

A cooperative dice game by Wolfgang Warsch

For 2-4 players, age 10 years and up

Playing time: 30-60 min

In *Fuji,* you take on the role of an adventurer who wants to explore the most famous volcano in Japan, Mount Fuji. But shortly before you reach your goal, the ground starts to shake. The volcano that has slept for over 200 years is erupting! You must flee from the deadly lava streams as quickly as possible. Can everyone reach the safe village in time before one of your group members falls victim to the lava or their own fatigue? Only by working together and with some luck will you be able to win this race against time!

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COMPONENTS

65 cards, 29 cardboard tokens, and 36 wooden parts

4 screens
(not shown)



1 volcano card

30 terrain cards, *consisting of*



2 rubble cards
back: lava



24 landscape cards
back: lava



6 village cards
with a yellow border



4 wooden meeples:
blue, purple, green, black



4 destination markers



4 stamina trackers



4 character cards



6 skill cards



15 equipment cards



7 scenario cards

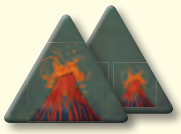


24 dice
edges in player colors;
surfaces in yellow, blue, and pink



4 level cards

1 stamina board



2 eruption tokens



7 equipment tokens



16 injury tokens



3 power bars

SETUP

You can find the setup and special rules for 2 players on page 10.

Each player chooses one of the 4 **character cards** at random (or allow players to pick). Place it face up in front of you. Randomly choose (or pick) one of the 6 **skill cards** and place it next to your character card. To learn more about how these skills can help you in the game, go to page 11.

Shuffle the **equipment cards** face down. Now give each player the number of cards that is indicated on their skill card under (see also "Explanation of skills", p. 11). Also place these cards face up in front of you. Place the rest of the equipment cards on the table to serve as a draw pile.

Your **player color** is determined by your character card. In that color each of you receives:

- 5 or 6 **dice** (depending on the skill card, under)
- 1 **meeple**
- 1 **destination marker** (place it on your character card)
- 1 **stamina tracker**
- 1 **screen**

Choose one of the 7 **scenario cards** or randomly draw one and build the terrain according to the instructions shown. The steps of the setup (1 to 7) are shown in the example on the right.

Place the **stamina board** next to the terrain. Place your **stamina trackers** on the first space of the stamina board. Place the wound tiles next to the board. Choose a difficulty level. Take the corresponding **level card** and place it to the left of the stamina board, so that it fits into the designated slot.

DIFFICULTY LEVELS:

The game can be played on 4 different **difficulty levels**: **Level 1, 2, 3, and 4**.
Groups with little playing experience should start at level 1.
More experienced players can start at level 2.

Put the rest of the components (including your scenario card) back in the box. They are no longer needed.

scenario card

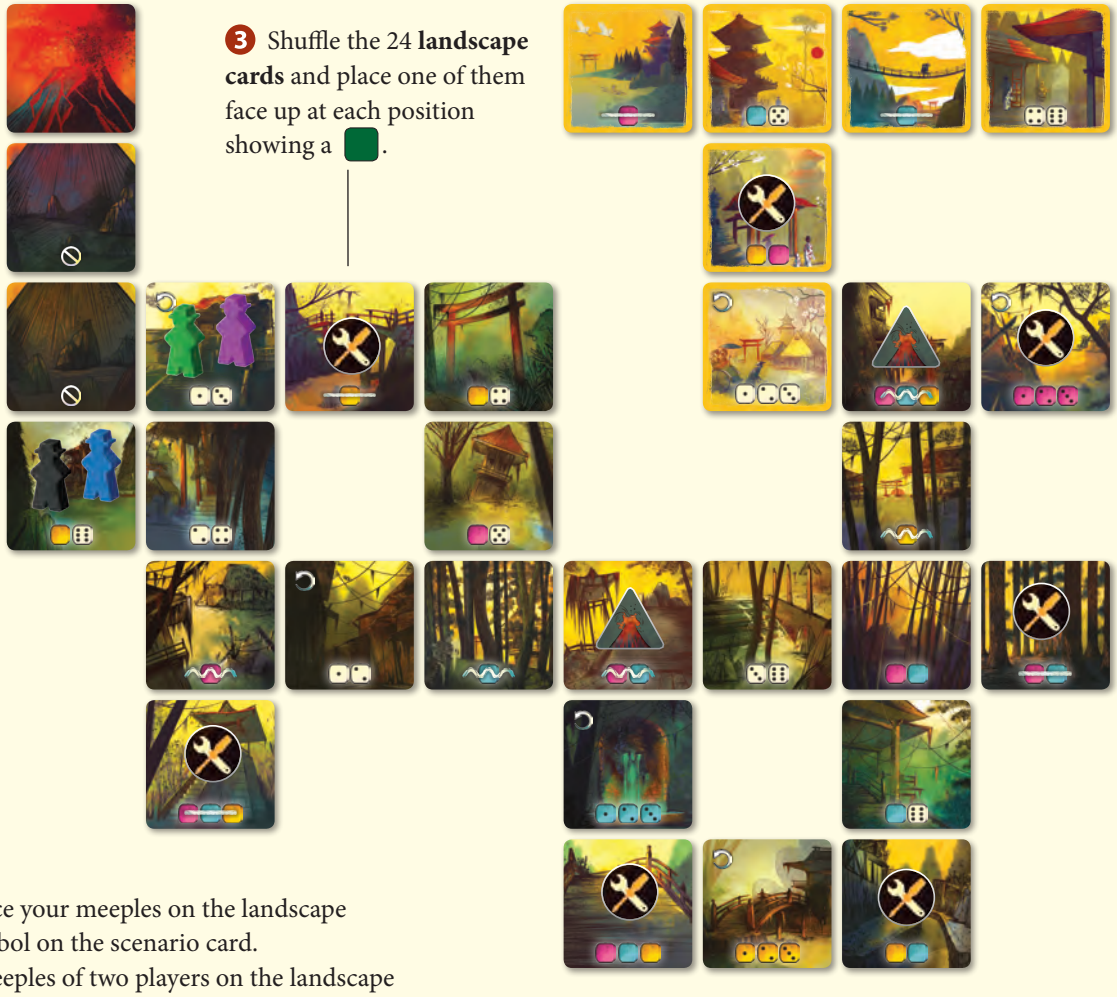


1 Place the **volcano card** on the table in the position indicated by the ▲ on the scenario card. Make sure that there is enough space left on the table for the rest of the cards.

2 Place the 2 **rubble cards** in the positions with the ⊘-symbol.

3 Shuffle the 24 **landscape cards** and place one of them face up at each position showing a ■.

4 Shuffle the 6 **village cards** and place one face up in each position showing a ■.
You only place a village card at the position marked with the 4👤-symbol if you are playing with 4 players.



5 **For 2 or 3 players:** Place your meeples on the landscape card with the white 🚶-symbol on the scenario card.
For 4 Players: Place the meeples of two players on the landscape card with the white 🚶-symbol on the scenario card and the meeples of the other two players on the landscape card with the grey 🚶-symbol.

6 Place 1 **equipment token** on every terrain card with the 🔧-symbol.

7 Place the **eruption tokens** on the terrain cards that are marked with 🌋 on the scenario card. Place them so that the side with only one 🌋 is visible.



stamina board with the chosen level card

Goal of the Game

You will play cooperatively as a team against the game. To win, the meeples of all players must be standing on village cards. If any one of your characters dies before reaching the safety of the village (either by being swallowed by lava or because they collapse due to exhaustion), you all immediately lose the game.

The Most Important Thing First: Moving to a Card

The key principle of the game is the way a player moves from card to card: All of you roll your dice simultaneously and compare your results with the results of the **players sitting next to you**. It is important to understand this principle from the beginning.

Take a look at the following scenario:

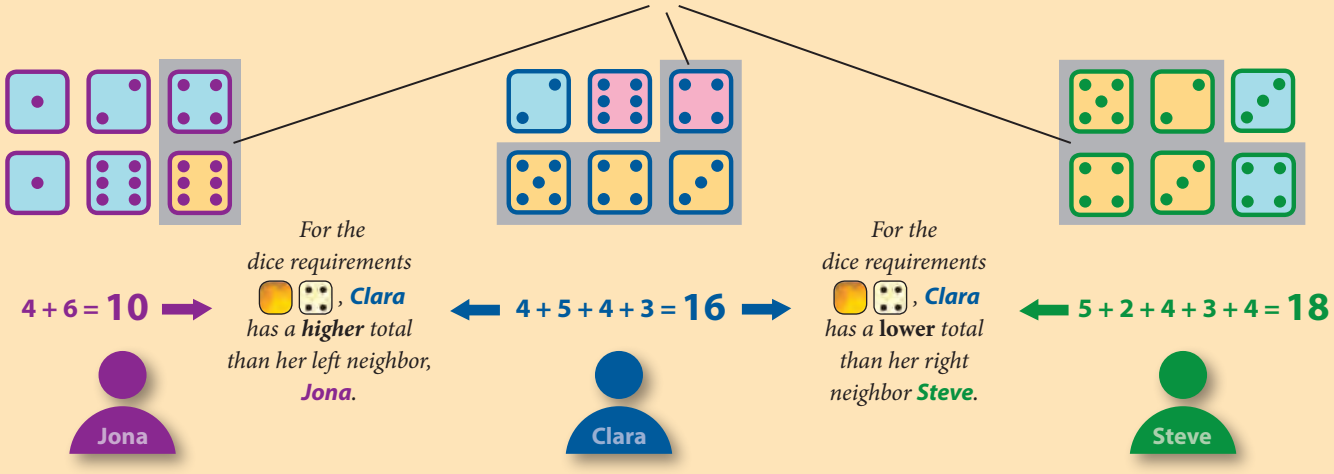
1. **Clara** wants to move onto the shown terrain card and has marked it with her **destination marker**.

2. All players have already rolled their dice. The **results** of their 6 dice are visible to all players.



3. At the bottom, the chosen terrain card shows its dice requirements. In this case only yellow dice and dice showing a value of are valid for moving onto the card. All other dice are ignored.

4. **Clara** may only move onto the selected card if all her valid dice (highlighted in grey in the example below) together have a higher total than the valid dice of each of her neighbors.



Clara has reached a total of **16**. Her left neighbor, **Jona**, has a total of **10**, which is a lower total than **Clara**'s. Her right neighbor, **Steve**, has a total of **18**. Since **Steve** has a higher total than herself, **Clara** cannot move this round and her meeple must remain where it is.

Now you understand the most important mechanism in this game! Let us return to the usual way of teaching a game, focusing on the phases of a game round.

THE PHASES OF A ROUND

Each round consists of **six phases** (as shown on the back side of your screen):

① **ROLLING THE DICE**
Roll your dice behind the screens.

② **PLANNING AND EQUIPMENT CARDS**
Discuss which cards you want to move to.
You may also use certain equipment cards.

③ **REROLLS**
Some or all of you may roll again.

④ **EQUIPMENT CARDS**
You may use certain equipment cards.

⑤ **MOVEMENT AND STAMINA**
Move your meeples and lose stamina.

⑥ **ERUPTION**
Lava spreads across the landscape.

After eruption, the round is over, and the next round starts, beginning with rolling the dice. Each of these phases will be explained in more detail in the following sections.

PHASE ①: ROLLING THE DICE

Set up your screens with enough room for you to roll your dice behind them. Now all of you roll all of your **dice once** behind your screens. Your result should only be visible to yourself.

Note: Nobody can check what you are doing behind your screen. You are not allowed to manipulate your result! Neither in this, nor in any other phase.

PHASE ②: PLANNING AND EQUIPMENT CARDS

In this phase, decide which cards to move your meeples onto. You can discuss this and exchange information. You also place your destination markers on different terrain cards. You can also use equipment cards that show Phase 2 (see "Phase 4: Equipment cards" on page 7 and the detailed card explanation on page 12).

Movement rules

Decide which card you want to move your meeple onto.
Restrictions:

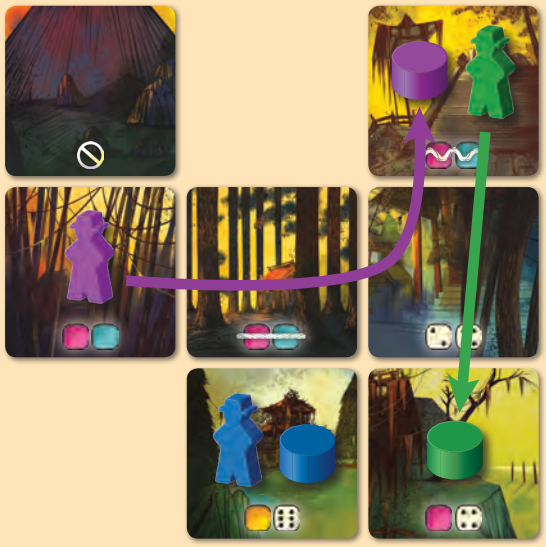
- A meeple can be moved **up to three spaces** per round (including through occupied spaces).
- Each of these steps can be vertical or horizontal, but not diagonal.
- A meeple **can** stay on its current space.
- You may **not** move onto or over lava cards, rubble cards, or the volcano card.

Placing your destination marker

Place your **destination marker** on your chosen terrain card.

- Your meeple must be able to reach this card according to the **movement rules** (see above).
- Players **seated next to each other** cannot choose the same destination card.
- You may place your destination marker onto a card that a teammate's meeple is currently standing on.
- Even when you want to stay where you are, you still need to place your destination marker on that card.

Example: ***Movement and destination markers***



Steve *places his destination marker a distance of 2 cards from his meeple.*
Jona *places his destination marker a distance of 3 cards from his meeple.*
Clara *decides to stay on her current card. She places her destination marker on that card.*

- Placing your destination marker is not a final decision. You can **move** your destination marker **as often as you like** during planning. Your decision is binding only once you have begun the next phase (reroll). From then on, you can no longer move your destination marker.

Dice requirements

At the bottom of every terrain card you will find a **dice requirement**. It states which dice must be used as valid dice to move onto that card. Two criteria are differentiated here:

The **color** of the dice: pink, blue, yellow



The **value** of the dice


1–6

denotes **evens** (2, 4, 6)

denotes **odds** (1, 3, 5)

To be allowed to move your meeple onto a card, you must fulfill the following **movement condition**:

> The total of the values of your valid dice (those that fulfill the dice requirement of your destination card) must be higher than the total of your neighbors' valid dice (see pg. 4).

Communication rules

While your dice results are of great relevance to your neighbors, they lie hidden behind your screens. To overcome this problem and exchange useful information you will need to talk to each other. However you must obey the following important limitation:

> Statements that include numbers or the average in any way (as concrete statements or indirect descriptions) are not allowed!

This applies both to the number and to the value of your dice.

If you communicate cleverly with each other and have a bit of luck, each of you will still be able to fulfill your movement conditions.

Note: *You should use your destination markers during discussion as a visual aid for planning your movements. That way everyone can easily see which card you wish to move onto, as well as its corresponding dice requirements.*

Examples: ***Dice requirements***


All dice with a 1, 2, or 3 (of any color)


All yellow dice and all dice that display a 4


All pink and blue dice that display an odd value


All yellow dice that display an even value

Note: *Each of you is in a dilemma. On the one hand, you want to roll as high as possible for your dice requirements to have a higher chance to move. On the other hand, a high dice result might prevent your teammates from moving.*

Example: ***Communication***

*The following statements are **not allowed**:*
- *"I've got three yellow dice."*
- *"I have a lot of fives."*
- *"I don't have any odd dice."*
- *"I have slightly more pink dice than the average."*

*The following statements are **allowed**:*
- *"I have a lot of dice with a high value."*
- *"I shouldn't be any danger to you regarding even dice."*
- *"I rolled very poorly for my destination card."*

PHASE ③: REROLLS

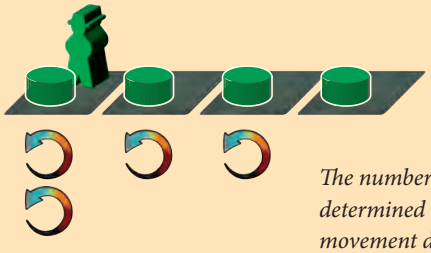


After all of you have chosen your destination, the rerolling begins.

Number of rerolls

Each of you can reroll your dice 0 – 3 times. The number depends on how far you want to move your meeple in this round (i.e. the distance between your destination marker and your current position):

- If you want to **stay** on your current card, you get **2** rerolls.
- If you want to **move 1 or 2** spaces, you get **1** reroll.
- If you want to **move 3** spaces, you **do not** get a reroll.


The number of rerolls determined by the movement distance

- Some terrain cards have a -**symbol** in the upper left corner. If you placed your destination marker on such a terrain card, you receive 1 additional reroll .

How to reroll

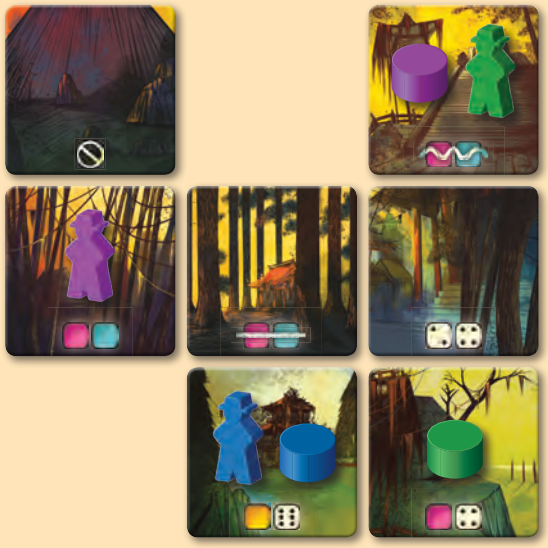
When you reroll, you choose a number of your dice and reroll them. You repeat this process for every reroll you get.

- You can choose to reroll **any number of dice** (up to all your dice) for a reroll.
- You can choose freely which dice you want to reroll. It does not matter if you rerolled these dice previously or not.
- You reroll all your chosen dice **at the same time**.
- You are not required to perform all the rerolls you are entitled to. If you are happy with your result, you may stop rerolling at any time.

Limitations for the reroll

- All of you must perform your rerolls at the same time.
- You are **not allowed to communicate** during the rerolls (Phase 3).

Example: ***Number of rerolls***



Clara *may reroll twice.*
Steve *may reroll once.*
Jona *may not reroll.*

PHASE ④: EQUIPMENT CARDS

After all of you have completed your rerolls, you now have the chance to use certain **equipment cards** .

Equipment cards represent objects that provide their owners with useful skills, but only **once**.

- You can use your equipment cards either in **phase 2** (Planning and Equipment cards) or in **phase 4** (Equipment cards). It is noted on each card in which phase (② and/or ④) you can use it.
- You can **discuss** the use of equipment cards. The cards lie face up in front of you so everyone can see them clearly. But remember, you may no longer move your destination marker nor reroll your dice! Additionally, your dice are still hidden behind your screens, so the communication rules (page 6) are still valid.
- Both in **phase 2** and **phase 4** you can use **any number** of cards in **any order**.

If you wish to use an equipment card, you announce it to your teammates first. Then you use it. Afterwards, you must discard the card to the discard pile. It is no longer available to you or your teammates.

This number shows the phase in which you can use the equipment card.



This symbol shows whether the card's effect affects only you or other players as well.

Black figure: *The effect only applies to yourself, the owner of the card.*

Black and white figure: *The effect applies to you and one other player.*

Black figure and white figures: *The effect applies to all of you.*

PHASE ⑤: MOVEMENT AND STAMINA

As soon as you no longer can or want to use your equipment cards, it is time to move your **meeples**. First, you **remove** your **screens**, making your final dice results visible to all. After that any player can begin and performs the following two steps:

A. Compare results and **move** meeple
B. Adjust **stamina**

For phase ⑤ the general rule applies: for the entire duration of your turn, you **solely** observe the dice requirement of your **own destination card**. All other cards are irrelevant.

You decide in which order you wish to take your turns. After the first of you has completed **both** steps in order, the others perform them as well. After all of you have performed these actions, the phase is over and the volcano erupts.

A. Compare results and move meeple

Perform the following steps:

1. You and your two neighbors select all the dice that fulfill the dice requirement of **your destination card** (these are the "valid dice" during your turn).
2. Add up the values of your valid dice to obtain your **movement value**.
3. Your two neighbors do the same with their valid dice to obtain their respective **movement values**.

If your own **movement value** is **higher** than those of **both** your neighbors, you **may move**. You move your meeple onto the card with your destination marker or stay on your current card if you placed your destination marker there.

If your **movement value** is the **same or lower** than the value of at least one of your neighbors, you are **not allowed to move**. You must leave your meeple on its current card.

Finally, place your destination marker back onto your character card.

Collecting equipment

Every time your meeple ends up on a card with an **equipment token** you may draw a new equipment card.

Draw the topmost card from the **deck** and lay it face up in front of you. You can use it from the next round onward.
Afterwards, you remove the equipment token from the terrain card. You can now no longer collect equipment cards from there.

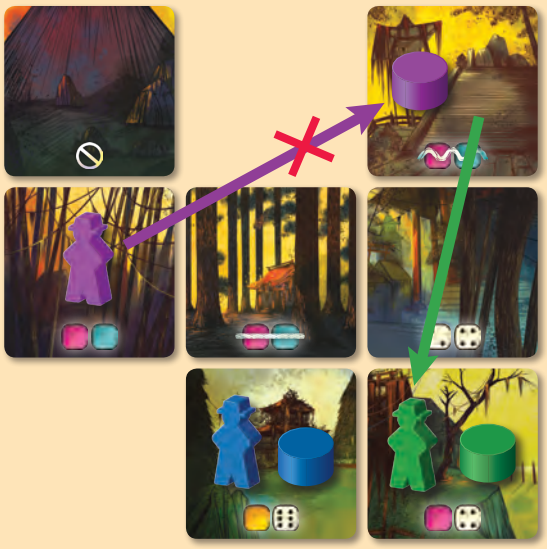
Eruption tokens

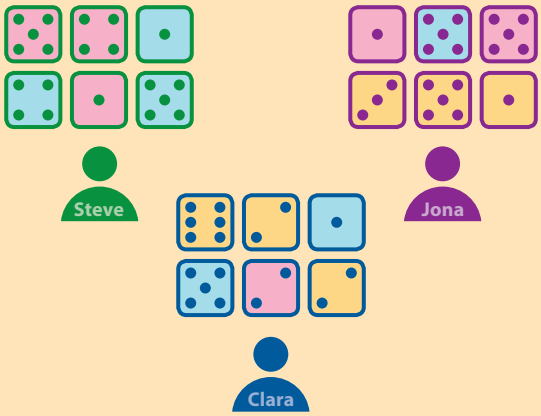
At the beginning of the game the **eruption tokens** are placed on two of the terrain cards.

If you move your meeple onto or over a card with an eruption token, it triggers an **additional volcano eruption**. It works the same way as described in "Phase 6: eruption" (page 9).

Afterwards, you remove the eruption token from the card. Each eruption token can only be triggered once per game.

***Example:* Move meeple**





***Steve** has a dice requirement of* **pink dice** *and dice with* **value 4**.
*He has a total value of 14 and has a higher movement value for his requirement than both of his neighbors **Jona** (6) and **Clara** (2). He may move his meeple to his chosen destination.*

***Clara** has a dice requirement of* **yellow dice** *and dice with* **value 6**. *She has a total value of 10 and thus a higher movement value for her requirement than both of her neighbors **Jona** (9) and **Steve** (0). Since she wanted to stay on her current landscape card, she doesn't move her meeple.*

***Jona** has a dice requirement of* **odd pink and blue** *dice. With a result of 11, his total movement value for his requirement is lower than the movement value of his neighbor **Steve** (12) and therefore he is not allowed to move his meeple.*

***Note:** If one of you would activate an eruption marker, then they should be the last player to take their turn in phase 5.*

B. Adjust stamina

All of you start the game with full stamina. Over the course of the game, though, you will lose stamina and receive injuries that limit your actions.

If you were **allowed to move** your meeple, you now calculate the **difference** between your **own** movement value and that of your neighbor whose movement value is the **highest**. Afterwards, refer to the level card to determine how much stamina you lose this round (depending on the calculated difference). For each lost point of stamina, you move your stamina tracker one space forward on the stamina board.

If you were **not allowed to move**, you do not calculate the difference. Instead, you lose the **maximum amount** of stamina, indicated in the topmost row on the level card.

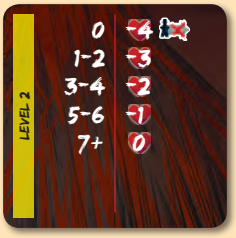
Should your stamina tracker ever reach the last space on the stamina track (the one with the -symbol) your character dies of exhaustion, **ending the game** for all of you.

Injury tokens

Each time you move your stamina tracker onto or over a card with a -symbol you immediately receive an injury and must take an **injury token**. Place this injury marker over one of the four injury spaces on your skill card. You must choose a space that has not yet been covered up. Each injury token limits your possible actions and keeps its effect until the end of the game. Depending which injury space you cover up, the effects are the following:

- ***Leg injury:*** *You permanently lose one of your dice. You can decide which die you lose. Remove it only once all players have adjusted their stamina, since your current dice results are still important for your teammates.*
- ***Broken arm:*** *You can no longer use any equipment cards.*
- ***Amnesia:*** *You can no longer use your skill ability.*
- ***Eye injury:*** *You are no longer able to reroll dice during phase 3. Rerolls due to equipment cards and skill cards are not affected.*

Example: ***Adjust stamina***



In the example on page 8, ***Clara*** *had a movement value of 10 and her neighbors 9 and 0. So the difference between her movement value and the higher movement value of her neighbors is 1 (10 minus 9). The level card shows that with a difference of 1 (or 2)* ***Clara*** *loses 3 stamina. Therefore,* ***Clara*** *moves her stamina tracker forward 3 spaces.* ***Steve*** *does not lose any stamina, since the difference between his movement value (14) and the higher of his neighbors' values (6) is 8.* ***Jona*** *loses 4 stamina since his movement attempt was not successful.*

Note: *If in phase 2 you decided to* **stay** *on your terrain card, the course of action is the same. If your movement value is higher than those of your neighbors, you might still lose stamina depending on the difference of the movement value results. If your movement value is the same or lower than that of your neighbors you lose the highest possible stamina value.*



Example:
Two injury tokens limit the possibilities of the Gatherer.

Note: *The rear sides of the injury tokens show the 4 different effects of the markers. You can place the marker with the chosen symbol in front of you instead of placing it on your skill card.*

Note: *The Equipment manager can still pass equipment to other players with a broken arm.*

PHASE ⑥: ERUPTION

At the end of each round, there is a **volcano eruption**. Flip **all** landscape cards that are either vertically or horizontally **adjacent** to a lava card onto their lava side. Now, these cards become lava cards themselves.

In round 1, the volcano card is the only lava card. Therefore, you only flip the first rubble card (next to the volcano). In later rounds, you might have to flip more than one card at once!

If there is ever a meeple standing on a card that must be flipped over, this player is swallowed by the lava and you all lose the game instantly.

Otherwise, the next round begins after the eruption. It follows the same course as the round before and starts with phase ① : rolling the dice.

Example: ***Spreading of the lava***



END OF THE GAME

The game either ends in a victory or a defeat for your group of adventurers.

You will suffer a **defeat** if one team member dies.
This can happen in two ways:

- The card you are currently standing on must be flipped over to its lava side due to a **volcano eruption** .
- Your **stamina**  marker is advanced onto the final space of the stamina board (the one with the -symbol).

In both cases, the game ends instantly and the entire team suffers a defeat.

You achieve **victory** as soon as the last meeple is moved onto a village card so that **all** players' meeples are standing on village cards. In this case, the game also ends immediately. You needn't await the eruption at the end of the round.

Village cards

Village cards function in the same way as any terrain card.
If your meeple reaches a village card, it is not removed from the game. You still have to roll your dice and adjust your stamina each round. You can even continue to move your meeple. It is often a good idea to move further into the village to clear the cards at the edge of the village and make room for your teammates.
If you arrived at the village, you may still leave it again in a later round. But you can only win the game if all meeples are standing on village cards at the same time.

Final score

If you want to know how well you performed, you can determine your point value after your win.
The victory points (VP) are determined like this:

4 VP per player

-1 VP for each injury token

+1 VP for each unused equipment card

The following overview shows how well your team did:

0 VP	*You will be in the hospital for a long time!*
1–2 VP	*That was close. Maybe too close! The funding of your next expedition was cancelled.*
3–4 VP	*You made it. But don't expect a medal!*
5–7 VP	*Rest and enjoy a cup of sake in the village. You deserve it!*
8–11 VP	*The inhabitants of the village hold a festival in your honor! They never met such a bold group of explorers. (You should consider playing with a higher difficulty level next time.)*
12+ VP	*The story of your adventure spreads all over the world. Hollywood already wants to make a movie about it. (You should definitely play with a higher difficulty level next time.)*

VARIANT

Extra thrill: If you want to increase the tension at the end of the game, you can use the following variant. During setup, turn the eruption token closest to the village onto its back, so that it shows 2 -symbols instead of 1. If the token is activated, there are 2 additional eruptions instead of 1. This variant is playable at each difficulty level.

RULES FOR 2 PLAYERS

There are two different variants for playing the game with 2 players. Choose one, depending on your personal preferences:

A Quicker setup, easier to learn and master, but more luck

During setup, perform this additional step:

- Place a third screen between yourself and your team mate, so that neither of you can see behind it. Place a third set of 6 dice nearby.

During the game the following additional rules apply:

- Roll 3 of the additional dice behind the third screen, so that neither of you can see the result. Roll the other 3 additional dice in front of the third screen, so both of you can see the result.
- In phase ③ (rerolls), you cannot reroll any of the dice from the additional set.
- In phase ⑤ (movement and stamina), also remove the third screen and compare your result with both that of your team mate and with the third set of dice. The additional set thus simulates a third player, who however does not have his own meeple but simply gets in your way.

B Slightly longer setup, harder to learn and master, less luck

During setup, perform these additional steps:

- In addition to the meeples of the two players, you place an extra meeple on the starting card. This meeple also receives a character card, a skill card, a destination marker, and starting equipment. Choose a skill card that uses 6 dice. You also place a marker in the appropriate color on the stamina board.
- The two remaining screens are placed back-to-back between the two players. Place three dice of the third meeple on each side of the screens. On each side, place the following dice: 1 die with a blue "1", 1 die with a blue "2", and 1 die with a blue "3". That way each player can only see 3 of the 6 dice in the third color.

During the game the following additional rules apply:

- Both players not only roll their dice, but also the three additional dice of the third meeple placed on their side of the screens.
- In the planning phase, both players decide together where they want to place the destination marker of the third meeple.
- Both players decide together about the use of the third meeple's equipment cards.
- The third meeple can lose stamina, get injury tokens, and has to arrive in the village safely as well.

EXPLANATION OF THE SKILL CARDS

Here you can find a detailed explanation of the skill cards.

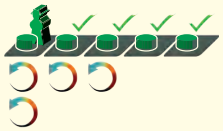
Equipment manager



Receives 6 dice and 4 equipment cards at the start of the game. You choose 2 equipment cards and put the rest under the draw pile.

SKILL You can give your own equipment cards to your teammates at any time. You do not need to be on the same landscape or village card. You may still pass equipment with a broken arm.

Scout



Receives 5 dice and 2 equipment cards at the start of the game.

SKILL May move up to 4 cards. If you do so, you cannot perform a reroll during phase (3) (rerolls).

Buddy



Receives 6 dice and 1 equipment card at the start of the game.

SKILL In phase (3) (rerolls) you may set aside 1 of your dice. You get it back at the end of the round. The other players can see the result of the removed die.

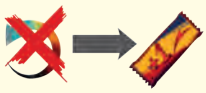
Survivalist



Receives 5 dice and 1 equipment card at the start of the game.

SKILL Receives one additional reroll in Phase (3).

Gatherer



Receives 6 dice and 1 equipment card at the start of the game.

SKILL Each time you pass on a reroll that you would have been allowed to do, you receive a power bar as a reward (but you can only have a maximum of 3 power bars). In phase (5) (Movement and stamina) you can discard as many power bars as you like to increase your own movement value, or that of a teammate, by 1 for each power bar. It increases the total movement value, not the value of a single die! This effect only applies during one player's turn. As soon as the next player starts their turn in Phase 5, the effect of this card will expire again!

Tinkerer



Receives 5 dice and 3 equipment cards at the start of the game.
Choose 1 equipment card and put the rest under the draw pile.

SKILL You may use your equipment cards twice. After the first use, you tap the card to a 90° angle. After the second use, you discard it onto the discard pile. If the Tinkerer loses this ability, they must immediately discard all already-used (1×) equipment cards.

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EXPLANATION OF THE EQUIPMENT CARDS

Here you can find a detailed explanation of the Equipment cards.

Binoculars PHASE 2



You can swap any two land cards (not village cards). The two cards must be completely empty, so they cannot contain any game pieces, destination markers, equipment markers, or eruption markers.

Lighter PHASE 4



A teammate may give you 1 die. You are not allowed to rotate it. You must treat this die as your own until the end of the round. At the end of the round you return the die to your teammate.
No more than 1 die can be handed over through the usage of the lighter.

Carabiner PHASE 4



Each of you must reroll exactly 1 die.
It is not optional.

Map PHASE 4



You may give 1 of your dice to another player (they cannot refuse). You are not allowed to rotate the die. The other player treats this die as their own until the end of the round. Afterwards, you get back the die.

Duct tape PHASE 4



You can turn any number of dice showing the number "1" to the other side, so that they show a "6".
You do not have to change all "1s".

Compass PHASE 4



You can turn any number of dice showing the number "6" to the other side, so that they show a "1".
You do not have to change all "6s".

Machete PHASE 4



You may set aside up to 2 of your dice. You get them back at the end of the round. Put them next to the screen, so that all players can see them. In phase 5, these 2 dice do not count towards your dice results.

Radio PHASE 2 4



You may remove your screen until the end of the current phase, so all players can see your dice results. If the radio is used in phase 2, the screen must therefore be set up again before the rerolls.

First Aid Kit PHASE 4



You will not lose any stamina during the current round. If the difference between your movement value and that of your neighbors is less than or equal to 0, you still cannot move your character.

Shovel PHASE 4



You may turn 1 of your dice to any side.

Rope PHASE 2 4



You can immediately move your character to an adjacent land card.
If there is an equipment marker there, you may draw an equipment card.
Using the rope in Phase 2 may change the number of rerolls you are entitled to.
In phase 4, the rope is only useful if it is already foreseeable that you will not be allowed to move otherwise.

Flare gun PHASE 4



During your turn in phase 5 (movement and stamina), your movement value increases by 3. Your movement value does not increase during the turns of your two neighbors.

Flash light PHASE 2



You may make a reroll during phase 2 (planning & equipment). In contrast to the rerolls in phase 3, you may continue the discussion after this reroll, as well as relocating your destination markers.
You still need to follow the communiac-tion rules (page 6).

Pocket knife PHASE X



You may copy (mimic) the effect of any outlying equipment card. The effect must be used in the phase specified on the copied card. Then the pocket knife is dropped (not the copied card).

Water PHASE 4



You may use the card to perform up to 2 rerolls. Instead, you can use it to give 1 other player 1 reroll.