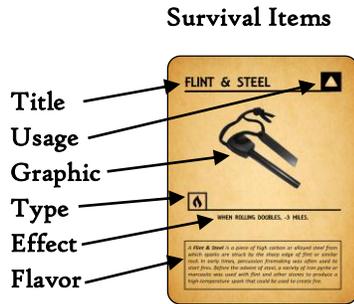


shelter, many survival items will not be effective. Shelter is tracked with a black cube.

Injury: Injury can be crippling in any survival situation. Hikers should avoid injury if possible since it is difficult to remedy. Injury will prevent the use of many survival items. Injury is tracked with a black cube.



All survival items have unique effects. Effects can only be used given certain shelter and injury states. Type is used to satisfy bonus effects. Bonus effects do not have use restrictions.

Usage Icons

-  These survival items cannot be used if you lack shelter.
-  These survival items cannot be used if injured.
-  These survival items have no use restrictions.

Type Icons

-  Fire
-  Hydration
-  Shelter
-  Tool
-  Nutrition

HOW TO PLAY

You begin your turn by rolling the 3 dice. You may reroll the dice once, and if you reroll you may choose any or all of the three dice to reroll.

After rolling, choose the two lowest dice values and resolve the dice outcomes.

If doubles are rolled, choose the two lowest dice values to resolve, then add all of the dice values and reduce your remaining miles by 1 mile for every increment of 6 (if your combined dice value is 13, you would reduce your remaining miles by 2).

You may also trade in one of your survival items for a new survival item by discarding one in your hand and drawing a new card from the survival item deck, or by trading with another player.

If triples are rolled, choose the two lowest dice values to resolve, then add all of the dice values and reduce your remaining miles by 1 mile for every increment of 6. You may also add one survival item to your hand by drawing a new card from the survival item deck.

Before the end of your turn you may use up to two of your Survival Items' effects, but you may not use a survival item's effect twice during the same turn.

If a Survival Item's effect affects your dice roll, retrospectively adjust the roll and any dice outcomes. (For example, one of your dice outcomes is a 4 and you reduce your food by 1. You then activate a survival item effect that allows you to increase your roll by 1. You increase the 4 to a 5 and add back the food, and then regain shelter.)

You also have the option of using a bonus effect in lieu of using your survival items' effects. Note that bonus effects do not have use restrictions Reference the reference guide for bonus effect requirements.

(For example, if you have FIRE, SHELTER, & HYDRATION type survival items you can use the bonus effect "Permanent Shelter".)

After resolving any used effects, your turn ends.

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