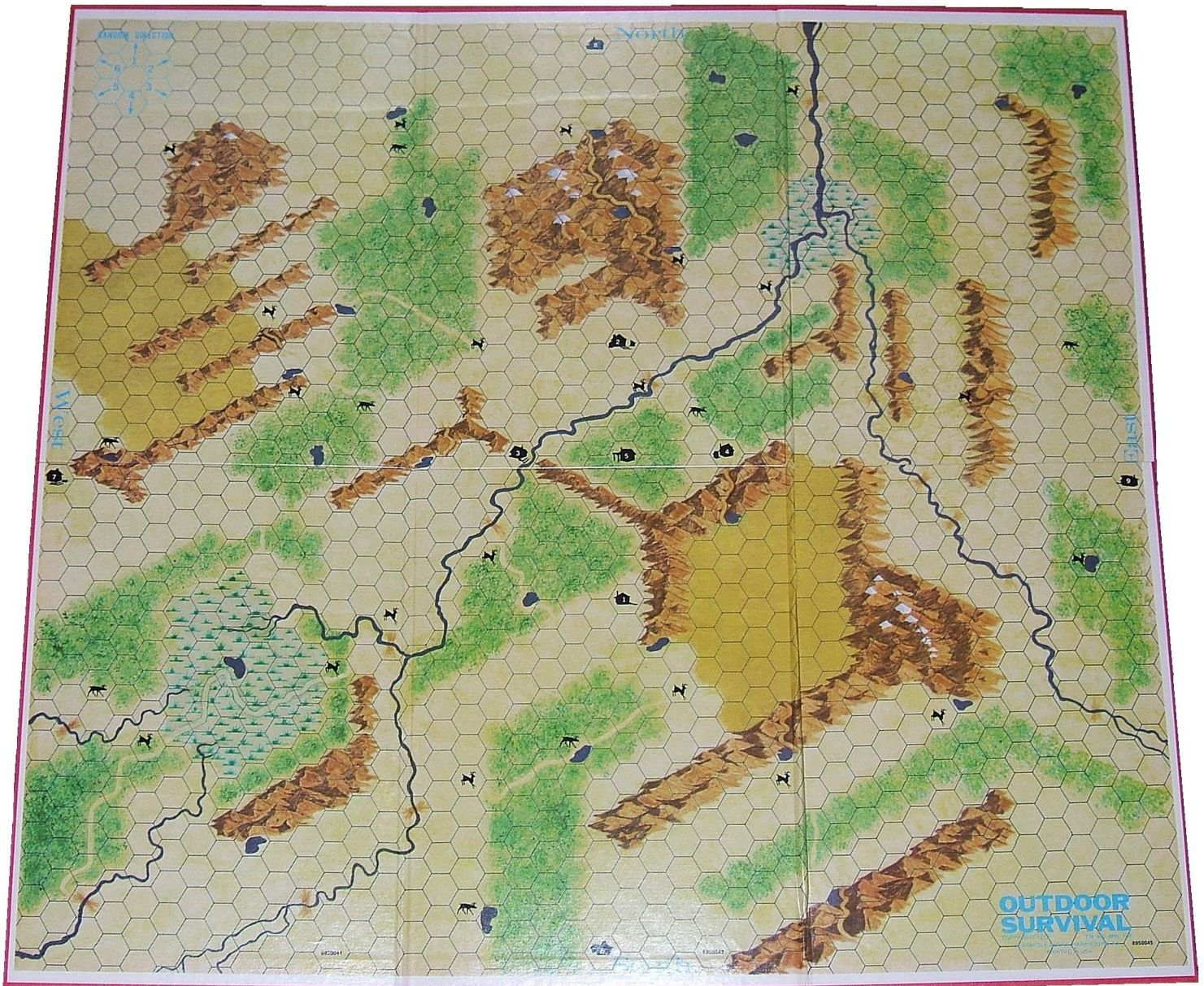
Movement for the bearer of the travois is -1 of normal.

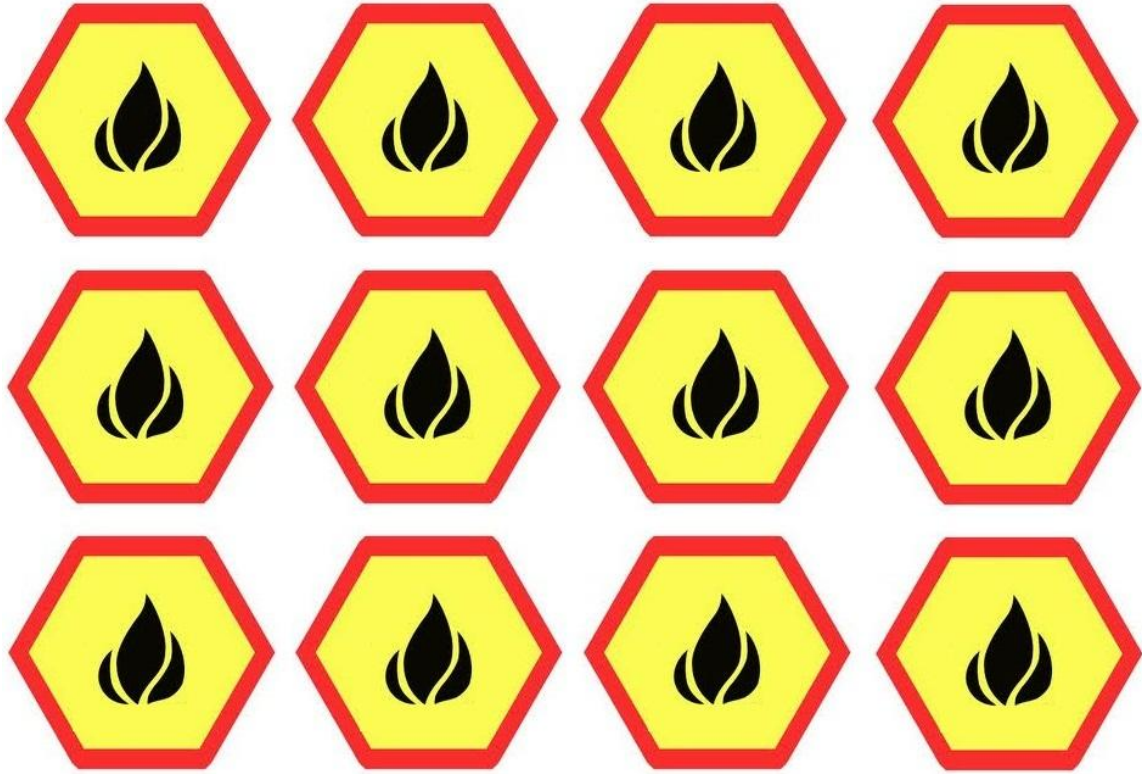
The occupant of the travois has no say in the direction being taken and cannot leave the travois if his Life level is "L" or below. If the occupant's Life level is at "K" or greater, he can refuse to be carried and can exit the travois at any time.

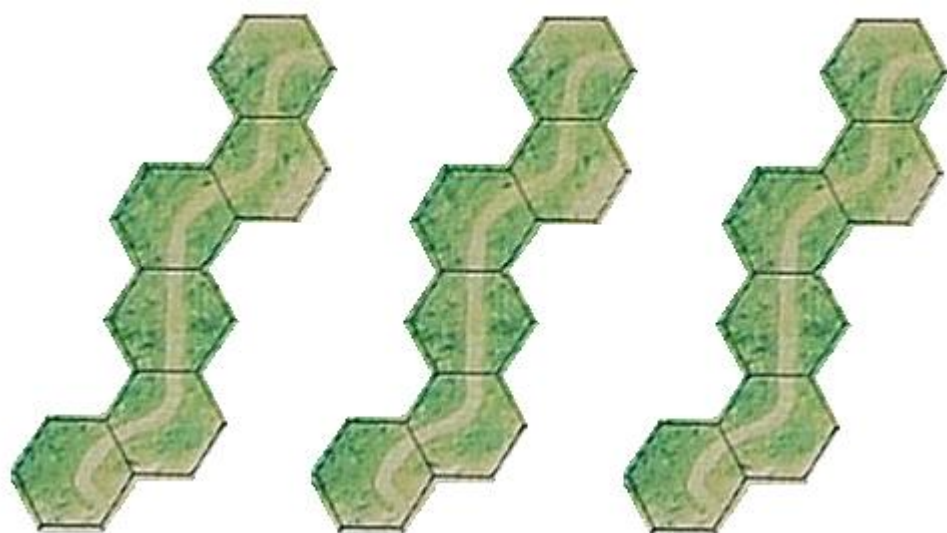
Once built, the travois becomes a part of your inventory and counts against the 4 item limit (or 8 items if you have the backpack). It can be discarded at any time, the same as any other item.

Please Note: Items marked in inventory on your Vital Stats Card (branches, vines, and pain killers) do not count toward the 4 item maximum that can be carried per person (8 items if you have the backpack). However, they do have their own 4 item limit.

Predator Map







Injury Reference Card

Broken Arm



Movement -1 of normal
Cannot use 2-handed items
Care: Aspirin, splint, sling

Broken Leg

Cannot walk until splinted
Still need crutch or assistance to walk
After treatment, movement -1 of normal
Care: Aspirin, splint, crutch

Bleeding Badly

Life level drops one letter each turn
Care: Pressure, bandage, aspirin

Poisoned

Movement -1 of normal
Life level drops one letter every other turn
Care: Snake bite kit

See back of card for more

1A

1B

Injury Reference Card

Fever



Movement -1 of normal
Movement is random with no changes
Care: Aspirin

Where to Find Items:

Aspirin: first aid kit; Survivalist ability

Splint: branches from forest hex; Dr/Nurse

Sling: firstaid kit; Dr/Nurse; duct tape; vine

Cord: vines from forest hex

Crutch: branch from forest hex

Bandage: first aid kit; duct tape; Dr/Nurse

Snake Bite Kit: first aid kit; Doctor; blade

First Aid Reference Card

Items Needed to Treat Injury

Broken Arm



Aspirin or Pain Killer
Splint: 2 branches; 3 vines
Sling: duct tape or 1 vine

Broken Leg

Aspirin or Pain Killer
Splint: 1 branch and 2 vines or duct tape
Crutch: 1 branch

Bleeding Badly

Aspirin or Pain Killer
Pressure
Bandage

Poisoned

Snake bite Kit or blade and bandage

Fever

Aspirin or Pain Killer

2A

2A

First Aid Reference Card

Items Needed to Treat Injury

Broken Arm



Aspirin or Pain Killer
Splint: 2 branches; 3 vines
Sling: duct tape or 1 vine

Broken Leg

Aspirin or Pain Killer
Splint: 1 branch and 2 vines or duct tape
Crutch: 1 branch

Bleeding Badly

Aspirin or Pain Killer
Pressure
Bandage

Poisoned

Snake bite Kit or blade and bandage

Fever

Aspirin or Pain Killer

First Aid Reference Card

First Aid Reference Card

Items Needed to Treat Injury

Broken Arm



Aspirin or Pain Killer
Splint: 2 branches; 3 vines
Sling: duct tape or 1 vine

Broken Leg

Aspirin or Pain Killer
Splint: 1 branch and 2 vines or duct tape
Crutch: 1 branch

Bleeding Badly

Aspirin or Pain Killer
Pressure
Bandage

Poisoned

Snake bite Kit or blade and bandage

Fever

Aspirin or Pain Killer

2A

2A

Items Needed to Treat Injury

Broken Arm



Aspirin or Pain Killer
Splint: 2 branches; 3 vines
Sling: duct tape or 1 vine

Broken Leg

Aspirin or Pain Killer
Splint: 1 branch and 2 vines or duct tape
Crutch: 1 branch

Bleeding Badly

Aspirin or Pain Killer
Pressure
Bandage

Poisoned

Snake bite Kit or blade and bandage

Fever

Aspirin or Pain Killer

Injury Reference Card

Broken Arm



Movement -1 of normal
Cannot use 2-handed items
Care: Aspirin, splint, sling

Broken Leg

Cannot walk until splinted
Still need crutch or assistance to walk
After treatment, movement -1 of normal
Care: Aspirin, splint, crutch

Bleeding Badly

Life level drops one letter each turn
Care: Pressure, bandage, aspirin

Poisoned

Movement -1 of normal
Life level drops one letter every other turn
Care: Snake bite kit

See back of card for more

1A

1B

Injury Reference Card

Fever



Movement -1 of normal
Movement is random with no changes
Care: Aspirin

Where to Find Items:

Aspirin: first aid kit; Survivalist ability

Splint: branches from forest hex; Dr/Nurse

Sling: firstaid kit; Dr/Nurse; duct tape; vine

Cord: vines from forest hex

Crutch: branch from forest hex

Bandage: first aid kit; duct tape; Dr/Nurse

Snake Bite Kit: first aid kit; Doctor; blade

Injury Reference Card

Broken Arm



Injury Reference Card

Fever



Movement -1 of normal
Cannot use 2-handed items
Care: Aspirin, splint, sling

Broken Leg

Cannot walk until splinted
Still need crutch or assistance to walk
After treatment, movement -1 of normal
Care: Aspirin, splint, crutch

Bleeding Badly

Life level drops one letter each turn
Care: Pressure, bandage, aspirin

Poisoned

Movement -1 of normal
Life level drops one letter every other turn
Care: Snake bite kit

See back of card for more

1A

1B

Movement -1 of normal
Movement is random with no changes
Care: Aspirin

Where to Find Items:

Aspirin: first aid kit; Survivalist ability

Splint: branches from forest hex; Dr/Nurse

Sling: firstaid kit; Dr/Nurse; duct tape; vine

Cord: vines from forest hex

Crutch: branch from forest hex

Bandage: first aid kit; duct tape; Dr/Nurse

Snake Bite Kit: first aid kit; Doctor; blade

Injury Reference Card

Broken Arm

Movement -1 of normal
Cannot use 2-handed items
Care: Aspirin, splint, sling

Broken Leg

Cannot walk until splinted
Still need crutch or assistance to walk
After treatment, movement -1 of normal
Care: Aspirin, splint, crutch

Bleeding Badly

Life level drops one letter each turn
Care: Pressure, bandage, aspirin

Poisoned

Movement -1 of normal
Life level drops one letter every other turn
Care: Snake bite kit

See back of card for more

1A

1B

Injury Reference Card

Fever

Movement -1 of normal
Movement is random with no changes
Care: Aspirin

Where to Find Items:

Aspirin: first aid kit; Survivalist ability

Splint: branches from forest hex; Dr/Nurse

Sling: firstaid kit; Dr/Nurse; duct tape; vine

Cord: vines from forest hex

Crutch: branch from forest hex

Bandage: first aid kit; duct tape; Dr/Nurse

Snake Bite Kit: first aid kit; Doctor; blade

Vital Stats Card

Injuries

Broken Arm

Vital Stats Card

Injuries

Broken Arm

Broken Leg

Bleeding Badly

Poisoned

Fever

Basic Inventory

Branches	1	2	3	4
----------	---	---	---	---

Vines	1	2	3	4
-------	---	---	---	---

Pain Killers	1	2	3	4
--------------	---	---	---	---

3A

3A

Broken Leg

Bleeding Badly

Poisoned

Fever

Basic Inventory

Branches	1	2	3	4
----------	---	---	---	---

Vines	1	2	3	4
-------	---	---	---	---

Pain Killers	1	2	3	4
--------------	---	---	---	---

Vital Stats Card

Injuries

Broken Arm

Broken Leg

Bleeding Badly

Poisoned

Fever

Basic Inventory

Branches	1	2	3	4
----------	---	---	---	---

Vines	1	2	3	4
-------	---	---	---	---

Pain Killers	1	2	3	4
--------------	---	---	---	---

3A

3A

Vital Stats Card

Injuries

Broken Arm

Broken Leg

Bleeding Badly

Poisoned

Fever

Basic Inventory

Branches	1	2	3	4
----------	---	---	---	---

Vines	1	2	3	4
-------	---	---	---	---

Pain Killers	1	2	3	4
--------------	---	---	---	---

Turn Reference Card

1. Roll die for wind and rain
(On Player One's turn only)

2. Resolve any Event card you have

Turn Reference Card

1. Roll die for wind and rain
(On Player One's turn only)

2. Resolve any Event card you have

3. Roll die for movement and move

4. Perform Action

Harvest 2 branches

Harvest 2 vines

Treat wound

Transfer items

Search ranger station for items

Make medicine from plants

(Survivalist only)

5. Draw an Event card

(if in Forest, Desert, Swamp, or Mountain)

6. Resolve Life, Food, Water

4A

4A

3. Roll die for movement and move

4. Perform Action

Harvest 2 branches

Harvest 2 vines

Treat wound

Transfer items

Search ranger station for items

Make medicine from plants

(Survivalist only)

5. Draw an Event card

(if in Forest, Desert, Swamp, or Mountain)

6. Resolve Life, Food, Water

Turn Reference Card

1. Roll die for wind and rain

(On Player One's turn only)

2. Resolve any Event card you have

3. Roll die for movement and move

4. Perform Action

Harvest 2 branches

Harvest 2 vines

Treat wound

Transfer items

Search ranger station for items

Make medicine from plants

(Survivalist only)

5. Draw an Event card

(if in Forest, Desert, Swamp, or Mountain)

6. Resolve Life, Food, Water

4A

4A

Turn Reference Card

1. Roll die for wind and rain

(On Player One's turn only)

2. Resolve any Event card you have

3. Roll die for movement and move

4. Perform Action

Harvest 2 branches

Harvest 2 vines

Treat wound

Transfer items

Search ranger station for items

Make medicine from plants

(Survivalist only)

5. Draw an Event card

(if in Forest, Desert, Swamp, or Mountain)

6. Resolve Life, Food, Water





Ranger Station 1

5A
5B



Ranger Station 2

6A
6B



Ranger Station 3

7A
7B



Ranger Station 4

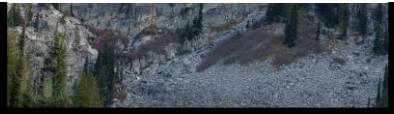
8A
8B





Ranger Station 5

9A
9B



Mountain
Event Card

Card Backs



Desert
Event Card



Forest
Event Card



Outdoor Survival



Swamp
Event Card



Item Card

Card Backs

Outdoor Survival



Character Card

Outdoor Survival



Role Card



2B

2B





Doctor



Dr. Ben Jacobs

Age: 52

Career: In family practice for 22 years, now head of Stackpole Lodge Clinic

Injury Risk:

If Dr. Jacobs sustains a broken arm, he loses all of his special abilities.

Special Abilities:

Automatically stops bleeding; applies splints, slings, and bandages; and treats snakebite

When treating bleeding and poisoning, restores +1 life level

(If Nurse Williams is present, life = +3)

Animal Behavior Scientist



Faith Adamson

Age: 38

Career: A zoologist attached to the Yellowstone Grizzly Discovery Center in Montana for the last 19 years, Faith's specialty is Grizzly bears. She refuses to carry a gun.

Special Abilities:

Can defuse potentially dangerous animal encounters.

Retreat 1 hex in the previous direction to avoid any animal encounter that is drawn in any of the encounter decks. For Grizzly encounters, she may move 1 hex in any direction.

Pilot



John Harmon

Age: 61

Career: A former 747 pilot for Delta Airlines, John has been employed for the last 7 years by Stackpole Nature Preserve, flying in guests to the Lodge.

Special Abilities:

John can navigate by the sun and stars, which means that he can move in any direction with unlimited changes.

He is also an accomplished mechanic, with a knack for getting old engines running again. He automatically starts any vehicle he finds.

Survivalist

Hiker



Alexis Banks

Age: 22

Career: Student. She will graduate from UC Berkeley later this summer, with a degree in horticulture.

Injury Risk:

If Alexis sustains a broken leg, she will lose all of her special abilities.

Special Abilities:

An avid hiker, Alexis is tougher than she appears, with exceptional levels of energy and endurance.

Movement level is +1

Wooded terrain costs her only 1 movement point.

Nurse



Mark Cooper

Age: 42

Career: A survivalist instructor, Mark owns Safari Wilderness Adventures, where he teaches self-sufficiency courses. He has explored some of the last true wilderness locations on earth.

Special Abilities:

He can find food and make pain-killer medicine from plants in any forest hex.

If he's not in a swamp, he can always start a fire for warmth at night (movement +1) and for cooking (+1 food when finding deer).



Wendy Williams

Age: 45

Career: After 14 years as a LifeFlight Nurse in Alaska, Wendy is returning to the U.S. to practice wilderness nursing as the Head Nurse for the Stackpole Lodge Clinic.

Injury Risk: If Wendy sustains a broken arm, she will lose all of her special abilities.

Special Abilities:

Automatically stops bleeding; applies splints, slings, and bandages.

If she and the Doctor are together when treating injuries, restores +3 life levels.

She has two IV bags of saline solution to treat dehydration. One IV = +2 water levels.

Outdoorsman



Jim Morgan

Age: 48

Career: A welder by trade, Jim spends every free moment in the outdoors, whether hunting, fishing, trapping, boating, or riding all-terrain vehicles.

Special Abilities:

When using weapons, add +2 to roll.

When finding deer, add +1 to food.

An expert fisherman, Jim can find a day's supply of food at any lake or river.

With his waders, Swamp terrain costs only 2 points, and river hexes cost 1 point.

Rock Climber



Beth Colter

Age: 28

Career: A geologist, Beth is an Assistant Professor at the University of Florida, and a world-renown rock climber. She earned the nickname Spider Woman for free-climbing El Capitan in Yosemite.

Injury Risk:

If Beth sustains a broken arm or leg, she'll lose all of her special abilities.

Special Abilities:

Mountain terrain costs her only 1 point.

A fast sprinter, she can cross 2 Clear terrain hexes for only 1 movement point.

Role



Survivor

To Win:

Determine who the Saboteur is
(or capture/eliminate Saboteur) and/or
reach Rescue Station before Saboteur

Role



Saboteur

To Win:

Plan A: Eliminate all survivors
Make it to Rescue Station

Plan B: Get to Rescue Station first

Role



Survivor

To Win:

Determine who the Saboteur is
(or capture/eliminate Saboteur) and/or
reach Rescue Station before Saboteur

Role



Survivor

To Win:

Determine who the Saboteur is
(or capture/eliminate Saboteur) and/or
reach Rescue Station before Saboteur

Binoculars



Allows you to see up to 3 hexes away in a straight line.

If food, water, or a Ranger Station is spotted, movement may be directly toward one of these destinations.

Cannot be used in forests, and cannot see beyond the first row of any forest or mountain hex.

1

First Aid Kit



Aspirin

Mosquito Repellant

Bandages

Snake Bite Kit

Leg Splint

Sling / Splint

2

Survival Manual



Adds +1 to dice rolls for all Encounters and explains how to use 3 stakes and a vine as an improvised compass.

To use compass: Remain on current hex for one turn. On next turn, move in any direction with unlimited changes.

1

Poncho

Tent



Allows you to get a good night's sleep and awake fully rested with extra energy.

+1 Movement
(Cannot be used in a swamp.)

2

Insect Repellent



Preserves any extra movement energy that would otherwise be lost during a rainstorm.

1



Prevents insect encounters.

1

Water Bottle



This bottle provides one day's ration of water.

Flip card upside down after using.

Bottle can be refilled at any river or lake.

1

Water Purification Tablets

Hunting Rifle

with 10 Bullets



Provides protection during Encounters.
+2 food when finding deer

When using to attack other players:

Rifle can be used up to 2 hexes away

6 = Player fired upon is dead
5, 4 = Bleeding badly
3, 2, 1 = Miss

2

Axe



Fulfills water requirement
in swamps.

1



Provides protection during Encounters.
Automatically harvests branches and vines.

When using to attack other players:

6 = Player attacked is dead
5, 4 = Bleeding badly
3, 2 = Miss
1 = Opponent wrestles axe away from you
(opponent must drop an item if
already carrying 4 items)

2

Compass



Allows movement in any direction
with unlimited changes.

1

Map



Adds +2 to direction ability rolls.

1

Fishing Kit



Canteen





Allows you to find food at lakes and rivers.

Food requirement satisfied for the day.

2



Holds 2 day's rations of water.

Flip card upside down after first use.
Place card facedown when empty.

May be refilled at any river or lake.

1

Flare Gun

with 6 Flares



Use to signal passing planes.

No planes in sight?
You may take a chance and fire
in hopes of someone noticing you.

Roll the die 3 times. If 2 of the rolls match,
your signals have been noticed by a plane.

Stay where you are for 3 turns and
you'll be rescued.

1

Energy Bars



Satisfies food requirement
for 1 day.

1

Revolver

with 6 Bullets



Shovel





Provides protection during Encounters.

When using to attack other players:

Range of revolver is limited to your currently occupied hex or an adjacent hex.

6 = Player fired upon is dead

5, 4 = Bleeding badly

3, 2, 1 = Miss

1



Can be used in forests to dig a trail through the undergrowth. Place a trail hex as you move in forest hexes

Provides protection during Encounters

3-6 = player hit with shovel is knocked out, lose 1 turn

2

Knife



Provides protection in Encounters.
Harvesting branches / vines +2

When using to attack other players:

Range of knife is limited to your currently occupied hex.

6 = Player attacked is dead

5, 4 = Bleeding badly

3, 2 = Miss

1 = Knife dropped in scuffle
(opponent picks it up)

1

Backpack



Allows you to carry 8 items
(not including the backpack)

2

Matches



Survival Pack



Food

10 9



Water

10 9



Food is better cooked than raw.
When finding food, 6,5,4 starts a
fire and adds +1 food.

Provided it doesn't rain, a good
night's sleep provides extra energy.
At beginning of turn, roll die.

6, 5, 4 = Slept by fire last night
+1 Movement

2

8	7	8	7
6	5	6	5
4	3	4	3
2	1	2	1

2

Sleeping Bag



As long as it doesn't rain, a sleeping
bag provides a warm night's sleep.
Wake up with extra energy
for the day ahead.

+1 Movement

If it rains, sleeping bag needs 2 days
to dry out (cannot use for 2 turns)

1

Flashlight



Allows you to travel at night.
+1 Movement (if used)

Pushing on through the night
will make you more tired tomorrow.
-1 Movement next turn

1

NWS Radio



Duct Tape



The National Weather Service is a nationwide network of radio stations broadcasting continuous weather information directly from the National Weather Service office.

Prevents effects from Flash Floods, Mountain Lightning, and Mountain Windstorms. Forewarned, you sit tight and lose 1 turn instead.

1

Duct tape can be used in a variety of imaginative ways, such as bandaging wounds and lashing items together.

1

Collapsible Cup



Can be used to collect and drink water or other fluids.

1

UDAP Bear Spray



#18 Super Magnum Bear Spray deploys a high-volume blast of highly-concentrated pepper spray up to 35 feet away in a dense fog.

It is the most effective tool available to stop a bear attack.

1

Survival Pack



Food



Water

10	9	10	9
8	7	8	7

Survival Pack



Food



Water

10	9	10	9
8	7	8	7

6	5	6	5
4	3	4	3
2	1	2	1

2

6	5	6	5
4	3	4	3
2	1	2	1

2

Survival Pack



Food



Water

10	9	10	9
8	7	8	7
6	5	6	5
4	3	4	3
2	1	2	1

2

Survival Pack



Food



Water

10	9	10	9
8	7	8	7
6	5	6	5
4	3	4	3
2	1	2	1

2

First Aid Kit



Aspirin

Mosquito Repellant

First Aid Kit



Aspirin

Mosquito Repellant

Bandages

Snake Bite Kit

Leg Splint

Sling / Splint

2

Bandages

Snake Bite Kit

Leg Splint

Sling / Splint

2

First Aid Kit



Aspirin

Mosquito Repellant

Bandages

Snake Bite Kit

Leg Splint

Sling / Splint

2

First Aid Kit



Aspirin

Mosquito Repellant

Bandages

Snake Bite Kit

Leg Splint

Sling / Splint

2

Folding Handsaw



Travois



A travois is a crude frame which can be used to transport a sick or wounded companion who cannot be left behind.

You may automatically build a travois if

Automatically harvests
branches and vines.

1

you have the axe or folding handsaw and
are in forest, swamp, or clear terrain.

Movement with a loaded travois is -1

2

Travois



A travois is a crude frame which can
be used to transport a sick or wounded
companion who cannot be left behind.

You may automatically build a travois if
you have the axe or folding handsaw and
are in forest, swamp, or clear terrain.

Movement with a loaded travois is -1

2



Grizzly Bear

Movement Allowance: 3
Native Terrain: Forest
Grizzly can move through forests at 1 movement point per hex and up to 3 hexes away from a forest hex

Attack Grizzly with:
Rifle: 2-6 = killed (4 bullets); 1 = miss
Bear Mace: 2-6 = bear runs away
Revolver: 5, 6 = killed (6 bullets)

Killed = +6 food
Miss = Bleeding badly; lose 1 life level
Grizzly attacks again

P
R
E
D
A
T
O
R



Wolf Attack!

Movement Allowance: 4
Native Terrain: Forest
Wolf moves in forests at 1 movement point per hex; anywhere in Clear terrain

If carrying an item below, 4-6 = runs away

Otherwise attack wolf with:
Rifle / Revolver: 2-6 = killed (1 bullet)
Axe / Knife: 4-6 = killed
Shovel: 4-6 = fought off, it runs away
Bear Mace: 2-6 = it runs away
Kill = day's food ration met +1 food
Miss = bleeding badly; lose 1 life level
Wolf attacks again



Scorpion Attack!

Movement Allowance: 1
Native Terrain: Desert
Scorpion can move through deserts at 1 movement point per hex and up to 3 hexes away from a desert hex

Attack scorpion with:
Rifle: 2-6 = killed; 1 = miss
Revolver: 3-6 = killed; 1, 2 = miss
Axe: 4-6 = killed; 1-3 = miss
Shovel: 5, 6 = killed; 1-4 = miss

Miss = Poisoned; lose 1 life level;
Scorpion attacks again

P
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T
O
R



Rattlesnake!

Movement Allowance: 1
Native Terrain: Desert
Snakes can move through deserts and forests at 1 movement point per hex and anywhere in clear terrain

Attack snake with:
Rifle / Revolver: 2-6 = killed; 1 = miss
Shovel: 5, 6 = killed; 1-4 = miss

*Miss: Poisoned; lose 1 life level
Rattlesnake attacks again*



Alligator Attack!

Movement Allowance: 2

Native Terrain: Swamp

Alligator can move through swamps at 1 movement point per hex and up to 3 hexes away from a swamp hex

Attack alligator with:

Rifle / Revolver: 2-6 = killed (1 bullet)

Axe / Knife: 4-6 = killed

Shovel: 4-6 = fought off, it runs away

Bear Mace: 2-6 = it runs away

Kill = day's food ration met, +1 food
Miss = bleeding, lose 1 life; re-attacks

P
R
E
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A
T
O
R



Water Moccasin Attack!

Movement Allowance: 1

Native Terrain: Swamp

Snake can move through swamps at 1 movement point per hex and can move down any river hex

Attack snake with:

Rifle / Revolver: 2-6 = killed (1 bullet)

Shovel: 4-6 = snake knocked aside

Kill = day's food ration met
Miss: it strikes as you back away
Poisoned; lose 1 life level;
Water Moccasin attacks again



Mountain Lion Attack!

Movement Allowance: 4

Native Terrain: Mountain

Can move through mountains at 1 point per hex and up to 3 away from mt hexes

Attack Mountain Lion with:

Rifle: 2-6 = killed (1 bullet)

Revolver: 3-6 = killed (2 bullets)

Bear Mace: 2-6 = lion runs away

Knife / Axe: 4-6 = killed

Killed = +3 food
Miss = bleeding, lose 1 life level
Lion attacks again

P
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R



Western Coral Snake Attack!

Movement Allowance: 1

Native Terrain: Mountain

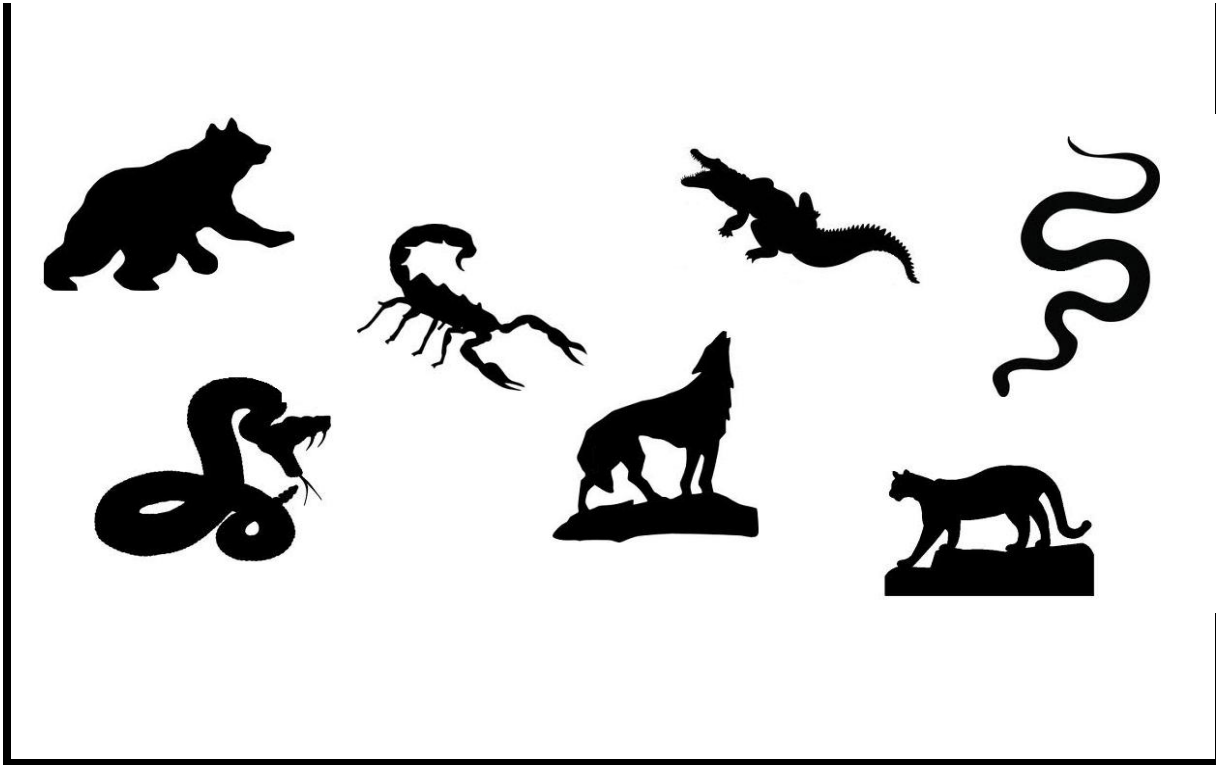
Can move through mountains at 1 movement point per hex.
It cannot leave the mountains.

Attack snake with:

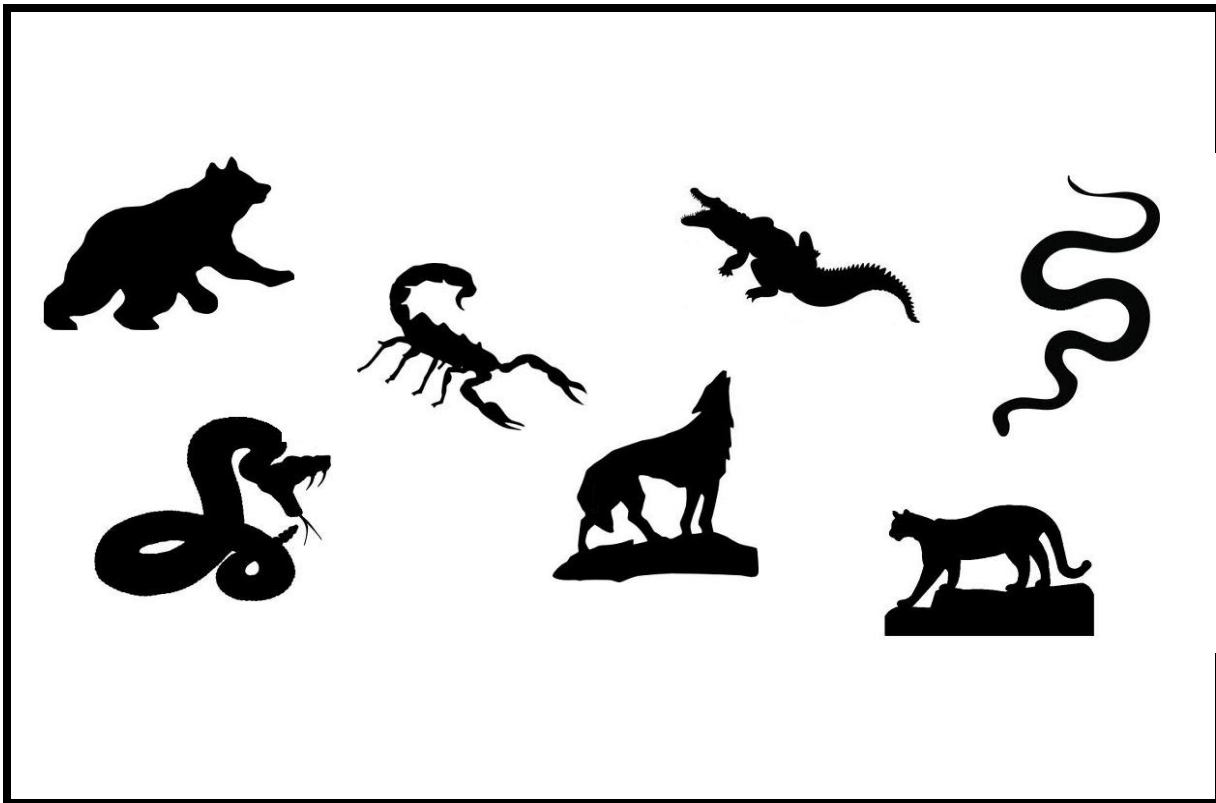
Rifle / Revolver: 2-6 = killed; 1 = miss

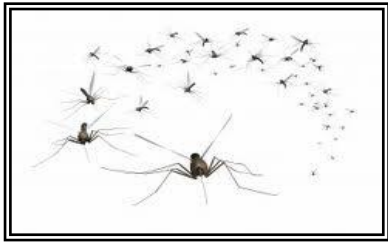
Shovel: 5, 6 = killed; 1-4 = miss

Miss: Poisoned; lose 1 life level
Snake attacks again



Card Backs





Fever

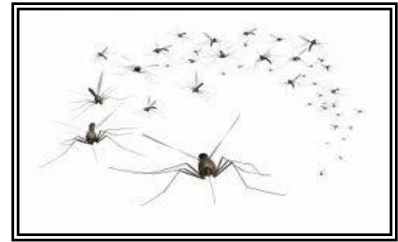
There are about 3,500 species of mosquitos found throughout the world.

In some species of mosquito, the females feed on humans and are vectors for a number of infectious diseases affecting millions of people per year.

Mosquitos are all over this swamp, carrying diseases. You're itching, you're tired, and now you have a fever.

Movement = -1

Consult Random Direction Chart when moving and make no direction changes.



Fever

There are about 3,500 species of mosquitos found throughout the world.

In some species of mosquito, the females feed on humans and are vectors for a number of infectious diseases affecting millions of people per year.

Mosquitos are all over this swamp, carrying diseases. You're itching, you're tired, and now you have a fever.

Movement = -1

Consult Random Direction Chart when moving and make no direction changes.



Swamp Water

Drinking swamp water straight from the bog is risky. Swamp water, along with most water in rivers and lakes contains all sorts of bacteria, chemicals, and other unhealthy organisms that can cause vomiting, diarrhea, stomach cramps, and worse.

Desperate, you drink some swamp water and develop cramps in your stomach. Lose 1 turn to recover before moving on.

Ignore this card if you have any water rations or purification tablets.



Bush Plane Overhead!

A bush airplane is a general aviation aircraft serving remote, undeveloped areas. They are used where the road system is inefficient, or where roads do not exist at all. Well-known bush planes include the Cessna 180B; Douglas DC-3; and the Piper Super Cub.

Signal plane if you have the flare gun.

6, 5, 4 = Bush plane sees flare

3, 2, 1 = Flare goes unnoticed

If noticed, remain in current hex for 3 turns. You will be rescued on the third turn.



Alligator Attack!

The alligator is known for its bite. The muscles that close the jaws are very powerful, but the muscles for opening the jaws are weak. As a result, an adult human can hold its jaws shut bare-handed.

Attack alligator with:

Rifle / Revolver: 2-6 = killed (1 bullet)

Axe / Knife: 4-6 = killed

Shovel: 4-6 = fought off, it runs away

Bear Mace: 2-6 = it runs away

Kill = day's food ration met, +1 food

Miss = bleeding badly, you fight it off



Water Moccasin Attack!

Also known as cottonmouths, these venomous snakes are large and capable of delivering a painful and potentially fatal bite, more toxic than the copperhead. Found in the southeastern U.S, it inhabits creeks, streams, marshes, and swamps.

Attack snake with:

Rifle / Revolver: 2-6 = killed (1 bullet)

Shovel: 4-6 = snake knocked aside

Kill = day's food ration met

Miss: it strikes as you back away

Poisoned!



Swamp Boat

A flat bottom boat powered by an airplane propeller projecting above the stern, the swamp boat (also known as an airboat) is used to navigate in swamps and through shallow waters.

You have found an old, abandoned swamp boat, half-filled with brackish water and swamp grass. The motor may be serviceable, if you can clean it up.

5,6 = Engine starts

It has enough gas to move 6 hexes away.

Move in any direction, unlimited changes.



Quicksand

Quicksand is a non-Newtonian fluid. When undisturbed, it often appears to be solid, but a minor change in the stress of the quicksand will cause a sudden decrease in its viscosity. Someone stepping on it will start to sink. The force required to move in quicksand is quite large - to remove a foot from quicksand at a speed of 0.01 m/s would require the same amount of force as that needed to lift a medium sized automobile.

You're stuck for three turns.

Roll a 6 to wiggle your legs and escape.





Wetlands

A swamp is a wetland with some flooding of large areas of land by shallow bodies of water. A swamp generally has a large number of hammocks, or dry-land protrusions, covered by aquatic vegetation. The two main types of swamp are "true" or swamp forests, and "transitional" or shrub swamps. The water of a swamp may be fresh water, brackish water, or seawater. A common feature of swamps is water stagnation.

You hear something splash into the water ahead, making you a little uneasy.



Swamps of America

Atchafalaya Swamp, in central Louisiana, is the largest swamp in the U.S. Other famous swamps in the U.S. are the Everglades in Florida; Okefenokee Swamp in southeastern Georgia; Great Dismal Swamp in southeastern Virginia and northeastern North Carolina; and Barley Barber Swamp in Florida. Reelfoot Lake, of the extreme western portion of Tennessee and Kentucky, is a swamp that is located at the center of a large lake. Swamps are often called "bayous" in the southeastern United States, and especially in the Gulf Coast region.



Swamp Bed

In a swamp or any area with standing water, a swamp bed will keep you out of the water. Look for 4 trees clustered together in a rectangle. Cut two poles spanning the width of the rectangle.

Secure these to the trees, as well as additional poles spanning the rectangle's length. Cover the bed with broad leaves or grass to form a soft sleeping surface.

There are plenty of vines to use as rope, so if you have an axe or handsaw, you can build the swamp bed.

+1 Movement



Leeches

Leeches are blood-feeding worms with two suckers, one on each end of its body. A leech attaches itself when it bites and will remain attached until it becomes full, at which point it will disengage and drop off. Due to the anticoagulant which they secrete, bites may bleed more than a normal wound after the leech is removed. Depending on location, bleeding time can vary from a few hours to three days, due to the leech's anti-clotting enzyme.

Wading around in the swamp, you're now covered in leeches and bleeding badly.





Watchmen of the Swamp

This is a large bird between four and five feet in height. They nest in fairly open places where trees do not block their vision. They lay two eggs which take four weeks to hatch. When frightened or sensing danger, a crane sounds its alarm cry, which can be heard for miles. When cranes and other animals hear the distress call of the Sandhill, they take up the cry and flee the area. They have been called "watchmen of the swamp."

You startle a pair of Sandhills and they take to the air, sounding their alarm.



Osprey Landmarks

The osprey nest serves as a guidepost for the local natives. Osprey are territorial. A pair will build their nest in a high tree and this area for a couple miles around will become their domain. No other osprey will build a nest in their territory. Osprey repair their nests when necessary, using the same nest year after year. The fact that these nests are in high places, are large and easily seen, remain for many years, and are several miles apart, make them useful landmarks.

This osprey has returned with a fish.



Fish Food

Keeping an eye on an alligator sunning itself on the other side of the swamp, you look for a suitable spot to fish.

If you don't have the fishing kit, then you need to keep on looking for alternative sources of food. Good luck!

If you have the fishing kit, roll the die:

1,2 = fish slips off your improvised hook
3,4 = caught one; day's food ration met
5,6 = you caught several large ones!
Day's food ration met, +1 food



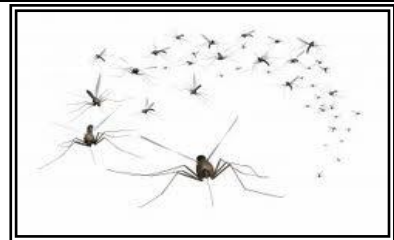
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Fever

There are about 3,500 species of mosquitos found throughout the world.

In some species of mosquito, the females feed on humans and are vectors for a number of infectious diseases affecting millions of people per year.

Mosquitos are all over this swamp, carrying diseases. You're itching, you're tired, and now you have a fever.

Movement = -1

Consult Random Direction Chart when moving and make no direction changes.



Water Strider

The Water Strider, also known as a Pond Skater, is a bug that can run across the surface of the water. Some Water Striders have wings, while others do not. The middle legs move this bug across the surface of the water like paddles while the hind legs steer. They are very sensitive to vibrations on the water's surface.

You watch a swarm skim across the water only to veer off suddenly. You look to see what it was that startled them, and discover an alligator slipping into the water. Uh, oh. Time to move!



Impassable Swamp



Snapping Turtle

Snapping turtles have fierce dispositions when out of the water, however, when encountered in the water, they usually slip quietly away from any disturbance. Their highly mobile head and neck allow them to stretch back over their shell to their hind feet on either side to bite. (Hence their name - Chelydra Serpentina, meaning "snake-like turtle") Their powerful jaws can amputate a finger when biting, and their claws are sharp and capable of inflicting significant lacerations.

This one slips into the water and is gone.



Reptile Recharging Station

In the wetlands, life that had disappeared with the morning sun begins to stir again as the sun nears the horizon. River frogs sing out and the Barred Owl awakens as the last rays of light fall across the swamp.

You've come to the edge of a large body of water, with no way of crossing. In the morning, you'll have to go around it.

Note direction of your last step. Next turn, move left or right, no direction changes.
(Example: if previous direction was 3 per the Direction Chart, movement is 2 or 4)

Unlike mammals, reptiles are not capable of producing body heat other than as a byproduct of movement. They regulate their body temperature by moving to warmer or cooler areas when they need to warm up or cool down. Without the ability to produce heat within their bodies, they can gain energy by absorbing solar radiation as they lie in sunny areas.

While you were climbing a tree looking for nested birds eggs, several dozen gators chose this spot to sun themselves. Lose 1 turn waiting for them to leave.



Circles

Without absolute references such as the sun, moon, or a mountain peak, people cannot walk a straight line and often end up walking in circles. Small, random errors in the various sensory signals that provide information about walking direction add up over time, and a person's perception of what is straight ahead drifts away from what is true.

*Do you see those footprints up ahead?
They're yours.*

Return to the hex you started this turn on.



Impassable Swamp

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You've come upon a barrel cactus.

The barrel cactus of the southwestern United States is a possible source of water. Use it only as a last resort and only if you have the energy to cut through the tough, outer spine-studded rind. Cut off the top of the cactus and smash the pulp within the plant. Catch the liquid in a container. A barrel cactus 3 1/2 feet high will yield about a quart of milky juice. This is the exception to the rule that milky sap-bearing plants should not be eaten.

If you have the axe or knife, cactus juice will satisfy the day's water requirement.



Sandstorm!

Sandstorms are violent wind storms that occur often in the desert. While these winds won't kill you, they are disorienting due to the blinding sand. Put on a pair of sunglasses and take shelter behind a large rock. If you have any spare water, wet a bandanna, tie it around your nose and mouth and sit tight. These winds vary widely in duration - they may last for only a few minutes, so don't panic.

*Use Random Direction Chart for next turn with no direction changes.
(Ignore this card if you have a compass)*



You find an abandoned dune buggy!

A dune buggy is a recreational vehicle with large wheels and wide tires, designed for use on sand dunes or beaches. This particular vehicle seems to have gas but will not run for some reason.

Tinker with the engine by rolling the die.
A roll of 6 will find the problem and start it right up. It seats two people.

Buggy has enough gas for 10 hexes which may be driven on your next turn (over Desert or Clear terrain only) in any direction and with any number of changes.



Nighttime in the Desert

The low humidity and lack of cloud cover in the desert allows most of the day's heat to radiate back into space, even from rocks that are scorchingly hot in the daytime sun. On an average day, the difference in temperature can vary as much as 40 to 60 degrees, getting down to 40 degrees Fahrenheit at night.

Tonight it is just above freezing here.

*To keep warm, use a sleeping bag or start a fire (if you have matches).
Otherwise lose 1 life level.*



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*Use Random Direction Chart for next turn with no direction changes.
(Ignore this card if you have a compass)*



Endless Sand

A desert is a region that receives an extremely low amount of rain, less than enough to support the growth of most plants. Deserts can also be described as areas in which more water is lost through evaporation than falls as precipitation. Deserts comprise about one fifth (20%) of the Earth's land surface.

*After traipsing across this arid waste for what seems like an eternity, you've decided you don't like the desert.
Too much sand.*



Heat Cramps

A desert is a hostile, potentially deadly environment for unprepared humans. High temperatures can cause rapid loss of water due to sweating, and the absence of water sources with which to replenish it can result in dehydration and death within a few days. The loss of salt due to excessive sweating causes heat cramps.

Symptoms include muscle cramps in your legs, arms, and abdomen.

*Stop all activity, get in the shade, and drink a ration of water. Lose next turn.
If you have no ration, water drops 1 level.*





Heat Stroke

A severe heat injury caused by extreme loss of water and salt, and the body's inability to cool itself. A person with heat stroke may die if not cooled immediately.

Symptoms are lack of sweat, hot and dry skin, headache, dizziness, fast pulse, nausea, vomiting, and mental confusion.

Immediately get to shade, loosen your clothing, pour water over your body and drink small amounts of water.

Use 2 rations of water to recover. If you have no rations, water drops 2 levels.



Mirage

A mirage is a naturally-occurring optical phenomenon in which light rays are bent to produce a displaced image of distant objects. In contrast to a hallucination, a mirage is a real optical phenomenon which can be captured on camera, since light rays are actually refracted to form the false image. What the image appears to represent, however, is determined by the interpretive faculties of the human mind.

In this case, you believe you are seeing a lake, but it disappears as you approach. Dejectedly, you trudge onward.



Scorpion Attack!

Certain species of scorpion will attack with little or no provocation, while others will attack only when threatened. All known scorpion species possess venom, yet of the +1,000 known species, only 25 have venom dangerous to humans.

Attack scorpion with:

Rifle: 2-6 = killed; 1 = miss

Revolver: 3-6 = killed; 1, 2 = miss

Axe: 4-6 = killed; 1-3 = miss

Shovel: 5, 6 = killed; 1-4 = miss

Miss = Poisoned



Bush Plane Overhead!

A bush airplane is a general aviation aircraft serving remote, undeveloped areas. They are used where the road system is inefficient, or where roads do not exist at all. Well-known bush planes include the Cessna 180B; Douglas DC-3; and the Piper Super Cub.

Signal plane if you have the flare gun.

6, 5, 4 = Bush plane sees flare

3, 2, 1 = Flare goes unnoticed

If noticed, remain in current hex for 3 turns. You will be rescued on the third turn.





Buried Canteen

A human being can survive an average of 3 to 5 days without the intake of water, assuming sea-level altitude, room temperature, and favorable relative humidity. In colder or warmer temperatures, the need for water is greater. The need for water also increases with exercise. One gallon of water is generally required each day in the wilderness to avoid dehydration.

This empty canteen you found buried in the sand can be filled at any lake or river.

1



Miles of Parched Ground

The 10 Largest Deserts in the World

- | | |
|--------------------------|------------------|
| 1. Antarctic Desert | 5,339,573 sq. mi |
| 2. Sahara Desert | 3,320,000 sq. mi |
| 3. Arctic Desert | 1,003,600 sq. mi |
| 4. Arabian Desert | 900,000 sq. mi |
| 5. Gobi Desert | 500,000 sq. mi |
| 6. Kalahari Desert | 360,000 sq. mi |
| 7. Patagonian Desert | 260,000 sq. mi |
| 8. Great Victoria Desert | 250,000 sq. mi |
| 9. Syrian Desert | 200,000 sq. mi |
| 10. Great Basin Desert | 190,000 sq. mi |

Your feet ache with every step.



Arid Wasteland

In 1961, Peveril Meigs divided desert regions into three categories, according to the amount of rainfall they received.

Extremely Arid - avg of 0 inches annually

Arid - less than 10 inches of annual rain

Semi-Arid - 10-20 inches of rain annually

Arid and Extremely Arid lands are known as deserts. Semi-Arid areas are generally referred to as Steppes.

You begin to hum, "How dry I am..."



Extreme Climate

There are different forms of deserts. Cold deserts can be covered in snow or ice with the frozen water unavailable to plant life. These are more commonly referred to as Tundra if a short season of above-freezing temperatures is experienced. They are known as Ice Caps if the temperature remains below freezing year-round, rendering the land almost completely lifeless.

Sweating profusely from the 112 degree heat, you know that the only time this particular desert gets cold is at night.



Dry Air

Rain shadow deserts form when tall mountain ranges block clouds from reaching areas in the direction the wind is going. As the air moves over the mountains, it cools and moisture condenses, causing it to rain on the windward side. When that air reaches the leeward side, it is dry because it has lost the majority of its moisture, resulting in a desert. The air then warms, expands, and blows across the desert. The warm, dry air takes with it any remaining moisture.

Well, at least it's a dry heat.

Featureless Terrain

Sand covers only about 20% of Earth's deserts. Most of the sand is in sand sheets and sand seas - vast regions of undulating dunes resembling ocean waves "frozen" in an instant of time.

Nearly all desert surfaces are plains where removal of fine-grained material by the wind has exposed loose gravels, predominately of pebbles. The remaining surfaces are composed of exposed bedrock outcrops and fluvial deposits.

*Pebbles, sand, an occasional cactus...
The scenery here is mind-numbingly dull.*



Flash Flood!

Rain does fall occasionally in deserts, and desert storms are often violent. A record 1.7 inches of rain once fell within 3 hours in the Sahara. Large Saharan storms may deliver up to 1 millimeter per minute. Normally dry stream channels, called arroyos or wadis, can quickly fill after heavy rains, and flash floods make these channels dangerous.

A raging torrent of water forms around you in seconds, sweeping you away. Using Random Direction chart, move directly to edge of desert. Lose 1 item.



Rattlesnake!



"Hotbed" of Future Technology?

Deserts are increasingly seen as sources for solar energy. David Faiman, a world expert on solar energy, believes that the energy needs of the world could be met by building solar energy plants in the deserts. He feels the technology now exists to supply all of the world's electricity needs with 10% of the Sahara.

The only electricity in this desert is contained within your digital wristwatch. And speaking of the time, it's time to find a place to camp for the night.



Disoriented

Rattlesnakes are predators which are native to the Americas. All rattlesnakes have a set of fangs with which they inject hemotoxic venom. The venom travels through the bloodstream, destroying tissue and causing swelling, internal bleeding, and intense pain. If treated promptly, bites are rarely fatal.

Attack snake with:

Rifle / Revolver: 2-6 = killed; 1 = miss

Shovel: 5, 6 = killed; 1-4 = miss

Miss: Poisoned!

Whether due to bleary eyes, fatigue, or just the same mind-numbing scenery everywhere you look, you become disoriented and stumble off in a random direction.

Unable to think clearly, it never even occurs to you to consult your compass or map.

*Using the Random Direction Chart,
Move 2 hexes in that direction.*



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Circles

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people cannot walk a straight line and often end up walking in circles. Small, random errors in the various sensory signals that provide information about walking direction add up over time, and a person's perception of what is straight ahead drifts away from what is true.

*Do you see those footprints up ahead?
They're yours.*

Return to the hex you started this turn on.



Grizzly Bear Attack!

Most grizzly bear attacks result from a bear that has been surprised at very close range; especially if it has a supply of food or offspring to protect.

Attack Grizzly with:

Rifle: 2-6 = killed (4 bullets); 1 = miss

Bear Mace: 2-6 = bear runs away

Revolver: 5, 6 = killed (6 bullets)

Killed = +6 food

Miss = Bleeding badly; play dead until bear leaves - lose one turn



Impassable Forest

Forest dead wood is necessary for supporting wildlife. Some birds require cavities in dead wood to reproduce. Salamanders rely on the security and dampness of soil beneath rotting logs. Insects feed on the decaying matter, and fungi flourish on logs, breaking down the organic matter to release nutrients back into the forest ecosystem.

Downed trees prevent movement north.

Place an Impassable counter on the hex to the north of your position.



Forest Fire

Wildfires occur on every continent except Antarctica. Wildfires can cause extensive damage, but they also have various beneficial effects on wilderness areas. Some plant species depend on the effects of fire for growth and reproduction.

Fire rages in two directions!

Roll die twice and consult the Random Direction Chart.

Place two Fire counters on hexes one space away from your location. If you roll the same number twice, re-roll.



Mammal Trap

Most small mammals will never be easily observed in the wild. They may be nocturnal, active at dawn or dusk, or simply too well-camouflaged to notice.

You find an old mammal trap.
Keep this card for use in forests.

*To use: Bait trap with nuts
Roll die and take a harvest nuts action
4-6 = you successfully locate nuts
Roll die again.
3-6 = caught squirrel; food ration met
1, 2 = caught nothing*



Bush Plane Overhead!

A bush airplane is a general aviation aircraft serving remote, undeveloped areas. They are used where the road system is inefficient, or where roads do not exist at all. Well-known bush planes include the Cessna 180B; Douglas DC-3; and the Piper Super Cub.

Signal plane if you have the flare gun.

6, 5, 4 = Bush plane sees flare

3, 2, 1 = Flare goes unnoticed

If noticed, remain in current hex for 3 turns.

You will be rescued on the third turn.

Moss on Tree



You notice that there's a lot of moss on the bottom of this tree.



There's not as much on the other side.

You know that moss grows on the north side. On your next turn, move in any direction with any number of changes.





Don't Panic

Panic can be more dangerous than anything else in a survival situation because it interferes with the operation of the single best, most useful and versatile survival tool you have: your mind. The moment you realize that you're lost, before you do anything else, stop. Take a deep breath and stay calm. Even if you're hanging from a rope halfway down a mountainside with a broken leg, remind yourself that people have survived exactly this situation before.

Take it easy, you'll make it.



Skunk

Skunks are mammals best known for their ability to secrete a liquid with a strong, foul odor. Smell aside, the spray can cause irritation and even temporary blindness and is sufficiently powerful to be detected by a human nose up to a mile downwind. Skunks are reluctant to use this weapon, as they carry just enough of the chemical for five or six uses and require about ten days in order to produce another supply.

A skunk sprays! If you're part of a group, the others retreat one hex in any direction.



Circles

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*Do you see those footprints up ahead?
They're yours.*

Return to the hex you started this turn on.



Flock of Birds

Forest birds are those birds that appear most often in wooded lots and forested areas. Some are found on the forest floor, others are in the newer growths that are not as high, and others will live in the higher areas of the trees, right up into the canopies of the treetops. Insect eaters aid trees by reducing the amount of insect damage. Seed eaters aid the forest by letting some seeds fall to the ground, growing into young, new trees.

A flock of birds flies away from the trees ahead as you approach.





Birch Sap

Birch sap is a highly nutritious liquid that flows during early Spring from roots to buds inside a Birch tree. It is also a seasonal source of vitamins, sugars, and minerals. In a wilderness survival situation, you can gain a couple hundred calories per day by drinking birch sap. Collecting it is as easy as snapping off the ends of twigs and placing a container underneath to catch the dripping sap. It is highly perishable and must be drank immediately.

If you have a container, water ration is met.



Overturned, Abandoned ATV

An All-Terrain Vehicle is a vehicle that travels on low pressure tires, with a seat that is straddled by the operator, along with handlebars for steering. It is designed to handle a wide variety of terrain.

Tinker with the engine by rolling the die.

A roll of 6 will find the problem and start it right up. It seats two people.

ATV has enough gas for 6 hexes which may be driven on your next turn (over Forest or Clear terrain only) in any direction and with any number of changes.



Discarded Empty Water Bottle

A human being can survive an average of 3 to 5 days without the intake of water, assuming sea-level altitude, room temperature, and favorable relative humidity. In colder or warmer temperatures, the need for water is greater. The need for water also increases with exercise. One gallon of water is generally required each day in the wilderness to avoid dehydration and to keep the body functioning properly.

This empty bottle you found in the tall grass can be filled at any lake or river.



Rugged Timberland

Forests cover about 26% of North America's land area and represent more than 12% of the world's forests. The United States is the 4th most forested country in the world with 226 million hectares. Canada's forest area has not grown during the past decade but forests in the United States have increased by 3.9 million hectares. Tongass National Forest is the largest forest in the USA, covering 16,576,303 acres. The largest forest in the contiguous USA is Toiyabe National Forest in Nevada / California, covering 3, 238,284 acres.



Great Woodlands

The general definition of a forest is a piece of land that is thickly covered with trees. Forests are also known as woods, weald, or woodlands. Forests cover approximately 30% of land and 9.4% of all the planet earth. Forests are also responsible for regulating our planet's climate, and act as large purifiers of air by absorbing carbon dioxide and putting out oxygen.

You take a deep breath and catch the rich scent of pine needles in the humid evening air. It's beautiful out here.

Diversity in Nature

Forests vary greatly, and are classified according to location and climate.

Tropical Rainforests have year-round high temperatures and abundant rainfall.

Temperate Forests are a mix of deciduous and coniferous evergreen trees with well-defined seasons.

Coniferous Forests inhabit the cold, windy regions around the poles.

Montane Forests receive most of their precipitation from lowland mist or fog.

Plantation Forests are "planted" by man, and produce 40% of industrial wood.



Natural Resource

Forests are an extremely important natural resource that can be sustainably harvested and managed to yield a number of important commodities.

Wood is by far the most important product harvested from forests, which is commonly made into paper, lumber, and plywood. In lesser developed countries, firewood is the most important source of energy for cooking and heating. Many plant products can also be collected from forests, including fruit, nuts, mushrooms, and latex for manufacturing rubber.



Impassable Forest

Forest dead wood is necessary for supporting wildlife. Some birds require cavities in dead wood to reproduce. Salamanders rely on the security and dampness of soil beneath rotting logs. Insects feed on the decaying matter, and fungi flourish on logs, breaking down the organic matter to release nutrients back into the forest ecosystem.

Downed trees prevent movement north.

Place an Impassable counter on the hex to the north of your position.



Impassable Forest



Circles

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Forest Fire

Wildfires occur on every continent except Antarctica. Wildfires can cause extensive damage, but they also have various beneficial effects on wilderness areas. Some plant species depend on the effects of fire for growth and reproduction.

Fire rages in two directions!

*Roll die twice and consult the
Random Direction Chart.*

*Place two Fire counters on hexes
one space away from your location. If
you roll the same number twice, re-roll.*



Wolf Attack!

Wolves rarely attack frontally, preferring to attack from behind. Able to distinguish between armed and unarmed people, they typically avoid people who display self-confident behavior typical of being armed.

If carrying an item below, 4-6 = runs away

Otherwise attack wolf with:

Rifle / Revolver: 2-6 = killed (1 bullet)

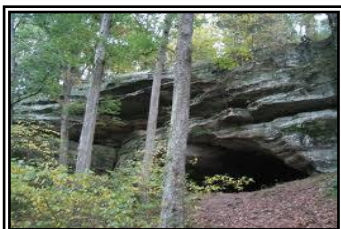
Axe / Knife: 4-6 = killed

Shovel: 4-6 = fought off, it runs away

Bear Mace: 2-6 = it runs away

Kill = day's food ration met +1 food

Miss = runs off after bite; bleeding badly



Cave Shelter

Caves are excellent shelters, but make sure the cave is not already occupied.



Cave Shelter

Caves are excellent shelters, but make sure the cave is not already occupied.

Bears, snakes, and other animals know caves are good, too, and they've been looking for shelter longer than you have.

Roll die.

4-6 = cave is empty

Awake fully rested with extra energy.

+1 Movement

1-3 = after hearing movement inside,
you give this cave a wide berth

Bears, snakes, and other animals know caves are good, too, and they've been looking for shelter longer than you have.

Roll die.

4-6 = cave is empty

Awake fully rested with extra energy.

+1 Movement

1-3 = after hearing movement inside,
you give this cave a wide berth



Raccoon Raider

The biggest issue with raccoons while camping in the wilderness is their tendency to raid food from campsites. Raccoons are naturally curious animals with a "pack rat" tendency and will also raid campsites for pretty, shiny objects.

You wake up to find a raccoon nosing around your campsite.

You run him off, but not before he takes two food rations with him.

If you have no food, lose 1 item instead.



Canyon

A canyon or gorge is a deep ravine between cliffs, often carved from the landscape by a river. The wind and water from the river combine to erode and cut away less resistant materials such as shales. Water seeps into cracks between the rocks and freezes, pushing the rocks apart and causing large chunks to break off the canyon walls.

A cliff blocks your way.

Using the Random Direction chart, place an Impassable counter one space away from your location in direction specified.



Rockslide!

A rockslide is a type of landslide caused by rock failure in which part of the plane of failure passes through intact rock and where material collapses en masse and not in individual blocks.

You slip on some loose stones and slide 30 feet down the mountainside, narrowly avoiding serious injury. Pelted by smaller rocks and inhaling a cloud of gritty particles on the way down, you come out of the ordeal with some minor cuts and scrapes... and a twisted right ankle.

Your movement ability is now -2.



Mountain Lion Attack!

Also known as pumas and panthers, mountain lions will eat anything they can catch, and they feed exclusively on meat. They attack with a characteristic neck bite.

Attack Mountain Lion with:

Rifle: 2-6 = killed (1 bullet)

Revolver: 3-6 = killed (2 bullets)

Bear Mace: 2-6 = lion runs away

Knife / Axe: 4-6 = killed

Killed = +3 food

Miss = you manage to beat it to death with a rock, but you're bleeding badly



Old Knife

While climbing over a rocky outcrop, something shiny catches your eye. You find that it's an old knife, probably dropped here by a backpacker long ago. You pick it up and knock the dirt off. Although a little rusty, it's still in fairly serviceable condition.

Provides protection in Encounters.
Harvesting branches / vines +2

When attacking other players:

6 = dead; 4, 5 = bleeding badly

3, 2 = miss; 1 = dropped



Mirror Shard

Something flashing brightly from a stone outcrop below you is worth a closer look. As you climb down, you realize that you've found a shard from a broken mirror. This might be useful in signaling rescuers.

*Use this in place of the flare gun.
It will be noticed on rolls of 5 or 6.*



Bush Plane Overhead!

A bush airplane is a general aviation aircraft serving remote, undeveloped areas. They are used where the road system is inefficient, or where roads do not exist at all. Well-known bush planes include the Cessna 180B; Douglas DC-3; and the Piper Super Cub.

Signal plane if you have the flare gun.
6, 5, 4 = Bush plane sees flare
3, 2, 1 = Flare goes unnoticed

*If noticed, remain in current hex for 3 turns.
You will be rescued on the third turn.*



Cave Shelter

Caves are excellent shelters, but make sure the cave is not already occupied. Mountain lions and other animals know caves are good, too, and they've been looking for shelter longer than you have.

Roll die.

4-6 = cave is empty
Awake fully rested with extra energy.
+1 Movement

1-3 = after hearing movement inside, you give this cave a wide berth



Mountain at Night

Mountains are generally colder than their surrounding lowlands, about 2 to 3.5 degrees cooler for every thousand feet. Lying on a cold rock in the mountains at night will only serve to transfer the heat from your body into the rock. The amount of heat being transferred can be slowed by the use of effective insulation, which retards the movement of heat between two objects by creating pockets of dead air space, trapping the flow of heat.

*Use a sleeping bag to keep warm
or else lose 1 life level.*





Great Rock Formations

There are 5 major types of mountains:

Fold Mountains are the most common, formed by a collision of tectonic plates.

Fault-Block Mountains are formed when blocks of rock materials slide along fault lines in the earth's crust.

Volcanic Mountains are formed by volcanic eruptions where magma piles up on the surface of the earth.

Dome Mountains are formed when hot magma rises but does not erupt, cooling down to form a mountain.

Plateau Mountains are formed by erosion of an uplifted plateau.



Tallest Mountains

Mount Everest - 29,029 feet

K2 - 28,251 feet

Kangchenjunga - 28,169 feet

Lhotse - 27,940 feet

Makalu - 27,838 feet

Cho Oyu - 26,864 feet

Dhaulagiri I - 26,795 feet

Manaslu - 26,781 feet

Nanga Parbat - 26,660 feet

Annapurna I - 26,545 feet

Gasherbrun I - 26,509 feet

Broad Peak - 26,414 feet

Gasherbrum II - 26,362 feet

Shishapangma - 26,335 feet



Mountain Lightning

Lightning can strike up to 10 miles away from a thunderstorm. If you can hear or see it, you're close enough to be a target. Place a non-conductive material between you and the ground. Make for the lowest place you can find, staying away from peaks, ridges, trees, and water. Remove all metal objects from your body including metal-rimmed glasses. Make yourself as small a target as possible by crouching down with only your feet touching the ground, heels together.

Lose 1 turn waiting out the storm.



Hang Glider

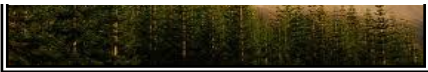
You notice a bright blue rucksack behind a rock formation which turns out to be a short-pack hang glider.

The hang glider will get you from one side of the mountains to the other in one turn. To use, you must be on a mountain hex, and the wind must be blowing across the mountains at the start of your turn.

Move in the direction the wind is blowing, landing on the first hex beyond the mountain range. Then draw a new Encounter card, if necessary.

2





Mountain Windstorm

In high mountains, the ridges and passes are seldom calm. Winds are accelerated when they converge through mountain passes and canyons. Because of these funneling effects, the wind may blast with great force on an exposed mountainside.

You can't see through the tears in your eyes because of the dense clouds of rocky debris and airborne grit whirling around.

Disoriented and half blind, you stumble off in a random direction. Using Direction Chart, move one hex in that direction.



Unconscious

Falling can be caused by carelessness, over-fatigue, heavy equipment, bad weather, or overestimating your ability.

Your fall was caused by stepping on a loose rock. Lose 1 turn to recover.



Mountain Fog

Fog can lead to disorientation. Cold combined with fog can cause a thin sheet of ice to form on rocks. Whiteout conditions can be extremely dangerous and movement is not advised.

This fog is so thick you can't see more than about ten feet in front of your face.

If you absolutely must move, consult Random Direction Chart and move in a straight line with no changes.

Otherwise, lose 1 turn. It's up to you.



Western Coral Snake Attack!

The Coral snake prefers rocky areas and river bottoms. Do not confuse this poisonous snake with other species that are harmless. Coral snakes have red and yellow adjacent bands of color, while the non-venomous have adjacent bands of red and black. "Red and yellow kill a fellow, but red and black are friends of Jack."

Attack snake with:
Rifle / Revolver: 2-6 = killed; 1 = miss
Shovel: 5, 6 = killed; 1-4 = miss

Miss: Poisoned!



Mountain Range

Western North America is one of the most extensive mountainous regions on Earth, with mountainous topography extending north-south for thousands of miles (from Alaska to southern Mexico) and east-west for roughly one thousand miles at the latitude of Colorado. The Western United States alone contains hundreds of individual mountain ranges, too many to explore thoroughly in a single lifetime. Some of these include the Bighorn Mountains of Wyoming, the Black Hills of South Dakota, and the Wolf Mountains of Montana.

Historic Footsteps

It's likely that you are traveling in the footsteps of legendary mountain men who hunted, trapped, and explored this area nearly two hundred years ago.

Jim Bridger, 1804-1881
Jed Smith, 1799-1831
Jim Beckworth, 1800-1866
John Colter, 1774-1812
Kit Carson, 1809-1868
John Johnson, 1824-1900
Thomas Fitzpatrick, 1799-1854
William Williams, 1787-1849
William Ashley, 1778-1838



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Canyon

A canyon or gorge is a deep ravine between cliffs, often carved from the landscape by a river. The wind and water from the river combine to erode and cut away less resistant materials such as shales. Water seeps into cracks between the rocks and freezes, pushing the rocks apart and causing large chunks to break off the canyon walls.

A cliff blocks your way.

Using the Random Direction chart, place an Impassable counter one space away from your location in direction specified.



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Waterfall

A waterfall is a sudden, unsupported drop in a stream. Normally, as a

stream grows older, the edge of the waterfall will erode and move backward, losing height until it eventually becomes a series of rapids and then disappears.

Angel Falls in Venezuela is the world's highest waterfall at 3,212 feet.

Place a Waterfall counter on this hex.

The day's water ration is met and all containers filled. Remaining on this hex adds +1 water on each additional turn.