



HELP JORVAR, ARNOR, IUNN, AND BERGMUND SURVIVE THE FIRST LUNAR CYCLE AFTER THE IMPACT. BUILD STOREHELTUR FOR THE SURVIVAL OF THE SETTLEMENT.

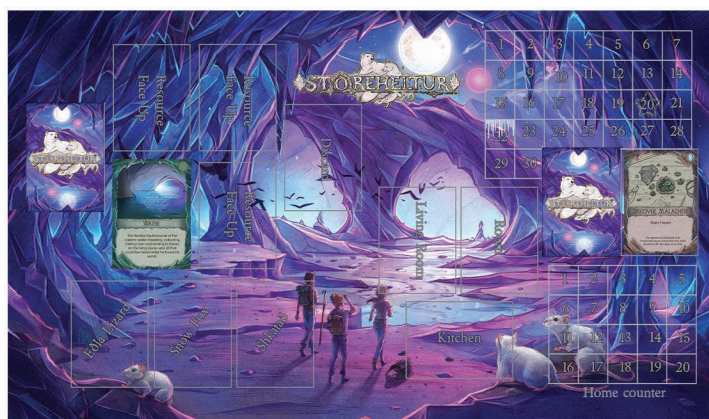
Choose a character, draw your resources, use them to build a home.

But...

Beware the beginning of each moonstep. You'll have either blessings, normal day, or catastrophes.

SET UP:

1. Separate out the cards: characters, building costs, event cards, special resources, resources, and rooms.
2. Shuffle the event cards and the regular resources. Place the event cards face down below the calendar. Deal 7 regular resources to each player. Place 4 regular resources face up and set the rest of the stack face down beside them.
3. Place the special resource cards in piles face up next to the regular face-down stack. Place the rooms in sepearte piles face up.
4. Choose your character card.





PLAY:

In a clockwise manner starting with Jorvar, everyone draws an event card and does what it says. Place used event cards face up next to draw pile. Starting with Jorvar take your turns.

TURN PLAY:

1. Draw 2 resource cards from either face up or face down. (If you draw from face up, replenish it before drawing another card or continuing play.)
2. You may opt to make trades--with one other player and once with the bank. (see trading)
3. Purchase rooms if you're able.

END OF MOONSTEP (ROUND):

Move marker forward on calendar. Everyone starting with Jorvar draws an event card and does what it says.

MOONSTEP 10:

When the marker hits moonstep (day) 10, shuffle in the 5 special event cards.

MOONSTEP 20:

When the marker hits moonstep (day) 20, shuffle in the 4 special event cards marked with a star.

MOONSTEP 22:

When the marker hits moonstep (day) 22, only draw one resource per turn. If an event says you miss a resource, then you don't draw any, unless you have a character ability that negates it.

END OF MONTH (GAME):

When the marker hits moonstep 30, finish out the round. When the round is finished, count up the houses. If you have 10 homes for a 4 person game (15 for a 6 player game/20 for an 8 player game), you've successfully won the game, and Storeheltur will continue for generations to come.



Special Cards:

FERRISH POOLS:

Draw water from the discard pile first. If there's not enough water cards in the discard, start at the bottom of the draw pile and pull water cards from there. You DON'T have to reshuffle the deck unless you rifle through the whole thing.

SACRIFICE:

If there is no water or lichen to discard, do NOT a gain home.

TRAPPED IN A BENSIN:

If you have no water to lose, you lose your turn and the next person must lose their water. If no one has water to lose it's the end of the moonstep (day).

Trading:

SPECIAL RESOURCES:

Edla lizard is equivalent to 2 ice rats

Snow fox is equivalent to 3 ice rats

Shkatað is equivalent to 6 ice rats

≡ You may trade up ice rats for the special resources or use special resources in place of ice rats to purchase rooms or a home.

≡ If you use a shkatað, edla lizard, or snow fox to pay for something and it's over the amount of ice rats you need for the item, you don't get ice rats back in change. For example, you pay for a living room with a edla lizard, malachite, and water, you don't receive an ice rat back.

BUILDING COSTS:

Room: malachite, water, 6 rats (or 1 shkatað, 2 snow fox, or 3 edla lizards)

Kitchen: malachite, water, lichen, 2 ice rats (or 1 edla lizard)

Living Room: malachite, water, 1 ice rat

Home: malachite, lichen, water, ice rat, 2 rooms, 1 kitchen, 1 living room



Character Cards:

JORVAR: Can swap an event card with anyone else; from moonstep 22 on, he chooses one player who doesn't draw an event card.

ARNOR: Can exchange one water and one lichen for one malachite; can disregard one cave-in per moonstep.

IUNN: Can clear the face-up resources into the discard pile, taking one of her choice in exchange for drawing resources; if a calamity would cause her to lose a resource, she may choose to place it in the discard pile or face-down on the draw pile.

BERGMUND: can draw one additional ice rat from discard pile or if none there, start at the bottom of the draw pile and find one; once per turn, can roll a d-6 and receive the following resources:

- 1 = ice rat
- 2-3 = edla lizard
- 4-5 = snow fox
- 6 = shkatoð

(Can't use this ability if he gets sick.)

HELGIS: once per turn can turn one of his existing rooms into another room; doesn't lose a home due to fire or inferno and doesn't have to deconstruct a home due to fire or inferno.

ELVA: may declare one common resource an investment, and when the merchant arrives, she acquires five of that resource; may make an additional trade with the bank and another player.

6-PLAYER CHARACTERS

LILJA: once per turn if you have two lichen and one water, you may draw another lichen, or if you have four lichen and two water, you may draw two lichen; may substitute 2 lichen for another resource.

FRUNI: may draw 1st face-up resource from discard pile; can't draw cards as normal, but on another player's turn may draw one card from what goes into the discard pile (use this ability twice per moonstep, and may discuss what is being discarded to the advantage of the *holdt*); when water freezes, set aside your water cards and gain them back the next step.



ATLI: may initiate trade of room card with another player; once per phase one home construction costs one room less to build. (Room in this definition is room, kitchen, or living room.)

VINDAR: may keep one resource when spent for building costs; if an event would cause you to lose a resource, reduce that number by one, or if it would cause you to lose all of a single resource, discard down to one of that resource.

EVENT CARDS:

Moonstep 10 cards:

FIRE & SMOKE: discard 1 room and no trading this round (downgrade a home if you have no rooms; rooms=kitchen, living room, or room; this affects everyone)

WANDERING SHKATAÖ: no trading this moonstep (not even with the bank; this event affects everyone)

PLAGUE: don't draw resources this turn (this affects everyone)

BLIZZARD: can't draw from the face up resources (this affects everyone)

INJURED: can't use secondary ability (you only)

Moonstep 20 cards:

TRAPPED IN BENSIN: lose all water, if you have no water to lose, lose your turn and the next player must lose all their water. If they don't have any water, they lose their turn. Proceed until someone has water to lose or end of moonstep.

MAJOR CAVE-IN: only one person takes their turn this moonstep. (group gets to decide who plays)

INFERNO: lose one home from the home counter.

SACRIFICE: everyone discards all lichen and water for one player to gain a home. (if no lichen or water to sacrifice, don't gain a home.)

6- AND 8-PLAYER EVENT CARDS

DISCOVER DIOPTASE: everyone gains 1 kitchen

TEMPERATURE DROPS: lose half a moonstep's work (don't draw any resource cards.)