

NAME _____

AGE _____ EXHAUSTION ○○○○○○○○

 **COMBAT** _____

 **ESCAPE** _____

 **INVESTIGATION** _____

 **NEGOTIATION** _____

	ITEMS	ABILITY
	_____	_____
	_____	_____
	_____	_____

SUPPLIES/NEEDS

FAMILY

_____ ○○○

_____ ○○○

_____ ○○○

WELCOME TO _____



Circle a type of improvement (two players cannot circle the same one). The objects found will be of the chosen improvement. When completing one, choose a new one. When all the improvements are complete, your shelter will become a city and the game will be over.

Choose what you want to improve:

POWER STATION



○○○
○○○

CITY WALLS



○○○
○○○

WATER TANKS



○○○
○○○

HARVEST



○○○
○○○

SANITATION



○○○
○○○

SCHOOLS



○○○
○○○

RADIO STATION



○○○
○○○

HOSPITAL



○○○
○○○

COMMERCIAL ROUTES



○○○
○○○

RAFAEL CARNEIRO VASQUES

BEFORE THE BEGINNING



PLAYER'S PAMPHLET

OBJECTIVE

You need to build improvements in the shelter so it becomes a new city. Improvements are collected during explorations. When you come back with a improvement, mark a point on the city sheet, located on the back.

EXPLORATION

The players will always be together during explorations, never alone. The only separation occurs when a family member runs away. If they are lucky, they will find an **improving object** and can return to the camp with it.

SOLVING TESTS

When your character performs an action that can result in failure, roll a die. If you achieve a result less than or equal to the number of the tested ability, success. **If not, mark a point of exhaustion.**

SUPPLIES / NEEDS

At the end of each exploration, your supplies must be equal to or greater than that your family numbers (you + family members) or the group falls apart.

Players can trade surpluses, items or even family members among themselves. If you do not have the necessary supplies, the number of people in excess causes your number in points of exhaustion in the group, first affecting the most hurt family members.

ABILITIES

It measures your character's ability to act. Each skill ranges from 1 to 4.



Combat

It is used to face an opponent in combat. A failure means that you have been hurt.



Escape

You and your family can run from an encounter. If you do, you must discard the found objects and you won't be able to explore anymore until everyone returns to the shelter. A failure indicates that you were unable to escape.



Investigation

Once you have resolved an encounter, you can find objects. A failure means that nothing has been found.



Negotiation

An agreement between different parties. A failure means that an item, supply or family member has been lost. If you have nothing to lose, you must return to the shelter and play only on the next exploration, but you will pay for the group's needs.

CREATE YOUR CHARACTER

You have 10 points to distribute among the abilities. Each must have at least 1 point. Each family member costs 1 point, but you are not required to have one.

FAMILY

A member has 3 points of exhaustion. For each one who helps you, roll an extra die. When a member scores all his points, he and his extra die are lost. When that happens, cross out his name and mark an exhaustion point on your own chart. That space is not reusable.

HEALING EXHAUSTION

Healing can be performed at any time during the game with found healing kits and painkillers.

END OF THE LINE

When you mark all exhaustion points, your character will fall. Create a new one.

BACK TO THE SHELTER

At the end of each exploration, the group must pay for their needs and can exchange items between them. In addition, it is time for the players to build the city.

ITEMS

Each item found can only be used once and allows the player to roll a die on the indicated skill. After use, the item must be discarded.