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The Esperanza ends up in a terrible storm and loses its battle against the elements. 163 souls perished at sea, but a small group survives this disaster and washes ashore on the isle Juan Ansidad. For weeks they wait, They hope for a miracle and wait for weeks for a rescue party that never comes. Food is in short supply and the realization sets in that if they want to survive, let alone make it home again, they will have to take action. They put together a raft as best they can from pieces of the Esperanza which washed ashore and draw straws. Four survivors with only their wits about them, very small rations, and a healthy dose of luck, will brave the dangers of the pacific in search of salvation.

They record their struggle for survival in the log book you now hold in your hands.

A struggle that lasted 21 days.

Components:

1 gameboard, 31 logbook cards, 13 survivor cards (3x red, 3x yellow, 3x blue, 4x green), 7 swap location cards, 6 disaster cards, 12 bottle cards, 3 jellyfish cards, 1 shark distance card, 4 marker tokens, 4x colored tokens, 10 Scruffs cards, 6 raft planks, 8x tentacle tokens, 16x hope tokens, 1x starting player token, 4x flip tokens, 1x rescueship token, 8x survivor dice, 4x placement dice, 1x black shark attack die, 1x purple octopus attack die, 1x white extra

GOAL OF THE GAME:

21 Days lets you relive the events recorded in the survivors' log over a period of 21 days. The goal of the game is to get (at least) one of the survivors to safety on the 21st day. Only if you work together as a team and choose your actions on the game board wisely you may make it to the ship in time to be rescued.

21 Days, playing the solo game.

When playing the one player version, you have 2 options:

1. **Scruff's Up!** Play the game with Scruffs the dog as the green survivor. During setup pay attention to the instructions in red and be sure to read the extra instruction on page 11.
2. **Raft 1, Party of Four!** Play the game as a two, three or four player game; you control the 4 survivors (without Scruffs the dog).

SETUP (2, 3 or 4 players)

Place the game board on the table. The letters A to K correspond to the letters on the illustration of the game board.

Place the 6 raft planks into the ocean (A).

2 players: every player chooses 2 survivors. 3 players: every player chooses 1 survivor, one player chooses 2 survivors. 4 players: every player chooses 1 survivor. Places them survivors on the designated spots on the board (B). Make sure you choose one survivor from each class (color). **When playing 'Scruffs Up!', choose Scruffs as the Crew survivor (green card). See "21 Days, Scruffs Up!", page 11.**

Shuffle the disaster cards and place them, facedown, on the board (C).

Shuffle the jellyfish cards and place them, facedown, on the board (D).

Shuffle the bottle cards and place them, facedown, on the board (E).

Shove the shark distance card partially underneath the board with the number 5 still visible (F).

Shuffle the swap location cards, randomly pick one and place it on the board (H)

Now construct the logbook (I):

- Sort the logbook cards by week number.
- Place the 'Day 21' card (week 3) on the left side of the logbook face up. This is the final day of the logbook and is not interchangeable.
- Separate the 3 mandatory cards from week 3 from the rest of the cards and blindly take one out of the game by placing it back in the box. Shuffle the remaining 2 cards together with the other cards for week 3 and place them face up on top of the 'Day 21' card.
- Add the mandatory card to the deck of 6 'Week 2' cards, shuffle them, and place them face up on top of 'week 3'.
- Shuffle the 7 'week 1' cards and place them face up on top of 'week 2'. You should now have a pile of 21 logbook cards.
- Return the unused logbook cards to the box.



The yellow survivor has a total strength of '8'



The yellow survivor has a visible strength of '2'

Each survivor is symbolized by 2 dice in his/her color, which, after determining the total strength and the place on the raft of a survivor, will be stacked on top of each other and placed on their designated place on the raft. To determine the **total strength**, each player rolls the (larger) survivor's dice. The total of the two survivor's dice is the survivor's **total strength**. Should the total sum of the rolled dice be **less than 20** or **more than 40**, you may roll the dice again. Decide together on which spot on the raft you place the survivors (J).

Survivors not only have a total strength, but also a **visible strength**. Visible strength is the number shown on the top die.

When playing '**Scruffs Up!**', first place the green survivor die (Scruffs) on the spot next to the fishing rod. At the beginning of the game Scruffs has a total strength of 4. (see "**21 Days, Scruffs Up!**", page 11)



THE MANDATORY CARDS

Week 2 and week 3 have mandatory cards. **You recognise these cards by the ship's wheel on the backside.**

Decide the difficulty of the game by placing the rescueship token on the green, orange or red space of the rescue track (K). The further to the left you place the rescueship, the more difficult the game will be.

Finally:

- * Every survivor gets a smaller die in his color; the **placement die**.
- * Place the 16 hope tokens next to the board.
- * Every survivor gets 1 hope token. Always place your hope token(s) on the survivors card. **Scruffs doesn't get any hope tokens.**
- * Every survivor (randomly) gets one of the four flip tokens. Flip the token in the air for each survivor. The ability on the side that lands face up can be used once during the game.
- * Place the black shark die and the purple octopus die next to the board.
- * Be sure to discuss each of the survivor's unique abilities as well as the special ability determined by the token toss. Slide the first logbook card face up to the left of the logbook. In doing so, the first 2 days of the logbook will be visible.

THE FLIPTOKENS



This survivor gets 3 hope tokens on Day 21.



Re-roll; Re-roll any one die from any player once



+4 strength.
Divide 4 strength amongst the survivors



Act of God
Cancel an event card that has already been drawn disaster card.



Any 2 survivors may swap places on the raft.

THE GAME BEGINS:

The game begins on day 1 of the logbook. This is the first day at sea. With some luck and some tactics at least one of the survivors will be saved on day 21. How does each day / turn work?

1. SHARK PHASE: The **shark distance card** will tell you when a group of 4 sharks have found the raft and attack. The starting player slides the Shark distance card one space to the right so that it shows the next number. At the end of the day on which this card shows a '1', an attack will occur, after all other actions and events have been carried out. When the sharks have just attacked (the shark distance card shows a '1'), the starting player shoves the card to the left until it shows the '5'.

IMPORTANT: Also adjust the shark distance card at the start of the game on day 1.

2. MORNING PHASE: Place the logbook page on the right on top of the (previous) one on the left. Resolve the morning events from the log book (on page 5 you will find a detailed explanation of the symbols).

3. MIDDAY PHASE: CHOOSE AND ACTIVATE LOCATIONS.

When playing 'Scruffs Up!', before choosing and performing actions, play a Scruffs card. Scruffs strength has to be a '5' or '6'. (see: "21 Days, Scruffs Up!")

a. The starting player first places his placement dice on available locations, then the other player does the same. We encourage you to discuss with each other which locations would be most beneficial for which character. All available locations are recognizable by the illustration of a compass. Do not yet roll the dice.

b. Activate the locations, in clockwise order, by rolling the placement dice. Start at the octopus location and end at the fishing location. (see illustration and explanation on page 6/7)

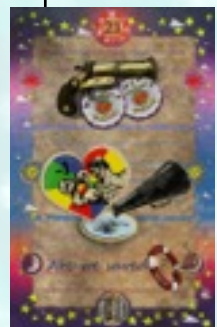
4. EVENING PHASE: Resolve the evening events. (see: "Symbols", page 5)

5. ATTACK PHASE: At the end of the day on which this card shows the number 1 an attack will occur. Resolve the attack phase by following the instructions on page 9 underneath the heading 'Shark attack'. After the sharks have attacked the starting player slides the card to the left into its' original position and the number 6 is visible.

DAY 21 / END OF THE GAME

When at least one of your party is still alive on the 21st day he/she hopes to be found by the rescue ship which has scoured the seas looking for you.

At the start of day 21, however, each character loses 1 strength due to exhaustion, after which they will have to try to get the rescue ship to notice them. You are unable to carry out any of the actions available to you on the board. For every 2 hope tokens a survivor may shoot the flare gun. For those that are in the unfortunate position of not having hope tokens at his / her disposal they may shout out for help by rolling a die. Every attempt to roll a '6' will cost 2 strength. A dolphin may help you, but special hope tokens may not be used today. Sharks not will not attack on this day. When the rescue ship enters the final spot on the rescue track you will be saved and thereby win the game.



Symbols that you may come across on the logbook-, bottle-, Scruffs and disaster cards:

You can come across these symbols during the different phases and have to follow their instructions, from top to bottom, from left to right.



“Paranoia” * (see “The mandatory card: Paranoia”, page 10).



-2 / -3 strength. Players may decide which survivor(s) loses strength *.



Every survivor loses 1 strength *.



-1 strength for (in this example) the blue survivor *.

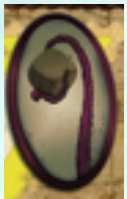


+1 strength for (in this example) the blue survivor.

IMPORTANT: * Dice that can't lose any more strength, are removed from the game



Move the rescueship token one place to the left.



The octopus grabs one of the survivor's dice. Players may decide which one. This die is removed from the game permanently.



Shark 1 or shark 6 attacks (1x)



Skip a day. Begin the day with phase 1. **IMPORTANT:** You can't perform this action on day 20.



MIDDAY PHASE; CHOOSE AND ACTIVATE LOCATIONS

The players, starting with the starting player, place their placement dice on the available locations on the board. When all placement dice are distributed, activate the locations, in clockwise order, by rolling the dice. (see “Locations”, page 6/7)



The starting player shuffles the disaster cards and takes a card. (see: “Disaster cards”, page 9)



One of the survivors falls from the raft and encounters a swarm of jellyfish (see ‘swarm of jellyfish’ on page 9).



The starting player places one of his survivor's dice on the octopus location. (see: “Attacks”, page 8/9)



Someone broke the fishing rod! You are unable to use the fishing location on this particular day.



Shuffle the swap location cards and replace the current card for a new one. (see “Swaplocation cards”, page 7)



The swaplocation card ‘Dolphin’ is placed on the board or remains on the board. (see “Swaplocation cards”, page 7)

LOSE A PLANK

One of the outer planks drifts away. Roll a die; when rolling even, the plank closest to the flare location will disappear. When rolling uneven, the plank closest to the bottle location will disappear. Losing planks



Shuffle the discarded disaster cards with the unused disaster cards to form the new disaster card deck.



On day 21 a survivor may alarm the rescue ship by crying out for help. This will cost him/her two strength per attempt. Every rolled ‘6’ is a success and makes the rescue ship move one space to the right.



LOCATIONS:

There are six locations where placement dice can be placed. Only after the deployment of the dice, location by location is activated by rolling the dice; starting at "1" and ending at "6".

The number of compasses corresponds to the number of places that are available at each location.



1. The Octopus location

1 placement die max

IMPORTANT: The logbook dictates when this location must be used (the octopus symbol). This is the only way a placement die can be placed on this location. The starting player places one of his placement dice on this location. When all other dice have been placed the starting player rolls the octopus die. When you roll a blank, the octopus remains asleep and you successfully paddled away from him. The other chosen locations can now be activated. When the die shows a part of the octopus' arm however, you have disturbed the octopus' sleep. The other locations can't be activated, because all survivors will have to use all hands on deck to fight the octopus. (see "**Attacks, Octopus attack**", page 8)

2. The flare location

3 placement dice max

On this location the survivors shoot off flares. There are three places to place your dice. When resolving this location you roll the dice and pray for a '6', which will bring the rescue ship closer (you will move to the right on the rescue track).

IMPORTANT: When 3 dice are placed in this location and someone rolls a '1', you will shoot a blank and the rescue ship will not notice you (you will move to the left on the rescue track).

IMPORTANT: The rescue ship may only move to the final spot, the rescue buoy, on day 21 of the logbook. However, each die present at this location when the ship reaches the anchor before day 21, will receive one hope token. This hope token can be given to a survivor of your choice.

3. The Bottle location

2 placement dice max

The world is your oyster and so you can choose to 'play' or to 'receive' a card.

Here you can choose between 2 options:

- the 'Receive' location;

Roll a 2, 4 or 6 to receive a message in a bottle

- the 'play' location;

Only if you roll a 1, 3 or 5 you get to play your card.

IMPORTANT: When resolving these locations be sure to first 'receive' before you 'play'. Cards can not be exchanged between survivors and each survivor may only have 1 bottle card at his disposal. The only way to obtain a new card is to play the old one (go to page 10 for a detailed explanation of each card).

4. The Swap location

spaces available depend on location

The **swap location** is a variable location. The logbook indicates when a new Swap location card must be placed on the board..



Dolphin: This location does not require a placement die. As long as the dolphin card is in play a survivor may change the outcome of any dice roll, this will cost him 2 strength. The die is thrown to the dolphin, which performs its' trick, and flips the die back to you, thereby flipping the die to its' other side. A roll of 1 becomes a 6, a roll of 3 becomes a 4, etc. **IMPORTANT:** Dolphins are scared of sharks and the giant octopus and therefore you may not use the dolphin's advantage during the shark- or octopus attack.



Turtle: When a die is placed on this location, the hope location will award you with a hope token for every 1 or 2 points rolled instead of the regular 3 points per token.



Flare: Survivors can use this location in the same way they can use the regular flare location. For a cost of 1 or 2 hope for each attempt the survivors can try to roll a 6 with a maximum of 3 attempts. The rescue ship moves one place to the right on the rescue track for every 6 that is rolled.



Bottle: Receive a card from the bottle location, then play a card. This new card may also be saved to play later in the game. Should the survivor already have a bottle card in his possession, he is allowed to play one of the cards and keep the other one. In that case the new card replaces the old one.

5. The hope location

3 placement dice max

Roll the dice and sum up the total number. For every 3 points you gain 1 hope token. These hope tokens may be divided between the survivors present at this location. It is also allowed to give all hope to 1 survivor. All hope tokens may also be awarded to 1 survivor. Hope tokens may be used to prevent disasters, to take advantage of some of the variable locations' effects and they may prove to be very valuable on day 21 (see "Day 21" on page 4). The hope tokens are limited: 16 in total.

IMPORTANT: When three dice have been placed on this location, any survivor that rolls a 1 has to pay a hope token. However, the roll of 1 is added to the total outcome of the roll when determining the number of hope tokens. When this survivor has no hope tokens this penalty may be ignored.

Don't forget you are allowed to throw your die to the dolphin if it is in play.

6. The fishing location

1 placement die max

To make sure the survivors don't die of hunger and thirst, you have to fish every now and then.
Roll the die and gain strength accordingly by adjusting dice.

Roll of 1	= 1 survivor gains 1 in visible strength
Roll of 2	= 2 survivors gain 1 in visible strength
Roll of 3	= 3 survivors gain 1 in visible strength
Roll of 4	= 4 survivors gain 1 in visible strength
Roll of 5	= 4 survivors gain 1 in visible strength
Roll of 6	= 4 survivors gain 1 in visible strength AND 1 survivor gains an additional 1 in visible strength

IMPORTANT: A survivor can gain up to a maximum of 2 strength, even when less than 4 survivors are present on the raft and the outcome of the roll is 4 or 5.

A survivor that has "6" as **visible strength** cannot gain more strength. Extra strength can not be added to the lower die, when the top die shows a '6'. A lost die can not return to a survivor.

EXAMPLE DISTRIBUTION FISH:

Each survivor shows the following visible strength: red – 5, blue – 2, green – 6, and yellow – 3. Yellow has chosen the fishing location and rolls a 6. Each survivor adds 1 to their visible strength, except for green as he already has a maximum strength of 6. Yellow decides to award blue the remaining 1 extra strength. Each survivor now shows the following visible strength: Red – 6, Blue – 4, Green – 6 and yellow – 4.

ATTACKS; OCTOPUS ATTACK

On days when the log book shows the octopus symbol the starting player has to place one of his placement dice on the octopus location. When resolving the locations the octopus location comes first. The starting player controls the fate of the survivors by rolling the octopus die. When one of the 2 blank sides come up the survivors live to fight another day, the octopus does not wake up and everyone can go about their daily chores.



When the octopus die shows the octopus symbol you have disturbed the octopus and he will attack the group with each of his tentacles. The fight that ensues exhausts the survivors and they will be unable to perform any of the actions for the day. As long as the octopus has all of his tentacles he will have 8 attempts to grab hold of the survivors. Players take turns in rolling the octopus die for each tentacle. When the result of a roll corresponds with any survivor's visible strength the octopus grabs hold of this survivor.



This survivor fights back by rolling his placement die. When rolling a lower number the octopus wounds the survivor, chucks the poor soul back on the raft resulting in a loss of 1 strength. When the result of the survivor's roll is the same as the octopus' roll the survivor slips away from the tentacle without a scratch. When the survivor's roll is higher he is successful in cutting off the octopus' tentacle and it is permanently removed from the game. The next time the octopus attacks he will have fewer tentacles to attack with and thus fewer attempts.

Flip the tentacles' tips to keep count of the octopus' attacks. When the fight is over turn all the tips back to their colored side with the exception of the ones that were cut off and taken out of the game.

When the fight is over proceed to the evening phase of the day.

EXAMPLE OCTOPUS ATTACK:

Each of the survivors show the following visible strength: red – 3, blue – 1, green – 5 and yellow – 3. In this example the octopus only has 3 tentacles left.

The octopus' first tentacle rolls a 5, which matches green's visible strength, and so will try to escape the grip of the tentacle. Green's character rolls a 6 and not only succeeds in escaping but manages to cut off a tentacle while doing so. This tentacle is removed from the game. The second attack roll is a 1, which matches blue's visible strength. Blue rolls a 1 and escapes, however the octopus keeps his tentacle. Flip the tentacle's tip to show the players have already dealt with this tentacle. The 3rd attack roll results in a 3, which matches yellow's visible strength. The result of the defense roll is a 2. The octopus wins this round and wounds yellow in the process. Yellow loses 1 strength and now has a visible strength of 2.

ATTACKS; SHARK ATTACK



When the shark distance card shows a '1', after resolving the evening phase, sharks will have found the raft and will attack the survivors. The starting player rolls the black shark die and compares the result of the roll with the numbers on the board to determine which shark will attack which survivor. Roll the shark die again to determine the strength of the shark that is on the attack. When the result of this attack roll is higher than the survivor's visible strength, the shark successfully wounds the survivor resulting in a loss of 1 visible strength. When the result of the attack roll is equal to or lower than the visible strength of the survivor, nothing happens. There are **4 attacks in total** and since sharks can be very unpredictable and cunning creatures it is entirely possible that they will attack the same survivor 4 times. Then set the shark distance card at a



distance of '5' again. Should a shark attack a survivor no longer present on the raft, use the colored tokens to determine the new victim (see "**Colored tokens**", page 10)



When the logbook shows one of these symbols, Shark 1 or Shark 6 attacks once. For it is already obvious which shark attacks which survivor, you only have to roll the shark die once to see if the shark's attack is successful.

DISASTER CARDS

When the log book shows a disaster symbol, which needs to be resolved during the evening phase, the starting player shuffles the disaster cards and picks a card. The disaster takes place immediately and the players will have to follow the instructions on the card from top to bottom (see page 5 for an explanation of any possible symbols you may encounter). To stop these horrible events from happening the survivors may pool their resources together by spending a number of hope tokens equal to the number shown on the right side of the card. When they do not spend the necessary amount of hope tokens, either by choice or by necessity, disaster strikes. Once the effects of the disaster have been resolved place the card on the discard pile. Reshuffle the discard pile to form a new disaster card deck once all disaster cards have been used.



Example disaster card 1:

The survivors are very weak and exhausted. They lose one day. Also, the discarded disaster cards and the unused disaster cards have to be shuffled to form the new disaster deck. This can be prevented when the survivors hand in 2 hope.



Example disaster card 2:

The octopus grabs a survivor; one of the survivors loses one die. Use the colored tokens to decide which survivor. Then the raft loses one plank. This can be prevented when the survivors hand in 6 hope.

THE HOPE TOKENS

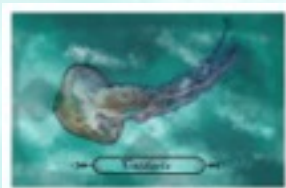
There are a limited amount of hope tokens available in the game. When none of the 16 hope tokens are left in the supply, hope tokens can not be obtained. There are 3 special hope tokens, which can be used to alter the result of a rolled die. When using the “+1 / -1” token, a ‘6’ can become a ‘1’ or a ‘5’. When a special hope token is used to alter a die, the hope token is permanently removed from the game.

IMPORTANT: These special hope tokens can't be used on day 21.



SWARM OF JELLYFISH

When the log book shows the jellyfish symbol your gut feeling may already tell you: “Nothing good can possibly come out of this”. Use the colored tokens to decide which survivor gets bumped off the raft when it is hit by a small rogue wave. This survivor finds himself in the middle of a swarm of jellyfish. The only way out of this tight spot is to swim back to the raft avoiding as many of the slimy creatures as possible by taking the safest route. The safest route is determined by taking the top jellyfish card and place it next to the raft. Place the survivor dice on the far right spot on the jellyfish card. He will now use his placement die to swim back to the raft. To prevent from being stung by the jellyfish he will have to pass the dice challenge on the card. Every failed roll will result in a loss of 1 visible strength and considering this is the weakest member of the party he may not make it back alive. The silver lining in all this is that even if he fails one of the dice challenges the survivor still makes it to the next spot albeit in a world of hurt. Whether or not the survivor makes it back to the raft, after 4 rolls the player shuffles the jellyfish cards and places them face down on the board.



EXAMPLE SWARM OF JELLYFISH:

In this example the survivor's first roll has to be higher than a 1, the second roll higher than a 2, the third roll lower than a 3 and the fourth and last roll lower than a 4. For every challenge that is failed the survivor loses 1 visible strength. If no more strength is available on the top die it is permanently removed from the game.





THE MANDATORY CARD: PARANOIA STRIKES!

Hunger, thirst, the burning of the sun and the never ending wave after wave after wave will drive the burliest of men insane! But if you want to stay alive and make it to day 21, the last you thing you will want to lose will be your sanity! Once again your life will be in the hands of a roll of the die. Use the colored tokens to pick a survivor, roll his placement die and the result will tell you by how much total strength you will have lost. This dice roll could be the death of you, however you may keep your wits about you and prevent losing strength by paying 1 hope token for each strength lost.

THE COLORED TOKENS



When you have to choose a survivor, but you have several survivors to choose from, or when the survivor isn't present on the raft anymore (for example because of a shark attack), use these colored tokens. Take the appropriate tokens in your closed hand and let one token fall from your hand.

THE BOTTLE CARDS

Use this card to regain 1 lost plank (the lost plank does not come with a survivor)

When this card is played a survivor may shoot 4 flares 4 flares. Every '6' is a success. The dolphin is allowed to help you.

When this card is played move the rescue ship the rescueship 1 space to the right.

When this card is played, place 3 markers on it. On 3 different days of this survivor's choice, he is allowed to use 1 extra (white) placement die. Each time the extra die is used, remove a marker from this card. When activated, this survivor is not allowed to receive another bottle card.

Use this card to cancel having to take a disaster card. Carefully decide when to use the 'play bottle card' location. If the log book does not show the disaster card symbol you do not want to waste this card by standing in the wrong place at the wrong time!

The survivor who plays this card receives 4 hope tokens. These tokens may not be divided between the survivors.

The survivor who matches the color on the card gains 2 visible strength (this does not bring back a die that was earlier removed from the game). Should this survivor be no longer on the raft, remove the card from the game; you may pick another card should you receive this card at the bottle location.

Rotten fish! You want to play this card simply to get rid of the smell especially since each survivor is only allowed to have one bottle card.

21 Days. Solo version, Scruffs Up!

Preparation:

When playing 21 Days solo you will (randomly) choose 3 human characters, represented by the colors yellow, blue and red, and the amazing dog scruffs who is represented by the color green. Shuffle the Scruffs cards and place them on the paw space on his card.

The dog is symbolized by 1 green survivor die on the raft, next to the fishing location. At the beginning of the game, Scruffs has a visible strength of '4'. Place the smaller green die, which will be used to face the challenges on the Scruffs cards, next to his survivor card. Scruffs does not have a placement die, nor can he receive or play hope tokens and bottle cards. However, Scruffs is allowed to do the jellyfish jive.



PLAYING THE SCRUFFS CARDS:

Every day, when Scruffs has a visible strength of 5 or 6, at the beginning of the midday phase, the player in control of Scruffs activates a Scruffs card. Therefore, if Scruffs is a happy healthy puppy (visible strength = 5 or 6), the crew could be in for some good news.

IMPORTANT: On octopus days you will first place one of the survivor's placement dice on the octopus location, then play a Scruffs card if possible and finally place the other survivors' placement dice.

Every Scruffs card presents a challenge. By rolling the number on the Scruffs card you will receive the reward, after which the card is removed from the game. When you fail the challenge, discard the Scruffs card. When the deck of Scruffs cards has been depleted, simply shuffle the discard pile and place them back on the board. It is always possible to remove a Scruffs' card from the game, even when the effects of the card were already partially applied earlier in the game. **You may remove a Scruffs' card just before taking a new card.**

IMPORTANT: Dolphins like dogs but they do not like Scruffs, therefore a player can't use the dolphin effect when rolling for Scruffs.

Some Scruffs cards have an effect that lasts a couple of rounds. During these rounds no new Scruffs card can be taken. Use tokens to keep track of the number of times the effect of these cards has been used.

IMPORTANT: When Scruffs' strength is 4 or less, you can't use the Scruffs cards.

THE SCRUFFS CARDS

Choose a swap location to place on the swap location.



2 visible strength for Scruffs or one other survivor.



Shove the shark distance card to '6'.



Scruffs earns 3 hope tokens, they must immediately be divided between the other survivors.



1 successful flare; move the rescue ship one space to the right. Can not be used on day 21.



2 re-rolls, for any survivor. Once a day. Use markers to keep track of the number of times the effect has been used.



Twice the result of any rolled die may be altered; +1 or -1. A '6' may become a '1' and vice versa. Once a day. Use markers to keep track of the number of times the effect has been used.



Scruffs earns 2 hope tokens, which must immediately be divided between the other survivors.

THE SURVIVORS

1st Class



When present on the octopus location, the prof may re-roll the die once. (2 hope)



Once a day Maya may give herself or someone else 1 strength (2 hope).



When present on the flare location, Horvath may make more attempts (2 hope each).

2nd Class



Only Rosina may choose and activate a location at the beginning of day 21.



This gentleman gets 1 hope at the beginning of each day when the sharks are at a distance of 4, 5 or 6.



On day 21 this lady tries to lure the lifeboat by using her powerful voice. Every attempt will cost her 1 hope.

3rd Class



When Tomi fishes, he catches one extra fish (2 hope); for himself or for someone else.



On days when Aleta's visible strength is 4 or higher, she can perform a re-roll (2 hope) for anyone.



Whenever Mick receives 3 hope, he will get 1 hope extra.

CREW



The pastor believes hope can keep the group together. When you find yourself at the same location as the pastor, hope tokens may exchange hands freely.

Pjotr can ward off a successful attack from the sharks or the octopus. (2 hope).



This machinist may give his bottle card to a survivor (1 hope), who doesn't already have a bottle card. This survivor may IMMEDIATELY use this card

When Scruffs has a strength of 5 or 6, he may try to activate / use a dog(paw)card. This happens just before the other characters choose their actions.

