COLD

A global winter has come and killed. Four survivors are struggling to survive. Resources and time are limited...

Components:

4 player mats (Red, Black, Beige, Orange)

4 turn counters

4 player Tokens (Red firefighter, Black veteran, Beige sprinter, Orange hunter)

18 black Wound Tokens

15 beige Wood Tokens

15 blue Water Tokens

15 red Food Tokens

20 Action Tiles

24 Game Tiles

Setup:

Place the four player Tokens in the center of the playing area on top of the campsite tile.

Each player randomly chooses 1 mat and selects 1 resource Token (Wood, Water or Food) to place in front of them.

Shuffle the Action Tiles and place them into 2 piles in reach of all players.

Place the Wound, Wood, Water and Food Tokens aside.

Separate the Game Tiles in four piles by the numbers indicated on them.

Gameplay:

The game progresses by rounds which have 4 phases: selection, action, barter, survival.

<u>Phase 1, Selection:</u> Each player may fill their mat with X+1 Action Tiles, where X is the round number. There is no turn order, the first player to touch a tile takes it and places it in the first available place on their mat, face up. When a player no longer wishes to take any more Action Tiles they may choose a Turn Order tile.

<u>Phase 2, Action:</u> Lowest turn order tile first, players take turns moving their pieces according to the actions they selected. Since each Action Tile has two indicated directions, the player will have to choose where to move, and place their Token in the adjacent space (or in the case of the sprinter, may move two tiles in that direction). A player cannot move in a direction blocked by a mountain range. Should a player move to a location without a Game Tile, reveal and place a tile in that location from the lowest numbered pile. Place a number of Food or Wood Tokens equal to the amount depicted (Water Springs are inexhaustible, so Water Tokens may stay to the side). Please note, the last tile of a given pile is never used. On any of their turns, a player may choose stop moving for the remainder of the phase and immediately collect up to 2 (or 3 in the case of wood with the Firefighter) resources from the tile they are on. They may do this even if they spent their last Action Tile the previous turn. Should a player enter a trapped location for the first time, they must either end their turn or take a Wound (or in the case of the hunter, continue as if the space were empty). Once everyone has stopped making actions, each Player Token is placed on the campsite.

<u>Phase 3, Barter:</u> Players may trade resources with one another. Goods can be traded for promised actions or future goods, but nobody is bound by a promise.

<u>Phase 4, Survival:</u> Each player may discard one resource of each type. For each resource type not discarded they must place a Wound Token on their mat. When a player's mat is filled with 5 Wound Tokens (or 7 in the case of the veteran), they die. Continue with the next round.

Game end:

If all Game Tiles are uncovered the game ends. If all players have died, the game ends. The last player alive is the winner, but only if they made it to round Y, where Y is dependent on desired difficult (Easy=4 Medium=5 Hard=6). Ties allowed.
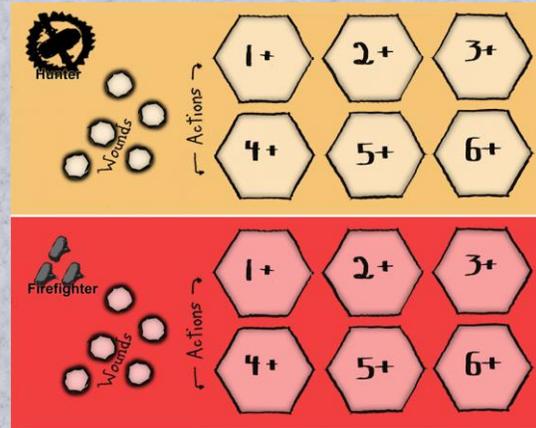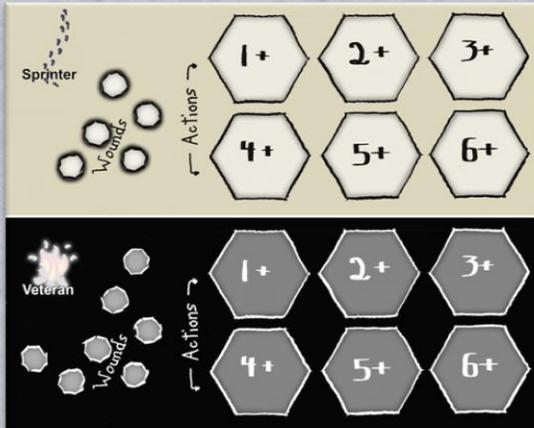
Errata:

1: Players must pick up and place one tile at a time

2: The Sprinter is affected by traps when sprinting

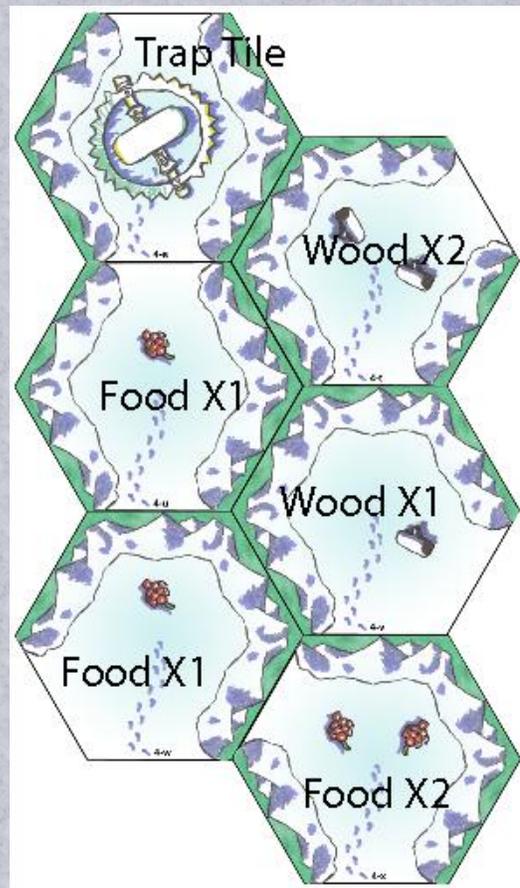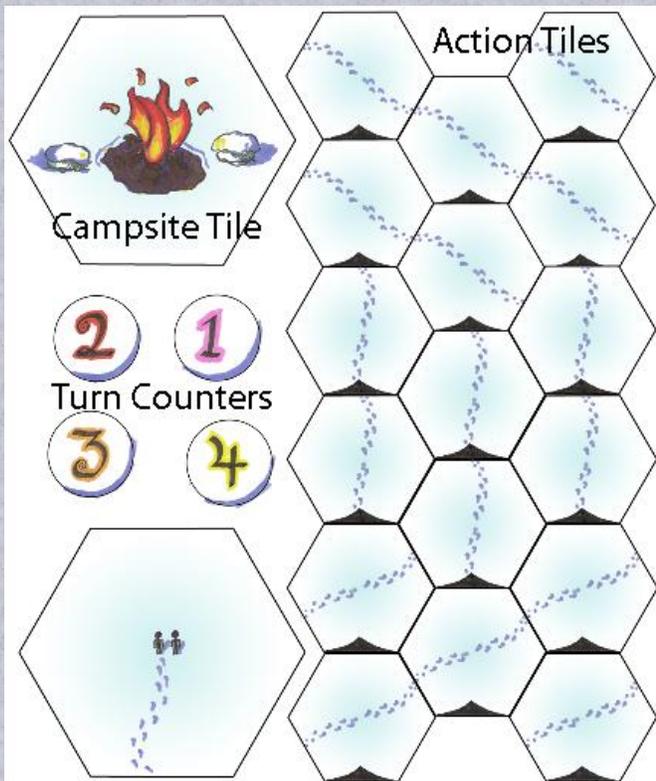3: Water geyser tiles begin each round with 3 units of water.

Character Mats:

Each player has one character mat on which they place all gameplay tokens and tiles (action tiles, wound markers, food, etc).
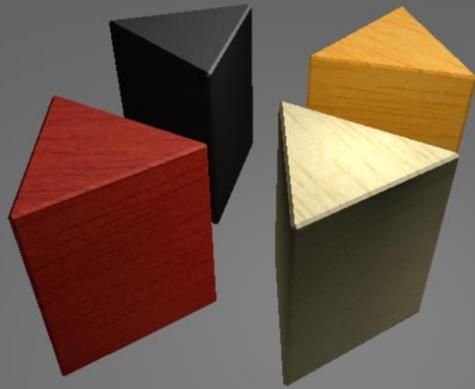

Pieces Guide:
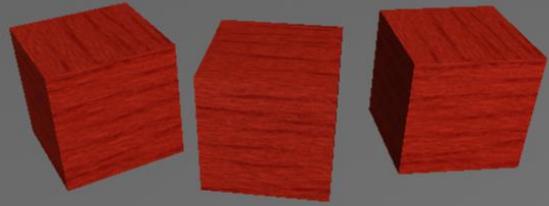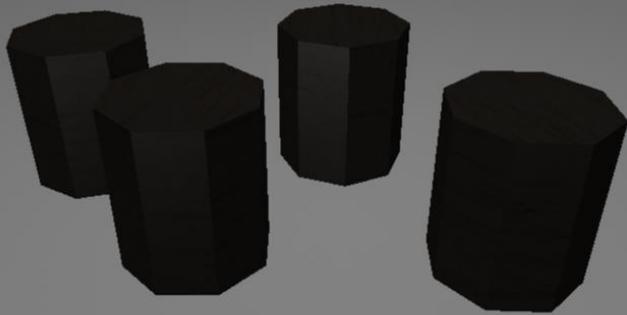
Visual guide to pieces used in game.

Player Tokens

Food Tokens

Wound Tokens

Wood Tokens