

# Archer



Physique		
2	4	3



Intellect		
2	2	3

# Cowboy



Physique		
3	2	4



Intellect		
3	2	2

# Pirate



Physique		
4	3	2



Intellect		
2	3	2

# Jester



Physique		
3	2	2



Intellect		
4	3	2

# Priest



Physique		
2	2	3



Intellect		
2	4	3

# Cook



Physique		
2	3	2



Intellect		
3	2	4

# Luck



Difficulty: 3 <Easy>

You found a bush with red berries. Maybe they're edible?

.	.	.	.	.

: Two Cards

# Luck



Difficulty: 4 <Normal>

You found some funky looking rocks that looks interesting.

Check them out.

.	.	.	.	.

: Two Cards

# Luck



Difficulty: 5 <Hard>

It's dark and you need to pee. Run aimlessly into the jungle.

.	.	.	.	.

: Two Cards

## Pirate



### BACKGROUND

You are the pirate – a fearsome lad sailing the high seas in search of a big treasure in a skull-shaped mountain.

Well, most pirates seem to be, but from your perspective, it simply isn't worth it to take life so seriously and the only thing worthy of worship really is the wonderful rum and the many charming mates!

Sadly, it appears you got too drunk last night and you crashed into another ship...

## Cowboy



### BACKGROUND

You are the cowboy – a lonesome soul who rides into the sunset humming a memorable tune after a long day of work.

Day out and day in you've taken the law into your own hands and you always manage to capture whomever it is you're looking for...

...but the law does not work that way, and ignoring it only works for so long. You have been captured and put on a boat heading for a famous prison.

## Archer



### BACKGROUND

You are the archer – the iconic figure of fairness and redistribution who help the poor against tyranny...

...or so you would have people believe. It is the perfect ruse to pillage and plunder, which is your favourite activity!

Having been found out for the charlatan you are, you took to the seas to find another kingdom where you could leech off of other peoples hard work.

## Cook



### BACKGROUND

You are a cook – the kind with extremely high self-esteem who loves the challenge of cooking with improper ingredients.

Furthermore, you strive not only to make the tastiest and most enjoyable dish known to man, but also to create the exact opposite, the most horrifying culinary experience one can imagine.

Your latest adventure is a trip around the world find the most rare and disgusting creature on earth to use in pastry!

## Priest



### BACKGROUND

You are the priest – part of a group of professionals which are highly respected and even kings and queens tread carefully around them...

...at least when share the same gods, which you don't. You worship the most cruel and demanding god one can imagine and give people the weirdest of advice on how to live their lives.

You regularly sails the seas in your pursuit of more cultured followers.

## Jester



### BACKGROUND

You are the jester – the clumsy fool whom all kinds of people enjoy laughing at...

...but in reality, you're cunning and smart, and ruled an entire kingdom by carefully choosing which ideas, and in what light, to present to the royal family.

Over time, you got careless though, and your perfect ruse was eventually broken down. When it was time to flee you decided to hide in a ship...

# EVENT



# EVENT



# EVENT



## Strength



Difficulty: 7 <Easy>

*You got an urge for coconuts, time to shake a tree and see what comes down.*

	-1	.	.	+1

: One 🍎 Food

## Strength



Difficulty: 8 <Normal>

*You're not the only one that want a coconut, show 'em how to open one like a boss!*

	.	-1	.	+1

: One 🍎 Food and one 🍷 Card

## Strength



Difficulty: 9 <Hard>

*You've found a remarkably persistent coconut that you just have to get open.*

	.	.	-1	+1

: One 🍎 Food and two 🍷 Cards

## Dexterity



Difficulty: 7 <Easy>

*It's time for target practice. Lets start easy: hit the inside of the cave wall with a rock.*

	.	-1	.	+1

: One 🍎 Food

## Dexterity



Difficulty: 8 <Normal>

*You find a wild boar and decide to catch it, so you can have some decent company.*

	.	.	-1	+1

: One 🍎 Food and one 🍷 Card

## Dexterity



Difficulty: 9 <Hard>

*You see a white dove fly by and remember the symbol for peace.*

*Kill it!*

	-1	.	.	+1

: One 🍎 Food and two 🍷 Cards

## Constitution



Difficulty: 7 <Easy>

*Somehow, you found some rum on the island.*

*Try not to pass out.*

	.	.	-1	+1

: One 🍎 Food

## Constitution



Difficulty: 8 <Normal>

*You're in a tug of war with a wild boar over a nice stick.*

*Hold steady!*

	-1	.	.	+1

: One 🍎 Food and one 🍷 Card

## Constitution



Difficulty: 9 <Hard>

*A snake sunk it's fangs in your arm. Stare at it until it feels intimidated and gives up.*

	.	-1	.	+1

: One 🍎 Food and two 🍷 Cards

**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



# Intelligence



Difficulty: 7 <Easy>

You found a drawing on the cave wall: "It's finally over".  
It must mean something.

	-1	.	.	+1

👤 : One 🍎 Food

# Intelligence



Difficulty: 8 <Normal>

There is a tree with a lot of cuts in it, carefully look for meaning in all 365 of them.

	.	-1	.	+1

👤 : One 🍎 Food and one 🗺️ Card

# Intelligence



Difficulty: 9 <Hard>

You see the number 42 written on the cave wall over and over.  
Figure out why.

	.	.	-1	+1

👤 : One 🍎 Food and two 🗺️ Cards

# Education



Difficulty: 7 <Easy>

Walking by you is a green mushroom with white dots.  
Should you eat it?

	.	-1	.	+1

👤 : One 🍎 Food

# Education



Difficulty: 8 <Normal>

Someone made a golf course, educate your party on the details of golf rules and clubs.

	.	.	-1	+1

👤 : One 🍎 Food and one 🗺️ Card

# Education



Difficulty: 9 <Hard>

You see a blue bird with white stars and red stripes.  
Remember the birds name.

	-1	.	.	+1

👤 : One 🍎 Food and two 🗺️ Cards

# Perception



Difficulty: 7 <Easy>

A big rolling boulder is headed your way.  
Pay attention!

	.	.	-1	+1

👤 : One 🍎 Food

# Perception



Difficulty: 8 <Normal>

A wild boar took your stuff.  
Track it and remember...  
It's just a boar.

	-1	.	.	+1

👤 : One 🍎 Food and one 🗺️ Card

# Perception



Difficulty: 9 <Hard>

Someone stole your pants while you were out swimming.  
Figure out who!

	.	-1	.	+1

👤 : One 🍎 Food and two 🗺️ Cards

**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



# Physique



Difficulty: 12 <Easy>

Somehow you've ended up  
brawling with a nasty little  
piglet over some food.

.	-1	+1	.	.

👤 : One 🍎 Food

# Physique



Difficulty: 12 <Easy>

A hedgehog is in your bag.  
Forcefully remove it!  
Can't hurt that much, right?

.	-1	+1	.	.

👤 : One 🍎 Food

# Physique



Difficulty: 12 <Easy>

Being stranded can get  
ridiculously boring.  
Try some sumo wrestling?

.	-1	+1	.	.

👤 : One 🍎 Food and one 🃏 Card

# Physique



Difficulty: 13 <Normal>

After you snatched some  
food from a piglet, you end up  
wrestling the wild boar that  
happen to be its mother.

.	-1	+1	.	.

👤 : One 🍎 Food and one 🃏 Card

# Physique



Difficulty: 13 <Normal>

While eating some food, a  
white bear sneaks up on you.  
Bring it on!

.	-1	+1	.	.

👤 : One 🍎 Food and two 🃏 Cards

# Physique



Difficulty: 14 <Hard>

While out swimming a shark  
comes for you. Strap some  
dynamite on it and throw it  
in a nearby volcano.

.	-1	+1	.	.

👤 : One 🍎 Food and two 🃏 Cards

# Intellect



Difficulty: 12 <Easy>

Someone said it would be a  
good idea to start a fire.  
Get on with it.

+1	-1	.	.	.

👤 : One 🍎 Food

# Intellect



Difficulty: 12 <Easy>

It would be good to map the  
island, but first you need to find  
which way is north.

+1	-1	.	.	.

👤 : One 🍎 Food

# Intellect



Difficulty: 12 <Easy>

You need to find a new  
supply of freshwater.  
Remember your training.

+1	-1	.	.	.

👤 : One 🍎 Food and one 🃏 Card

**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**



**EVENT**





Intellect



Difficulty: 13 <Normal>

Time to compile a list of which plants and berries are edible.

But how?

+1	-1	.	.	

👤: One 🍏 Food and one 🃏 Card

Intellect



Difficulty: 13 <Normal>

You're dreadfully bored.  
Time for a legendary murder-mystery-party!

+1	-1	.	.	

👤: One 🍏 Food and two 🃏 Cards

Intellect



Difficulty: 14 <Hard>

Take some time to solve that quantum theory problem that always bothered you.

+1	-1	.	.	

👤: One 🍏 Food and two 🃏 Cards

Forest



3	4	5	2	

Lake



4	3	2	1	

Mountain



2	4	3	1	

Ocean



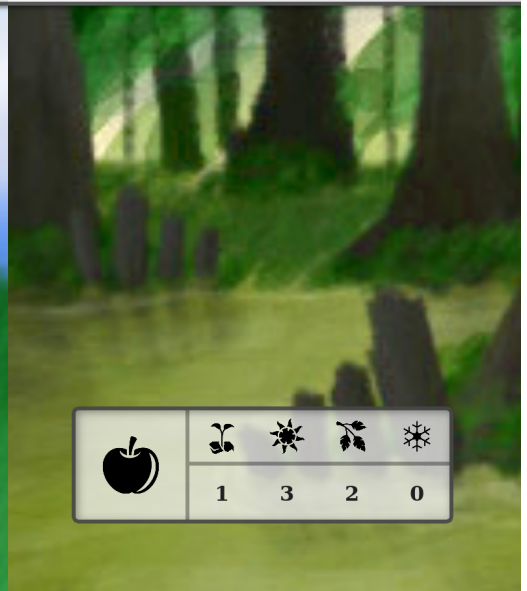
2	3	3	2	

Plains



3	4	2	1	

Swamp



1	3	2	0	

**EVENT**



**EVENT**



**EVENT**



**REGION**



**REGION**



**REGION**



**REGION**



**REGION**




**REGION**



Strength

+1 

UPGRADE

You gain +1 

ACTION

Remove one  Food from target player.


*"Drink rum instead."*



Strength

+1 

UPGRADE

You gain +1 

ACTION

Move one  Food from any player back to the  Region.


*"You don't need this, right?"*




Strength

+1 

UPGRADE

You gain +1 

ACTION

Give another player one or more of your  Food.


*"Have some rum!"*



Strength

+1 

UPGRADE

You gain +1 

ACTION

Remove one  Food from all living players.


*"It's a famine!"*



Strength

+1 

UPGRADE

You gain +1 

ACTION

Add one extra  Food to all living players.


*"It's a feast!"*




Strength

+2 

UPGRADE

You gain +2 

ACTION

You and another player each draw one  Card.


*"A pirates life."*



Strength

+2 

UPGRADE

You gain +2 

ACTION

Take one  Card from another player.


*"Give me that one."*



Strength

+2 

UPGRADE

You gain +2 

ACTION

Remove one  Upgrade from target player.


*"Stop being better than me."*



Strength

+3 

UPGRADE

You gain +3 

ACTION

Give this  Card to another player.

*"Hoist the flag, seadog!"*



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



Dexterity +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Remove one  Food from target player.  
*"Some target practice."*




Dexterity +1 


**UPGRADE**  
You gain +1 

**ACTION**  
Move one  Food from any player back to the  Region.  
*"This belongs to nature."*




Dexterity +1 


**UPGRADE**  
You gain +1 

**ACTION**  
Give another player one or more of your  Food.  
*"Are you hungry?"*




Dexterity +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Remove one  Food from all living players.  
*"Can't live on rabbits."*





Dexterity +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Add one  Food to all living players.  
*"Roast this boar!"*




Dexterity +2 


**UPGRADE**  
You gain +2 

**ACTION**  
You and another player each draw one  Card.  
*"Want some help?"*




Dexterity +2 


**UPGRADE**  
You gain +2 

**ACTION**  
Take one  Card from another player.  
*"I need another arrow."*




Dexterity +2 

**UPGRADE**  
You gain +2 

**ACTION**  
Remove one  Upgrade from target player.  
*"I shot the sheriff."*



Dexterity +3 

**UPGRADE**  
You gain +3 

**ACTION**  
Give this  Card to another player.  
*"I like you."*



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA




DRAMA



DRAMA




Constitution +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Remove one  Food from target player.  
*"That's not food."*




Constitution +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Move one  Food from any player back to the  Region.  
*"Let us feed the wildlife."*




Constitution +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Give another player one or more of your  Food.  
*"This is food."*




Constitution +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Remove one  Food from all living players.  
*"Bah! Vegetables!"*




Constitution +1 

**UPGRADE**  
You gain +1 

**ACTION**  
Add one  Food to all living players.  
*"Finally! Meat!"*




Constitution +2 

**UPGRADE**  
You gain +2 

**ACTION**  
You and another player each draw one  Card.  
*"My best friend."*




Constitution +2 

**UPGRADE**  
You gain +2 

**ACTION**  
Take one  Card from another player.  
*"What do we have here?"*




Constitution +2 

**UPGRADE**  
You gain +2 

**ACTION**  
Remove one  Upgrade from target player.  
*"Work for it!"*



Constitution +3 

**UPGRADE**  
You gain +3 

**ACTION**  
Give this  Card to another player.  
*"You better get good."*



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA




DRAMA





Intelligence +1 

**UPGRADE**

You gain +1 

**ACTION**


Remove one  Food from target player.

*"Sorry I dropped that."*



Intelligence +1 

**UPGRADE**

You gain +1 

**ACTION**


Move one  Food from any player back to the  Region.

*"Giggles"*




Intelligence +1 

**UPGRADE**

You gain +1 

**ACTION**


Give another player one or more of your  Food.

*"Throwing pie!"*



Intelligence +1 

**UPGRADE**

You gain +1 

**ACTION**


Remove one  Food from all living players.

*"Culinary experiment!"*



Intelligence +1 

**UPGRADE**

You gain +1 

**ACTION**

Add one  Food to all living players.

*"Culinary experiment!"*



Intelligence +2 

**UPGRADE**

You gain +2 

**ACTION**


You and another player each draw one  Card.

*"I need a volunteer."*



Intelligence +2 

**UPGRADE**

You gain +2 

**ACTION**


Take one  Card from another player.

*"One more to juggle."*




Intelligence +2 


**UPGRADE**

You gain +2 

**ACTION**

Remove one  Upgrade from target player.

*"Passive entertainment."*




Intelligence +3 


**UPGRADE**

You gain +3 

**ACTION**

Give this  Card to another player.

*"One less to juggle."*



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



Education

+1



Education

+1



Education

+1



UPGRADE

You gain +1

ACTION

Remove one Food from target player.

"A sacrifice for the Lord."



UPGRADE

You gain +1

ACTION

Move one Food from any player back to the Region.

"No food until sundown."



UPGRADE

You gain +1

ACTION

Give another player one or more of your Food.

"Do unto others.."



Education

+1



Education

+1



Education

+2



UPGRADE

You gain +1

ACTION

Remove one Food from all living players.

"..the Lord taketh away"



UPGRADE

You gain +1

ACTION

Add one Food to all living players.

"The Lord giveth.."



UPGRADE

You gain +2

ACTION

You and another player each draw one Card.

"Pray with me!"



Education

+2



Education

+2



Education

+3



UPGRADE

You gain +2

ACTION

Take one Card from another player.

"Repent your sins!"



UPGRADE

You gain +2

ACTION

Remove one Upgrade from target player.

"None is equal to God!"



UPGRADE

You gain +3

ACTION

Give this Card to another player.

"The answer to your prayers."



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



Perception

+1



Perception

+1



Perception

+1



UPGRADE

You gain +1

ACTION

Remove one Food from target player.

"That looks rotten."



UPGRADE

You gain +1

ACTION

Move one Food from any player back to the Region.

"It needs more time."



UPGRADE

You gain +1

ACTION

Give another player one or more of your Food.

"Taste some of my food."



Perception

+1



Perception

+1



Perception

+2



UPGRADE

You gain +1

ACTION

Remove one Food from all living players.

"Too much salt."



UPGRADE

You gain +1

ACTION

Add one Food to all living players.

"Let us ration this."



UPGRADE

You gain +2

ACTION

You and another player each draw one Card.

"Time to have fun."



Perception

+2



Perception

+2



Perception

+3



UPGRADE

You gain +2

ACTION

Take one Card from another player.

"Give me some spices."



UPGRADE

You gain +2

ACTION

Remove one Upgrade from target player.

"Focus on the food."



UPGRADE

You gain +3

ACTION

Give this Card to another player.

"Happy birthday!"



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



Spring



Summer



Autumn



Winter



Stranded!



#### GAME INFORMATION:

PLAYERS: 2-5

PLAYTIME: 15-25 minutes

This light-hearted card game is all about the silly and weird things you do while waiting to be rescued after being shipwrecked.

In **STRANDED!**, players take turns to attempt **12** random monthly challenges and avoid dying from things like boredom, stupidity, wrath, greed and starvation.

*Have fun getting stranded today!*

2: Turn order



#### PHASE 1: PREPARATION

Add one **MONTH** token on the current **SEASON**. Each player draws one **DRAMA** card and may also play one **ACTION**.

*( Play clockwise starting closest to defeat: player with the least food, then upgrades, then drama cards, then roll a die. )*

#### PHASE 2: CHALLENGE

Draw a new **EVENT** challenge.

Each player try the **EVENT** or remove one of their **UPGRADES**.

*( Read the event section for details. )*

4: Events



#### EVENT DIFFICULTY:

Take the difficulty plus season modifier listed on the **EVENT**, then remove the sum of your **PLAYER** and attached **UPGRADE** attribute values that is shared with the **EVENT** card.

Each player may then choose to discard one **DRAMA** card to reduce their own difficulty by 1 plus an additional 1 for each of their **PLAYER** and the **EVENT** card that share an attribute with the discarded **DRAMA** card.

*Maximum reduction this way is 3.*

6: Exploration



#### SCOUTING

Roll a **DIE** to find a **REGION**.

If you found a new **REGION** it replaces the old **REGION** and the available **FOOD** on it is adjusted to match the new **REGION** card.

*( One for each living player plus the number listed for the season. )*

#### WALKING IN CIRCLES

If you did not find a new **REGION** you draw one **DRAMA** card and remove one **FOOD** from the current **REGION**, if possible.

Credits



Icons downloaded from <http://game-icons.net/>

Made by artists:

**Delapouite**  
<http://delapouite.com>

**Lorc**  
<http://lorcblog.blogspot.com>

*Thank you for your awesome selection of game icons!*

# SEASON



# SEASON



# SEASON



## 3: Turn order



### PHASE 3: EXPLORATION

Each player may discard one **DRAMA** card from their hand to scout for a new **REGION**.

*(Read the exploration section for details.)*

### PHASE 4: PROGRESSION

Each player discard one **FOOD** and may play one **ACTION**.

Progress to the next **SEASON** if three **MONTHS** have passed.

Check if any **OBJECTIVE** is met.

## 1: Preparations



### FIRST THE OWNER:

Shuffle **EVENT**, **DRAMA** decks.

### THEN EACH PLAYER:

1. Take one **PLAYER** card.
2. Take three **DRAMA** cards.
3. Take four **FOOD** tokens.

### THEN THE GROUP:

1. Chooses a starting **SEASON**.
2. Chooses a random **REGION**.
3. Puts **FOOD** on the **REGION**.

*(One for each living player plus the number listed for the season.)*

# SEASON



## 7: Endings



### ENDING CONDITIONS:

**STARVATION**: You always lose if you end a turn without food.

**UNCONTESTED**: You win if you are the only one still playing.

**EXPLORER**: You win if you find the last undiscovered region.

**SUPREMACY**: You win if you end a turn with **4** upgrades.

**SURVIVALIST**: All living players win after surviving **12** turns.

*(Keep playing until each player has triggered a condition and therefor have been removed from the game.)*

## 5: Events



### ROLL ONE **DIE**:

If you roll equal or higher than your difficulty you successfully complete the event and choose one of these rewards:

1. Take up to three **FOOD** from the current **REGION**.
2. Draw two **DRAMA** cards.
3. Play one **UPGRADE** from your hand to your **PLAYER**.

If you fail to roll equal or higher than your difficulty you discard as many resources as possible from those listed in the **FAILURE** section on the **EVENT** card.

