

the Haven

my little temporary home

Intro

A brave small boat faces a big storm in this struggle the vessel collapses and everyone is adrift.

Some survivors wake up in a desert island, in the wreckage they find few resources, and must explore the island to survive.

Setup

Create the island by placing the tiles face down in a 6x6 grid, paying attention to place the starting point in the border of the grid.

Separate the event deck in three piles, grouped by Phase.

For each pile shuffle them separated and randomly remove one card face down from each pile.

Assemble the events deck putting the phase III pile on the bottom, Phase II pile in the middle and Phase 3 pile on the top.

Sort a character sheet for each player, place each corresponding character token in the starting point.

Give each player a cheat sheet.

Set the resource counter to: 0 Wood, 16 food, 16 Water.

Turn Order

Turn order happens simultaneously. I.E no tile is revealed before all character have moved.

1- Move

Move your character into any unoccupied tile, you can move to any face up tile, if you move to a face down pile, it must be adjacent to a face up tile.

2- Reveal

If a player chose a face down tile, it will get a discovery bonus (+1 of any resource that tile produces), flip the tile face up.

3- Event

Reveal the top card of the Events Deck and resolve its effect.

4- Collect and Return

For each survivor, collect the resources the tile produces, apply any valid bonus (Discovery, Skill or Event). Return the character to the Haven.

5- Consume

Each survivor should drink 2 water and eat 2 food.

A character might choose to get 1 less food or water, in that case, exhaust the character token, this character can't leave the Haven next turn.

The least a character can consume each day is one less food and one less water, if a character get any less than that, it won't survive to the next turn.

If you still have cards in the Events Deck, start a new turn.

End of game

If the Events Deck runs out the game is over, you have managed to survive but was not able to escape the island can you call it home? Some cards allow the players to escape the island, for those who does, the game is over.



Fallen Trees

A windy night knocked down some trees.

+1 on wood tiles



Drizzle

A small drizzle falls over the island.

+1 on water tiles



Abundance

Is it spring already?

+1 on food tiles



Inspiration

A good night of sleep helps you having productive day.

+1 on all skill bonus



Fog

A foggy day, if you add some raindrops it would definitely feel like London.

No discovery bonus



Tides

It looks like the tides brought us some useful wreckage.

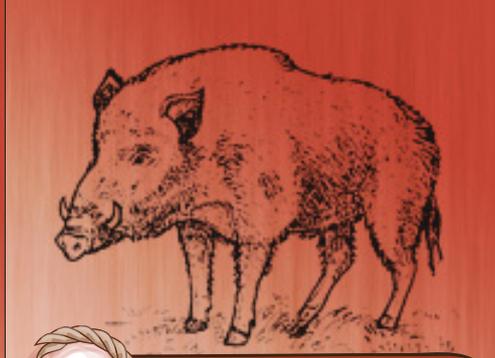
+1 wood on the shore



Beaver

I'm pretty sure I saw a beaver. (This card has no effect if a survivor stays in the Haven)

-5 Wood



Wild Animals

We eat the Boars, they eat our food. (This card has no effect if a survivor stays in the Haven)

-5 Food



Fire

Campfire is cozy but dangerous. (This card has no effect if a survivor stays in the Haven)

-5 Water



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II Clear Vision

Have i been here before?

Discovery bonus on discovered tiles



II Twilight

You realize that you are too far and it is too late. The farthest survivor drops all resources.

Farthest survivor drops all resources



II Rain

The cold black clouds are coming down. We should rush before we get soaked up.

Each collector drops a resource



III Storm

Heavy storm is knocking trees all around drop everything and rush before you get hit.

No one collects resources this turn



III Old Radio

You find an Old Radio and sends a help signal, survive and wait for the rescue.

Dont Starve



III Tsunami

A huge tsunami hit the island, If you are on the shore you lose all collected resources and must rest in the Haven the next turn.

Hits survivors on the shore



III Ship

You see a big ship far far away, if you have enough wood you can send them a smoke signal.

If has 50 wood, win the game



III Rusty Boat

You find an abandoned boat, you can chose one member to find help, it must have food and water for 5 days. Who stays must survive.

food for 3 days for each crewmember

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1 | MOVE
Move your character into any unoccupied tile. You can move to any face up tile, if you move to a face down pile, it must be adjacent to a face up tile.

2 | MOVE
If a player chose a face down tile, it will get a discovery bonus (+1 of any resource that tile produces). Flip the tile face up.

3 | EVENT
Reveal the top card of the Events Deck.

4 | COLLECT AND RETURN
For each survivor, collect the resources the tile produces, apply any valid bonus (Discovery, Skill or Event). Return the character to the Haven.

5 | CONSUME
Each survivor should drink 2 water and eat 2 food.



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LEVEL 1

- Fallen Trees: +1 on wood tiles
- Drizzle: +1 on water tiles
- Abundance: +1 on food tiles
- Inspiration: +1 on all skill bonus
- Fog: No discovery bonus
- Tides: +1 wood on the shore

LEVEL 2

- Beaver: -5 Wood
- Wild Animals: -5 Food
- Fire: -5 Water
- Clear Vision: Discovery bonus on new tiles
- Rain: Each collector drops a resource
- Twilight: Farthest survivor drops all resources

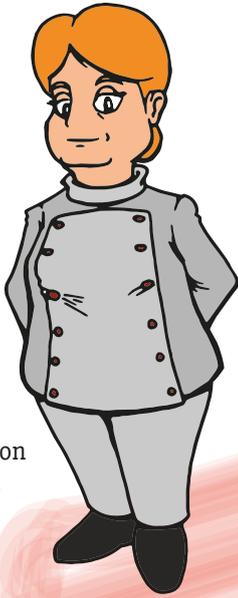
LEVEL 3

- Storm: Collect no resource
- Radio: Just don't starve
- Tsunami: On shore must rest
- Ship: If has 50 wood, win the game
- Rusty boat: 1 survivor go get help with food for 5 days

Butcher

The butcher is used to turning animals into food.

Skill Bonus: +1 food on tiles that produce it.



Scout

The Scout knows how to handle adverse situations.

Skill Bonus: An additional +1 on the discovery bonus.



Plumber

The plumber is used to handle water, he knows how to transport and store it.

Skill Bonus: +1 water on tile that tile that produce it



Carpenter

The carpenter knows how a good log looks like.

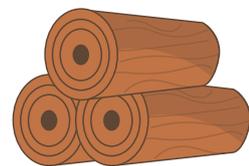
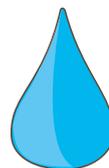
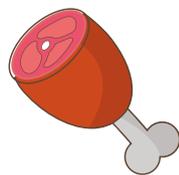
Skill Bonus: +1 wood on tiles that produce it.



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Resource Counter



Butcher

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Scout

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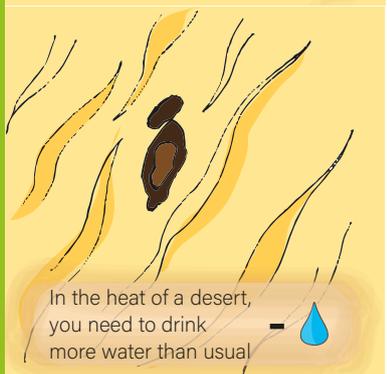
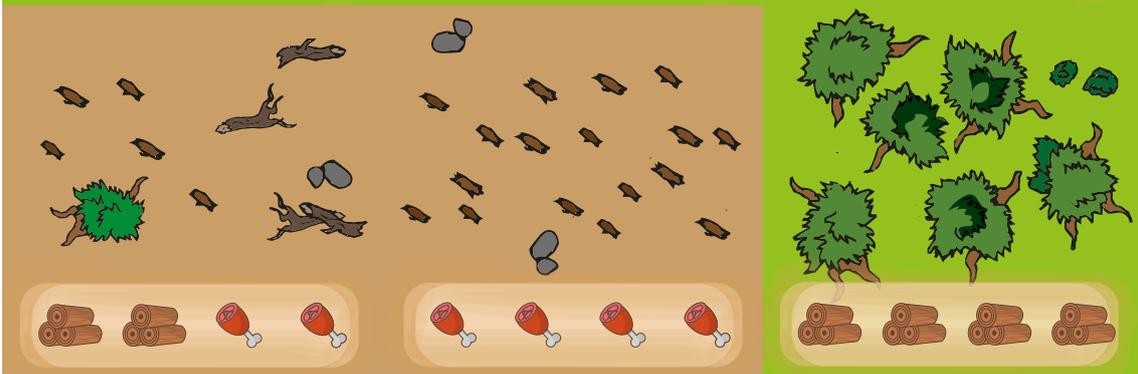
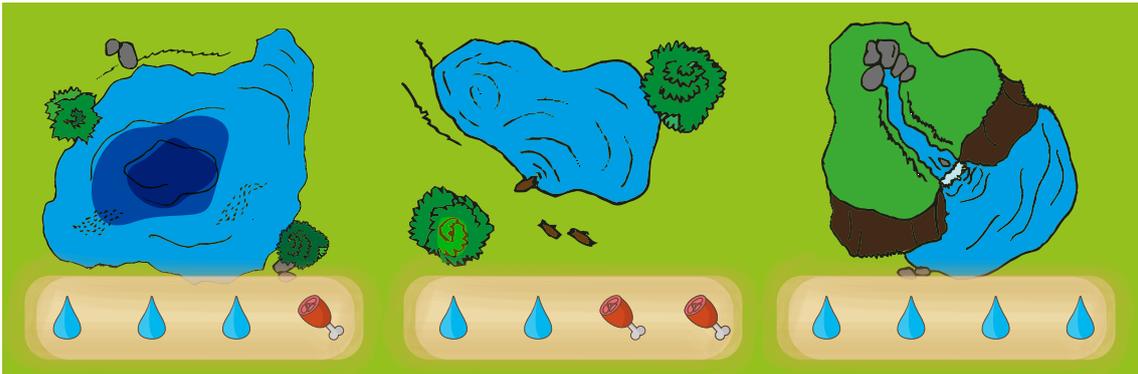
Plumber

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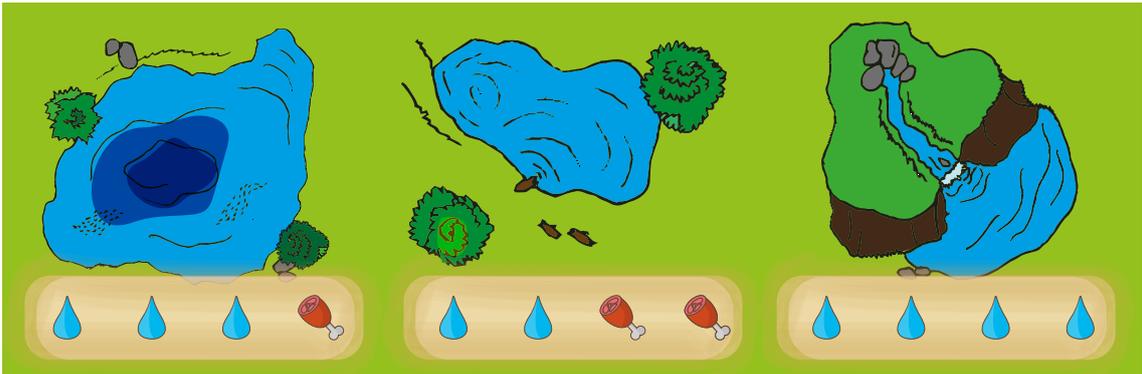


Carpenter

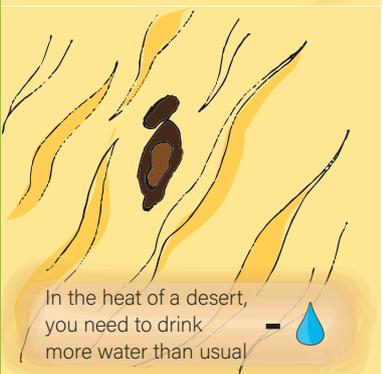
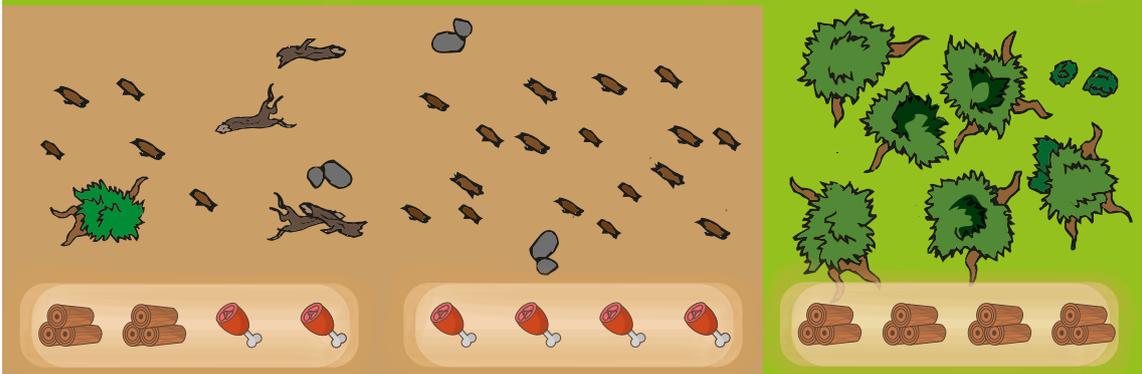
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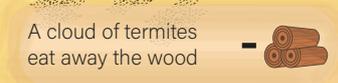
You fall into a hole and must rest the next day.



In the heat of a desert, you need to drink more water than usual.



You get lost on a canyon labyrinth and consume more food.



A cloud of termites eat away the wood.



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