

This game is about survival, exploration, and achieving.

Up to four people can play this game.

Everyone rolls a dice to decide what territory they start on. Every player starts with 5 characters in their party, and each one represents one life that player has. These 5 characters can be lost by the natural disasters that the continent presents, and they cannot be brought back once they are lost.

The goal of the game is to have as many characters of your party survive.

To play the game, you will need the following:

- 2 dice
- Game board
- 5 characters per player (Risk pieces, or anything that works.)
- 1 “cartography map” per player

This is the land of Increill. This is where you will play the game, map land, avoid disasters, and most importantly, survive. It may seem that this is a vast land, but beware, as it is a place of disaster, and chaos.

Here in Increill, there are five continents: Anyita is in the top left of the map. Plusia is in the bottom left. Fysin is in the top right. Tescoth is in the bottom right. And the island above and to the right of Fysin is the fearsome, faraway continent of Poland.

Nowhere here is safe.



STARTING THE GAME

The game happens in rounds. A round starts at the beginning of the game, and ends when everyone has had one turn. After that the next round starts.

All players start in the middle of the map, in the bunker-city known as the Hold. From there, they will venture out into the land of increill

MOVEMENT

Each turn, you have as many actions as you have party members. There are three things you can do in your turn. You can move, you can map the land (Cartography) and you can rescue survivors. Cartography and movement take one action and rescuing survivors takes three. When you move, you can only move one space per movement action. You can only move to spaces next to you. You are also allowed to move across short bodies of water.

Example:

You have 4 characters in your party. You are two spaces away from a survivor shelter. You can move two spaces, rescue the survivors, move back one space and map the land you are on. this is acceptable.

SURVIVOR SHELTERS

Survivor shelters appear every five rounds, so they can only appear a maximum of 3 times per game. They have predetermined positions, and will only stick around for 2 turns, on the round they appear. (Unless they appear on the fourth players turn, in which case they will stick around until the first turn of the next round.)

CONTINENTAL DRIFT

On the 10th turn of the game, Poland, or the isle that Corer lies on will slowly drift. The way it is decided if Poland or Corer will leave is by dice (See Below).

Roll two dice.

1 - 6 = Poland will depart.

7 - 12 = the isle on which Corer is placed, will depart.

Continental drift has lasting effects that cannot be undone. On the turn continental drift has started, crossing from the mainland costs two actions, instead of one. 4 turns after continental drift has started, either Poland or Corer will drift too far away, and will be unable to travel to. Anyone caught on the stand when it drifts away will lose all their party members, and will therefore be eliminated from the game.

(At the time of writing this, the map will not be able to separate, so you will just have to record continental drift, and remember that the islands have departed.)

SEA FLOOR SPREADING

Sea floor spreading occurs on the 6th turn of every game. Sea floor spreading happens in the sea in between the mainland, and all the islands separated from the mainland. this allows travel between all islands. Before the 5th turn when sea floor spreading occurs, travel between islands is not possible.

HOT SPOTS

There are six dangerous tectonic hot spots located on Increill. Each of them is placed at a location where as movement is restricted

TECTONIC PLATE MOVEMENT

Plate movement occurs every turn, and are decided by the roll of two dice.

There are 6 dice rolls in total.

A round begins with the first player rolling the dice twice. Here's how it works:

Roll #1 (To find out if plate movement occurs)

Roll two red dice.

Add the total of the two dice together.

2 = no disaster

3 - 8 = transform plate boundary (Earthquake)

9 - 10 = convergent plate boundary (volcanic eruption)

11 - 12 = offshore earthquake (tsunامي)

Then repeat this step two more times

Roll #2 (To find out exactly where the disaster would appear)

Roll 1 dice per disaster then add those rolls to the table (if you roll 2 or 3 of one disaster then get 2 or 3 of the same location re roll all but 1 of those duplicate locations)

For earthquakes:

Dice roll	Name
1	Andro-median fault
2	Qiosemar fault
3	Ebon fault
4	Stellarcase fault
5	Kanno-Han

Dice roll	Name
6	RedWind fault

For volcanoes:

Dice roll	Name
1	Mount Doom
2	Mount Greyrest
3	Mount Trallia
4	Rondono
5	Corer volcano
6	Mount Hasillk

For tsunamis you actually roll two dice and add them together for this roll

Roll	N,E,S,W
2 - 4	Western tsunami
5 - 7	Eastern tsunami
8 - 10	Northern tsunami
11 - 12	Southern tsunami

Example:

It is your turn. You roll two dice, and they equal a 6, so an earthquake. Then, remember that your first roll was a earthquake, then roll another two dice. Say they add up to 10, so its a volcanic eruption. Also remember that. then, roll two last dice to determine the final disaster. Say it's a 4. Another earthquake.

Now, remember what you rolled the first roll, which was an earthquake. Now, roll one dice for that first earthquake, and use that roll to determine which fault it will occur on. (Refer to the chart above) Then there's the volcano. Roll a single dice to determine which volcano the volcanic eruption will happen at (Refer to the chart above). Finally, for the last earthquake. Roll a single dice for this earthquake to find out which fault it will happen at.

The effects of an earthquake:

A sudden slip on a fault has occurred, sending shock waves through the earth's crust, and sending an earthquake your way. Earthquakes will affect the surface that the fault line is on, and will also affect any surfaces within a 1-block radius.

Any character on the exact coordinate dies.
Any characters within a 1 block radius will be injured

The effects of a Volcanic Eruption:
Rock from the mantle has melted, moved up to the surface and pent-up gases are released. A volcanic eruption will soon follow. Volcanoes affect only the immediate space it is on.

Any character on the exact coordinate dies.
Any character within a one tile radius on dry land will die.
Any character in a 2 tile radius will be injured

Tsunamis are unique. If you have rolled a tsunami, then you must roll again to decide if it will happen from north, east, south, or west. Here's how it works:

- 1 = North
- 2 = East
- 3 = South
- 4 = West

If you roll 5 or 6, roll again.

Northern Tsunami (Example) :

All the areas outlined in blue are the areas affected by tsunamis.

The effects of a tsunami:
A large off-sea earthquake has shocked the sea floor, and a destructive tsunami wave is heading for the shore. All spaces outlined in blue are affected by this, and anyone caught in it's huge wave will lose one party member.





AFTER EFFECTS -

after effects are usually what comes after a natural disaster, and natural disasters come after plate movement.

After effects are decided with dice:
Roll 2 dice:

1 - 6 = there are no after effects.

7 - 12 = After effects take place.

LANDSLIDES -

landslides happen the same turn as earthquakes, and last until the next plate movement. If an earthquake happens on a fault near a mountain range, or a volcano. if they hit near a mountain range, they make them impassable, until the next plate movement. If it hits near a volcano, it has the same effect, nothing changes.



WILDFIRES-

Wildfires occur if a volcano erupts. All spaces in the immediate area around the volcano are set alight, and are not crossable. These affects will stay that way for the next round.

CARTOGRAPHY

Cartography (map making) is an important part of the game. Victory points are mainly earned this way, and they are also the easiest way to earn victory points

When you visit a new territory you can map it. this costs 1 action.
Mapping a territory gives you victory points, specifically:

1 point for a safe tile

2 points for a tsunami prone area
3 points for a tile adjacent to a fault or volcano
4 points for a fault or volcano
You then mark these territory's down on your cartography map.

WINNING THE GAME

The game ends after 16 rounds. The player with the most victory points at the end of the game wins,

And there are multiple ways to earn victory points:

Party members surviving:

Each party member that survives gives you 5 victory points.

And rescuing survivors.

Every 5 rounds a survivor hideout appears in one of 12 random positions, (rolled by dice, explained below) they will disappear in 2 rounds. The first player that gets to that position can rescue the survivors, and get 10 victory points.

The easiest to win victory points is by cartography.

Previously cartography was explained. Here is a reminder of the point system:

1 point for a safe tile
2 points for a tsunami prone area
3 points for a tile adjacent to a fault or volcano
4 points for a fault or volcano

With all this information, you should now be able to play the game.

Good Luck!