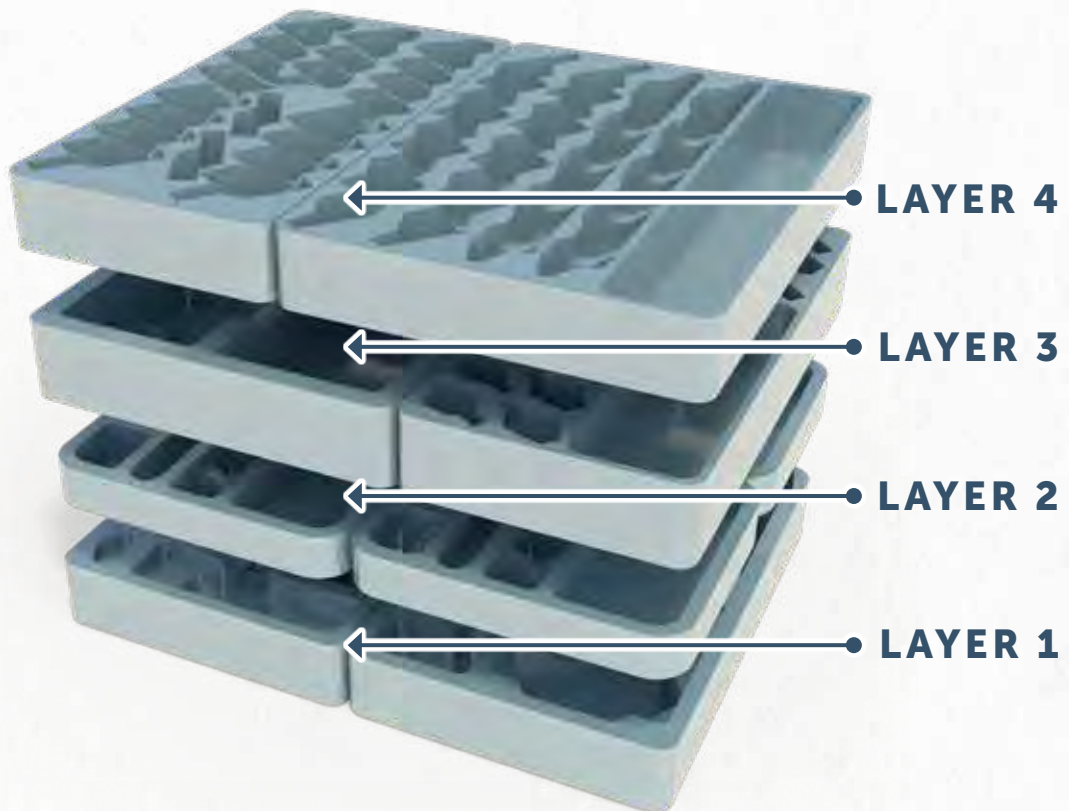


PERSEVERANCE

CASTAWAY CHRONICLES

EPISODES

1 & 2



TRAY MANUAL

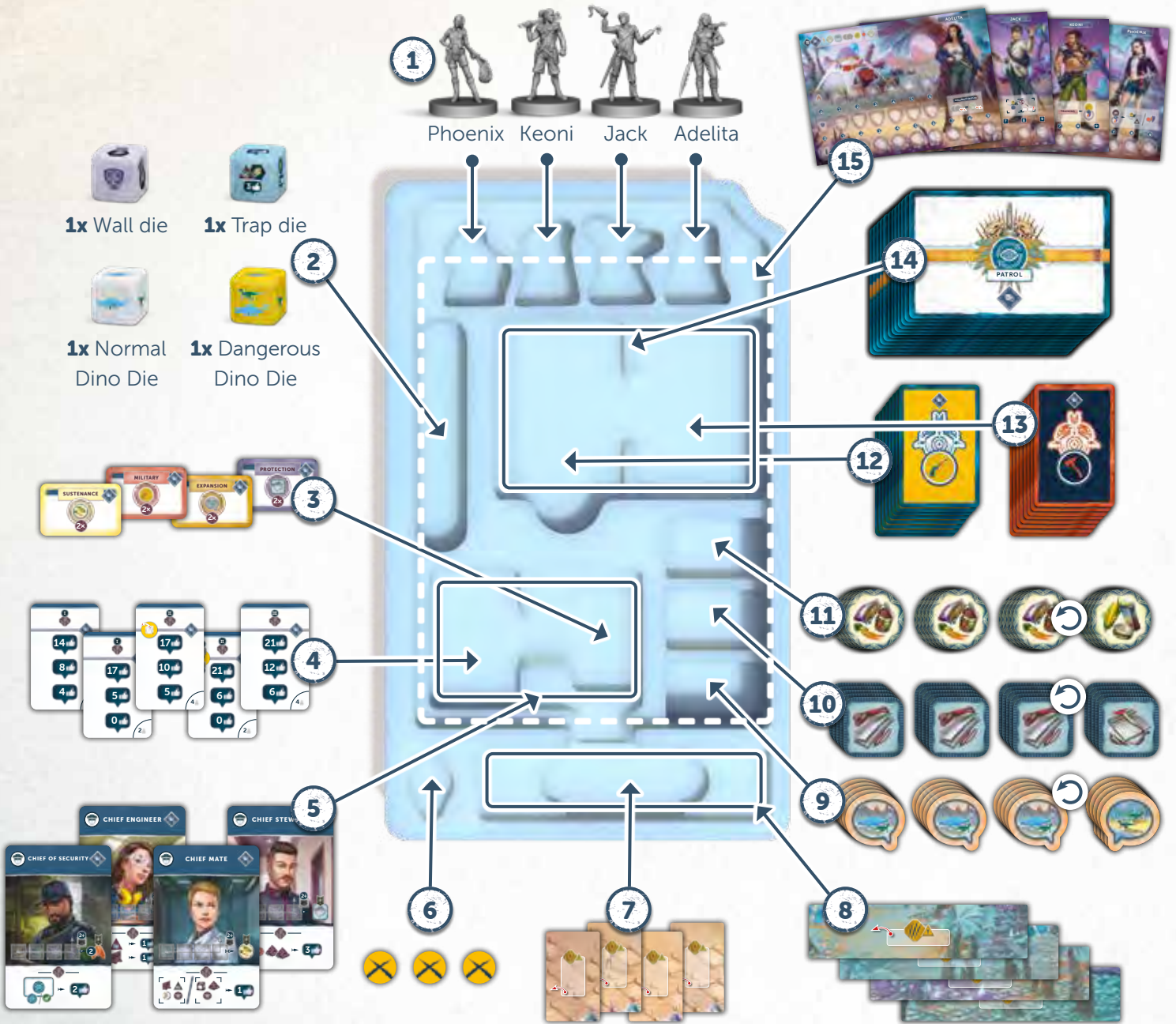
BEFORE YOU START

Please remove every tray and printed component from the box, and lay them out on your table while leaving the game box empty. Then proceed to remove packed components from the trays and to punch out tokens on Punchboards 1 to 12 before starting to organize components back into the trays per the this manual. For a detailed list of components, please refer to the start of the separate *Episode 1*, *Episode 2*, *Solo Variant* and *Chronicle Expansion* rulebooks. Final components, including trays may vary from those shown here.

STANDARD & DELUXE EDITION

LAYER 1

EPISODE 1



- ① 4x Episode 1 Leader miniatures
- ② 4x Episode 1 specific dice
- ③ 4x Assembly Reward tiles
- ④ 5x EP1 Assembly Scoring tiles
- ⑤ 4x EP1 Officer tiles

- ⑥ 3x EP1 Breach tokens
- ⑦ 4x Community Area cover tiles
- ⑧ 4x Dangerous Combat Area tiles
- ⑨ 20x EP1 Food tokens*
- ⑩ 20x EP1 Scrap tokens*

- ⑪ 20x EP1 Story tokens*
- ⑫ 8x EP1 Light Challenge cards
- ⑬ 8x EP1 Heavy Challenge cards
- ⑭ 19x Patrol cards
- ⑮ 4x EP1 Player boards

*Resources (Food, Scraps, Island Resource, Story) and Soldiers have a different artwork for Episode 1 and 2. You can separate them easily by looking at the color of the decorative pattern around the edges: Episode 1 components are marked with blue, Episode 2 components with purple. The images on page 2 and 3 show the respective components, you can use them as reference.

STANDARD & DELUXE EDITION

LAYER 1

EPISODE 2



① 4x EP2 Leader miniatures

② 1x Temple miniature

③ 20x EP2 Food tokens*

④ 20x EP2 Scrap tokens*

⑤ 20x EP2 Story tokens*

⑥ 20x EP2 Island Resource tokens*

⑦ 1x Rally Marker

⑧ 30x Glowberry tokens*

⑨ Map hex tiles

6x Plains, 8x Canyon

⑩ 5x EP2 Officer tiles

⑪ 20x Outpost tiles

⑫ 8x EP2 Light Challenge cards

⑬ 8x EP2 Heavy Challenge cards

⑭ 5x EP2 Assembly Scoring tiles

⑮ 4x EP2 Assembly Reward tiles

⑯ Dino attack cards

10x Plains, 10x Canyon

⑰ Adventure cards

7x Plains Adventure cards

4x Starter Adventure cards

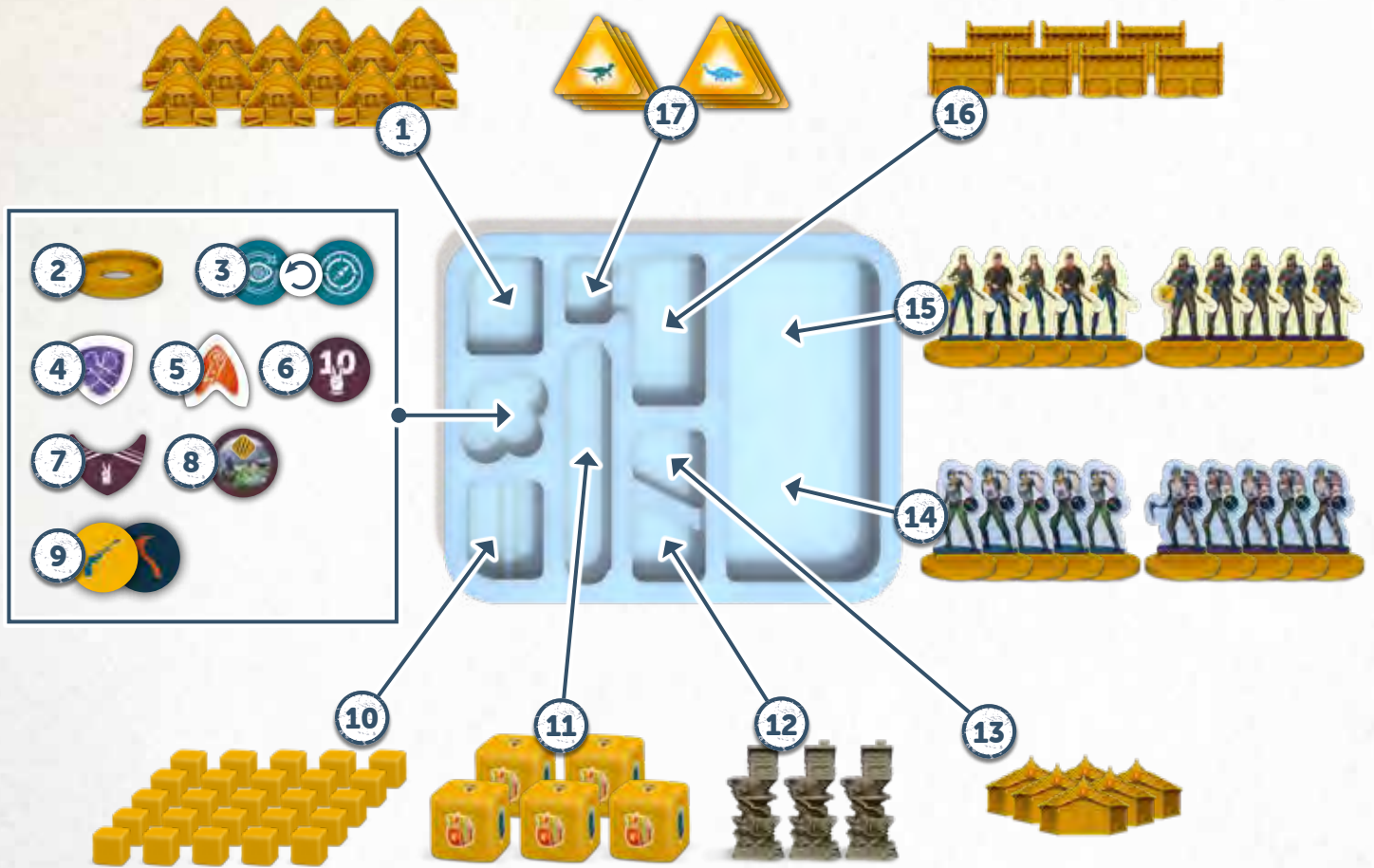
11x Canyon Adventure cards

6x Temple Adventure cards

STANDARD EDITION

LAYER 2

PLAYER COMPONENTS



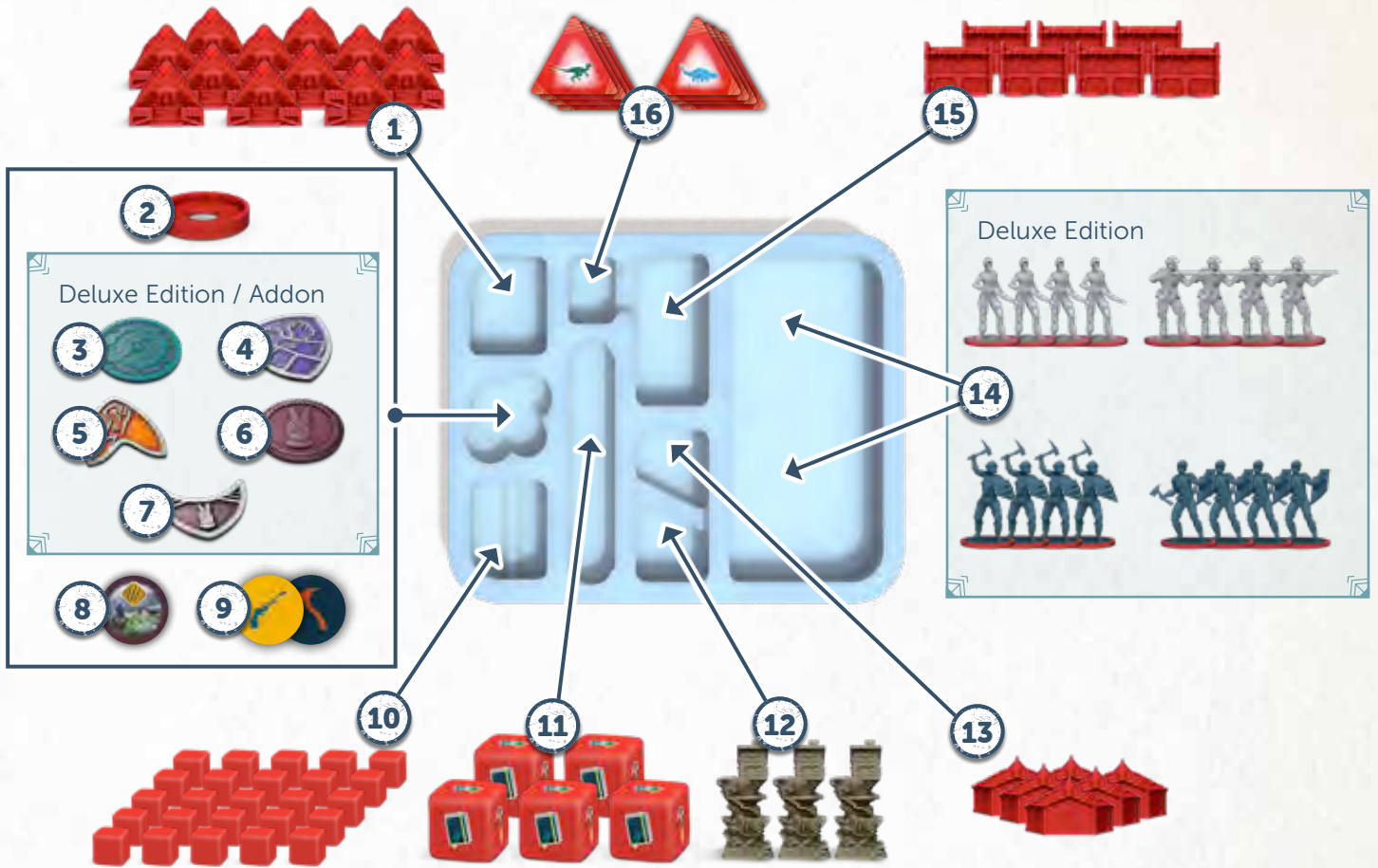
Repeat this for each player color (4x)

- | | | |
|---|---|---|
| <ul style="list-style-type: none"> ① 12x Settlements ② 1x Leader base cap ③ 1x Patrol and Adventure dual-sided Stage marker ④ 1x Safeguard tracker token ⑤ 1x Valor tracker token ⑥ 1x Vote tracker token | <ul style="list-style-type: none"> ⑦ 1x Permanent Vote tracker token ⑧ 1x EP2 Breach token ⑨ Threat tracker tokens
1x Light, 1x Heavy ⑩ 25x Influence cubes ⑪ 5x Player dice ⑫ 3x Watchtowers | <ul style="list-style-type: none"> ⑬ 6x Camps ⑭ Light Soldier cardboard standees
5x EP1, 5x EP2 ⑮ Heavy Soldier cardboard standees
5x EP1, 5x EP2 ⑯ 7x Walls ⑰ 8x Trap markers |
|---|---|---|



DELUXE EDITION
 LAYER 2

PLAYER COMPONENTS



Repeat this for each player color (4x)

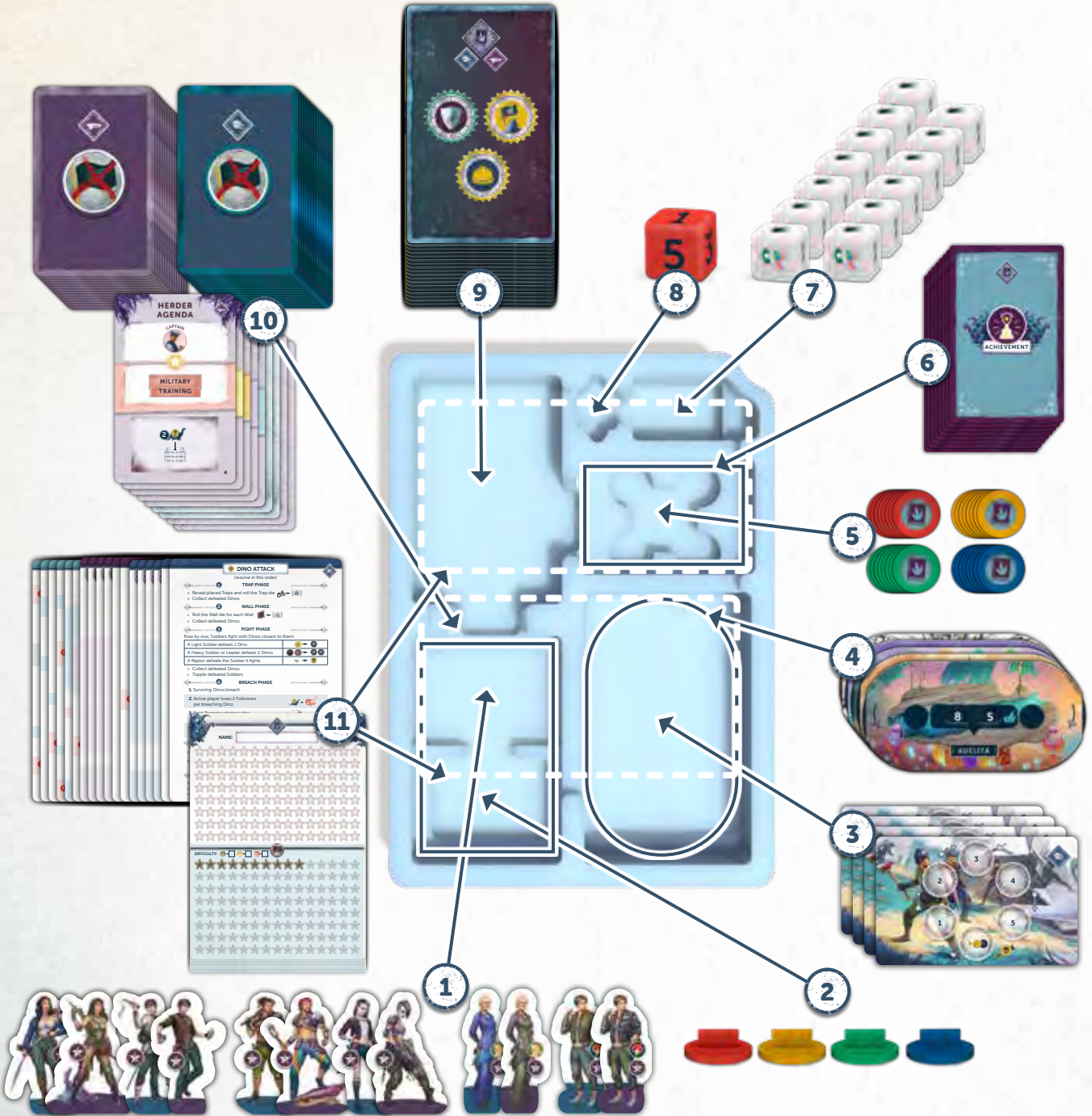
- ① **12x** Settlements
- ② **1x** Leader base cap
- ③ **1x** Metal Patrol and Adventure dual-sided Stage marker
- ④ **1x** Metal Safeguard tracker token
- ⑤ **1x** Metal Valor tracker token
- ⑥ **1x** Metal Vote tracker token
- ⑦ **1x** Metal Permanent Vote tracker token
- ⑧ **1x** EP2 Breach token
- ⑨ Threat tracker tokens
1x Light, **1x** Heavy
- ⑩ **25x** Influence cubes
- ⑪ **5x** Player dice
- ⑫ **3x** Watchtowers
- ⑬ **6x** Camps
- ⑭ Soldier miniatures with base caps*
8x Light Soldiers,
8x Heavy Soldiers
- ⑮ **7x** Walls
- ⑯ **8x** Trap markers

*Though the different sculpts of the Soldier miniatures have either *Episode 1* or *Episode 2* traits, we recommend using them as one common Soldier pool for both Episodes.

STANDARD EDITION

LAYER 3

COMMON COMPONENTS



- ① Leader and Dissenter standees
4x Episode 1 Leader standees,
4x Episode 2 Leader standees,
2x Camilla standees, 2x Narek standees
- ② 4x Leader and Dissenter cardboard standee bases

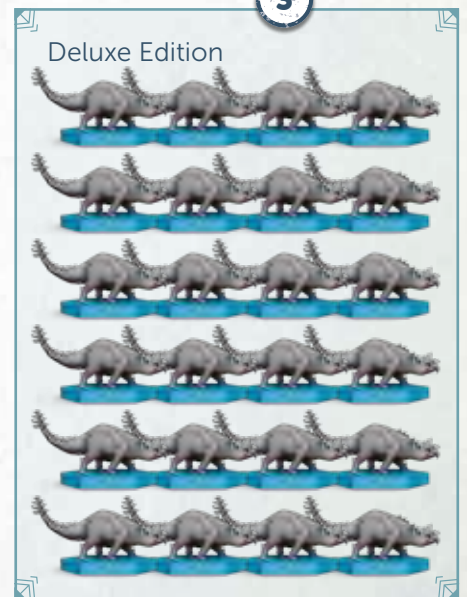
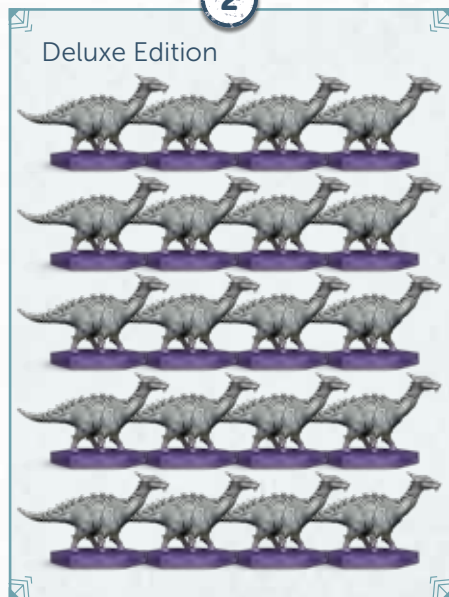
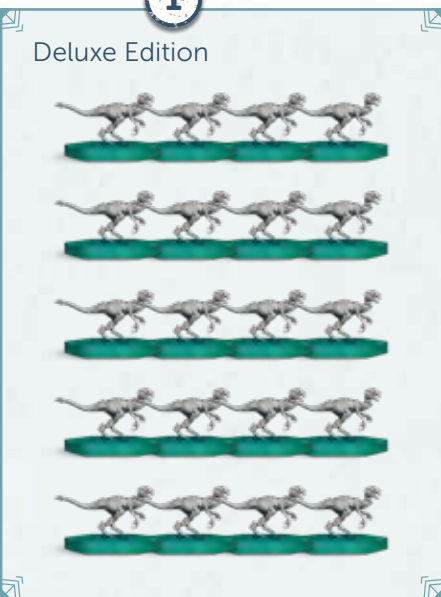
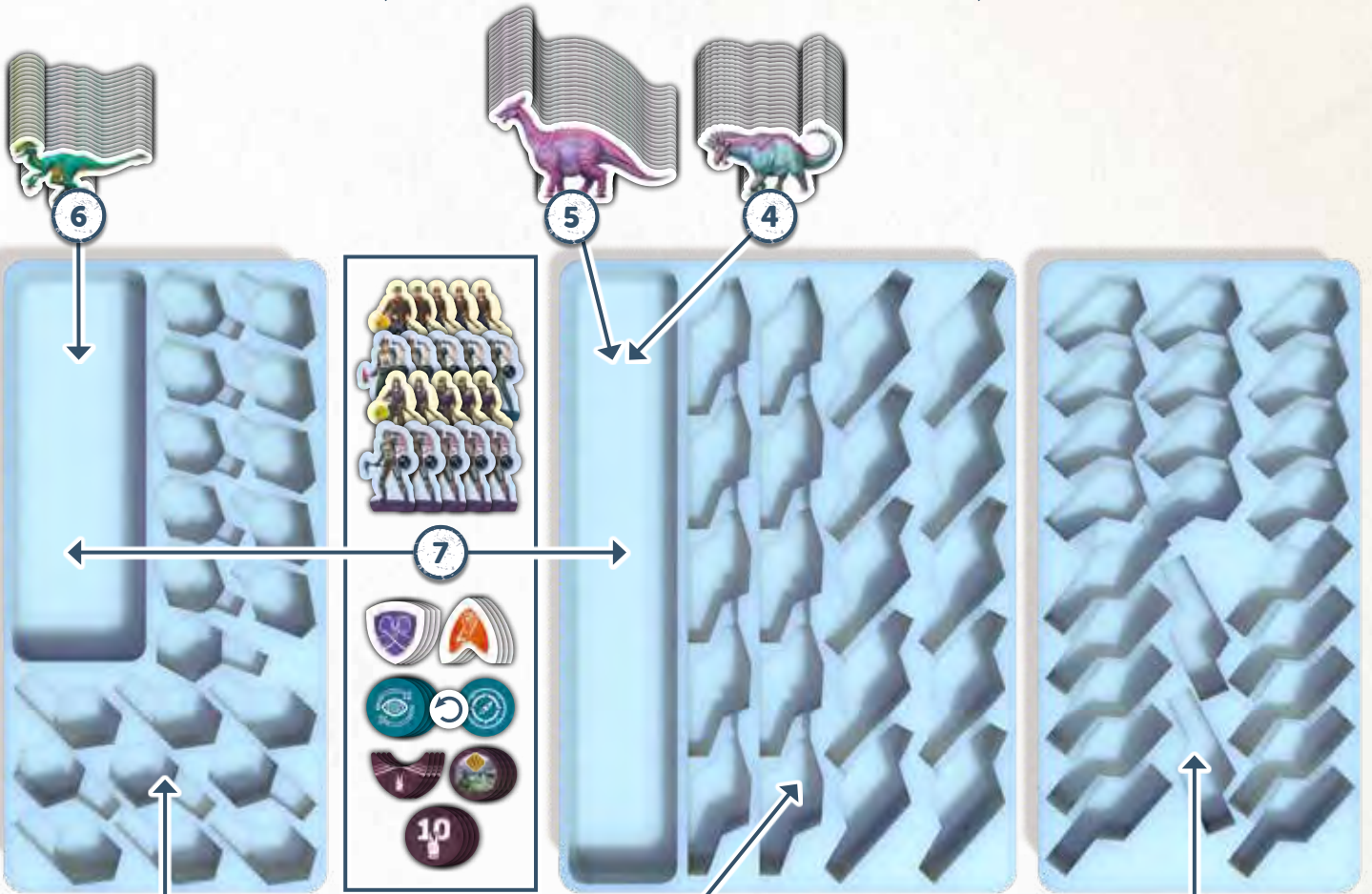
- ③ 4x Threat track cards
- ④ 4x Follower Dials + 1x Acceptance Dial
- ⑤ 8x4 Chronicle tokens
- ⑥ 8x Achievement tiles
- ⑦ 13x Neutral dice

- ⑧ 1x Threat die
- ⑨ 50x Chronicle cards
- ⑩ 39x Solo cards (*Episodes 1&2*)
- ⑪ 21x Player aids plus Campaign Log
(we suggest putting the Campaign Log and *Episode 1* player aids in one stack, and the rest of the player aids in another.)

DELUXE EDITION

LAYER 3 & 4

STANDEES & MINIATURES



① 20x Raptor Dino miniatures

② 20x Shieldhead Dino standees

③ 24x Trampler Dino standees

④ 24x Trampler Dino miniatures

⑤ 20x Shieldhead Dino miniatures

⑥ 20x Raptor Dino standees

⑦ Light Soldier cardboard standee
Heavy Soldier cardboard standee
Cardboard tracker tokens

DISCOVERING PERSEVERANCE

