





Phases

1. Perish

- Discard resources of values 3 and 4
- 2. Danger
 - Draw 1-3 danger cards
- 3. Resource
 - Draw resources
- 4. Action
 - Perform actions
- 5. Experience
 - Collect experience

Actions

Explore - 1 xp 2 food

Harvest - 1 xp 4 metal

Buy a Power - 1 xp 6 any

Move the Base - 1 xp 6/4 any

Move selfFreeInteract with a QuestFreeUse a PowerFree

Complete a Quest

2xp for all players

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