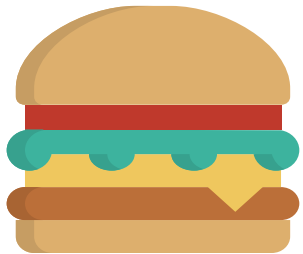
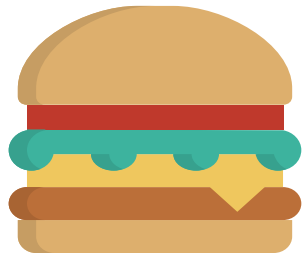


*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



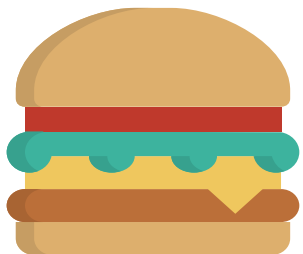
*Med-Kit*

*Tool*



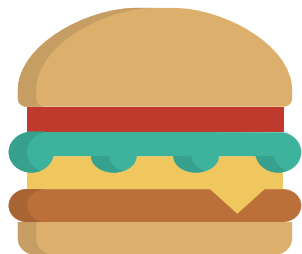
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



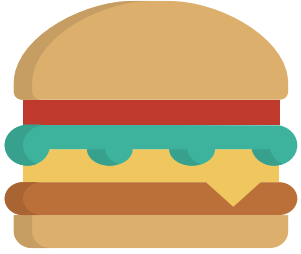
*Med-Kit*

*Shelter*



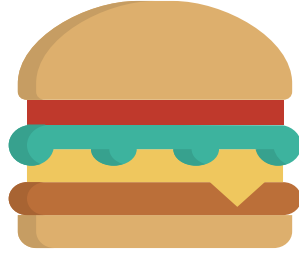
*Shelter*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



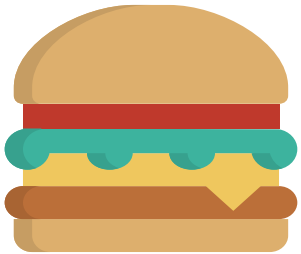
*Med-Kit*

*Tool*



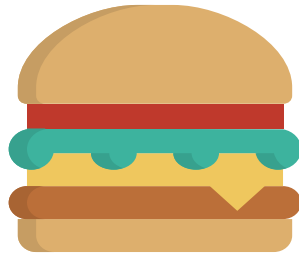
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



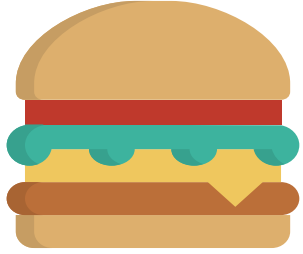
*Med-Kit*

*Shelter*



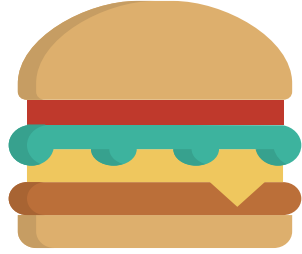
*Shelter*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



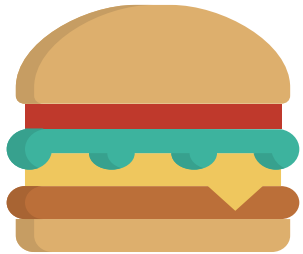
*Med-Kit*

*Tool*



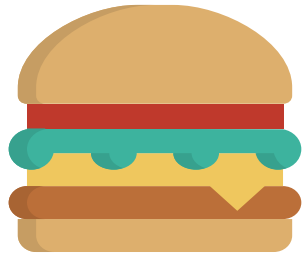
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



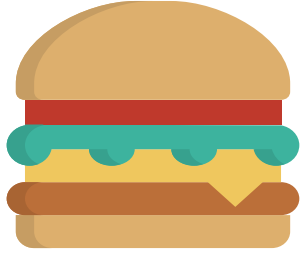
*Med-Kit*

*Shelter*



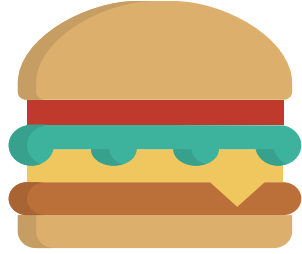
*Shelter*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



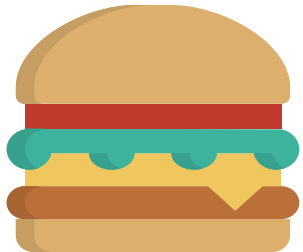
*Med-Kit*

*Tool*



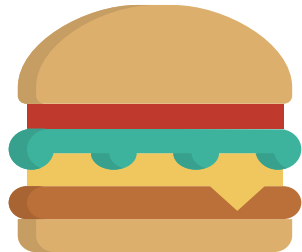
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



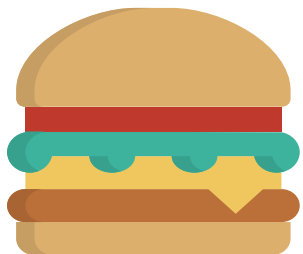
*Med-Kit*

*Shelter*



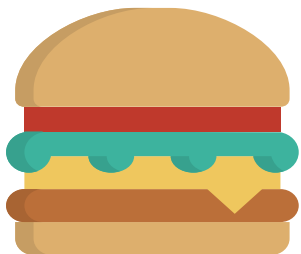
*Shelter*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



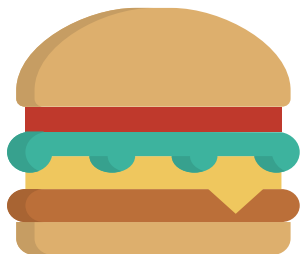
*Med-Kit*

*Tool*



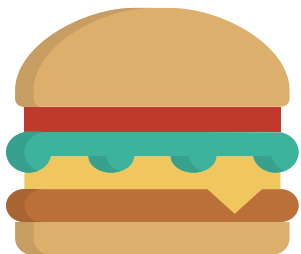
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



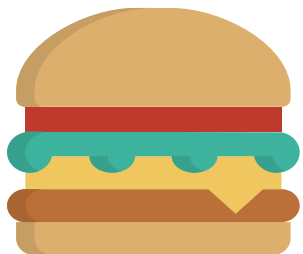
*Med-Kit*

*Shelter*



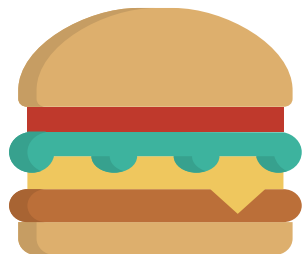
*Shelter*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



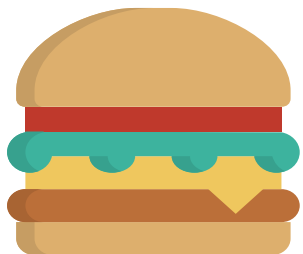
*Med-Kit*

*Tool*



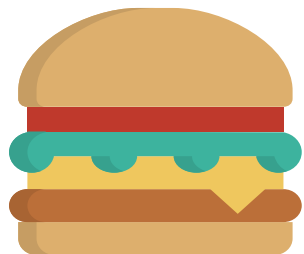
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



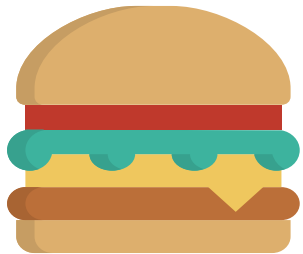
*Med-Kit*

*Shelter*



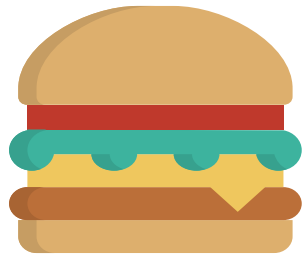
*Shelter*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



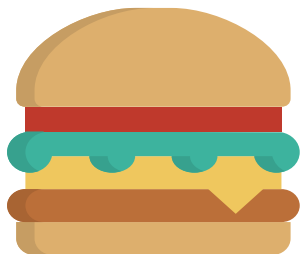
*Med-Kit*

*Tool*



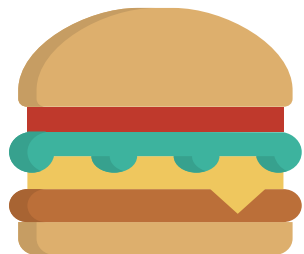
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



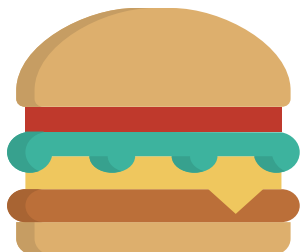
*Med-Kit*

*Shelter*



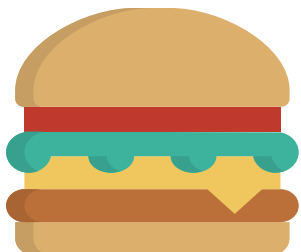
*Shelter*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



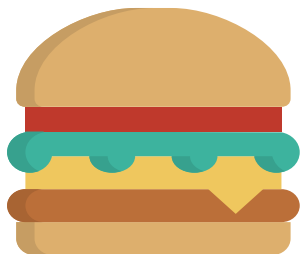
*Med-Kit*

*Tool*



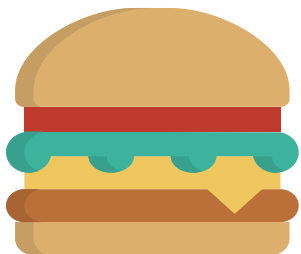
*Tool*

*Ration*



*Ration*

*Ration*



*Ration*

*Med-Kit*



*Med-Kit*

*Shelter*



*Shelter*



Group



*Find an old smuggler stash.  
Everyone take one ration  
card from the bank.*

Group



*Come across ruined Twinkie  
factory. Everyone take one  
ration card from the bank.*

Group



*Kill a buffalo, food for all.  
Everyone take one ration  
card from the bank.*

Group



*Find a public banana tree.  
Everyone take one ration  
card from the bank.*



Group



Group



Group



Group

Group

*Party attempts Communism.  
Everyone passes a card of  
choice to the right.*

Group

*Dinner around the  
campfire. Everybody passes  
a card of choice to the right.*

Group



*Group contracts malaria.  
Everyone take one med-kit  
card from the bank.*

Group



*Group attacked by bees.  
Everyone take one med-kit  
card from the bank.*

Group

Group



Group



Group

Group - 

*Animal sneaks into camp  
and steals food from  
everyone. Everyone take one  
med-kit card from the bank.*

Group

*Raft flips and gear gets  
mixed up. Starting with the  
drawing player everyone  
allows the player on their  
right to blind draw a card  
from their hand.*

Individual + 

*Bag a rabbit  
  
Take a ration card from the  
bank.*

Individual + 

*Catch a fish  
  
Take a ration card from the  
bank.*

 - Group

Group

 + Individual

 + Individual

Group

*There is a group feud.  
Starting with the drawing  
player, everyone allows the  
player on their right to  
blind draw a card from  
their hand.*

Individual + 

*Come across berry bush  
  
Take a ration card from the  
bank.*

Individual + 

*Secret banana tree  
  
Take a ration card from the  
bank.*

Individual + 

*Find medicinal herbs  
  
Take a med-kit card from  
the bank.*

Group

 + Individual

 + Individual

 + Individual

Individual + 

*Find magic healing fruit*

*Take a med-kit card from the bank.*

Individual + 

*Come across abandoned tent*

*Take a shelter card from the bank.*

Individual + 

*Complete whittling of arrowhead*

*Take a tool card from the bank.*

Individual

*Eat the fruit of generosity*

*Give a card to any player*

 + Individual

 + Individual

 + Individual

Individual

Individual

Individual

Individual

Individual

*Trip and throw supplies*

*Give a card to any player*

*Feel bad for buddy*

*Give a card to any player*

*Religious obligation*

*Give a card to any player*

*Drop an item*

*Give a card to any player*

Individual

Individual

Individual

Individual

*Individual*

*Put an item in the wrong  
backpack*

*Give a card to any player*

*Individual*

*Buddy remembers old loan*

*Give a card to any player*

*Individual* - 

*Drank unfiltered water, got  
the runs*

*Discard a med-kit card to  
the bank*

*Individual* - 

*Axe broke while chopping  
wood*

*Discard a tool card to the  
bank*

*Individual*

*Individual*

 - *Individual*

 - *Individual*

*Individual* - 

*Food becomes contaminated*

*Discard a ration card to the  
bank*

*Individual*

*Decide to give to the poor*

*Give a card to any player*

*Individual* - 

*Get caught in a lightning  
storm*

*Discard a shelter card to the  
bank*

*Individual* - 

*Broke leg*

*Discard a med-kit card to  
the bank*

 - *Individual*

*Individual*

 - *Individual*

 - *Individual*

*Individual*

*Remember old loan to buddy*

*Take a card from any  
player*

*Individual*

*Individual*

*Kleptomania*

*Take a card from any  
player*

*Individual*

*Individual*

*Sweet revenge*

*Take a card from any  
player*

*Individual*

*Individual*

*Show 'em who's boss*

*Take a card from any  
player*

*Individual*

*Individual*

*Lose morals*

*Take a card from any  
player*

*Individual*

*Individual*

*Sleight of hand*

*Take a card from any  
player*

*Individual*

*Individual*

*Look through buddy's stuff  
while he's not looking*

*Take a card from any  
player*

*Individual*

*Individual*

*Extortion*

*Take a card from any  
player*

*Individual*

## Special

*A tornado blows through camp. Everybody's resources are thrown in the center, shuffled, and re-dealt starting with the player who drew the card.*

*Special*

## Special

*Someone stumbles out of the woods and joins the group. Everybody must give up one card to the new player.*

*Special*

## Special

*The party comes across a wish-granting wizard. Starting with the drawing player and going left, each player can take one resource card of his choice from the bank.*

*Special*

## Special

*Find a magic bean. Take any resource card from the bank.*

*Special*

## Special

*Find a wandering trader. Discard any resource card and take any other resource card to replace it.*

*Special*

## Special

*Everyone eats plants that give them amnesia. Everyone passes his hand to the right.*

*Special*

## Group



*Come across a downed aircraft.*

*Everyone take one med-kit card from the bank.*



*Group*

## Group



*Find sacred temple with medicine man*

*Everyone take one med-kit card from the bank.*



*Group*