

SHELTER

BACKGROUND

In the last few years of the Earth calendar, alien creatures invaded and wars spread all over the world. The abuse of nuclear and alien weapons led to severe radiation pollution and dramatic changes in the earth's climate. Heavy casualties on both sides, Earth has come to an end. Players are the last people in the underground shelter. The resources in the shelter are limited. The player needs to strive to survive, escape from the apocalypse and continue the human gene.

OVERVIEW

Each player plays a character with special skills. The energy of the shelter is constantly being consumed. Players need to try to get out of trouble on the base of relying on furniture and items to survive. Players could choose to build the spaceship and escape the shelter together, or they could choose to find the ark code and the one who finds the code could escape by his own, or to be the last survivor and enjoy the remaining resources on earth.

OBJECT

Players need to improve their health, satiety, cleanness and mood to ensure they could survive in this harsh world. Furthermore, in order to win the game, they need to escape the shelter or to be the last survivor.

NUMBER OF PLAYERS

This game is suitable for 2-6 people. The more players, the longer the time takes. It takes about forty minutes for two people to play.

GAME CONTENTS

- Character cards
- Personality cards
- Furniture cards
- Item cards
- Special cards
- Bars
- Character tokens
- Durability tokens
- Spaceship construction room
- Six-side dice

CONTENTS OVERVIEW

Character cards

Character cards detail the different characters and their special skills.

Personality cards

Personality cards detail the different personalities and their effects on character attribute values.

Furniture cards

Furniture cards contain furniture for various effects.

Item cards

Item cards contain items for various effects.

Special cards

Special cards contain special items and special furniture, ark card is included in special furniture cards.

Bars

Bars are used to record the character attribute values, including health, satiety, cleanness and mood and are also used to record the progression of the spaceship construction and the required number of people to build the spaceship.

Character tokens

Each character card table corresponds to a character tokens, which is used to represent the current position of the character.

Durability tokens

Durability tokens are used to record the durability of the furniture. Each small token represents 1, each big token represents 5. The size of the token can be exchanged at any time (For example, 5 small tokens can be replaced by a big token, vice versa). Tokens of different color are same.

Spaceship construction room

A room for build spaceship. It details the required number of people for build the spaceship and the construction progress on the spaceship construction room card.

Six-side dice

Six-side dice are used for deciding the order of action and deciding the results of random events on the furniture and items.

SET UP

1. Place all special cards face up in front of all players.
2. Shuffle all furniture cards and place them face down in front of all players as the furniture deck.
3. Shuffle all item cards and place them face down in front of all players as the item deck.
4. One player draws a number of furniture cards, the number of the cards is that eight times the number of players minus four, from the top of the furniture deck. Put the furniture cards face up in front of players together with spaceship construction room,

the ark and the lottery box (special furniture). Put the durability tokens according to the durability of each furniture, and insert the bars into spaceship construction room according to required number of players and construction progress. The correspondence between the number of furniture cards to be drawn and the number of players is as follows:

PLAYERS	2	3	4	5	6
FURNITURE	12	20	28	36	44

Remember put spaceship construction room, ark and lottery box after you put furniture cards!

5. Shuffle all character cards and personality cards. Every player randomly picks one character card and one personality card.
6. Every player put the character card in front of himself. The character on the character card represents the player in the game. Each player has 3 points for health, satiety, cleanness, and mood. According to the attribute adjustment of personality card, insert four bars, each of them represents one attribute, into the character card. Put the personality cards in the specified position on the character card.
7. Every player takes his character token corresponding to the color marked in the upper right corner of the character card.
8. Every players takes one six-side die.
9. If the character's special skills allows him to have items, the player can draw the corresponding number of items cards from the item deck. The item cards should not be showed to other players.

GAME PLAY

At the beginning of game, all players roll the dice, **the player with highest points decides whether to replace one faced up furniture card with the specified furniture card in the furniture deck.** If the furniture card is replaced, put the replaced card into discard pile and reshuffle the furniture deck. This rule is only conducted at the beginning of the game.

GAME ROUND

1. **The action order determined by rolling dice in each round.** The player with higher points act first. If there are players with same points, these players roll again to determine their action order.

2. **Choose a item card to use.** Each player can only use one item card in a round. The item card only can be used before the player choose a furniture.

3. **Choose a furniture card to use and put the character token on the chosen furniture.** Each player can only use one furniture card in a round. Each furniture has an upper limit of users/ required people. When the upper limit is reached, other players cannot use it.

4. **Remove the corresponding number of durability tokens of the furniture.** The furniture effect starts immediately as soon as the player choose the furniture.

DURABILITY NOTES

➤ **For the furniture with a number of users, the durability is reduced by one for each person.** For example, the

refrigerator can have 2 users in a round. If 2 users use the refrigerator, the durability of the refrigerator should be reduced by 2 in this round.

➤ **For the furniture with a required number, the durability of the furniture after starting is reduced by one.** For example, the charging machine requires 2 people to start in a round. If there are 2 users use the charging machine, the durability of the charging machine should be reduced by 1 in this round. If the furniture doesn't reach the required number, it will not reduce the durability.

5. At the end of each round, if there are no furniture and item effects support, **each player needs to reduce 1 point of satiety, cleanness and mood to start the next round.** All players finish the action as a round and as the end of a day.

GAME VICTORY

There are three ways to win the game:

- The construction of the spaceship is completed. All survivors can escape the shelter by the spaceship. All survivors win.
- OR
- Get ark code and activate the ark. The player who activates the ark wins. Other players continue to play.
- OR
- There is only one survivor left in the game, the survivor wins.

MORE RULES

Character

In the game, each character has unique special skills. These special skills provide

players to choose more suitable ways to win the game. Some skills would adjust some rules in the game, and the rules after skill adjustment shall prevail. Each player's health, satiety, cleanness and mood have 3 points by default. The personality card could adjust the attribute values. The attribute values have no upper limits. The color marked in the upper right corner of the character card corresponds to the color of character tokens.

Personality

At the beginning of the game, each player randomly selects a personality card. Different personalities have different adjustments to the initial attribute values. The personality cards are only used at the beginning of the game.

Attribute Value Reduction

At the end of each round, if there are no furniture and item effects support, each player needs to reduce 1 point of satiety, cleanness and mood to start the next round. When one of the three attributes above is reduced to 0, the health will be started to reduce each round. Reduce to 0 within two attributes, the health will be reduced 1 point each round starting from the next round. If three attributes reduce to 0, the health will be reduced 2 points each round starting from the next round. When the health reaches 0, the player will die out.

Furniture

The number of the faced up furniture is 8 times the total number of players minus 4 (excluding the ark and the lottery box). Some furniture can only be used once. The effects of some items can change furniture.

Number of Users/ Required Number

Furniture with number of users can still be used even if the number of users doesn't

reach the upper limit of the furniture. Furniture with a required number must meet the number of people before use, otherwise the furniture cannot be used. The number of people on all furniture and construction room shall not exceed the number of users/ required number.

Durability

Furniture has durability. Furniture cannot be used if its durability is exhausted. The exhausted furniture card is still in place. For the furniture with the number of users, the durability reductions calculated according to the number of users (For example, if the furniture with 2 users is used by 2 players, the durability of the furniture reduces 2). For the furniture with required number, the durability reduce 1 in one round, no matter how many players use the furniture (For example, if 2 players used the furniture with required number, the durability of the furniture reduces 1).

Item

In this game, players can get items by furniture, random events and skills. The item cards should not be showed to other players. The item card only can be used before the player choose a furniture. And each player can only use one item card in a round.

A player can hold up to 4 item cards. If the items are more than the upper limit, the player must immediately put the extra cards into the discard pile. Which cards to discard is decided by the player. Players can only discard items when they exceed the upper limit. When the number of item cards less than 4 cards, the player cannot discard the item cards by himself.

Special Card

Special card include special furniture cards

and special items cards, which are furniture cards for occupying space, item cards that need to complete some requirements and ark. The special cards are not included in furniture deck and item deck, but the special furniture is furniture and the special items are items. Some special effects of furniture cards and item cards can act on special cards.

Skip a Round

If the player gets the result of skipping one round, the player will be skipped the next round.

Spaceship Construction Room

If the construction of the spaceship is completed, all survivors can escape the shelter by the spaceship. All survivors win the game. A spaceship can be built when the construction progress of the spaceship is completed. The construction progress is 7 times that of all players. If enough players build the spaceship in the spaceship construction room, the construction progress +1 in the round. The required number of people for construction is half number of the survivor (if decimal, round). Some furniture and items can add construction progress as well.

Random Event

Some cards have random events, which need to roll the dice to determine the results. The points on the dice corresponds to the number on the card. The player needs to execute the event corresponding to the number.

STRATEGY NOTES

Don't be too eager to use the item card

Some furniture cards require you to exchange items for rewards, which is often

more worthwhile than using items directly. In addition, some item cards may help you complete some harsh conditions. However, remember that you can only use the item cards before choosing furniture.

Occupy the scarce resources first

Whichever way you choose to win the game, survival is premise. So choose the furniture that everyone needs most and the rarest in the game, which can make you live longer.

Decide your object to win according to your character

Different character skills suites different ways to win the game. Carefully consider about how you can use your character skills flexibly. But sometimes the object may need to change as the situation changes.

There are many ways to increase the spaceship construction progress

In addition to going to the spaceship construction room, the construction progress can often be increased more through the random events of furniture or the effect of items. It's a good idea to go to the construction room in the later stage of construction.

GAME HIGHLIGHT

After meeting the players' basic attribute needs, the game is the most exciting. They will have the spare energy to think about the game strategy. The different skills of the characters will let them choose the easiest way to win for themselves. The objects among players may be inconsistent. Their different purposes will make their game strategies different. They may cooperate with each other or kill each other or explore on their own.

Game Flow Chart

