



MINDCLASH  
GAMES

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# PERSEVERANCE

CASTAWAY CHRONICLES

EPISODE

2

## RULEBOOK

**WARNING: PLAY AFTER EPISODE 1**

### THIS IS NOT THE BEGINNING

This rulebook has been written to provide everything you need to learn *Perseverance: Episode 2* from scratch. However, since *Episode 2* is a natural progression of the *Perseverance* storyline (both thematically and mechanically), we strongly recommend learning and playing *Episode 1* first—if you do, you will already be familiar with the following game concepts that are largely the same in *Episode 2*:

- Die placement as your Primary Action
- Secondary Actions
- Officer Influence and scoring
- Zones, Zone Presence, and majorities
- The Assembly
- Combat with Dinosaurs
- Sending Soldiers on Adventures (similar to Patrol in *Episode 1*)



## THE STORY SO FAR

Months have passed since the ill-fated *Pearl of the Seas* ocean liner ran aground on the island you now call home. With a colossal common effort, you quelled the panic and chaos of the first weeks and finished building a makeshift wall from the salvaged shipwreck, eventually stopping the relentless dino attacks. Since then, the town of Perseverance has become a self-sustaining, growing community —and with this growth came curiosity and the desire to look beyond the safety of city walls for resources, expansion opportunities, and answers to the island's mystery.

Rejoined by the ship's Captain, now fully healed since his rescue, the Officers' Council issues a call for discovery and adventure. As brave exploration parties begin charting the city's surroundings, they discover various new island resources: most notably a strange, luminous glowberry that provides a burst of vitality and energy when consumed, quickly becoming a valued commodity for the city.

As you and your rivals push deeper inland to chart a path to the mysterious structure on the horizon, you cannot ignore the threat of dinosaurs roaming the wilderness, especially the newly discovered Shieldhead species. In protecting your newly established camps and outposts, you begin to learn more about these majestic creatures, and soon realize that coexisting with them might be easier than you think...

## COMPONENTS

### PLAYER COMPONENTS USED IN BOTH EPISODES



4x Follower Dials



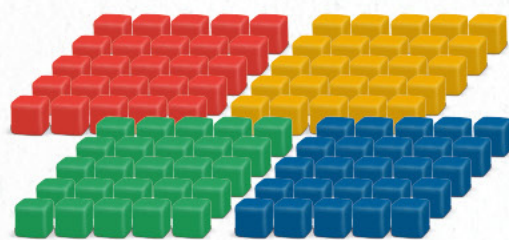
4x Vote tracker tokens



4x Valor tracker tokens



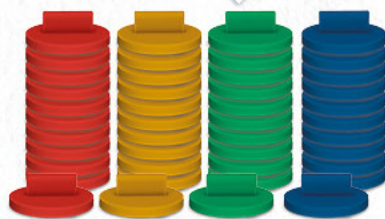
4x Patrol and Adventure dual-sided Stage markers



25x4 Influence cubes



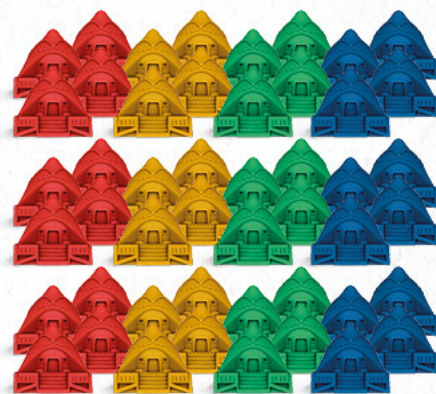
5x4 Player dice



11x4 Soldier and Leader cardboard standee bases



4x Leader base caps



12x4 Settlements

\*For better immersion, the Soldier and Resource tokens have different artwork both within an Episode and throughout the different Episodes. These components are also color-coded: *Episode 1* components with blue, *Episode 2* components with purple. While the game is intended to be played with the respective set of components, if you wish, you can mix and match them as you like.

### PLAYER COMPONENTS USED ONLY IN EPISODE 2



4x Player boards



12x Watchtowers



4x Episode 2 Leader standees



4x Episode 2 Leader miniatures



4x Permanent Vote tracker tokens



6x4 Camps



4x Breach tokens

### ADDITIONAL COMPONENTS USED IN BOTH EPISODES



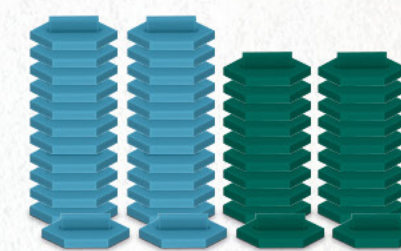
1x Assembly board



24x Trampler Dino standees



20x Raptor Dino standees



44x (24 blue, 20 green) Dino standee bases



13x Neutral dice



1x Threat die

#### DETERMINISTIC VERSION COMPONENTS



4x Threat track cards



8x Threat tracker tokens

### EPISODE 2 CORE COMPONENTS



20x Light Soldier cardboard standees\*



20x Heavy Soldier cardboard standees\*





20x Story tokens\*



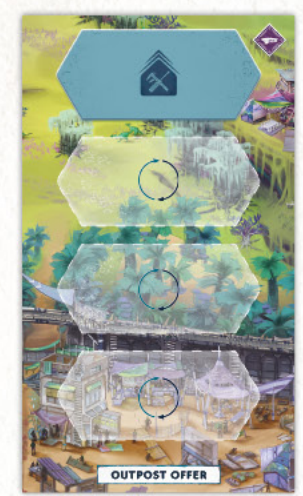
20x Scrap tokens\*



20x Food tokens\*



1x Main board



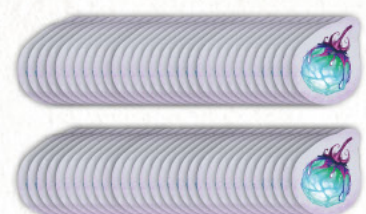
1x Outpost Offer board



8x Light Challenge cards



8x Heavy Challenge cards



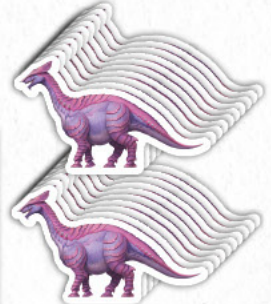
30x Glowberry tokens



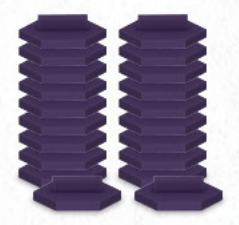
20x Island Resource tokens\*



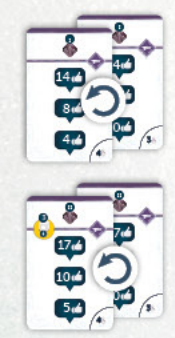
5x Officer tiles



20x Shieldhead dino standees



20x (purple) Dino standee bases



6x Player aid cards



5x Assembly Reward tiles



6x Temple Adventure cards



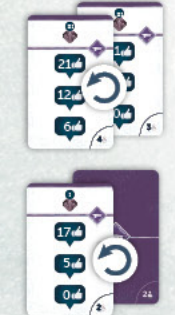
11x Canyon Adventure cards



1x Temple miniature



1x Rally marker



20x Outpost tiles



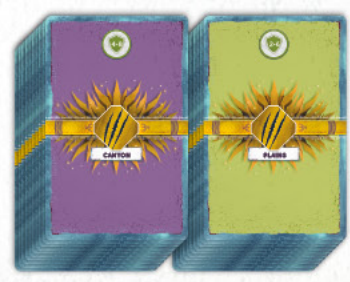
5x Assembly Scoring tiles



14x Map hex tiles (6x Plains, 8x Canyon)



7x Plains Adventure cards  
4x Starter Adventure cards



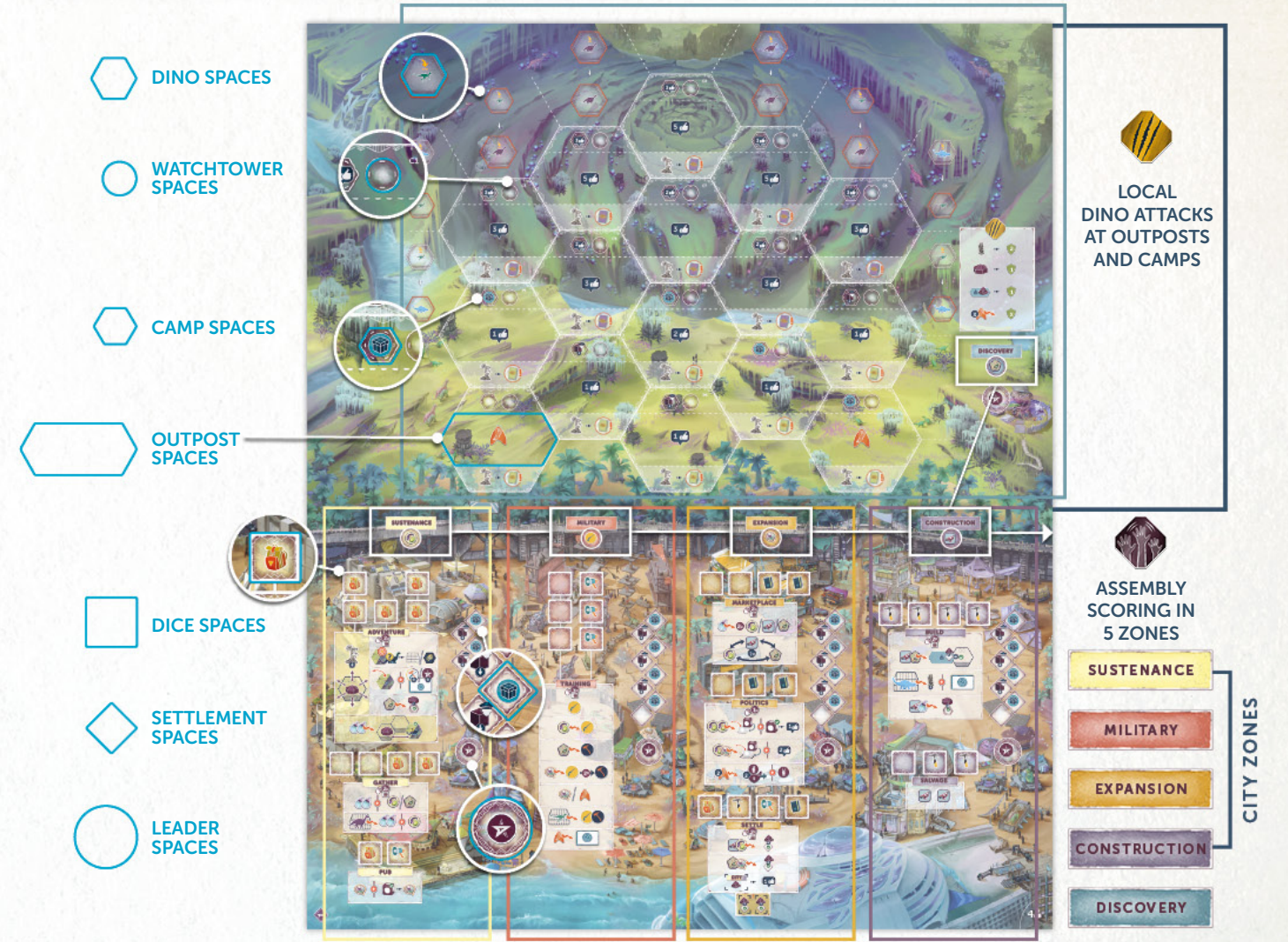
20x Dino attack cards (10x Plains, 10x Canyon)



# GAME OVERVIEW

The Main board of *Episode 2* consists of **five Zones** (Sustenance, Military, Expansion, Construction, and Discovery). The Sustenance, Military, Expansion, and Construction Zones have spaces where Settlements and dice are placed, while the **Discovery Zone** shows the plains and canyons in the city's vicinity; as the dinos are pushed back, pioneering **Camps** and **Outposts** will be erected here, providing additional die placement locations.

! Unlike in *Episode 1*, there is **no need to differentiate Community and Defense Areas**. Therefore, we only use the term "Zone" to describe a gameplay area.



*Perseverance: Episode 2* has two interwoven aspects of gameplay. In the **City Zones**, you will be organizing the daily life of the community: gathering resources, organizing adventuring parties, building settlements, and partaking in political power struggles. In the new **Discovery Zone**, you will be using your adventuring parties to clear the land, drive off the Dinosaurs, and mount a defense against occasional Dino Attacks. As civilization takes hold in the wild, the Discovery Zone will matter for your political machinations as well.

A few times during the game, the **Assembly** rewards players for their presence across the Zones, while the Dino Attack cards require heroic defense of the newly claimed lands. Among other rewards, both scoring mechanisms can give you **Followers**, which are required to establish yourself as a strong leader on the island and win the game.

Tying it all together are the new **Perks** that each player can acquire. There are six Perks each for the five Officers guiding the development of *Perseverance*. With each Officer offering their specialized knowledge, this allows you to **uniquely customize** your abilities and your strategies, whether you want to be a builder of homes or a hunter of the wild.



# MAIN PLAY AREA SETUP

1 Place the Main board in the middle of the table.

**NOTE:** Games with 2 or 3 players use a different side of the Main board than those with 4 players (1A).

2 Separate the Adventure cards, based on their back side, and create 4 decks: Starter, Plains, Canyon, Temple. Shuffle each deck separately, then put aside the Starter and Temple Adventure card decks for now. Place the **Plains** and **Canyon** Adventure card decks **face up**, then move the **top cards** next to each deck, so there are a **total of 2 cards of each type visible** on the offer.

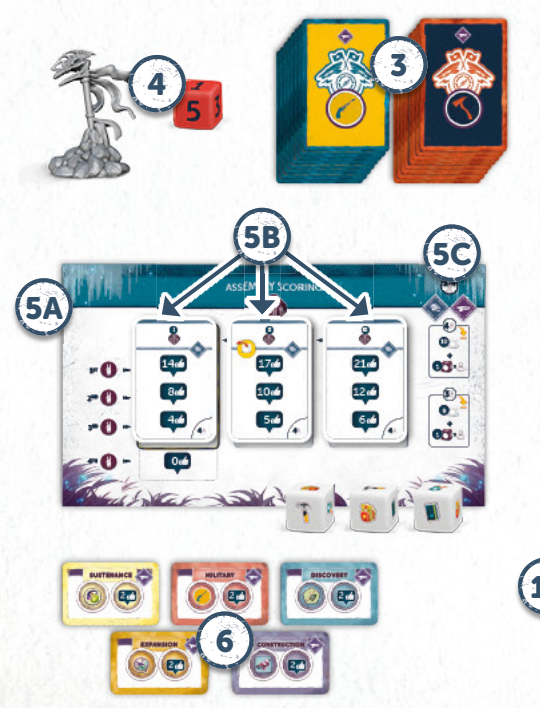
3 Separate the Challenge cards by type, shuffle them, and place them face down as two decks close to the Adventure decks.

4 Place the Rally marker and the Threat die next to the Challenge Card decks.

5 Place the Assembly board next to the Main board (5A). Select the Assembly Scoring tiles corresponding to the player count (5B) (three tiles with their respective sides up for 3 and 4 players, two tiles for 2 players), and place them on the spaces on the Assembly board, from left to right in ascending order.

**NOTE:** Games with 2 players use a different side of the Assembly board than those with 3 or 4 (5C).

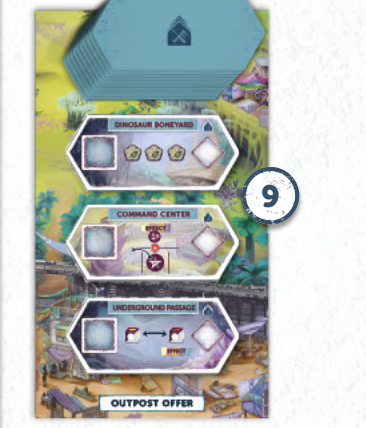
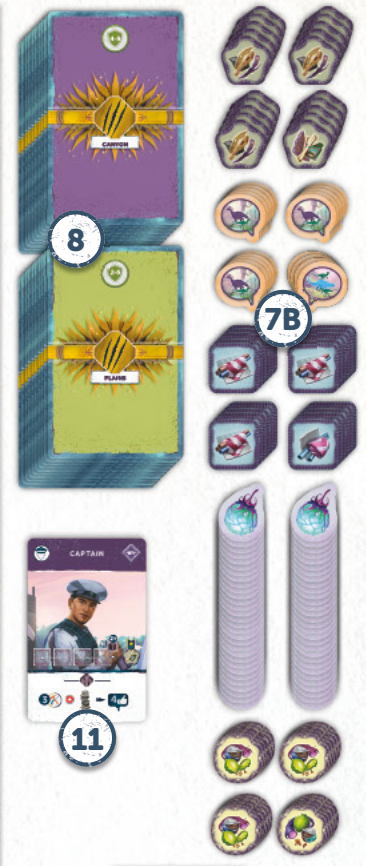
6 Place the Assembly Reward tiles next to the Assembly board.



11 Place four of the five Officer tiles below the Main board randomly, assigning each of them to a different Zone, then assign the fifth to the Discovery Zone, placing it to the right of the board.



**NOTE:** Set the Map hex tiles and the Temple miniature aside for now. Their setup will be covered on the next page.



7 Place the Dinos (7A) and resources (7B) next to the Main board as the general supply.

8 Separate the Dino Attack cards by type, shuffle them, and place them face down as two decks close to the Main board.

9 Shuffle all Outpost tiles, and place them in a face down draw deck on the indicated space on the Outpost Offer board. Draw 3, and place them face up on the spaces below to form the offer of available Outposts.

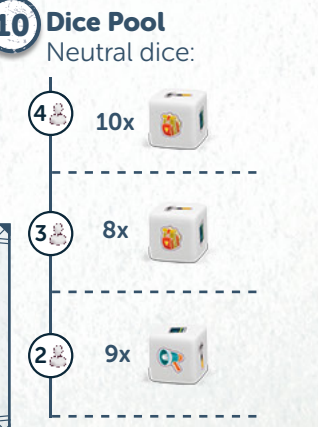
10 Create the dice pool by gathering and rolling a number of Neutral dice: **9** for two players, **8** for three players, and **10** for four players. Additionally, roll and add **one** Player die from each player.

**2-PLAYER RULES:** When playing with 2 players, **also add two Player dice of an unused player color to the pool.** The unused player color added in this step represents a passive faction trying to hinder both players and will be referred to as the **Dissenters** throughout the rulebook.

**NOTE:** The total number of dice in the pool at the start of the game should be **13** dice for two players, **11** dice for three players, **14** dice for four players. Indeed, the die pool at 2 players is larger than at 3.

**NOTE:** For your first game, we suggest using the following setup:

- Chief Mate—Sustenance
- Chief of Security—Military
- Chief Steward—Expansion
- Chief Engineer—Construction
- Captain—Discovery





## MAP SETUP

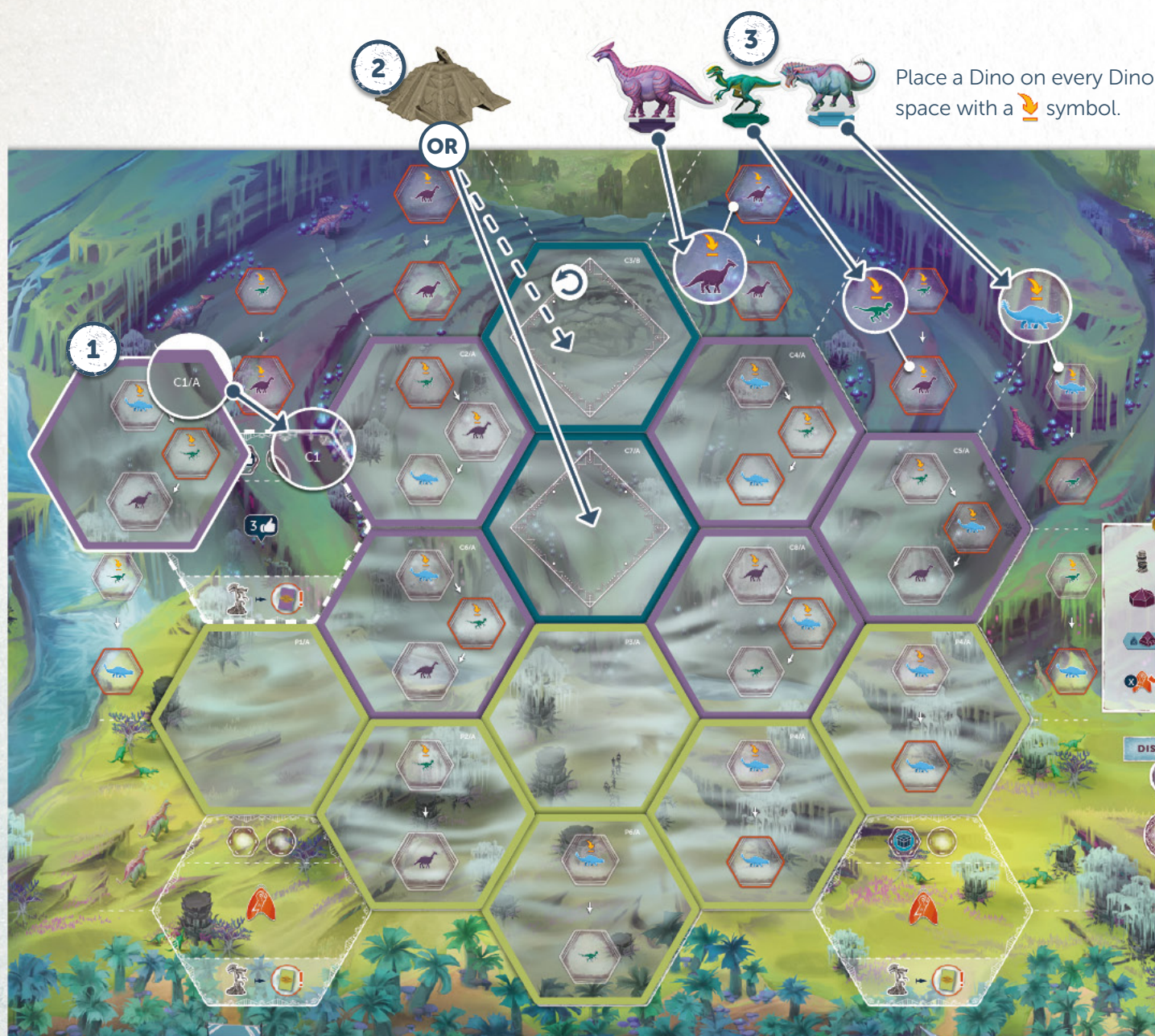
- Place the Map hex tiles on the indicated hex spaces, matching their code. (Match C1 to C1, P2 to P2, etc.)

**NOTE:** The "A" sides make an easier map with fewer dangerous Dinosaurs and a closer Temple tile than the "B" sides. For your first game, we recommend placing all tiles with the "A" side up. For later games, you may experiment with placing all tiles with the "B" sides up or with placing each hex tile with a random face up.

- Place the Temple miniature on its indicated space. If after random placement, two hexes show a Temple space, place the Temple on one of them, and flip the other to its other side. Reaching the Temple on the further tile (C3/B) is more challenging, so decide accordingly.

- Some Map hex tiles will have Dinosaurs on them from the beginning. Place these starting Dinosaurs on every Dino space indicated with a Setup icon (🦖).

- More Dinosaurs will show up on the map after each Assembly. (See details in the "Assembly" section.)



Place a Dino on every Dino space with a 🦖 symbol.

## PLAYER SETUP

Each player chooses one of the four aspiring Leaders and takes their:

- (A) Player board
- (B) Leader miniature
- (C) Follower Dial, set to 10 Followers

Each player chooses a player color and takes the following in that color:

- (D) 12 Settlements
- (E) 6 Camps
- (F) 25 Influence cubes
- (G) 4 dice
- (H) 5 Heavy and 5 Light Soldiers
- (I) Leader base cap (Attach it to your Leader miniature.)

**NOTE:** If you prefer, instead of your Leader miniature, you may use the cardboard standee version of your Leader with the extra plastic stand provided.

Each player also receives:

- (J) 3 Watchtower pieces
- (K) 1 Adventure Stage marker token and 1 Breach token
- (L) 1 Valor tracker token

- (M) 1 Vote tracker token
- (N) 1 Permanent Vote tracker token

Each player sets their Votes and Permanent Votes to 0 and their Valor to 1, using the respective tracker tokens.

Then, they place the Watchtower pieces on their designated slots on their Player board.

- (O) Each player places their starting resources on their Player board. By default, each player starts with 1 Food, 1 Scrap, 1 Island Resource, 1 Story, 2 Glowberries, and 1 Light Soldier.

- ! Soldiers gained are moved from the personal supply to the player board.

- ! If you are playing with the Chronicle expansion, your starting resources may differ from those described above.

Now take the Starter and Temple Adventure card decks and:

- (P) Deal 1 Starter Adventure card to each player face down.
- (Q) Deal 1 Temple Adventure card to each player face down.

- ! Players can always look at their unplayed Adventure cards, but they should keep these cards hidden from other players.





## BEFORE STARTING PLAY

The player who has been on a nature adventure most recently will be **first in player order**. Player turns will proceed clockwise.

- Starting with the last player** in player order and proceeding counterclockwise, each player places 1 Settlement on the first (bottommost) Settlement space in a Zone of their choice where this space is still free OR places 1 Camp piece on the **left** Cleared Area's Camp space (the one that shows no reward), if available. There is only one free Camp space at the start of the game, so only one player may choose this option.
- Then, they place **1 Influence cube** on the leftmost empty Influence cube space on the Officer assigned to that Zone.

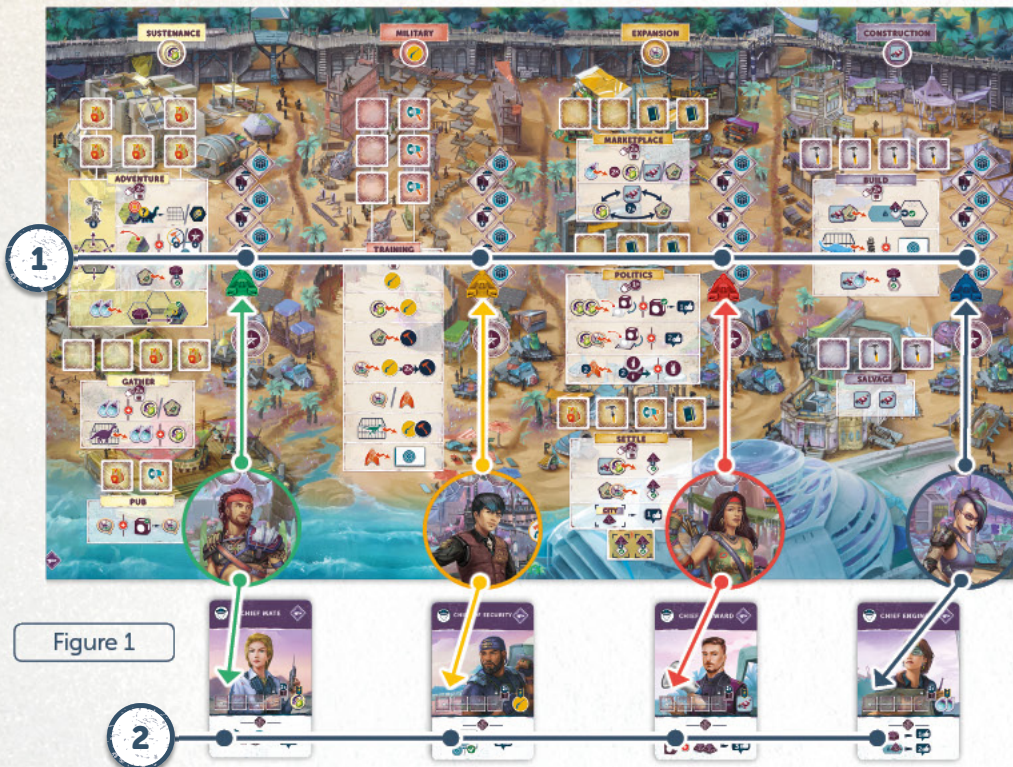


Figure 1

**NOTE:** For your first game, we recommend the setup below (See Figure 1):

- Keoni:**  
Settlement: Sustenance,  
Influence: Chief Mate,  
Perk: Defender (top one),  
Bonus: +1 Food
- Jack:**  
Settlement: Military,  
Influence: Chief of Security,  
Perk: Skinner (top one),  
Bonus: +1 Light Soldier
- Adelita:**  
Settlement: Expansion,  
Influence: Chief Steward,  
Perk: Gatherer (top one),  
Bonus: +1 Scrap
- Phoenix:**  
Settlement: Construction,  
Influence: Chief Engineer,  
Perk: Herder (top one),  
Bonus: +2 Glowberries

- 2-PLAYER RULES:** After both players have placed their Settlement(s) (or Camp) and Influence cubes, it is the Dissenters' turn to do so. Place **1 Dissenter Settlement** on the bottom Settlement spaces of each City Zone that **haven't been chosen** by the Players. Choose one of these Zones randomly and place **1 additional Settlement** there and **2 Dissenter Influence cubes** on the corresponding Officer. Place **1 Dissenter Influence cube** on each of the other four Officers. In 2-player games, Dissenters never build Camps.

- Additionally, they place 1 Influence cube on a Tier 1 Perk (one of the top two) of their choice belonging to the **same Officer**. (See Figure 2.)

❗ If the chosen Perk shows an additional cost (marked with !), it must be paid from their starting Story or Valor.

- Finally, receive the Officer Bonus shown on the corresponding Officer tile.

**Example:** John placed his starting Settlement in the Sustenance Zone. With that, he is eligible to place 1 Influence cube on the Chief Mate and also gain a Tier 1 Perk from her and the Officer Bonus shown on her tile, 1 Food.

## IF YOU ARE FAMILIAR WITH EPISODE 1

Some mechanisms of *Episode 2* are almost identical to the ones in *Episode 1*.

The sections describing rules you already know from *Episode 1* are written with a slightly lighter blue color, like this.

❗ Important rule changes are marked with this purple background and an exclamation mark.

Keeping this in mind will help you learn the rules faster if you are confident with your rules knowledge of *Episode 1*.

## ASSETS: GAINING & SPENDING

The game has five types of assets that are commonly referred to as "resources": **Food**, **Scraps**, **Island Resources**, **Stories**, and **Glowberries**. These are gained from the general supply and returned there when spent. You cannot spend more than what you have. The supply of these resources are considered unlimited; in the unlikely case the general supply runs out of any of them, use proxies as replacements.

You will be able to enlist **Soldiers** to fend off local Dino Attacks at Outposts and Camps and to go on Adventures in the wilderness. **Soldiers** are recruited from your personal supply and are placed on your Player board, ready to be used. Defeated Soldiers are returned to your personal supply, while all Soldiers surviving combat go back to your Player board, ready to be used again. Each Soldier type (Light and Heavy) is **limited to 5** per player. Some effects will instruct you to topple your Soldiers to their side. Toppled Soldiers cannot be used for any purpose.

After defeating Dinosaurs, you will have the choice to kill or capture them. Captured Dinosaurs can be spent for powerful new options of certain Zone Effects.

**Valor** represents your brave deeds and efforts to keep the Outposts, Camps, and your Adventure parties safe. Valor is tracked on the top track of your Player board. You cannot spend Valor in a way that would drop it below 0, and you can **never have more than 6**. Any Valor gained above 6 is ignored.

To perform well during the periodically held Assemblies and gain enough support to become a force to be reckoned with, you will need **Votes**.

Votes are tracked on the bottom track of your Player board and are **reset after each Assembly**. You can have any number of Votes. For values higher than 10, use the other side of the token; for (unlikely) values higher than 19, use any proxy as necessary.

**Permanent Votes** are tracked on the same track as Votes, and they're never lost or spent. When resetting Votes after each Assembly, **reset the Vote tracker to the current value of your Permanent Vote tracker**.

❗ Whenever you gain a Permanent Vote, also gain a Vote.

The player who has the most **Followers** at the end of the game wins. Each player tracks the number of Followers they have on their personal Follower Dial, **visible to all players**. Certain effects may cause you to lose Followers—if you need to lose more than you have, lose as many as you can (down to 0 Followers) and ignore the rest.

You can find more details on how to gain and spend the game's various assets in the **Appendix**.

## TURN STRUCTURE

Your turn consists of the following steps:

- Resolve Primary Action:** Place a die, then resolve the Zone Effect (as described in the "Primary Action" section on the next page). If this results in placing a Rally marker on the Main board, also resolve a Dino Attack.
- Resolve Secondary Action:** Perform one Secondary Action after resolving your Primary Action (as described in the "Secondary Actions" section on page 19). If this results in placing a Rally marker on the Main board, also resolve a Dino Attack.
- Resolve Adventure card stage:** This step only applies if you have an Adventure card in front of you. (See the "Adventure Resolution" section on page 14 for details.)

**NOTE:** To speed up the game, players may agree to resolve their Adventure Card Stage after the next player has started their turn, **as long as it doesn't affect that player's decisions**. The Adventure card stage must be resolved first if the turn ends with an Assembly (see next step).

- End-of-turn Checks:**

- Reset toppled Soldiers/Leader.
- If you have a Breach:
  - » Lose 1 Follower for each breaching Dino.
  - » If there are 2 or more breaching Dinosaurs, remove 1 Dino of your choice.
- Check for an Assembly.



## PRIMARY ACTION

At the start of the game, all Primary Action Effects are in the Sustenance, Military, Expansion, and Construction Zones on the Main board. As the game progresses, constructing Outposts in the Discovery Zone unlocks additional Effects there. On your turn, you always take one Primary Action by placing a die from the pool on one of the die spaces and resolving its Effect.

### 1 Place a Die:

- First, choose an Effect in one of the five Zones on the Main board. Then, take a die from the pool, and place it on any empty die space of that Effect.
- You may choose any die to place, but you **lose 2 Followers if you choose an opponent's Player die**.

### 2-PLAYER RULES: You do not lose Followers for placing Dissenter dice.

- If possible, you must place the die on a matching icon space within the chosen Effect; if there are no matching die placement spaces that are empty, you may place the die on an empty space with no icon instead.
- Before you place a die, you may spend 1 Story to change its face.
- You may not place a die just to block a space, you must be able to resolve the Effect, picking at least one valid option.

! The Discovery zone doesn't have any Effects by default, but players can add them over the course of the game by building Outposts.

! Unlike in *Episode 1*, die placement does not attract Dinos (at least not in the city), as the city is now protected by the wall, and we are safe within its border.

### 2 Resolve Zone Effect:

Gain the benefits of the chosen Effect, paying any costs as necessary (as described in the next section).

## ZONE EFFECTS

Each of the four Zones within the Wall have their own purpose in the struggle for survival and the prosperity of the newborn society. The different functions that these Zones are responsible for are called Effects. Resolving these Effects is the main way of collecting resources and turning them into various structures, which will both serve the city and your own goals.

The four Zones within the Wall are called City Zones collectively, so some Effects will refer to them like this:

CITY



### OFFICER GUIDANCE

As an aspiring Leader, the Officers are going to support you with guidance throughout this rulebook. Their notes are mostly theme-related, so you may ignore them if you are only interested in the gameplay.

## SUSTENANCE ZONE



### CHIEF MATE

"The Sustenance Zone is now more important than ever. With our food supplies from the ship almost gone, our crop fields and the expeditions into the wild are essential to our survival. Since we don't need to patrol anymore, our soldiers are embarking on dangerous adventures to discover the wilderness surrounding us and to return with valuable loot that sustains life in the city. That said, life must not only be about maintaining it, so we've put efforts into improving our pub as well."

The Effects of the Sustenance Zone are focused on the welfare of people and the discovery of the new world.

## ADVENTURE



**Adventure:** An evolution of Patrol in *Episode 1*, "Adventure" allows you to start venturing out into the wilderness surrounding the city, fight Dinos in your way, and begin claiming new lands for the construction of Camps and Outposts.

1 **Choose a Camp** to be your Rally point, and **place the Rally marker next to it**.

! You may select a Camp belonging to another player.

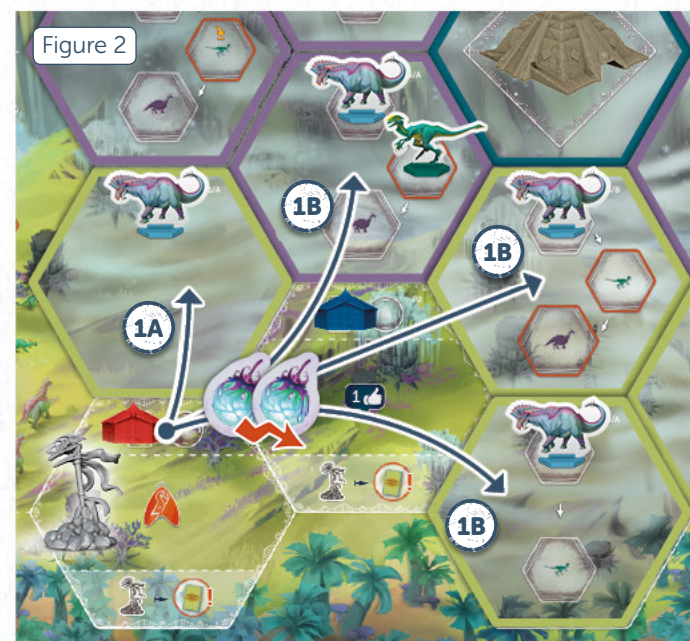
! **Camps with Breach tokens** under them are overruled and **cannot be selected as Rally point**. (See page 22 for details on Breach tokens).

! If there are no Camps without a Breach token on the Main board, you may not choose Adventure.



### Valid target Map hexes:

By default, a Map hex **adjacent to the Rally marker is considered a valid target Map hex (1A)**. You may, however, **pay 2 Glowberries** to be able to select Map hexes **up to 1 Cleared Area** away from the Rally point as well (1B).



2 **Pick up to two different** of the following three options (in any order).

A **Combat Dinos:** Choose a valid target Map hex (including the printed hexes on the edge of the map) and **combat** any number of Dinos on it, using Soldiers and/or your Leader on your Player board. Remove defeated Dinos from the Map hex. The Leader or Soldiers used to attack Dinos are unavailable for the rest of the turn—you may not use them for the Clear Area option or any Secondary Action. Topple them to help remember this. (See page 23 for details on how to combat Dinos.)

! Unlike in *Episode 1*, defeated Soldiers are returned to your supply immediately.

B **Clear Area:** Choose a valid target Map hex tile **with no Dinos** on it:

» If it is a Plains or Canyon tile, remove it from the game. From now on, this part of the Map is a Cleared Area. If it is the Temple tile, leave it on the Map.

» Play one Adventure card from your hand in front of you (matching the chosen tile's terrain type), and **assign Soldiers** from your Player board to the card. You have to assign **at least the required number of Soldiers** (printed in the top left corner of the card), but you may choose to **assign up to 8**.

! Your Leader can also be assigned to an Adventure from your Player board (not from the Main board), as one of the Soldiers.

! Any Soldiers or Leader assigned to an Adventure card cannot be reassigned or used elsewhere until the Adventure is completed.

To clarify, you can only pick this option if:

- there are **no Dinos** on the Map hex tile,
- you have at least one **Adventure card in your hand matching the terrain** (Plains, Canyon, or Temple) of the Map hex tile you're choosing,
- you have **enough Soldiers** (including your Leader) to complete the respective Adventure card, **and**
- you **do not already have an ongoing Adventure** in front of you.



C **Build a Camp** on a Cleared Area that's a valid target by paying 1 Island Resource. Each Cleared Area can only have one Camp. Receive the reward covered by the Camp. This may be placing 1 Influence cube on or gaining a Perk from the Officer assigned to the Discovery Zone or a number of Followers as indicated.

! You are limited to 6 Camps. You may **not** choose this option if none remain in your supply.

3 **Resolve a Dino Attack:** The owner of the Camp you used as a Rally point (possibly you) will resolve a Dino Attack. The icon at the bottom of the Cleared Area serves as a reminder of this. (See page 21 for details.)

4 **Return the Rally marker** to the supply.



## ADVENTURE RESOLUTION

After resolving your Secondary Action, but before the End-of-Turn Checks, you must resolve the **current stage** of your Adventure card.

### 1 Receive all rewards of the stage

Gain the shown Assets and/or Structures immediately. If the current stage shows one or more Challenge cards, **draw a Challenge card for each Soldier**, from the Soldier's corresponding deck (Light or Heavy)—currently on the Adventure card. **Keep as many Challenge cards as shown** on the Adventure stage and **immediately receive the rewards** of the chosen Challenge cards.

! A Leader assigned to an Adventure card counts as a Heavy Soldier for Challenge purposes and may ignore one Threat roll for a Heavy Challenge card or a Stage Transition.

**NOTE:** When choosing Challenge cards, keep in mind that you will need to perform Threat rolls for every Challenge card with a Threat roll icon in the bottom right corner. The higher the number, the better the reward and the bigger the chance to lose the Soldier.

### 2 Resolve Threat rolls

Challenge cards may potentially pose a threat to the Soldier involved. If you received and kept any Challenge cards with a threat, you have to **roll the Threat die for each of them**.

If you roll a number **lower than the Threat** shown on the card, a **Soldier is lost** in battle, and you must return 1 Soldier of the matching type from the Adventure card to your personal supply.

! If your Leader is participating in the Adventure, before starting Stage 1 Threat rolls, you may choose to ignore the Threat roll for one Heavy Challenge card.

### 3 Stage Transition

If at least 1 Soldier survives the first stage of a two-stage Adventure card, you may choose to move on to the second stage with the Soldiers currently on the card. However, in order to proceed, you **must resolve a Threat roll**.

Compare the rolled number with the Threat value **shown between the two stages**:

- **If your roll is equal to or greater:** Move the Stage marker to the next stage, and leave all the Soldiers on the card. You can resolve the next stage in Step 3 of your next turn.
- **If it is lower and you have more than 1 Soldier on the card:** 1 Soldier of any type is defeated. Return it to your supply, then move the Stage marker to the next stage. (You can still resolve it next turn.)
- **If it is lower and you have only 1 Soldier on the card:** The Soldier is defeated. Return it to your supply.

! If you have not used the Leader to ignore a Threat roll yet, the Threat roll for the Transition is automatically ignored. A Leader can only ignore one Threat Roll per Adventure card, regardless of the number of stages.

If there are no additional stages on a card, or you lost the last Soldier on the card, or you simply choose not to proceed, the Patrol is **completed**.

### 4 Wrap up

- Reshuffle all Challenge cards (including "kept" ones) drawn back to their respective decks.
- If the Patrol is completed, return any **remaining Soldiers from the Patrol card to your Player board**, and keep the completed Patrol card **face down in front of you**; it may be relevant for the Chief of Security's scoring condition. (See page 19 for details on Officers.)

**NOTE:** Some Chief Mate Perks will give additional rewards for completing an adventure - even if more Stages remain uncompleted. (See the Appendix for more details.)

**Example:** John had only 4 Soldiers, 2 Light Soldiers and 2 Heavy Soldiers, so in order to be able to complete the "Snakes on a Plane" Adventure card, which requires 5 Soldiers to complete, he assigned his Leader to this Adventure as well. The reward of the first stage includes a Challenge card. He draws 2 Light Challenge cards for the 2 Light Soldiers and 3 Heavy Challenge cards for the 2 Heavy Soldiers and the Leader (1). He only gets to keep one, so he chooses the one that best fits his strategy, a Light Challenge card with 1 Trampler and 1 Glowberry as a reward. He gains the rewards then rolls the Threat die. The result is lower than the number shown on the card, so a Light Soldier is defeated (2). He removes the Soldier from the card and proceeds to the Transition. The Transition has a Threat value of 6, but as he did not use the Leader's ability to ignore a Threat roll, he can now proceed to Stage 2 without rolling (3).



## GATHER



### CHIEF MATE

"Although the vegetables from our world struggle to survive in the local soil, we are fortunate that our attempts to cultivate the island vegetation for food have been successful. Our expanded storage facility has the capacity to store any island resources and food we collect in the wild, as well as all of the food we are able to grow. And of course, the new dinosaur species we discovered, the Shieldheads, are a great help in sniffing out ripe glowberries, ready for consumption."



**Gather:** You may pick **one or both** of the following options:

- 1 Gain 2 Glowberries and either 1 Food or 1 Island Resource.
- 2 Release a Shieldhead Dino from your Enclosure to gain 2 Glowberries and 1 Food.

(See page 21 for rules on captured Dinos and page 23 for rules on your Enclosure).

## PUB



### CHIEF MATE

"With the wall finished, constant fear has slowly transformed into joy. Our pub is a symbol of enjoying life despite the circumstances, and it is still the most important meeting place for people to share their breathtaking stories."



**Pub:** Gain 1 Story plus Stories equal to the total number of your Player dice on the Main board and in the pool. (For example, if you have three dice placed on the Main board and one in the pool, you would receive 5 Stories.)

## MILITARY ZONE

## TRAINING



### CHIEF OF SECURITY

"Sarah and her team of engineers did an incredible job designing and building our new training ground. Painfully, I still hold all the track records, but I won't rest until I train better soldiers than myself! Now that we have more knowledge about the dinosaurs, we can train with live Raptors; I hope that will do the trick!"



**Training:** Pick up to three **different** options from the following list, and resolve them in any order:

- 1 Gain 1 Light Soldier from your personal supply to your Player board.
  - 2 Spend 1 Food to gain 1 Light Soldier from your personal supply to your Player board.
  - 3 Spend 1 Island Resource to gain 1 Heavy Soldier from your personal supply to your Player board.
  - 4 Spend 1 Story to convert up to 2 Light Soldiers on your Player board to Heavy Soldiers.
  - 5 Gain 1 Story or 1 Valor.
  - 6 Release 1 Raptor from your Enclosure to gain 1 Light and 1 Heavy Soldier from your personal supply to your Player board.
  - 7 Spend 1 Valor, then take an Adventure card (either Plains or Canyon) from the offer. Reveal a new Adventure card to replace the one taken.
- ! An asset you gained for picking an option can be spent for another option.



### EXPANSION ZONE

#### CHIEF STEWARD

"With the ship getting more dangerous than comfortable, more and more people choose to live on the island. A lively city is forming from the ruins of our beautiful ship—we even have a marketplace now!"

### MARKETPLACE

- 1 Spend 1 Glowberry to gain any 2 resources of the following types in any combination: Food, Scrap, Island Resource.
- 2 Exchange any amount of the following types of resources in any combination: Food, Scrap, Island Resource.

**Marketplace:** You may pick **one or both** of the following options:

- 1 Spend 1 Glowberry to **gain any 2 resources** of the following types in any combination: Food, Scrap, Island Resource.
- 2 **Exchange any amount** of the following types of resources in any combination: Food, Scrap, Island Resource.

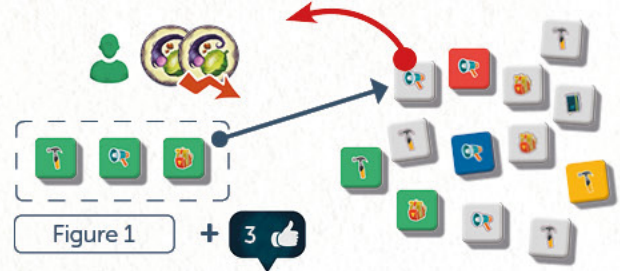
### POLITICS

"Keep collecting supporters among the townsfolk, and keep in mind that showing people your valorous deeds will now have a permanent effect on your voting base."

- 1 Spend 1 Food to gain 1 Follower.
- 2 Spend 1 Story to gain 2 Followers.
- 3 Spend 2 Valor to gain 2 Permanent Votes and 1 additional Vote for the next Assembly.

**Politics:** Pick one of the following options:

- 1 If there is at least one Neutral die in the pool, spend **2 Food** to replace a Neutral die in the pool with one of your Player dice from your personal supply, set to the same face as the die replaced. Gain 1 Follower per Player die you have in play (on the Main board or in the pool), including the one you just created. Return the replaced Neutral die to the box. (See Figure 1.)



- 2 Spend 1 Food and 1 Story to replace a Neutral die on the Main board with one of your Player dice from your personal supply, set to the same face as the die replaced. Gain 2 Followers. (See Figure 2.)



- ! The replaced die does not trigger the respective Effect.
- ! If you already have all five of your Player dice in play, then you cannot choose either of the first two options.
- 3 Pay 2 Valor to gain **2 Permanent Votes and 1 additional Vote** for the next Assembly. Remember, when you gain Permanent Votes, you also gain an equal amount of Votes for the next Assembly; therefore, your Vote tracker will increase by three in total.

### SETTLE

- 1 Pay 1 Scrap and 1 Food to place one Settlement from your personal supply on a Settlement space in any Zone and receive the Settlement bonus.
- 2 Spend 1 Island Resource and 1 Story to place one Settlement from your personal supply on a Settlement space in any Zone, and receive the Settlement bonus.
- 3 Receive Followers equal to the number of Settlements you have in any **single** City Zone.

### CONSTRUCTION ZONE

#### CHIEF ENGINEER

"Our biggest challenge so far, the wall, is now complete, and the city is protected. Next, it's time to build infrastructure outside the walls and slowly start expanding the city, as it is already clear that the space within the wall will not quite be enough for decades, if even for years..."

### BUILD

"We are slowly discovering the wilderness around us—to give space for expanding the city with camps and outposts at strategically important locations. To increase the safety of our structures, we raise watchtowers."

- 1 Spend 1 Scrap and 1 Island Resource to select one of the three Outpost tiles on offer and place it on a Cleared Area that doesn't yet have an Outpost tile.
- 2 Place one of your Settlements on the tile to denote ownership.
- 3 Gain the reward indicated on the covered spot.

**Build:** Pick up to two different options from the following:

- 1 Spend 1 Scrap and 1 Island Resource to **select one of the three Outpost tiles** on offer and place it on a Cleared Area that doesn't yet have an Outpost tile. Place **one of your Settlements** on the tile to denote ownership. Gain the reward indicated on the covered spot. This may be 1 Valor or a number of Followers as indicated. **Refill the Outpost Offer** with a new Outpost immediately. (See Figure 1 on page 18.)

- ! Settlements used to mark ownership of an Outpost are **not considered Settlements**; they are part of the Outpost along with the Outpost tile, and the rules will refer to them as Outposts collectively. The only similarity to Settlements is that they contribute to the Population of the Discovery Zone, just like Settlements do in the City Zones.

- ! You are **limited to 12 Settlements**. If they are all on the Main board already (as Settlements or Outposts), you may not choose this option.

**Settle:** Pick **any two different** options from the following list, in any order:

- 1 Pay 1 Scrap and 1 Food to place one Settlement from your personal supply on a Settlement space in any Zone and receive the Settlement bonus (explained with possible restrictions later in this section).
- 2 Spend 1 Island Resource and 1 Story to place one Settlement from your personal supply on a Settlement space in any Zone, and receive the Settlement bonus. If you picked the first option as well, you must follow the restrictions below (see image).
- 3 Receive Followers equal to the number of Settlements you have in any **single** City Zone.



- ! You cannot build Settlements in the Discovery Zone, but there is another way to increase Population there. (See "Build" Effect to the right.)
- ! If you build **multiple Settlements** (by doing both options or using other abilities), you must build them into **different zones**.
- ! You are **limited to 12 Settlements**. If they are all on the Main board already (as Settlements or Outposts), you may not place more.

### SETTLEMENT BONUSSES

The Settlement bonus is **one of two possibilities**, both involving the Officer corresponding to the Zone where that Settlement was built:

- A Place one Influence cube on this Officer's tile. (This may trigger an Officer Bonus; see page 20).
- B Gain a Perk from this Officer by placing an Influence cube on an available Perk slot of the same Officer on your Player board. (See details in the "Gaining Perks" section on page 20.)

- ! Unlike in *Episode 1*, if you build multiple Settlements, **you get the bonus for each one of them**. Also, the relative positions of Settlements within a Zone do not matter.



2 Release a Trampler from your Enclosure to **place a Watchtower** marker from your Player board on a Cleared Area that doesn't yet have one. Then, you may take an Adventure card (either Plains or Canyon) from the offer into your hand, and refill the offer with a new one of the same type. (See Figure 1.)

! You are **limited** to building **3 Watchtowers**. You may not choose this option if none remain on your Player board.

3 Spend 1 Scrap and 1 Glowberry to **place a Camp** on a Cleared Area that doesn't yet have a Camp. Receive the reward covered by the Camp. This may be placing 1 Influence cube on or gaining a Perk from the Officer assigned to the Discovery Zone or a number of Followers as indicated. (See Figure 1.)

! You are **limited to 6 Camps**. You may not choose this option if none remain in your supply.

**Placing Structures on a Cleared Area**

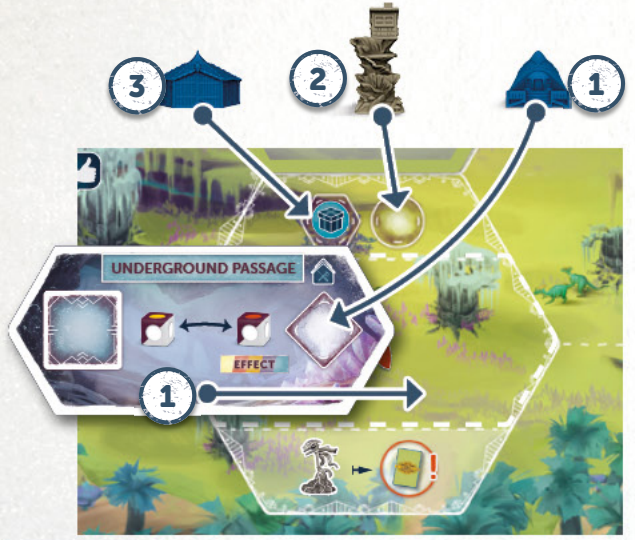


Figure 1

**SALVAGE**



"Grab what you still can from the shipwreck, and help with the construction of our flourishing city."



**Salvage:**  
Gain 2 Scraps.



**DISCOVERY ZONE**

**CAPTAIN**

"Finally back at full strength after months of suffering on the shipwreck, I see that my officers have done an incredibly great job in setting the foundations of both a great city and a society. So, I've taken on the job of exploring the island to make room for expansion."

The Discovery Zone has no Primary Action Effect at the start of the game, thus dice cannot be placed here. After Outposts are placed here via the "Build" Effect, this Zone will offer various new Effects with die placement options, called **Outpost Effects**.

Execute the following steps, in order, to resolve an Outpost Effect:

1 Place a die on the die space printed on the chosen Outpost tile. (See Figure 2.)

! **Outposts with Breach tokens on them are overruled and may not have dice placed on them, nor can they be activated.** If the Breach token is on a Camp in the same Cleared Area, the Outpost can still be activated.

2 Place the Rally marker on the same Outpost tile or anywhere on the respective Cleared Area. (See Figure 2.)

3 Resolve the Effect of the Outpost tile as you would resolve a Zone Effect. (See Figure 2.)

**NOTE:** Outpost Effects are detailed in the Appendix.

4 The **owner of the Outpost** draws a Dino Attack card from the deck representing the same terrain the Rally marker is currently on (Plains or Canyon) and then resolves a Dino Attack. (See Figure 2.)

! Outpost Effects **can be activated with a Leader** just like Zone Effects, but you **still need to resolve a Dino Attack** for doing so. (See details in "Secondary Actions.") (See page 21 for details on Dino Attack resolution.)



Figure 2

**SECONDARY ACTIONS**



**CHIEF STEWARD**

"The responsibilities of our brave leaders have only grown since we arrived on the island. At present, they also need to defend our troubled structures in the wild and explore the undiscovered wilderness to gather information or collect some precious glowberries."

As described in the "Turn Structure" section, after you resolve your Primary Action, resolve one of the following five Secondary Actions:

1 **Influence an Officer:** Choose one target Officer, then spend **1/2/3 Stories** to place **1/2/3 Influence cubes** from your personal supply on the chosen Officer, filling up empty Influence spaces from left to right.

Then, gain a Perk from the same Officer by placing an Influence cube on an available Perk slot of the same Officer on your Player board. (See page 20 for details on how to interact with Officers and restrictions on gaining Perks.)



! Unlike in *Episode 1*, if you cannot spend at least 1 Story, you cannot choose this Secondary Action.

2 **Place your Leader on a Leader space of a Zone:** You may only do this if your Leader is on your Player board, and if there is no Leader in that space yet. After placing your Leader, resolve **any one** Effect in that Zone, just as if you placed a die there. If you place your Leader in the Discovery Zone, resolve any one Outpost's Effect instead.



! Remember, activating an Outpost Effect with the Leader will still require you to place the Rally marker and resolve a Dino Attack.

3 **Move your Leader:** If your Leader is already on the Main board, you may **pay 2 Glowberries** to **move your Leader** to a **different Zone's Leader space** where there is no Leader currently present. After moving your Leader, resolve **any one** Effect in that Zone. If placing in the Discovery Zone, resolve any one Outpost's Effect instead, as described above.



! You cannot move your Leader from an Adventure card to the Main board or vice versa.

**NOTE:** One of the Captain's Perks allows you to place or move your Leader to a Zone where the Leader space is already taken. (Learn more about Officer Perks on page 20.)

4 **Explore:** Take an Adventure card from the offer (either Plains or Canyon) into your hand, refill the offer with a new Adventure card of the same type, then choose one option from the following three:

- gain 2 Glowberries,
- gain 1 Story, or
- gain 1 Valor.



**NOTE:** This Secondary Action has no cost or limitation; therefore, you can always resolve it.

5 **Counterattack:** Select any one player (**including yourself**), and combat **all** Dinosaurs on their ongoing Dino Attack card using Soldiers and/or your Leader from your Player board. (See page 23 for Combat rules.) **Return their Breach token** from the Main board to their supply, and receive the **Savior Bonus** shown on the bottom of the Dino Attack card, then discard the Dino Attack card. (See page 21 for more details on Dino Attack cards.)





## OFFICERS AND PERKS

The former officers of the ship are in charge of the survivor group. Players, as the group's commissioned Leaders, are competing for their support during Assemblies by trying to have the biggest influence on them.

Influencing officers is possible either through the "Influence an Officer" Secondary Action or by building Settlements and Camps on spaces with the respective bonuses. (See pages 16-17 for Settlements and pages 13 and 18 for Camps.)

### OFFICER TILE ANATOMY

#### Officer Name

There are 5 different Officers in *Episode 2*, each with unique gameplay effects.

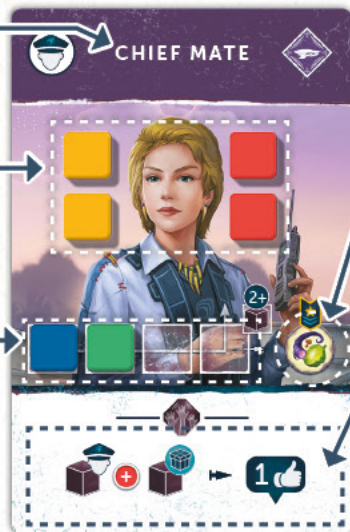
#### Influence Pool

Once the Influence spaces are filled with Influence cubes, they are moved to the Officer illustration, also called the Influence pool.

#### Influence Spaces

There are four Influence spaces on each Officer that should be filled first with Influence cubes. Fill the spaces from left to right; once full, move the Influence cubes to the Influence pool and trigger the Officer Bonus.

Figure 1



#### Officer Bonus

Each Officer has a different Bonus. Whenever all 4 Influence spaces on an Officer are filled with Influence cubes, the player(s) with **at least 2 Influence cubes** on these spaces immediately receive this bonus.

#### Scoring Condition

Each Officer has a different scoring condition. Consider these to be goals for your game that will be rewarded if you achieve **first or second place** in majority by the time an Assembly is triggered. (See page 26 for details on Officer Scoring.)

### GAINING PERKS

If you impress the Officers with your actions, they will grant you certain privileges, called Perks.

**NOTE:** Getting the right Perks at the right time and figuring out powerful combinations is key to mastering the game.

Perks are available in 3 Tiers (See Figure 2):

- Tier 1 Perks are available from the beginning of the game and may be acquired as part of your starting setup.
- Tier 2 Perks can be acquired if you already have a Tier 1 Perk from the same Officer.
- Tier 3 Perks can be acquired if you already have 2 Perks from the same Officer. (Both Perks can be from Tier 1.)

Some Perks have an additional cost (marked with **!**) that can be paid with either 1 Story or 1 Valor.

- See the Appendix for clarification of individual Perks.
- Perks do not activate during the action you gained them.



**Example:** In the situation shown on Figure 1, John decides to spend 2 Stories to influence the Chief Mate with two Influence cubes. Now, all four spaces are filled, and because he is the only one with 2 or more Influence cubes on the Chief Mate, he receives the bonus of 1 Food and moves all the cubes from the Influence Spaces to the Influence Pool.

Additionally, he gains a Perk from the Chief Mate. He already has a Tier 1 Perk from her, so he can either choose the other Tier 1 Perk or any one of the Tier 2 Perks. He chooses the first Tier 2 Perk, called "Trainer," and places an Influence cube on the indicated space. This space shows an exclamation mark, so he must spend 1 Story or 1 Valor—he chooses to spend 1 Valor.

From now on, this Perk is active, which means he has an extra pick in Training that can be the same as a former pick.

Figure 2

Gaining a Perk is possible through the "Influence an Officer" Secondary Action, a single "Gain a Perk" bonus from building Settlements and Camps, triggering Outpost Effects, completing Adventure Cards and Challenge Cards, or even through certain Perks.

- The Tier requirement and the additional cost always apply, regardless of how you acquire the Perk (unless explicitly noted otherwise).
- It is not possible to move Influence cubes between Officers or Perks, nor can you remove Influence cubes from either unless explicitly allowed by an Effect.
- The total number of Influence cubes you may place on Officers and Perks is **limited to 25**.

## INTERACTING WITH DINOSAURS

We differentiate "wild" Dinosaurs and "captured" Dinosaurs.

**Wild Dinosaurs** are located either on uncleared Map hexes or Breached Dino Attack cards. (See next sections.)

Players interact with wild Dinosaurs through Combat, which is either triggered by picking the "Combat Dinosaurs" option of the Adventure Effect in the Sustenance Zone, which targets wild Dinosaurs on an uncleared Map hex or by choosing the "Counterattack" Secondary Action, which targets wild Dinosaurs on a Breached Dino Attack card in front of any player.

Dinosaurs defeated in Combat can **either be killed or captured**. (See page 23 for details on how to resolve a Combat.)

**Captured Dinosaurs** are kept on your Player board in your Enclosure. They can either be released to gain various bonuses with certain Effects or collected for Final Scoring. (See page 23 for details on how your Enclosure works.)

### DINO ATTACK

A **Dino Attack** is triggered **after** resolving an **Adventure Effect** or an **Outpost Effect**—in other words, whenever the Rally marker must be placed on a Cleared Area either because of the use of a Camp or an Outpost.

Once the Effect has been fully resolved by the active player, **the owner of the Camp/Outpost** checks the type of terrain (Plains or Canyon) the Rally marker is currently on and reveals the top card of the respective Dino Attack deck, then they resolve it as follows:



- 1 For a successful Defense against a Dino Attack, the owner of the attacked Camp/Outpost needs to meet the **Defense Threshold** of the card.
- 2 Structures on the respective Cleared Area help with the Defense: each **Camp and an Outpost** (regardless of owner) **add 1**, while a **Watchtower adds 2** to the **Defense Value**. In addition, the owner may optionally **spend one or more Valor** for one Defense Value each.
- 3 If the total Defense Value of the player is **equal to or greater** than the card's Defense Threshold, the Defense is successful, and the owner of the attacked Camp/Outpost gains the **Success reward**. The card is then discarded.
- 4 If the Defense value is **lower**, the owner receives the **Fail reward** and **resolves a Breach**. (See the next section for how to resolve a Breach.)
- 5 Ignore the bottom part of the card for now. This **Savior Bonus** will be scored by the player performing a successful "Counterattack" against this Dino Attack card if there was a Breach.
- 6 Remove the Rally marker from the Cleared Area.

**NOTE:** Keep an eye out for the possible Defense Threshold of the Dino Attack cards shown on the back of the top card of each deck. In general, Dino attacks on Canyon hexes are harder to defend against, but they have better rewards.

- If at any point a Dino Attack deck is empty when a card needs to be drawn, reshuffle the matching discard pile to create a new Dino Attack deck.



## BREACH

Whenever you fail to defend yourself against a Dino Attack, the Dinos breach and overrun your Camp or Outpost, **rendering it unusable** until reinforcements arrive.

Follow these steps to resolve a Breach:

- 1 Take the Dino Attack card** with a failed defense, and place it next to your Player board.
- If you already have a Breach (a Dino Attack card next to your Player board) at this time, first return all Dinos from that card to the general supply, losing 1 Follower for each Dino returned this way. Then, discard the card, and remove your Breach token from the Main board before moving on to step 2.
- 2 Place the Dinos** shown in the Breach section of the Dino Attack card from the general supply onto the card. Then, if there are any **Dinos on Dangerous Dino spaces on adjacent Map hexes**, place as many from them on the card as shown or as many as you can. If there is a choice for which Dinos to place, choose as you wish.

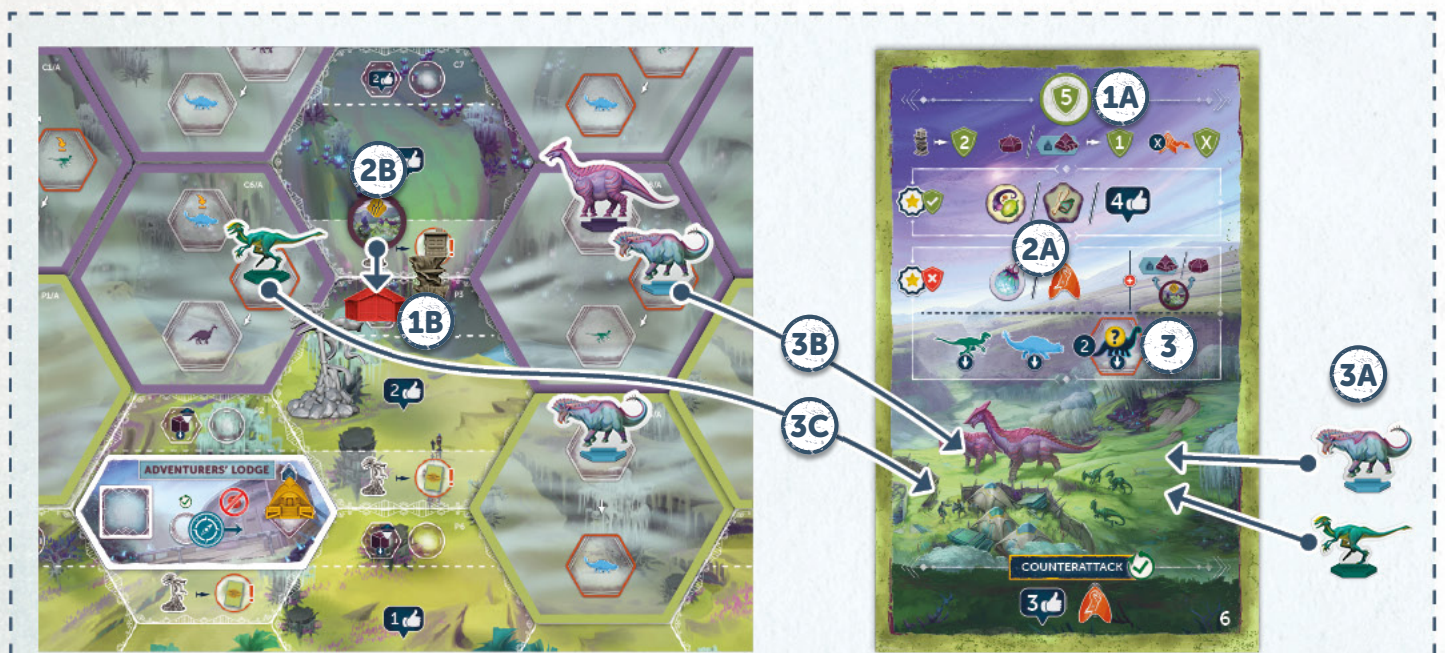
- 3 Place your Breach token** on the Cleared Area with the Rally marker **under the Camp** if the Dino Attack was triggered by an Adventure Effect, or **on the Outpost tile** (covering its Effect) if the Dino Attack was triggered by an Outpost Effect.

**!** Camps and Outposts with Breach tokens cannot be used for Primary or Secondary Actions, but they still count as Camps or Outposts for all other purposes, like Officer scoring conditions or Presence during Assembly.

At the end of your **own** turn, lose 1 Follower for each Dino on the Dino Attack card with a Breach. Then, if there are two or more Dinos on the card, remove one Dino of your choice to the supply.

**!** A Breach will cost you Followers each turn until all the wild Dinos are defeated on the Dino Attack card.

**NOTE:** A Breach can only end with a "Counterattack", performed by any player, including you.



**Example:** Fred used Isabell's Camp as a rally point. After he resolved the "Adventure" Effect, Isabell reveals a Plains Dino Attack card as the Rally marker is on a Plains Cleared Area. She takes a look at the card's Defense Threshold (1A), which is 5, and compares it with the Defense Value the structures grant her in this area: 2 for the Watchtower and 1 for the Camp, which is 3 in total (1B). She needs to spend 2 Valor to meet the Threshold, but she only has 1, so the attack results in a Breach. She places the card next to her Player board. She gains the Fail reward (2A), which is 1 Glowberry or 1 Valor; she picks 1 Valor so she has a better chance for a successful Defense next time, then she places a Breach token under her Camp (2B). As a final step, she takes a look at what Dinos she has to place (3). The card shows one Raptor and one Trampler—which she places from the supply onto the Dino Attack card (3A)—and two Dinos from Dangerous spaces, so she places the Trampler (3B) and the Raptor (3C) from the Map hex tiles adjacent to the Rally marker onto the card as well. Had there been a Trampler on the Dangerous space on the Plains hex tile to the right below, she could have placed that instead of the Raptor.

## COMBAT WITH DINOS



### CHIEF OF SECURITY

"Even though the city is safe and we found some use for the dinos, we are still at war with these dangerous beasts."

As mentioned earlier, Combat can happen in two different ways:

- as a result of an "Adventure" Effect or
- as a result of a "Counterattack" Secondary Action.

The process is the same in both cases:

- 1 Commit available Soldiers and/or your Leader** on your Player board to deal Damage in Combat. The committed Leader/Soldiers are toppled and no longer available to use for other actions this turn. Light Soldiers deal one point of Damage while Heavy Soldiers and your Leader deal two points of Damage.



- 2 Assign Damage dealt to defeat** Dinos you are combating:

- A Trampler is defeated with one point of Damage.
- A Raptor is defeated with one point of Damage.
- A Shieldhead is defeated with two points of Damage.



- 3 Determine Injuries caused by Dinos.** Each Raptor and Shieldhead defeated causes one Injury. Each Injury has to be allocated to a Soldier or Leader assigned to the Combat.



- 4 Suffer or cancel Injuries:**

- A Light Soldier may be assigned one Injury. If assigned, you **may spend 1 Valor** to cancel the Injury. If you do not, the Light Soldier is defeated; return them to your supply.
- You cannot spend Valor to cancel Injuries assigned to a Heavy Soldier. You cannot assign another damage during the same combat to the same Light Soldier after you cancelled their Injury.
- A Heavy Soldier may be assigned up to two Injuries. If at least one Injury is assigned to them, they are defeated and returned to your supply.
- Your Leader may absorb up to two Injuries, and they are never defeated.



- 5 Choose a reward** for each defeated dino:

- A Kill the Dino** (return it to the supply), and gain 1 Follower.

**NOTE:** Some Chief of Security Perks will grant additional Combat rewards or abilities. (See the Appendix for details.)

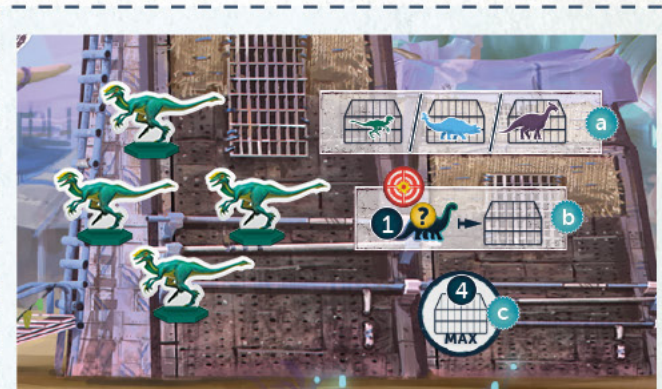
- B Capture the Dino**, and place it into your Enclosure, minding the limitations below.

**NOTE:** Dinos in your Enclosure can be released (see "Gather", "Training" and "Build" Effects) or kept for Final Scoring.

There are some limitations to adding Dinos to your Enclosure:

- You can have **only one type of Dino** in your Enclosure. You may return Dinos to the supply if you want to add a Dino of a different type.
- You can only **capture one Dino per Combat**; the rest must be killed.
- You can have a **maximum of four Dinos** in your Enclosure.

**NOTE:** These limitations are lifted or mitigated by some of the Chief Engineer's Perks. (See the Appendix for details.)



**Example:** By default, you can have a maximum of four Dinos of the same type in your Enclosure, captured in four different Combats. In the situation seen here, you cannot capture any additional Dino without improving your Enclosure with the Chief Engineer's respective Perks: a Herder, b Trapper, c Breeder. (See the Appendix for details.)



### POLITICS OF PERSEVERANCE

With the Captain's return, the Council's legislative control over the city is stronger than ever. Their executives, the Leaders, chosen from the best crew members of the ship, also have a growing support among the people. The power of the Dissenters, a group with its own agenda, however, is also growing day by day, forming a potential threat to the current government. The Dissenters are only in play with 1 or 2 Players, where they are an important force to be reckoned with!

### ASSEMBLY



#### CHIEF STEWARD

"Our regular gathering, the Assembly, where we discuss what we have achieved so far and how to proceed, is pretty much the same. However, with the growing presence of the Discovery Zone, excitement rises with every new Assembly."

An Assembly is triggered at the end of a player's turn when there are no dice left in the dice pool.

Doing well in an Assembly will score a significant amount of Followers for the players with the most Votes, so it can be a very important milestone on the path to victory.

Getting Votes is possible through certain Outpost Effects, Perk rewards or Adventure cards, or during an Assembly (as follows).

Before getting into details on how an Assembly is resolved, there are three very important terms to clarify first:

- Population:**
  - For the four City Zones: The Population of a Zone is **2 plus the total number of Settlements of any color** in that Zone (Figure 1). This is shown on one face of each Zone's Assembly Reward tile.
  - For the Discovery Zone: The Population of the Discovery Zone is equal to **2 plus the total number of Outposts of any color**. This is shown on one face of the Discovery Zone's Assembly Reward tile.
- !** Camps do not count towards Population, but they do count towards Presence.

Figure 1

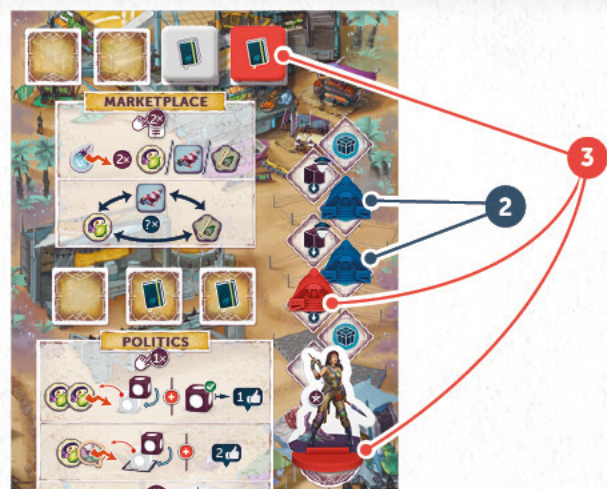


**Presence:** The Presence of a player in the Zone is equal to the number of pieces in that player's color present in that Zone. For the City Zones, these are Player dice, Settlements, and the Leader (Figure 2).

For the Discovery Zone, these are Player dice, Outposts, Camps, and the Leader.

**!** Unlike *Episode 1*, it is possible that multiple Leaders are in the same Zone. They all contribute 1 Presence to their owners, as normal.

Figure 2



**Production:** Each Zone produces a certain type of asset. This is printed on the Main board and also shown on the other face of each Zone's Assembly Reward tile. In City Zones, from left to right, these are: Food, Light Soldier, Story, and Scrap. The Discovery Zone produces Island Resources.



**NOTE:** Outposts and Camps with a Breach token still count for Presence during an Assembly.

**2-PLAYER RULES:** In 2-player games, track the Votes gained by the **Dissenters** as if they were a third player.

### ASSEMBLY RESOLUTION

When resolving an Assembly, follow these steps in order:

**1 Check majority and distribute Assembly Reward tiles for each Zone from left to right, leaving Discovery last:**

The player with the **most Presence** in each Zone receives that Zone's Assembly Reward tile (1A).

**Resolving ties:**

- If **two players tie** (this may include the Dissenters in a 2-player game), each tied player receives **Votes equal to half the Zone's Population**, rounded down, instead of the tile (1B).
- If more than two players tie, they receive nothing.



**Example:** Jeremy has majority in Expansion with his four pieces, so he gets the Assembly Reward tile for that Zone. Robert and Emmy are tied for first in Construction. No one gets the Assembly Reward tile, but they both get half of the available Votes in this Zone, which is 2 Votes. The base 2 Votes + 2 Settlements would mean 4 Votes normally, but they receive half of that for being tied.

**2 Choosing Rewards:**

Each player with one or more Assembly Reward tiles chooses to receive **either Production or Votes**, using the two sides of the tile(s).

**They do this secretly and simultaneously.**

Once everyone has made their choice, players **reveal their choices simultaneously**.

Players who chose Production receive the Zone's Production **once** (1 Food, 1 Light Soldier, 1 Story, 1 Scrap, 1 Island Resource) **plus 2 Followers**.

Players who chose Votes receive Votes equal to the Population of the Zone.

The player (if any) with the second-highest Presence in each zone receives **half of the reward that was not chosen during the previous step**. This can either be half the Votes, rounded down, OR a choice of Production or 2 Followers, respectively. Players tied for second-highest Presence receive nothing.

**2-PLAYER RULES:** If the Dissenters have the single most (i.e. not tied) Presence in a Zone, they always choose Votes. They also receive half the Votes if they are tied for majority OR they are second and the player in majority chose Production (just like a normal player would). The Dissenters ignore all rewards other than Votes during an Assembly.

**3 Assembly Scoring:**

Based on the current Assembly Scoring tile, players with the most Votes will be rewarded with a significant amount of Followers. (See Figure 3.)

**NOTE:** Later Assemblies have higher Follower rewards.

Figure 3

	1st Assembly	2nd Assembly	3rd Assembly
2-Player	17 5 0	21 6 0	21 8 0
3-Player	14 6 0	17 7 0	21 8 0
4-Player	14 8 4	17 10 5	21 12 6

There are only 2 Assemblies in a 2-player game.

#### Resolving Ties

In case of a tie, each tied player is considered to be ranked on the respective rank, and they score Followers equally for it. The player next in rank will score for their achieved rank as normal. In other words, if there is a tie for first place, the player with the second-most Votes will score for second place.

**!** Players with 0 Votes should not be ranked, so it is not possible to score Followers without Votes in an Assembly.



**2-PLAYER RULES:** If they have enough Votes, the Dissenters can also claim first or second place in an Assembly. If they do, ignore any Followers they would score, but the player(s) they overtook will only score Followers according to the lower position(s).

**4 Officer Scoring:** For each Officer tile, the player(s) with the **most** Influence on it (including both in the Influence pool and slots) receive Followers based on the scoring condition. Then, the player(s) with the second-most Influence receive **half** the Followers, rounded down, based on the scoring condition. Just like in Assembly scoring, ties are friendly for both first and second place, so all tied players get the respective amount of Followers. In other words, players tied for most Influence receive the full amount of Followers, and those tied for second-most receive half of the amount.

**NOTE:** These scoring conditions are detailed in the Appendix.

**2-PLAYER RULES:** Dissenters do not score Followers, but their Influence cubes affect majorities; therefore, if a player has fewer cubes than the Dissenters, the player will not score the full value, even if the other player is not present.

**5 Wrap up:**

- Put the leftmost Assembly Scoring tile (the one just scored) back into the box, then slide the rest one space to the left.
- !** If there are no more Assembly Scoring tiles in play, proceed to "Final Scoring" and ignore the rest of the Wrap Up Phase.
- Each player with a **Leader** currently present in any City Zone or the Discovery Zone, now **retrieves** their Leader to their Player board.
- Collect all dice from the Main board, implement the following changes, then roll all dice to re-create the dice pool. **Changes to the dice pool:**

**2-PLAYER RULES:** After the first Assembly, add two Dissenter dice to the pool and remove two Neutral dice from the game, returning them to the box. Then, place 1 Dissenter Influence cube on each Officer. Immediately resolve any Officer Bonuses that this might trigger, as explained on page 20.

**3-PLAYER RULES:** After the second Assembly, add three Neutral dice to the pool.

**4-PLAYER RULES:** After the first Assembly, add three Neutral dice to the pool.

- Put the face-up Outpost tiles on the offer board to the bottom of the stack, and draw three new ones.

- Put the available Adventure cards on offer to the bottom of their respective decks in a random order, and reveal two new ones for each type.
- Reset each player's Vote tracker to their Permanent Vote value.
- !** Unlike Episode 1, it's possible to not start again from 0 Votes after an Assembly—by collecting **Permanent Votes**.



- For each Map hex tile and printed Map hex on the edge of the map, that is **adjacent to** at least one **Cleared Area**:  
**Place one Dino** on the first (following the arrows) empty Dino space (if any), matching the icon shown on the space in question. (See Figure 1.)
- Continue the game with the next player's turn as normal.



## ENDING THE GAME

The game ends immediately after the second Assembly in a 2-player game or after the third Assembly in a 3- or 4-player game.

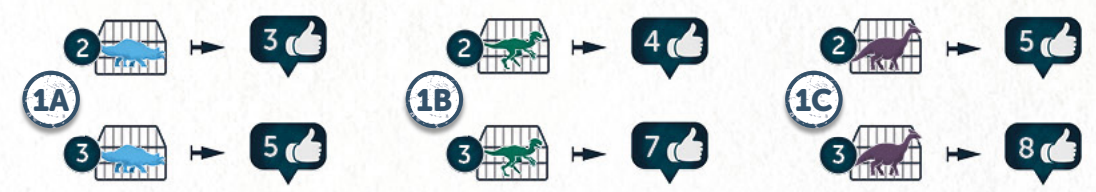
### FINAL SCORING

At the end of the game, each player gains Followers in several ways:

#### 1 Captured Dinosaurs

Players score Followers for **each set of 2 and 3 Dinosaurs** of the same species in their Enclosure. Each Dino only counts towards one set.

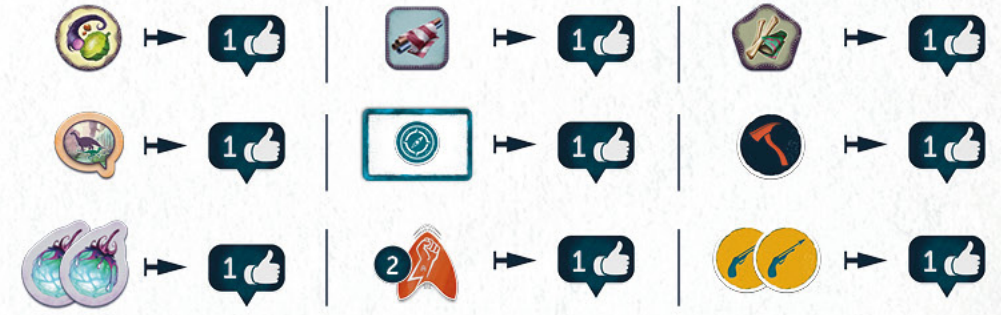
- 1A Trampplers:** Score 3 Followers for each set of two and 5 Followers for sets of three.
- 1B Raptors:** Score 4 Followers for each set of two and 7 Followers for sets of three.
- 1C Shieldheads:** Score 5 Followers for each set of two and 8 Followers for sets of three.



**Example:** John has six Trampplers and two Raptors. He scores  $2 \times 5 = 10$  Followers for the two sets of three Trampplers and 4 Followers for the one set of two Raptors, for a total of 14 Followers.

#### 2 Leftover assets

Each player gains **1 Follower** for each Food, Scrap, Island Resource, Story, Heavy Soldier in play (on their Player board or on an unfinished Adventure card), and Adventure card remaining in their hand. They also gain 1 Follower for every 2 Glowberries, every 2 Valor, and every two Light Soldiers in play.



**THE PLAYER WITH THE MOST FOLLOWERS WINS THE GAME.**

If multiple players tie, the winner is the player with the most total Perks.

Any still-tied players share a win.



## OPTIONAL RULE SET

For those who feel uncomfortable with the Threat die possibly derailing their well-laid plans, we created a Deterministic version to eliminate the variance of rolling the Threat die. Please find the rules for removing the Threat die on page 28 of the rules for *Episode 1*. For better immersion, we recommend using the *Episode 2* side of the Threat track card.

## APPENDIX

### OFFICER BONUSES AND SCORING CONDITIONS

	Scoring Condition	Officer Bonus
<b>Chief Mate</b>	Gain 1 Follower for each pair of 1 Influence cube on any Officer <b>and</b> 1 Perk from any Officer. (e.g. To score 5 Followers, you need to have at least 5 Influence cubes spread across all Officers, and at least 5 Perks spread across all Officers.)	1 Food
<b>Chief of Security</b>	Gain 2 Followers for every Adventure card you completed or currently have in progress.	2 Valor
<b>Chief Steward</b>	Gain 3 Followers for each set of 2 of your Settlements in City Zones <b>and</b> 1 of your Player dice in play. (e.g. To score 6 Followers, you need 2 dice in play and 4 Settlements built.)	1 Scrap
<b>Chief Engineer</b>	Gain 2 Followers for each Outpost you have and 1 Follower for each Camp you have.	2 Glowberries
<b>Captain</b>	Gain 4 Followers for each set of 3 Soldiers in play (on your Player board or on your in-progress Adventure— <b>not</b> including your Leader) <b>and</b> one Watchtower you built. (e.g. To score 8 Followers, you need to have built 2 Watchtowers and have 6 Soldiers total. You can tell how many Watchtowers you've built, by the number of empty Watchtower spaces on your player board.)	1 Island Resource

### OUTPOST EFFECTS

Name	Effect	Description
Adventurers' Lodge		Resolve the current stage of an Adventure card in front of you. When you do, ignore Threat rolls on both Challenge cards and between stages.
Builders' Workshop		Spend 1 Scrap and 1 Food to place 2 Settlements in different City Zones (do <b>not</b> receive Settlement Bonuses).

Command Center		Resolve one Effect in the Zone where your Leader is currently located (as if you just placed a die there), then retrieve your Leader to your Player board.
Crash Site		Gain 3 Scraps.
Dinosaur Boneyard		Gain 3 Island Resources.
Dinosaur Trap		Gain 1 Dino (of any type) from the supply to your Enclosure, obeying the normal restrictions. You may pay 1 Food to do this a second time.
Forward Barracks		Gain 2 Heavy Soldiers.
Glowberry Patch		Gain 6 Glowberries.
Hidden Paradise		Gain 2 Permanent Votes, then gain 2 Followers. Remember, this moves your Vote tracker token forward by 2 as well.
Mushroom Farm		Gain 3 Food.
Officers' Lodge		Gain one Perk. Then, you may move up to 2 Influence cubes on Perks to different Perks, following the usual rules but ignoring additional costs ("!").
Patrol Hub		Draw Challenge cards based on the Soldiers on your Player board, as though they were on an Adventure. Resolve up to four, including rolling for Threat.
Pioneer Base		Clear an Area without playing an Adventure card. Remove every Dino from the Map hex tile, then remove the Map hex tile from the game. Gain 1 Valor and 1 Follower for each Dino removed.
Proving Grounds		Remove a Light Soldier from your Player board to place an Influence cube on an Officer and gain a Perk from the same Officer. You may do this up to two times.
Rendezvous Point		Spend 1 Glowberry to gain any one Perk (adhering to usual additional costs and restrictions, if any). You may do this up to three times.
Secret Meeting Place		Spend 1 Glowberry to place 1 Influence cube on any Officer. You may do this up to five times.
Speaker's Rock		Convert 1 Neutral die on the Main board, and gain 1 Vote.
Staging Ground		Perform a "Counterattack" action, receiving the Savior Bonus an additional time.
Tranquil Meadow		Gain 3 Stories, and gain 1 Glowberry for each of your Player dice in play.
Underground Passage		Swap any two dice on the Main board, and resolve one of the Effects the dice were moved to/from. You may change die faces in the process.



OFFICER PERKS



CHIEF OF SECURITY

Tier	Name	Cost	Description
Tier 1	Skinner	—	For each Trampler you kill: gain 1 Island Resource.
Tier 1	Trampler Expert	—	Once per Combat, deal 1 Damage to a Trampler (defeating it) without needing a Soldier to do so.
Tier 2	Warrior	—	For each Raptor you kill: gain 2 Valor.
Tier 2	Medic Training	1 Story/ 1 Valor	You may spend 1 Valor to cancel all Injuries dealt to a Heavy Soldier.
Tier 3	Tracker	—	For each Shieldhead you kill: gain 2 Glowberries and 2 Followers.
Tier 3	Wrangler	—	Once per Combat, you may also receive the kill rewards for a Dino you captured.



CHIEF MATE

Tier	Name	Cost	Description
Tier 1	Defender	—	Each spent Valor increases your Defense Value by 2 instead of 1 during a Dino Attack.
Tier 1	Savant	1 Story/ 1 Valor	When you complete an Adventure, gain any 1 Perk (adhering to usual additional costs and restrictions, if any).
Tier 2	Trainer	1 Story/ 1 Valor	When you resolve the "Training" Effect, gain 1 additional pick that can be the same as a former pick.
Tier 2	Tactician	—	Reduce the Soldier requirement of all Adventures by one. When you complete an Adventure, gain additionally 1 Glowberry.
Tier 3	Adventurer	—	When you resolve the "Adventure" Effect, you may choose 1 additional valid target Map hex to combat wild Dinosaurs on, regardless of which options you pick.
Tier 3	Survivalist	—	If you have to roll the Threat die, add 2 to your result. In the Deterministic version, move the Threat tracker token 2 fewer spaces.



CAPTAIN

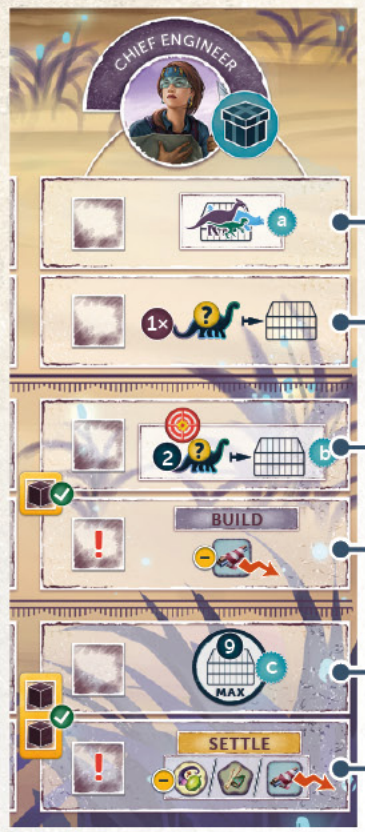
Tier	Name	Cost	Description
Tier 1	Agile I	—	The "Move Leader" Secondary Action costs 1 Glowberry fewer.
Tier 1	Influencer	—	When you take the "Move Leader" Secondary Action, you may choose to leave your Leader in place and resolve an Effect in that Zone.
Tier 2	Greedy	1 Story/ 1 Valor	When you receive an Officer Bonus, receive it an additional time.
Tier 2	Friendly	1 Story/ 1 Valor	When you take the "Move Leader" Secondary Action, you may spend 1 Glowberry to place an Influence cube on the Officer in the Zone you moved your Leader to.
Tier 3	Persistent	—	You may place or move your Leader to a Leader space already occupied by another Leader.
Tier 3	Agile II	—	The "Move Leader" Secondary Action costs 1 Glowberry fewer. (If you have <i>Agile I</i> as well, the "Move Leader" Secondary Action is free.)



CHIEF STEWARD

Tier	Name	Cost	Description
Tier 1	Gatherer	—	When you pick the first option of the "Gather" Effect, you gain both the Food and the Island Resource.
Tier 1	Lobbyist	1 Story/ 1 Valor	When you place your own Player die, gain 1 Vote.
Tier 2	Politician	—	When you resolve the "Politics" Effect, you may pick 1 additional (different) option.
Tier 2	Manager	—	When you place a die on a space with a matching icon, gain 1 Glowberry or 1 Follower.
Tier 3	Popular	1 Story/ 1 Valor	For each Zone where you have sole Presence majority at the Assembly, gain additionally 1 Production or 2 Followers.
Tier 3	Settler	1 Story/ 1 Valor	When you resolve the "Settle" Effect you have 1 additional pick that can be the same as a former pick.





### CHIEF ENGINEER

Tier	Name	Cost	Description
Tier 1	Herder	—	You may have a mixture of Dino species in your Enclosure.
Tier 1	Capturer	—	Immediately gain a Dino of your choosing from the general supply. (This Perk has no ongoing effect.)
Tier 2	Trapper	—	You may capture 1 additional Dino during each Combat (for a total of 2).
Tier 2	Quartermaster	1 Story/ 1 Valor	When resolving the "Build" Effect, spend 1 fewer Scrap than you would normally do.
Tier 3	Breeder	—	The capacity of your Enclosure is increased from 4 to 9.
Tier 3	Architect	1 Story/ 1 Valor	When resolving the "Settle" Effect, spend 1 Scrap/1 Island Resource/1 Food fewer than you would normally do.

### ASSET AND RESOURCE OVERVIEW

Below is a summary of how you can obtain the various assets and resources of *Perseverance* and what they are used for. In addition to these typical ways of gaining and spending these assets, most Outposts either produce and/or consume some of them.

#### FOOD

Food is the cornerstone of a functioning society, and with the supplies from the ship almost gone, the island will have to provide.

- You can **gain Food** in the following ways:
- using the "Gather" Effect,
  - triggering the Sustenance Zone's Production during an Assembly,
  - finding it on some Challenge cards or Adventure cards,
  - getting the Chief Mate's Bonus, and
  - as a reward for stopping Dino Attacks.

- Food** can be **spent** on:
- placing additional Settlements,
  - gaining additional Player dice with the "Politics" Effect, and
  - gaining Light Soldiers.

#### SCRAPS

Scraps are removable parts of the ship and any useful items that the survivors can salvage from the shipwreck.

- You can **gain Scraps** in the following ways:
- using the "Salvage" Effect,
  - triggering the Construction Zone's Production during an Assembly,
  - finding it on some Challenge cards and Adventure cards, and
  - getting the Chief Steward's Bonus.

- Scraps** can be **spent** on:
- placing additional Settlements,
  - Building Camps (using the "Build" Effect), and
  - building Outposts.

### ISLAND RESOURCES

Island Resources are often mysteriously strong natural ingredients foraged from the island—vines, trunks, animal or dino skins and bones.

- You can **gain Island Resources** in the following ways:
- using the "Gather" Effect,
  - triggering the Discovery Zone's Production during an Assembly,
  - finding them on some Challenge cards and Adventure cards,
  - getting the Captain's Bonus,
  - hunting Trampers with the "Skinner" Perk, and
  - as a reward for stopping Dino Attacks with a "Counterattack."

- Island Resources** can be **spent** on:
- building Outposts,
  - placing additional Settlements,
  - gaining Heavy Soldiers, and
  - Building Camps (using the "Adventure" Effect).

### GLOWBERRIES

The most curious find of of the island. It is a strange, fruit-like plant that revitalizes the consumer with an almost unnatural energy boost.

- You can **gain Glowberries** in the following ways:
- using the "Gather" Effect, especially when using captured Shieldheads,
  - finding it on some Challenge cards and Adventure cards,
  - getting the Chief Engineer's Bonus,
  - as a Success or Fail reward of a Dino Attack,
  - triggering the "Tracker", "Tactician", "Manager" Perks, and
  - as a reward for stopping Dino Attacks with a Counterattack.

- Glowberries** can be **spent** on:
- moving your Leader as a Secondary Action,
  - trading for Resources in the Marketplace, and
  - Building Camps (using the "Build" Effect).

### STORY

On a mysterious dinosaur island where everything is new and dangerous, epic stories are born every day. The stories of your heroic deeds can help you rally Soldiers and gain the favor of the ship's ranking Officers.

- You can **gain Stories** in the following ways:
- using the "Pub" Effect (ideally while having multiple Player dice),
  - triggering the Expansion Zone's Production during an Assembly,

- as a Success or Fail reward of a Dino Attack,
- using the "Training" Effect,
- finding it on some Challenge cards and Adventure cards, and
- as a reward for stopping Dino Attacks with a "Counterattack".

- Stories** can be **spent** on:
- converting a Neutral die already on the Main board to a Player die using the "Politics" Effect,
  - influencing Officers and gaining Perks—including as additional costs on some Perks,
  - training Light Soldiers into Heavy Soldiers using the "Training" Effect, and
  - changing the face of a die before placing it.

### INFLUENCE

Since the city is growing under the guidance of the ship's five ranking Officers, influencing them to support your endeavors is crucial.

- You can **gain Influence** on the Officers in the following ways:
- using the "Influence an Officer" Secondary Action,
  - triggering a Settlement bonus on certain spaces, and
  - triggering a Camp's bonus on certain spaces.

You place Influence cubes on Officers to potentially gain Followers for their scoring condition after each Assembly and to trigger their bonuses.

### PERKS

Each Officer has their fair share of tricks to impart to the future leaders of *Perseverance*. Prove yourself worthy to them, and learn from the best.

- You can **gain Perks** corresponding to each of the Officers in the following ways:
- finding them on some Challenge cards,
  - using the "Influence an Officer" Secondary Action,
  - triggering a Settlement bonus on certain spaces, and
  - building Camps on certain spaces.

Remember that some Perks require an additional cost Story/Valor to be paid when gained. If you cannot pay the additional cost, you must choose a different Perk. You also have to respect the Tier requirements of Perks: Tier 2 Perks (the middle two) can only be gained after you have already gained at least one Perk of the same Officer, and Level 3 Perks (the bottom two) can only be gained after you have already gained at least two Perks of the same Officer.

Perk abilities are immediately active upon gaining them, but a Perk cannot affect the Effect or step during which it was gained.



## VALOR

Valor symbolizes the city's appreciation for your heroism and your experience in knowing the ways of the island.

You can **gain Valor** in the following ways:

- finding it on some Challenge cards and Adventure cards,
- using the "Training" Effect, and
- by hunting Raptors with the "Warrior" Perk.

**Valor** can be **spent** on:

- additional costs on some Perks,
- increasing Defense Value during a Dino Attack,
- during Combat to cancel Injuries of Light Soldiers (and Heavy Soldiers with the "Medic Training" Perk), and
- gaining Permanent Votes using the "Politics" Effect.

## SOLDIERS

Soldiers are the bravest survivors, determined to make Perseverance a flourishing and safe city by exploring and collecting the island's resources and fighting off Dinosaurs.

You can train Soldiers with the "Training" Effect, or receive them using the Military Zone's Production or the Chief of Security's Officer Bonus. They can be used to combat Dinosaurs on Map hexes when resolving the "Adventure" Effect, during a "Counterattack" Secondary Action or can also be assigned to Adventure cards.

## TEMPLE ADVENTURES

### Trial of Strength

**Stage 1:** Gain 2 Followers for each Heavy Soldier you have on your Player board and on this Adventure card.

**Stage 2:** Gain 3 Followers for each Watchtower you built.



### Trial of Proficiency

**Stage 1:** Gain 1 Follower for each Light Soldier you have on your Player board and on this Adventure card.

**Stage 2:** Gain 1 Follower for each Perk you have.



### Trial of Wit

**Stage 1:** Gain 2 Followers for each Player dice you have in play.

**Stage 2:** Gain 2 Followers for each Outpost you built.



### Trial of Momentum

**Stage 1:** Gain 1 Follower for each Camp you built.

**Stage 2:** Gain 1 Follower for each of your Influence cubes on Officers.



### Trial of Leadership

**Stage 1:** Gain 1 Follower for each Valor you have.

**Stage 2:** Gain 1 Follower for each Settlement, Camp and Outpost you built.



### Trial of Equilibrium

**Stage 1:** Gain 1 Follower for each Settlement you built in the City.

**Stage 2:** Gain Followers for each set of Dino in your Enclosure as though it was Final Scoring.



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Find out more about the world of Perseverance at: [www.mindclashgames.com](http://www.mindclashgames.com)

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# ICON GLOSSARY

For Icons also used in *Episode 1*, please refer to the back of the *Episode 1* rulebook.

	<b>FOOD</b>		<b>COMBAT</b>		<b>PICK ONE MORE</b> (Can be the same)
	<b>SCRAP</b>		<b>DAMAGE</b>		<b>OUTPOST</b>
	<b>STORY</b>		<b>INJURY</b>		<b>WATCHTOWER</b>
	<b>ISLAND RESOURCE</b>		<b>OCCUPIED LEADER SPACE</b>		<b>RALLY MARKER</b>
	<b>DISCOUNT</b>		<b>CLEARED AREA</b>		<b>PLAINS DINO ATTACK CARD</b>
	<b>SHIELDHEAD DINO</b>		<b>ANY MAP HEX</b>		<b>CANYON DINO ATTACK CARD</b>
	<b>ENCLOSURE</b>		<b>CITY ZONE</b>		<b>DEFENSE THRESHOLD</b>
	<b>CAPTURE</b>		<b>GLOWBERRY</b>		<b>DEFENSE VALUE</b>
	<b>CAPTURED TRAMPLER</b>		<b>ADVENTURE CARD</b>		<b>SUCCESS REWARD</b> (Dino Attack)
	<b>CAPTURED RAPTOR</b>		<b>OFFICER PERK</b>		<b>FAIL REWARD</b> (Dino Attack)
	<b>CAPTURED SHIELDHEAD</b>		<b>CAMP</b>		<b>BREACH</b>
	<b>PERMANENT VOTE</b>		<b>CHANGE DIE FACE</b>		