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DIESON CRUSOE

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SOLO
GAME OF THE MONTH



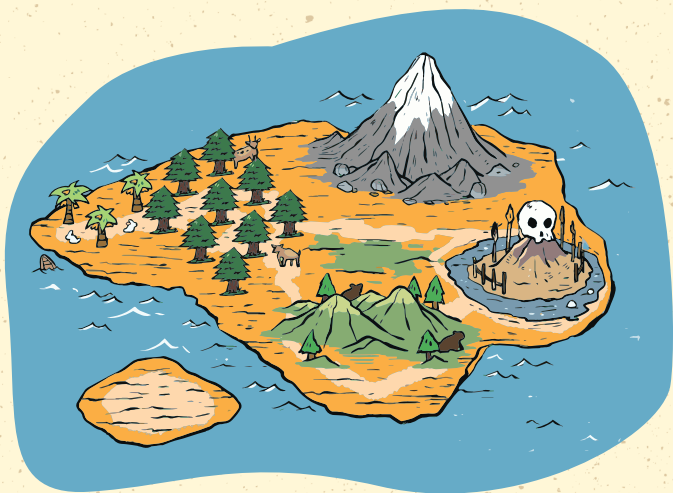
AGES 14+



30-60 MIN



1 PLAYER

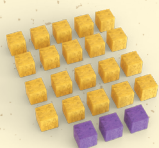


SHIPWRECKED AND STRANDED, YOU MUST OUTWIT,
OUTLAST, AND OVERCOME THE DANGERS OF A
MYSTERIOUS ISLAND TO ESCAPE ITS CLUTCHES IN
THIS THRILLING, DICE PLACEMENT GAME!

COMPONENTS



7 DICE



23 CUBES



16 TOOL CARDS



6 AREA CARDS



5 CHARACTER CARDS

1 REFERENCE CARD



2 MEEPLES



3 DISCS



7 QUEST CARDS



6 MY FRIEND CARDS



2 MICRO FIBER BOARDS



PREPARE

1. Place the map and board on a flat surface.
2. Place a meeple on the dotted circle at the west end of the island where the meeple icon is drawn.
3. Place a disc on Day 1 of the date track below the map.
4. Gather the Area cards into a pile, face up, with the Rabbit card on top. This indicates that you are in the rabbit's area.
5. Choose one Quest card for this game and place it face up. If it's your first game, we recommend Quest 1. (Each quest has different win conditions and a different duration.)
6. Spread out all the Tool cards face up. If it's your first game, we recommend using Basket, Bed, Stone Knife, and Rope and putting the rest back in the game box.

7. Choose your character card and place it in front of you. Place a cube on top of the first power (fist) icon. If this is your first game, we recommend the Hunter with five hearts.
8. Choose one Friend card to use in this game and place it beside the character card. If it's your first game, we recommend the green My Friend Jack.
9. Place a disc on the bottom left space of the Friend card where the disc icon is drawn.
10. Place a disc on the dotted circle of the event track (the orange boxes) where the disc icon is drawn.
11. Place a meeple on the square box of the action track (the blue boxes) where the meeple icon is drawn.
12. Place 3 yellow dice on each of the 3 boxes marked with Hourglass, Weather, and Raid icon. All the dice values should be 1.
13. Place yellow resource cubes equal to the character's max health (the number of hearts on the character card) on the shack at the bottom of the board.
14. Place 2 yellow resource cubes on the food box of the board. This indicates that you currently have 2 food.
15. When you're ready to begin the game, take 2 yellow dice and 1 gray die into your hand. These are your action dice.

GOAL

The goal of the game is to complete all the requirements of the selected Quest card within the time limit without dying.

For example, quest 1 is successful if you hunt the Deer at least once and craft the 'Rope' within 6 days. For the other quests, see the Quest List on the back page.

HOW TO PLAY

Each day is divided into three phases:



MORNING: Roll the dice and move the event disc.



AFTERNOON: Take three actions based on your rolled dice.



EVENING: Eat, weather, raid; move the action dice, and advance the day disc.



MORNING

A day on a deserted island begins with an unpredictable event, often something unpleasant.

1) ROLL DICE

Roll the three action dice. Place the rolled dice on the three boxes to the right of the Morning icon on the board.

Then, place the dice values in ascending order from left to right. These dice are called unused dice.



AT THIS TIME, IF YOU SPEND ONE STONE, YOU MAY REROLL ONE, TWO, OR THREE DICE OF YOUR CHOICE. YOU MAY DO THIS MULTIPLE TIMES FOR ONE STONE EACH.

2) EVENT

Advance the event disc clockwise on the event track a number of spaces equal to the smallest die value among the unused dice. Wherever the disc ends up, trigger the event for that space.

For example, at the beginning of the game, if you roll action dice with values two, four, and four, the event disc would move two spaces to the right and land on the wood/stone space which would give you the choice of taking either a wood resource or a stone resource.



SEE PAGE 14 FOR THE EFFECTS OF EACH EVENT.



PERFORM THE ACTION IN THE BOX WHERE THE MEEPLE IS

First, collect stars depending on the value of the die. See the table below the action track for the number of stars you obtain.

You may spend one food (or lose one health) to temporarily increase the value of the action die by one to gain more stars. You may do this multiple times for one food (or health) each. After gaining a star or stars, the die is returned to its original value.

Then, complete the action in the box. There are two types of actions: those that use stars and those that do not. When you perform an action that uses stars, the result depends on the stars you just obtained. Otherwise, the result is constant regardless of the stars. To understand each action, see the Action List on page 12 and 13.



CRAFT A TOOL

Humans can use tools! Although there are many urgent tasks right now, tools will help make your tasks easier next time.

Select one Tool card to craft from among those available. The effect of the tool card lasts until the end of the game. However, to craft the tool, you must satisfy the following conditions:

1. Have at least as many Stars as are listed on the Tool card.
2. Have the resources to make the Tool.



LOCATION CONDITIONS: Tool Cards with a location icon can only be made at that location.

If all conditions are satisfied, spend the resources and get the Tool card. For the effect of each Tool card, see the Tool List on page 15 and 16.

PLAY WITH MY FRIEND

Don't forget to spend time with your best friend!



When you play with your friend, advance the disc on the My Friend card by 1 space.



AT ANY TIME, YOU CAN SPEND ONE LEATHER TO ADVANCE THE DISC BY 1 SPACE. YOU CAN DO THIS MULTIPLE TIMES FOR ONE LEATHER EACH.

MY FRIEND'S HELP:

At any time, you can move the disc to its initial position along the arrow and gain the benefit corresponding to the icon on the arrow.



TOM

Can do an additional free action with dice value of 2 or 4.



JACK/BILSON/STITCH

Gain 1 or 2 resources.



WEDNESDAY

Gain 1 or 2 additional stars when taking actions.



PATCHES

Immediately reduce raid/weather die value.

4) MOVE THE DIE

After performing the action, move the die to the next open square below the action track with a number in it ("1" square for your first action, then "2", then "3").



EVENING

The darkness of the island is dangerous. Be prepared for rough weather and raids!

Evening phase order:



EATING



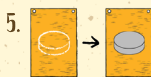
WEATHER PENALTY



RAID PENALTY



DICE MOVE



END THE DAY



EATING

You may choose to either spend 1 food or lose 1 health.



WEATHER PENALTY

The Weather die value determines the penalty.



Nothing happens.



Lose 1 Roof.

If you have no Roof, lose 1 health.



Lose 2 Roofs.

If you have no Roof, lose 2 health.

If you have 1 Roof, lose 1 Roof and 1 health.



RAID PENALTY

When the Raid dice value is 5 or 6, the current area card determines the penalty.



LOSE 1 FOOD.



LOSE 1 FENCE. IF YOU HAVE NO FENCE, LOSE 2 FOOD.



LOSE 2 FENCES. IF YOU HAVE LESS THAN 2 FENCES, LOSE 1 FOOD AND 1 HEALTH.



LOSE 2 FENCES. IF YOU HAVE LESS THAN 2 FENCES, LOSE 2 FOOD AND 1 HEALTH.



LOSE 2 HEALTH.



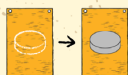
LOSE 2 FENCES. IF YOU HAVE LESS THAN 2 FENCES, LOSE 1 FOOD AND 2 HEALTH.

When being raided by a boar, bear, or wolf, if you only have one fence, you lose food and health without losing the fence.

When being raided by any animal, if you do not have enough food to pay the entire food penalty, you only lose the food you currently have without any additional health penalty.

DICE MOVE

Take the dice in the three icon boxes (right box) to your hand. Then move the three dice in the used dice boxes according to the arrows.



END THE DAY

Advance the disc of the date track by 1 space. If there are any icons on the space, perform the listed effect(s) (see below).



INCREASES THE VALUE OF THE WEATHER DIE BY +1 (OR +2).



INCREASES THE VALUE OF THE RAID DIE BY +1 (OR +2).

END OF THE GAME

If your health drops to 0 or if you exceed the time limit of the quest, you immediately lose. Learn from your failure and try again!

If you complete the quest in the time limit, you win the game. Take on a new quest or try out a different character!

ALTERNATE RULES

- Replace either a yellow die or the grey die with the blue die. During the afternoon phase, you may flip the blue die to its opposite side before using it. For example, a one would become a six.

For a more challenging game, try applying the following rules:

- Use the side of the character card that only has four health.
- Start without the 'My Friend' card. If you want to use it, you must craft it first.

ACTION LIST



1. MOVE (USE ★)

Move the location of your meeple on the map to the adjacent location connected by the dotted line.

To move, the number of stars obtained must be equal to or greater than the number of stars on the line. If fewer stars were obtained, the movement fails.

If you enter a new area while moving, immediately replace the revealed area card with a new area card. Areas are separated on the map by dotted white lines, and what lives in each area is drawn on a signpost.

After moving, if there is a resource shown on the space you move into, immediately gain it.

EXCEPTION: You get no resources at the four locations, Fire, Flag, Raft, and Watch Dog



ADDITIONAL CONDITIONS: To move onto spaces on the map with this icon, you must spend one food in addition to stars.

ADDITIONAL CONDITIONS: For Quest 7 (pg 17), after building the raft, to take a move action to escape, the Weather die must be a 1 or 2.



2. GAIN ONE RESOURCE

You gain 1 Food, 1 Wood, or 1 Stone.



3. GAIN STONES (USE ★)

You gain Stones equal to the number of stars obtained.



4. BUILD FENCES

Spend 1 Stone and 1 Wood to make 2 Fences.



5. GAIN WOOD (USE ★)

You gain Wood equal to the number of stars obtained



6. HUNTING (USE ★)

Hunt in the area where your meeples is located on the map. If your total power (fist) is equal to or greater than the required power on the area card, the hunt is successful and you gain the resources indicated by the arrow.

TOTAL POWER = CHARACTER POWER + NUMBER OF STARS + EFFECTS OF TOOLS

For example, a boar requires four power. Your character card gives you one power automatically, so you just need three more. If the action die is a five, you get two power from it, and if you have the stone knife, you get one more power, bringing the total to four. (The stone knife also gets you one extra leather.)

TRACKING POWER: You begin the game with one power. To track this, place a cube on the first power icon on your character card. Tools like the axe and stone knife increase your base power. When your base power goes up, move the cube to the right. (This keeps you from having to add up everything each time you hunt.)



7. BUILD ROOFS

Spend 1 Leather and 1 Wood to make 2 Roofs.



8. RECOVER HEALTH (USE ★)

Gain health equal to the number of stars obtained. You cannot exceed your maximum health.



9. GAIN FOOD (USE ★)

You gain Food equal to the number of stars obtained.

IF YOU EVER RUN OUT OF YELLOW CUBES OR SPACE IN AN INVENTORY SLOT, YOU CAN USE A PURPLE CUBE TO COUNT AS "5" OF A RESOURCE.

EVENT LIST

If you are unable to pay the full cost of an event, just pay as much as you can. You do not lose health. For example, if you need to remove two food but only have one, just remove one.



GAIN 1 FOOD.



GAIN 1 WOOD OR 1 STONE.



INCREASES THE RAID DICE VALUE BY +2.



REMOVE 2 FOOD.



ADVANCE THE FRIEND DISC 1 SPACE.



REMOVE 1 FENCE AND 1 ROOF.



INCREASES THE WEATHER DICE VALUE BY +2

TOOL LIST



BASKET

When you do a gain stone or gain wood action, gain one extra star.



BED

When you do a recover health action, gain one extra star. And your maximum health increases by three.



STONE KNIFE

Increase your power by one. After a successful hunt, gain one extra leather.



ROPE

When you do a build fences or build roofs action, gain one more fence or roof.



FIRE

At the beginning of the afternoon phase, you may spend one wood to decrease the value of the weather die by one. You may only do this once per afternoon phase.



BLUEPRINT

During the afternoon phase, you may flip one unused die to its opposite side before using it. For example, a one would become a six.



WATERSKIN

When you do a “my friend” action, gain one water by placing a cube on this card. (2 max)
When you do an action, you may use water as stars by removing cubes from this card. (1 water = 1 star).



AXE

Increase your power by one. After a successful hunt, gain one extra food. When you do a gain food action, gain one extra star.



MACHETE

Increase your power by one. When you do a move action, gain one extra star.



TRAP

At the beginning of the evening phase, if the value of the hourglass die is three or five, gain one food and one leather.



FLAG

At the beginning of the afternoon phase, you may spend one leather to decrease the value of the weather die by one. You may only do this once per afternoon phase.



BOW

Increase your power by two. When your meeple is on the gain wood or build roofs space, you may perform a hunt action instead.



WATCH DOG

During a raid, lose one less food or one less health.



RAFT

When your meeple is on the raft space on the map and the weather die is a one or two, if you do a move action, you escape the island!



FRIEND

Select one of the My Friend cards and place it in front of you.



FISHING ROD

At the beginning of the evening phase, gain one food for each used action die that matches the value of the die in the square next to it. For example, if the die on the 2 is a three, and the die on the weather space is also a three, you gain one food.

CHARACTER CARDS

PATHFINDER

When you do a move action, gain one extra star.

HUNTER

When you do a hunt action, gain one extra star.

CRAFTSMAN

When you do a craft action, gain one extra star.

FARMER

At the beginning of the afternoon phase, if the weather die is sunny (1,2) or rainy (3,4), gain one food.

STRATEGIST

Begin the game with the blueprint.

TO MAKE THE GAME A BIT MORE CHALLENGING, USE THE SIDE OF THE CHARACTER CARD WITH FEWER HEARTS.

QUEST LIST

QUEST 1 "SURVIVE" (DURATION: 6 DAYS)

Successfully hunt a Deer and craft the Rope.

QUEST 2 "RESCUE SIGNAL" (DURATION: 9 DAYS)

Move to the top of the mountain, and craft the Flag.

QUEST 3 "SMOKE SIGNAL" (DURATION: 8 DAYS)

Start with the flag and on top of the mountain, move to the green hill (fire space) and build a fire

QUEST 4 "THE TAMING" (DURATION: 11 DAYS)

Move to the southern tip of the island and tame (craft) the Watchdog.

QUEST 5 "EXPLORE THE ISLAND" (DURATION: 15 DAYS)

Start with the watchdog and at the (watchdog space), move to the top of the mountain (flag space) by either going through the deer or cannibals area, and then move back to the (watchdog space) by going through the other area. For example, if you go through the deer area to get to the mountain, you must go through the cannibals area coming back.

QUEST 6 "THE CANNIBALS" (DURATION: 13 DAYS)

Move to the area where the Cannibals live, craft the Bow, and defeat them.

QUEST 7 "ESCAPE" (DURATION: 16 DAYS)

Move to the southeastern tip of the island, craft the Raft, and escape the island!

ONLY ONE QUEST IS USED DURING A GAME, BUT FEEL FREE TO PLAY QUESTS IN ANY ORDER OVER MULTIPLE PLAYS.

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