

North Mountain

West Coast

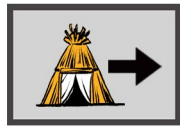
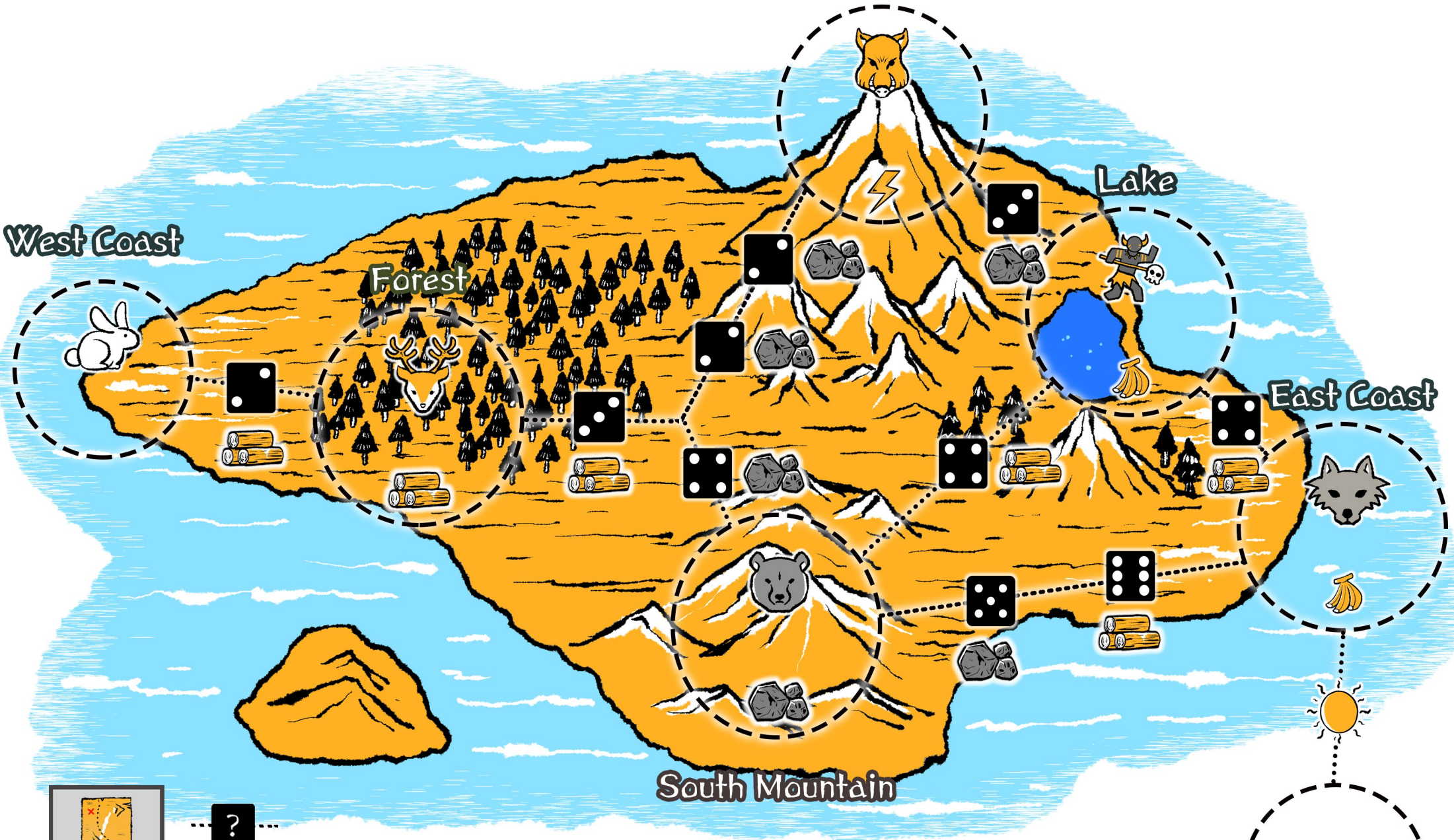
Forest

Lake

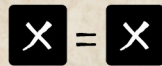
East Coast

South Mountain

Escape !

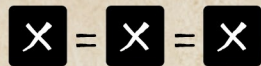


# 1. Roll & Event

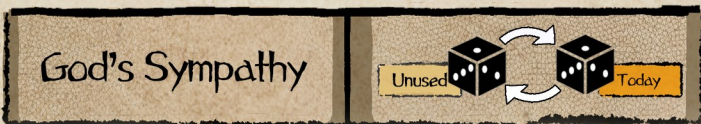


If two dice are same value, the following event occurs:

Paired Dice Event	Result
Friday's Help	Free Action
Happy Morning	+2
Flexible Plan	← →
Rotten Food	-2
Dark Clouds	Today's  +2
Hungry Beast	Today's  +2



If three dice are same, God's Sympathy also occurs.



# 2. Actions

- 
- 
- Develop one tool

→

0  ⚰ × 1/2	1  ⚰ × 1/2	2  ⚰ × 1/2	3  ⚰
9  ⚰ × 1/2	⚰ < ⚰ ←  ← ⚰ < ⚰ × 2 ⚰		4  ⚰ × 1/2
8 /  /	7  ⚰ × 1/2	6  ⚰	5 →



Use a half dice value

= 0    = 1

= 2    = 3



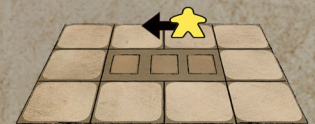
Change Action

Dice value

+1 or -1 /



Move 1 space backward



Tomorrow

Today

### 3. Weather & Animal Attack

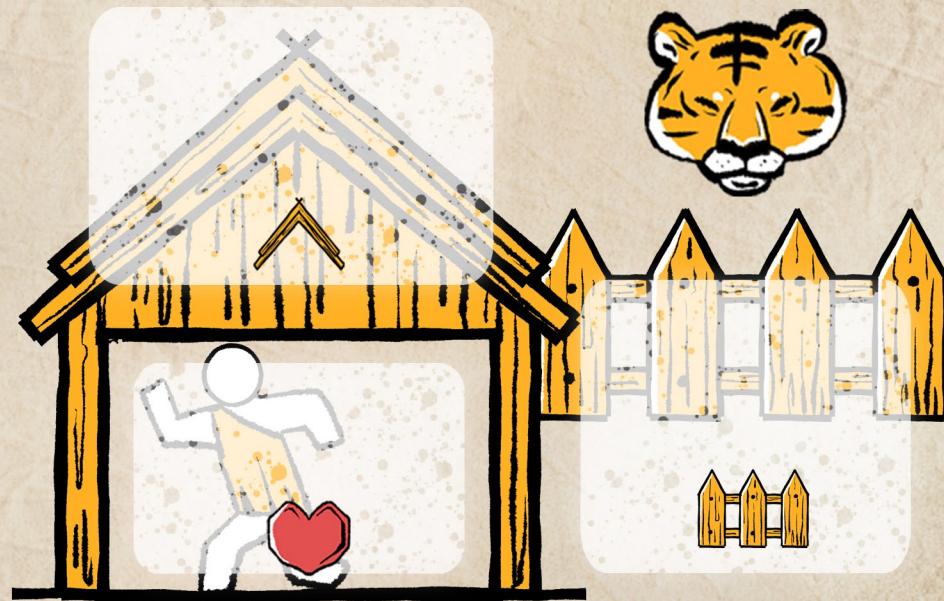


☁️ : -1 ⚔️ or -1 ❤️  
 ❄️ : -1 ⚔️ or -2 ❤️

Used 1 →  
 Used 2 →  
 Used 3 →

1  
 2 ☁️  
 3 🐯

☀️ ☁️ ❄️ 🐯



### 4. Meal

-1 🍌 or -1 ❤️

🍌 🪵 🪨 🍌 🦊

### 5. Diary

M 1 T 2 W 3 T 4 F 5 S 6 S 7

Week 1  
 ☁️ 🐯 +1 +1  
 Week 2  
 🐯 +1  
 Week 3



Basket



: +1

: +1



Bed

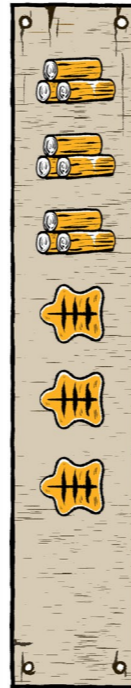


: +1

+2 MAX



Rope

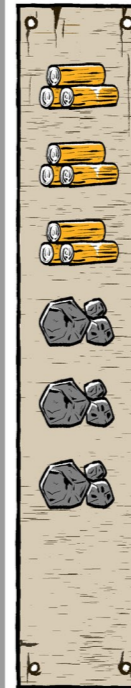


: +1

: +1



Fire

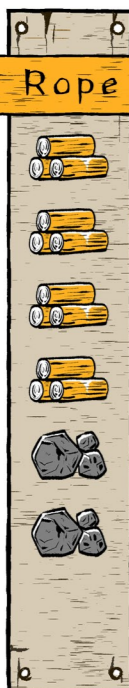


-1

: +1



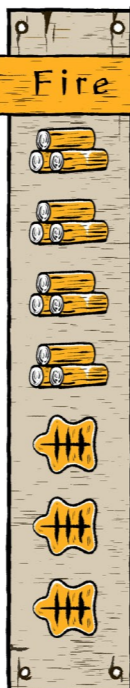
Axe



+2



Knife



+1

: +2



Stone Knife

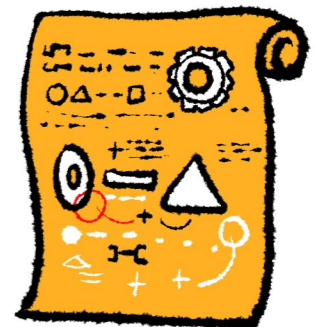


+1

: +1

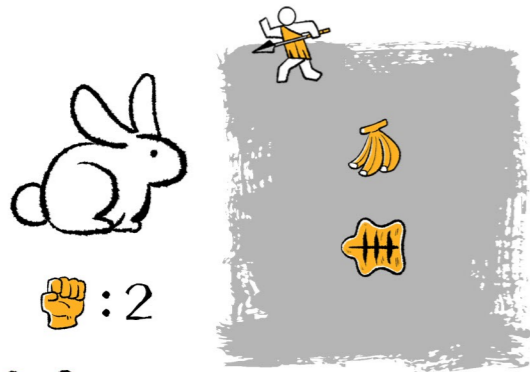


Blueprint



: +2

# Rabbit



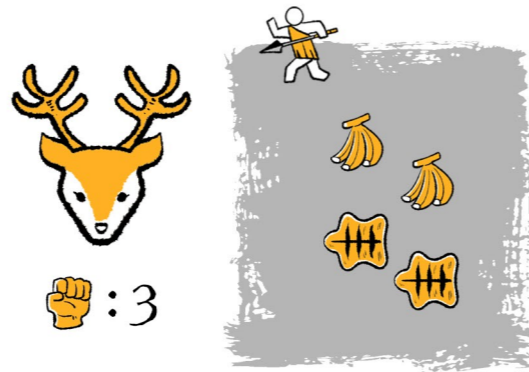
👊:2



If no 🏠

➡ -1 🍌

# Deer



👊:3

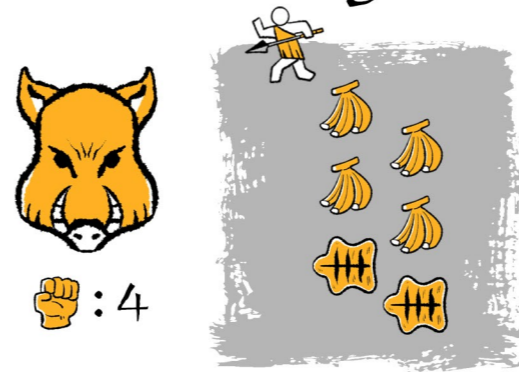


-1 🏠

or

-2 🍌

# Wild Pig



👊:4

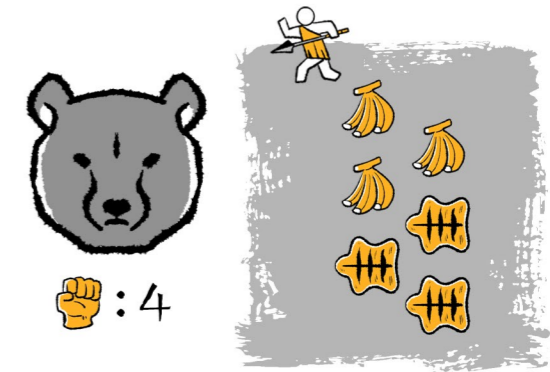


-1 🏠

or

-2 ❤️

# Bear



👊:4



-1 🏠

or

-2 🍌 -1 ❤️



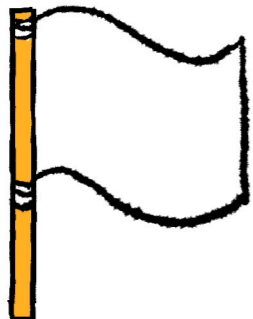
# Flag



Rope

x6

x6



Send  
SOS



# Raft



x8

x5

x4



Escape



# Bow

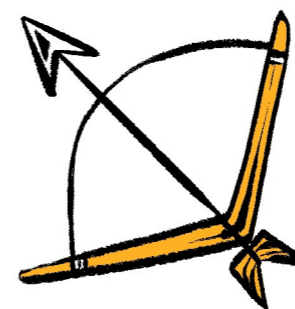


Fire

x7

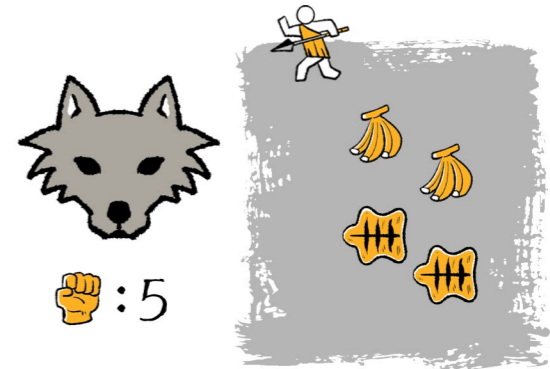
x4

x3



Save  
Friday

# Wolf



👊:5

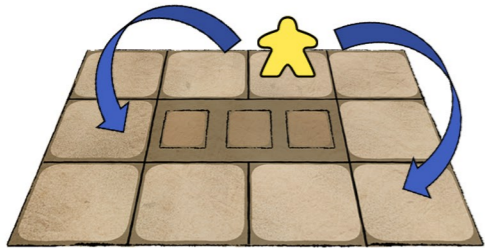


-1 🏠

or

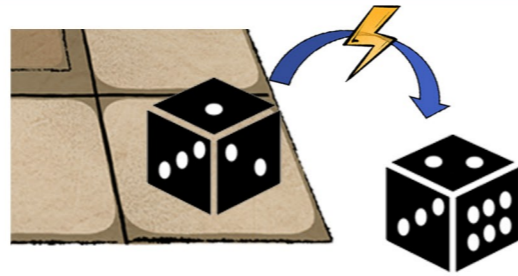
-1 🍌 -2 ❤️

Smart Dice 🎲  
Rule



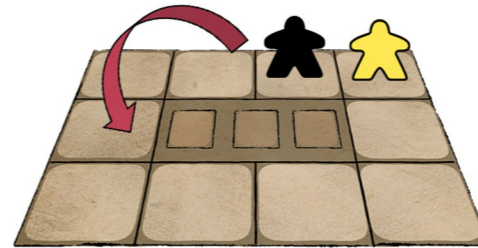
Smart Dice can be placed  
*counter-clockwise*

Friday Dice 🎲  
Rule



Friday Dice can be  
change the value,  
*after placing.*

Cannibals Dice 🎲  
Rule



Before Weather phase,  
*Cannibal token moves*  
by Today Dice 1.



Stage 1



*Send SOS signal  
at North Mountain*

- ① Make "Flag"
- ② Go to  
"North Mountain"

Stage 2



*Save Friday  
from Cannibals*

- ① Make "Bow"
- ② Go to "Lake"

Stage 3



*Escape  
from the island*

- ① Make "Raft"
- ② Go to  
"East Coast"

Cannibals

