

Wilderness

A family board game for 2-8 players from the age of 10.
The game is designed by Thomas and Daniel Fryxelius

Components

- 1 rule book
- 8 landscape tiles
- 2 corner tiles for the gaming board (with reference sheet and compass)
- 8 figures
- 8 status boards and 24 health markers
- 1 snake
- 1 bear
- 2 wolves
- 1 village
- 27 day cards (+1 turn marker)
- 54 event cards
- 27 illness cards
- 2 dices



Background: You have been assaulted, robbed and left to your fate with not enough clothes or equipment to manage. You are abandoned, far away from civilisation and security, far from the life of welfare and comfort you had. There's not a human being for miles, unless of course the robbers have found some other unfortunate travellers! Now you have to survive the wilderness that spreads for miles and miles in all directions and maybe...just maybe you can get back to civilisation again. There's a vague hope to hold on to: You know there is a settlement somewhere east. So go east, east and further east. Get out of the wilderness, alive!

The Goal of the game: Wilderness the board game is all about surviving in the wilderness and to reach a small village located in the far end of the game board. The player to first reach this village has won the game.

In this game, the feeling of being involved is very important. In this rulebook we write *you* and *yours* when we really mean your character, represented by a figure. By doing this, we wish to encourage people to involve themselves in the game.

Preparations:



- 1** Shuffle the landscape tiles and place six of them face down in a row as the image shows. For a shorter game you use only four tiles, and for a longer game you use eight. Put the tiles you don't use back in the box without looking at them.
- 2** Place the corner tiles and the village. The village should be placed in the corner of the game board next to the corner tile with the compass.
- 3** Randomly select a player to start the game.
- 4** All players choose a status board and the corresponding figure. Take three markers for every status board and place a marker at the leftmost position on the tracks for thirst, hunger and exhaustion.
- 5** Turn the first landscape tile up and place your figures in the field farthest from the village. The other tiles are as yet unexplored but will be turned up later in the game.
- 6** Place the animals and the dice next to the game board.
- 7** Shuffle the event cards and let each player draw three of them. Place the rest of the event deck next to the game board with some space next to it for discarded cards.
- 8** Shuffle the illness cards and place the deck on the table with some space next to it for discarded cards.
- 9** Shuffle the days cards and turn up the first card to represent the first day. Read the instructions on the card and place a turn marker on the first square. Now the game can begin with the first player's turn.

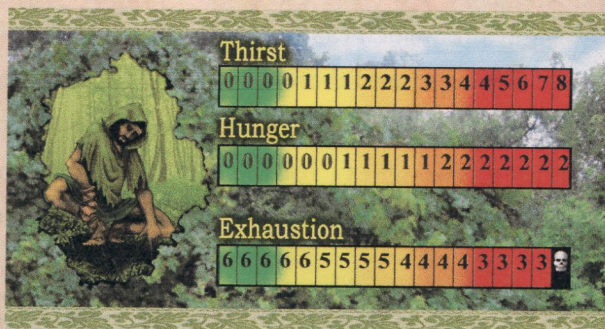
The Course of the Game

Description of a round:

During a round each player will have a **turn** with the opportunity to move, hunt, drink water, sleep and rest. When all players have taken their **turns** there is an extra turn called **nature's turn**. On that turn all players will be hungrier, thirstier and more exhausted. The pattern of the game is that you try to improve your health, while during the nature's turn it will get worse. The nature's turn is further explained on page 10. After Nature's turn a new round starts.

The status boards:

On the status boards you keep track of how thirsty, hungry and tired you are. You have a marker for each of these attributes that starts the game in the leftmost square. During the game the marker will move back and forth. As you may have already noticed



there is a skull at the far right on the exhaustion track but not on the tracks for thirst or hunger. In this game you do not die from hunger or thirst, but hunger and thirst will exhaust you. If you are exhausted enough to bring you to the skull your character dies. In that case you place your figure face down on the game board to show that it is dead and you are no longer allowed to play any event cards or take any actions in the game.

Thirst: This track shows how thirsty you are. In each square there is a number that shows how many extra steps the exhaustion will be moved on account of your thirst. The higher the number is, the faster you will be exhausted. Your thirst will be increased during each of the nature's turns. Your thirst can also be increased by moving into desert or by event cards. To reduce your thirst you will need to "drink". This will be covered on page 7.

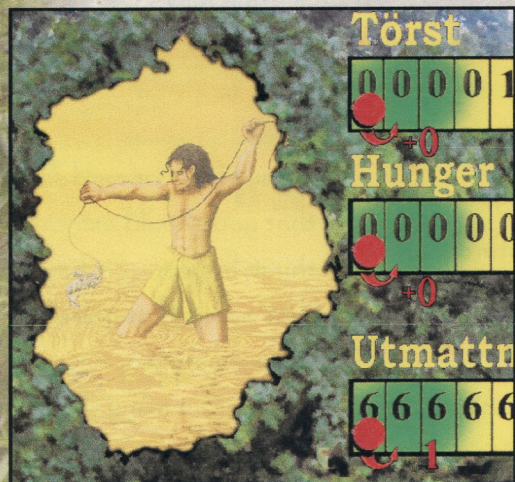
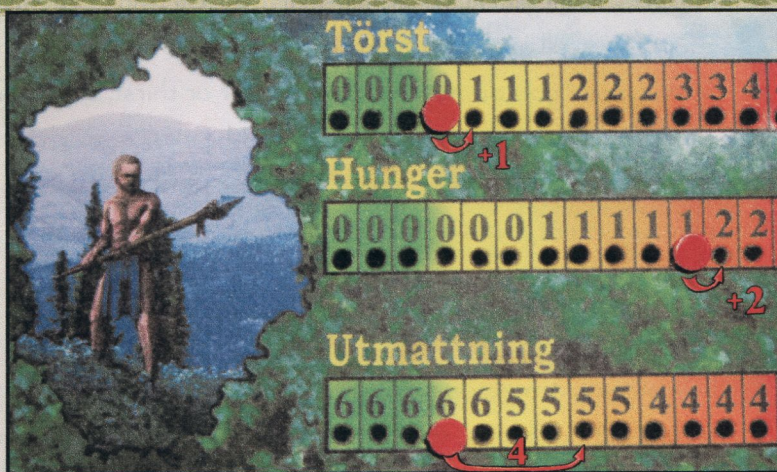
Hunger: In the same way as thirst, hunger will cause you to be more exhausted. Hunger is also increased during the nature's turn and can be affected by event cards. To reduce your hunger you will need to hunt for food. Hunting is covered on page 7.

If any effect or card says that you should *increase* thirst, hunger or exhaustion that means that you should move the appropriate marker that many steps to the right.

If instead you are to reduce any of these, you should move the marker to the left.

Exhaustion: This track is a little different from the other two. First, the numbers in the squares do not describe how exhausted you are, but instead show how much *energy* you will receive at the start of each turn, so in this case a high number is a good thing. At the start of the game you will have 6 energy. When you become more exhausted your energy will be less (going to 5, 4, 3 and finally death). Secondly, the exhaustion track is affected differently from thirst or hunger. During nature's turn you will move this track after you have moved the thirst and hunger tracks, and you increase your exhaustion one step plus the number on the thirst track and the number on the hunger track. A thirsty or hungry player will get tired much faster than a player that is not. At the start of the game you have 0 thirst and 0 hunger, and therefore you will only increase the exhaustion 1 step during nature's turn. But if you should have 2 thirst and 1 hunger, you would instead increase the exhaustion 4 steps to the right (1 for the turn, 2 for thirst and 1 for hunger). To reduce your exhaustion you will need to rest or sleep, which will be covered on page 7.

Example 1: Purple player increases her thirst one step and now has 1 thirst. She then increases her hunger and has 2 hunger. She now has to move her exhaustion 4 steps to the right: 1 for the turn, +1 for her thirst and +2 for her hunger.



Example 2: At the start of the game yellow player is healthy. She gets 6 energy to spend on her turn since her exhaustion track is in a square with the number 6. When the nature's turn comes she moves her thirst and hunger 1 step each, then moves her exhaustion 1 step. 1 for the turn, +0 for her thirst and +0 for her hunger.

Actions: At the start of your turn you read from the exhaustion track how much energy you receive to spend during your turn. This energy you can use during your turn to do a number of actions. These actions are:

- **Move:** You always use energy to move into a new area, and most effects associated with the areas happen as you move into a new area. Here follows a description of how much energy you must spend to move into the different areas and what effect they have.



Grasslands - 2 energy. You may hunt in this area.



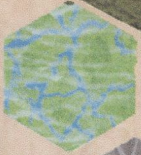
Rocky Area - 2 energy. You may not hunt in this area.



Desert - 2 energy. You may not hunt in this area. When you move into a desert area during a turn of daylight you move your thirst 1 step to the right. You will not receive extra thirst for staying in the desert but only for moving there.



Forest - 3 energy. You may hunt in this area.



Swamp - 3 energy. You may hunt in this area. When you move into a swamp you immediately draw an illness card and follow the instructions on it. You will not receive any extra illness cards for staying in the swamp but only for moving there.



Mountain - 4 energy. You may not hunt in this area.



Water area - You may not move to a water area.



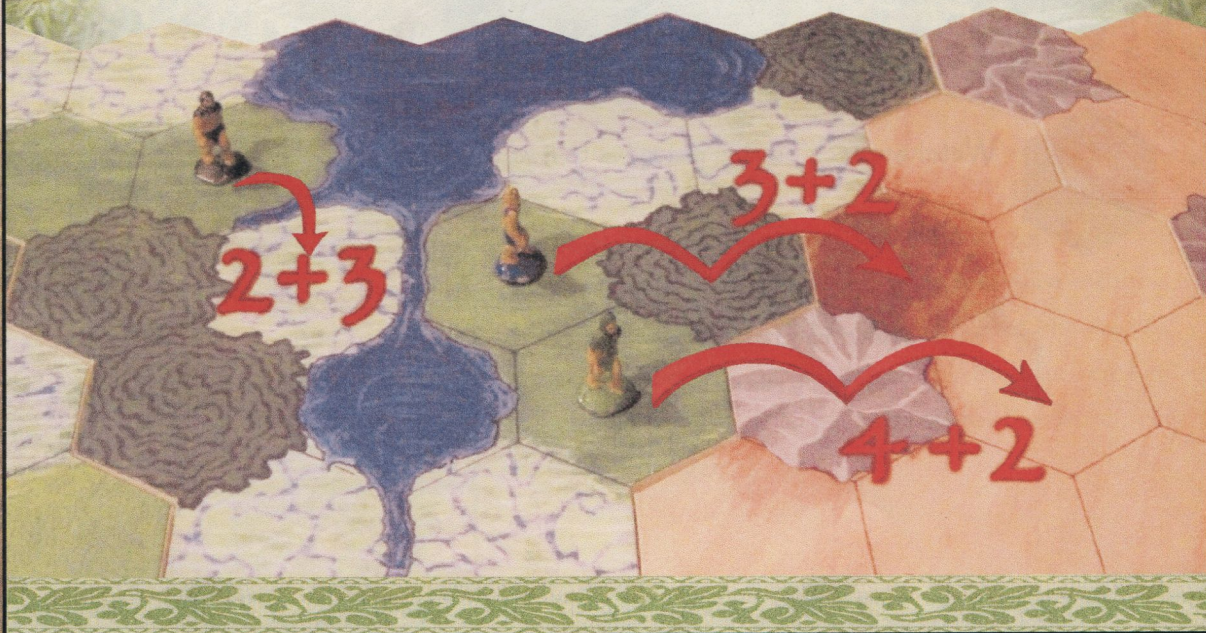
River - +2 energy. The rivers are placed between areas and do not count as areas. If you wish to move to an area and have to cross a river you need to spend an extra 2 energy to move.



The Tribe - 3 energy. You may hunt here. During nature's turn, at the same time that you move the animals, you roll a die for each player standing in this area. If you roll a 2 or higher you reduce your thirst and hunger 2 steps each. But if you roll a 1 the natives turn against you! They attack using the same rules as you use for an animal attack (You may also play event cards that affect animal attacks during this attack.). The rules for animal attacks are found on page 9.

The Village - 3 energy. If a person moves into the village and stay there until the end of the turn, he wins the game. There is a small chance that when you move into the village you can be removed by event cards by the other players during the same turn. If this happens it is not a victory.

Example: It is in the beginning of a game and all players has their exhaustion track on a square with a 6. All players will therefore receive 6 energy to spend during their turns. Black player wants to move over the river into the swamp. She spends 5 energy, 2 to pass the river and 3 to move into the swamp. She immediately draws an illness card and reads it aloud. The last point of energy she cannot use, since no action costs only 1 energy. Blue player moves into a forest for 3 energy and then into a rocky area for 2 more energy. Her last energy is also lost. Green player chooses to move to the mountain for 4 energy and then into the desert for 2 energy. She increases her thirst one step when moving into the desert.



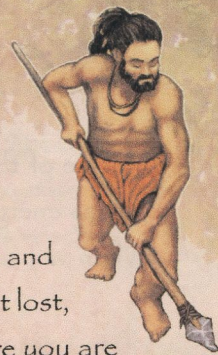
- Hunt: If you are located in a grassland, a forest or a swamp you may spend 4 energy to hunt. If you do, roll a die to see what happens:

1. You get lost (see page 9)

2-3 You find nothing.

4 You must randomly choose a direction using the compass and then make a decision: Either you reduce all your hunger but get lost, moving the direction the compass shows, or you may choose to stay where you are but do not get to reduce your hunger.

5-6 You find a quarry and may reduce all your hunger. Move the hunger marker to the first square on the track.



- Drink water: When you are in an area with one of it's sides reaching water you may drink. This costs no energy and completely restores your thirst. Since it costs no energy you may drink water even if you have slept or gotten lost and therefore have no more energy for the turn.

Example: Green player cannot drink water since the river does not reach his area. Orange player and black player may drink water though, since both of their areas reach water.

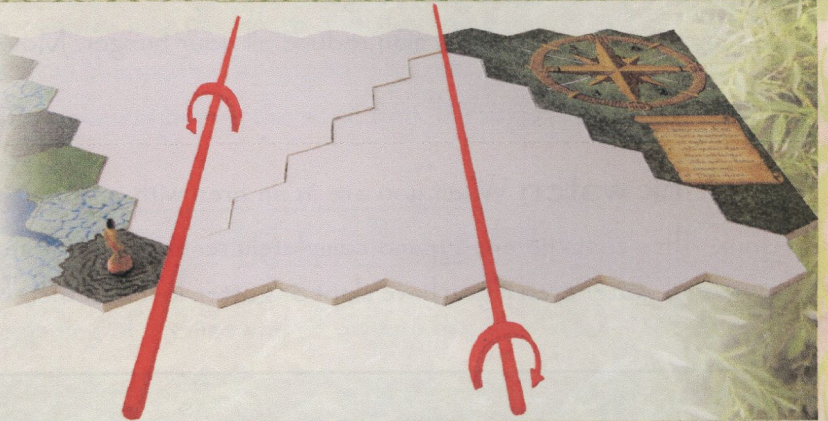


- Rest: You may spend 2 energy to rest. This reduces your exhaustion one step.

- Sleep: You may spend your entire turn to sleep. If you do, you may not use any energy this turn (but you may still drink water) and you reduce your exhaustion 4 steps. Note that you will still increase the exhaustion during nature's turn.

The Game Board: When the game starts all but one of the landscape tiles are turned face down. A new tile is turned up when one of the players reaches the edge of the last tile. If the player still has energy after the tile is turned face up, she may continue her turn. When a Landscape tile is turned up you should turn it as the image shows.

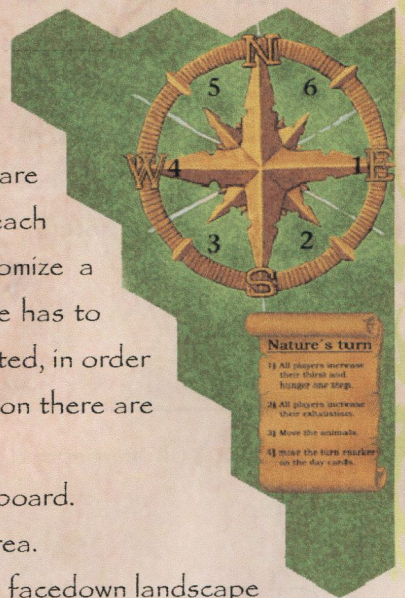
Example: Orange player moves into the forest area that is adjacent to two landscape tiles that are still face down. Both of them are turned face up before orange player continues her turn.



The Compass: During the course of the game there is often a need to randomize a direction. This can be a result of action cards, or because someone gets lost or that the animals are moving. There are six different directions in the game, since each area has six sides. Every time you have to randomize a direction you spin the compass. The compass needle has to spin at least one whole turn for the spin to be accepted, in order to avoid cheating. When you randomize a direction there are a number of rules to remember:

- 1: You may not move a figure outside the game board.
- 2: You may not move a figure into a water area.
- 3: You may not move the animals to a facedown landscape piece.

If a randomized direction violates these rules then you make a new randomization until you get an acceptable result. If a player is moved into an area with special effects, these



affects the player even if the move was not voluntary.

If a player is moved into a desert her thirst will increase and if a player is moved into a swamp she receives an illness card. (The numbers from 1 to 6 on the wheel represents the different directions and may be used to randomize the direction with a sixsided dice instead of spinning the compass needle)

Lost: When a player gets lost that player loses all remaining energy for that turn and is moved to a randomized adjacent area, using the compass. It is possible to be moved to an area that you didn't have energy to reach this way. For example you could be moved over a river into a mountain area even if you normally would not have the energy to get there.



The Animals: There are four areas in the game that has a symbol of an animal (two wolves, a snake and a bear). These areas are the starting location of the animals that the symbol represents and when a landscape tile is turned face up that has an area with an animal symbol the appropriate model should be placed in that area. The animals are dangerous and will attack the players if they get too close. During nature's turn

the animals are moved according to these rules:

- 1) If there are one or more players in **the same area** as the animal it will stay there and attack one of them (if there are several players, randomly choose one to be attacked).
- 2) If there are no players in the same area but one or more players are in an **adjacent area** then the animal will move and attack one of the players (if there are more than one adjacent player, randomly choose one).
- 3) If there are no players in the same area or in an adjacent area the animal will move to a randomly selected adjacent area.

When an animal attacks this is called an **animal attack**. In an animal attack the person controlling the animal will roll two dice and the attacked player will roll one die. Then you compare the results. If the player got the highest result you remove the animal from the game and the player gets to reduce all of his hunger. If the result is equal, nothing happens. If the animal gets the highest score the attacked player will increase his exhaustion with a number equal to the difference between the results.

The Nature's turn:

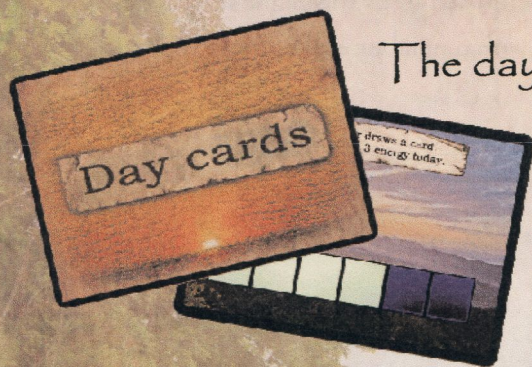
- 1) All players increase their thirst and hunger one step.
- 2) All players increase their exhaustion.
- 3) Move the animals
- 4) Move the turn marker on the day cards.

Nature's turn: When all players has finished their turns "nature" will take a turn before the players proceed to the next round. What happens during the nature's turn is shown on the scroll to the left. The player taking the last turn could be responsible for taking the nature's turn, or one of the players who has played the game before. If the turn marker is on the last night round you must draw a new daily conditions card before proceeding. Read more about this below.

The event cards: At the start of the game all players receive three event card plus the number of event cards stated on the day card. During the course of the game you will receive more event cards when day cards are turned up as a new day starts. The players may look at his cards but should not show them to the other players. Each event card has two options, the first option is a good effect that will help you, the one that is underneath is a negative effect that you can play to hinder the other players. When you play the cards you may only use one of the effects on it. So if you choose the negative effect for an opponent you will lose the good effect that you could have had and vice versa. Event cards may be played at any time if it is not specified otherwise on the card itself.



PS. Wilderness is not designed to be stressful. If somebody begins his turn and moves his figure and someone then realises he wanted to play an event card with the text "Play at the beginning of a player's turn" then this should be allowed, unless something special has happened during the turn to make it difficult to go back a few steps, say if someone has hunted, got lost, received an illness card or been affected by other event cards.



The day cards: Every round in Wilderness represents about four hours of a day, and the day cards normally has four rounds of daylight and two rounds of night. When the game starts the first card is turned face up and the time marker is placed on the first square of that

day. The square where the time marker is will show whether the round is a round of **day time**, of **night time** or a **special round** described on the day card.

A round of **day time** (the green squares) follows the normal rules.

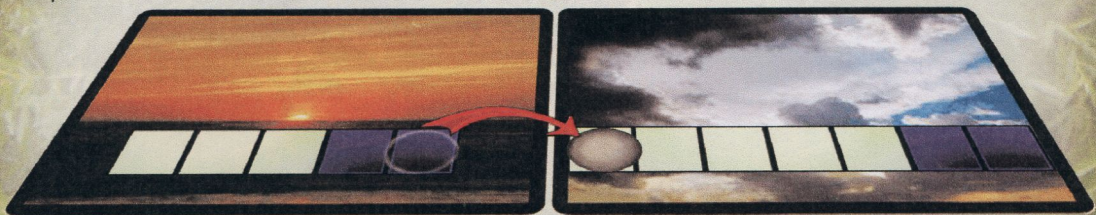
A **special round** (marked by a star in the square) follows the rules that are printed on the day card. These special rules therefore do not apply to every round, but only to the marked ones.

A round of **night time** (the darkblue squares) differs from daytime ones in two ways:

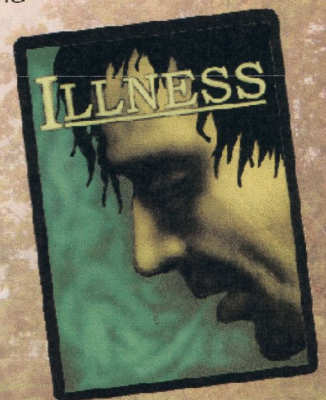
- 1) During night time you are not allowed to hunt.
- 2) During night time you must roll a die before every move you wish to make to see if you find your way. If you roll a four or higher the move is made as usual, but if you roll a three or lower you get lost.

During the nature's turn the turn marker is moved one step to the right each turn. The next day card is placed when the time marker is on the last square of a day and is about to be moved again. The time marker is then moved to the first square on the next card.

Example: All players have completed a night round. Everybody slept since it is so easy to get lost at night. When nature's turn is resolved the time marker is moved. Since there are no more squares on this day card a new day card is drawn, the players follow the instructions on the card and move the time marker to the first square on the new card. A new day has begun.



The illness cards: These cards are drawn by a player that moves into a swamp, or when a player is affected by certain event cards. When someone receives an illness card that person draws the top card of the deck and reads it aloud. Most illness cards are placed on the table in front of the player and will be in effect until they are discarded, which is described on the card.



The end of the game: There are two ways to end the game. These are:

1. If a player at the end of his turn stands in the village then that player has won the game. This happens even if more players could have entered the village during the same round. It is an advantage to go first. If for some reason there is more than one player that arrives at the same time (for example the card "companion"), then both win the game.
2. If all players but one die, then that player is the winner and the game is over.

Good luck conquering the wilderness!



Credits: Lennart Fryxelius, our father, who created the first prototype of the game Wilderness. Thank you for letting us take the game and develop it into the finished product. We would also like to thank the rest of our family, especially our brother Peter for his help with the structure of the game, Jacob for his valuable comments, Enoch for his help with the rules and Isaac for helping out with the images. This is a family game in a wonderful sense and we love our big, gamecrazy family.

We would also like to thank Daniel Jensen for helping out with the rulebook and Karl-Oskar and Rebecka Fredriksson for friendly support and enthusiastic encouragement. Finally we give thanks to Jesus Christ, our Lord and Savior!