

# DARK WINTER

## Summary

Dark winter is a board game of survival, cooperation and resource management. Players will play four survivors, living in a vulnerable house together during the pandemic and social collapse. They need to survive as long as possible by looting, using their resources and responding to threats and risks.



## Inspiration

In 2001, a real-world exercise tested the emergency response to a bio-terror attack on the continental United States. The operation was called: Dark Winter. Within just a few days, the simulation spiraled out of control. The operation predicted a rapid breakdown in essential institutions, civil disorder and massive civilian casualties.

Dark Winter has revealed how vulnerable we've become. By the time patient zero feels the first sore throat, millions of people will already be infected. Just a few days after the pandemic, the power will fail, the shelves will be empty, and the taps will run dry. And once hunger and despair take hold, people will do anything for survival. Our complex world is primed for breakdown. And once the chaos strikes, there won't be resources to save us all.

# Rulebook

## Set-up



1. Four players have their character status card and a character marker representing their actions
2. Players can use paper clips to mark the number of status on the character status card
3. Place the board in the middle of the table.
4. The house damage marker is used to mark the house damage of 0-5 on the location board
5. Disinfection marker is used to mark the disinfection status of the house on the location board
6. Four kinds of resource cards are stacked on one side to the location board as the resource generation area, and the other side to the location board is used as the resource storage area shared for all players.

## Goal

Survive as long as possible.

## Character Status



**Health (0-9):** The physical health of character.

**Stamina (0-5):** The action points of character.

**Cold (0-5)/ Hunger (0-5) / Illness (0-5) / Injury (0-5):** Negative status of character.

When the character's health reaches 0 or the cold / hunger / illness / injury is higher than 5, the character dies and quits. When the character dies in the house, the resource storage area adds 4 units of raw food.

## Location



1. The locations in the game include the house where the survivors (characters) live and three locations to explore.
2. The status of the house: the degree of house damage (0-5) and whether it is disinfected.
3. Each of the three explorable locations has its own resources and risks, which will be explained later.

## Resources



1. There are four kinds of resources in the game: raw food, wood, alcohol and medicine
2. When using resources, move the corresponding resources from the resource storage area to the resource generation area.
3. When looting for resources, the corresponding resources should be moved from the resource generation area to the explorable location, and in the evening phase moved from the explorable location to the resource storage area.
4. When trading resources with neighbors, the obtained resources are moved from the resource generation area to the resource storage area, and the paid resources are moved from the resource storage area to the resource generation area.

## The Round

Every round represents a day for the survivors. Each day has of the following phases:

1. Morning phase
2. Daytime activities phase
3. Evening phase
4. Night phase

### Morning phase

Steps of this phase:

**Getting hungry:** For all characters, hunger +1

**Getting cold:** For all characters, cold +house damage

**Infection:** For each character who is ill, the other character who's not ill rolls the dice once, If the result is  $\leq 2$  (if the house has been disinfected:  $\leq 1$ ), he will be infected (illness becomes 1). Reset the house to be undisinfected.

**Deteriorate:** For each character who is ill, his illness +1, but players can choose to consume medicine (medicine -1) to stop the illness growth of the day.

**Rested:** Health of each character is set to "10-Cold-Hunger-Illness-Injury", and the character dies when the health is  $\leq 0$ . Stamina of each character is set to health/2(rounded up).

## Daytime activities phase

In this phase, players can choose to stay in the house or go out to explore, they cannot do both in a day.

### 1. House activities

In turn order, players stay in the house can carry out any of the following activities, and the stamina of the character will be consumed (stamina -1) for each activity.

**Making a fire:** For all characters stay in the house, cold will be cleared (cold =0). Resource consumption: Wood -1, Alcohol -1.

**Repairing the house:** House damage - 1. Resource consumption: Wood - 1.

**Cooking:** For all characters stay in the house, hunger -1. Resource consumption: Raw food -number of characters in the house, wood -1, alcohol -1.

**Healing:** For the character carry out this activity, his injury -2(until 0), but he can't do any other activities in the day. Resource consumption: alcohol -1, medicine -1.

**Disinfection:** The house becomes disinfected. Resource consumption: alcohol -1

**Suicide:** The character who carried out this activity dies.

### 2. Exploring outside

1. Players can choose a location to explore, and they can loot for resources multiple times (if they have enough stamina). Every time they loot, their stamina consumed (stamina -1), and there are risks of looting (players roll dice once every time they loot, and if the results meet the corresponding conditions, they will be punished). There are three locations:

**Factory:** Lootable: wood / alcohol (choose one option); Risk: if dice  $\leq 3$ , cold +1.

**Supermarket:** Lootable: raw food\*2 / wood (choose one option); Risk if dice  $\leq 2$ , injury +1.

**Hospital:** Lootable: alcohol\*2 / medicine\*2 (choose one option); Risk: for who is not ill: if dice  $\leq 1$ , infected (illness becomes 1); for who is ill: if dice  $\leq 1$ , illness doubled (illness\*2).

2. At the end of exploration, if the character is not ill, roll the dice twice. If both times are  $\leq 2$ , the character will be infected (illness = 1).

## Evening phase

**Neighbor visit:** provide random resources with their quantity equal to the number of surviving characters. The types of resources are determined by rolling four dice (1: raw food, 2: wood, 3: alcohol, 4: medicine). Players can exchange the same number of resources in the resource storage area.

**Killing the neighbor:** Players can choose to kill the neighbor when the neighbor visits. They can get all the resources provided by the neighbor and 4 units of raw food (directly into the resource storage area) for free, but cancel the neighbor visit in the following game process.

## Night phase

Roll a D4 dice to determine which one of the following four night events happens.

**1. Rioter attack:** players can choose:

A. House damage +1, at least two players' stamina -1 and injury +1;(if at least two players have stamina left)

B. Lose half of their resources (the resources in the resource storage area become the previous resources / 2, rounded down)

**2. Snowstorm:** house damage +1, for all characters, cold +1

**3. House materials falling:** fall all characters, injury + (1 + house damage / 2 (rounded down))

**4. Peace night:** nothing happens