



The FOG is quickly taking their island.
Nobody swallowed has ever returned.

They have to leave their home now.
They have to reach their boats.
They have to be very fast.
It is their last chance!

Can you help them?
Can you save them?

Content	Page
1. Story / Aim	1
2. Components	1
3. Setup	2-3
4. Sequence	4-5
5. Movements	6-8
6. SOLO Play	9
7. Options	10
8. Expansions	11

You will find a detailed **How-to-Play** video at www.xollox.com/fog.

Kickstarter: www.kickstarter.com/projects/xollox/the-fog | **Facebook:** www.facebook.com/XOLLOXGames

Introduction/Family Game (1-4 Spieler) → Rules without green shaded text
Expert Game (1-6 Spieler) → Entire rules including green shaded text

1. Story and Aim

Zerados, the only one but beautiful island in the Great Ocean and the home of many tribes like the Xamas, Yamati, Yadelos and Xondos has been threatened for weeks now by a mysterious giant dark wall of Fog. At first only far on the horizon to see the wall of Fog reached one day their home island. Bit by bit it crawled over the island. What is in or behind The FOG is unknown. Nobody that ever went into The FOG – courageous warriors, wise elders and others – or who got “swallowed” by it, ever came back.

Except for one last village on the east coast by the Xappalos Bay the whole island is now swallowed by The FOG. All tribes have built hastily boats in this bay in the last weeks, to hopefully still escape The FOG. Their only hope is an ancient tale, which over generations and centuries has been passed on – their original home Yamagi, the magic land. Somewhere far to the east it is supposed to lie.

They thought they had at least another day or two in which they could embark organized. But suddenly The FOG gets faster and faster and everyone – chiefs, elders, sailors, warriors and the tribal members – just start running in pure panic, to hopefully reach the boats and set sails before the FOG reaches them.

Hopefully as many of them as possible can be saved. It is on you ...









You are playing a guardian coordinating the difficult path of your fleeing islanders towards their rescuing boats. The beach is packed and everyone is in panic. Will you stay calm and assure that your islanders reach their boats before the FOG reaches the shore? For your achievements you will receive rescue points. But beware, time is not your ally as The FOG is continuously rushing forward swallowing everything and everyone in its path. The player who collects the most rescue points wins the game against The FOG and the other players and will lead the islanders and their boats on the journey to their original home Yamagi.

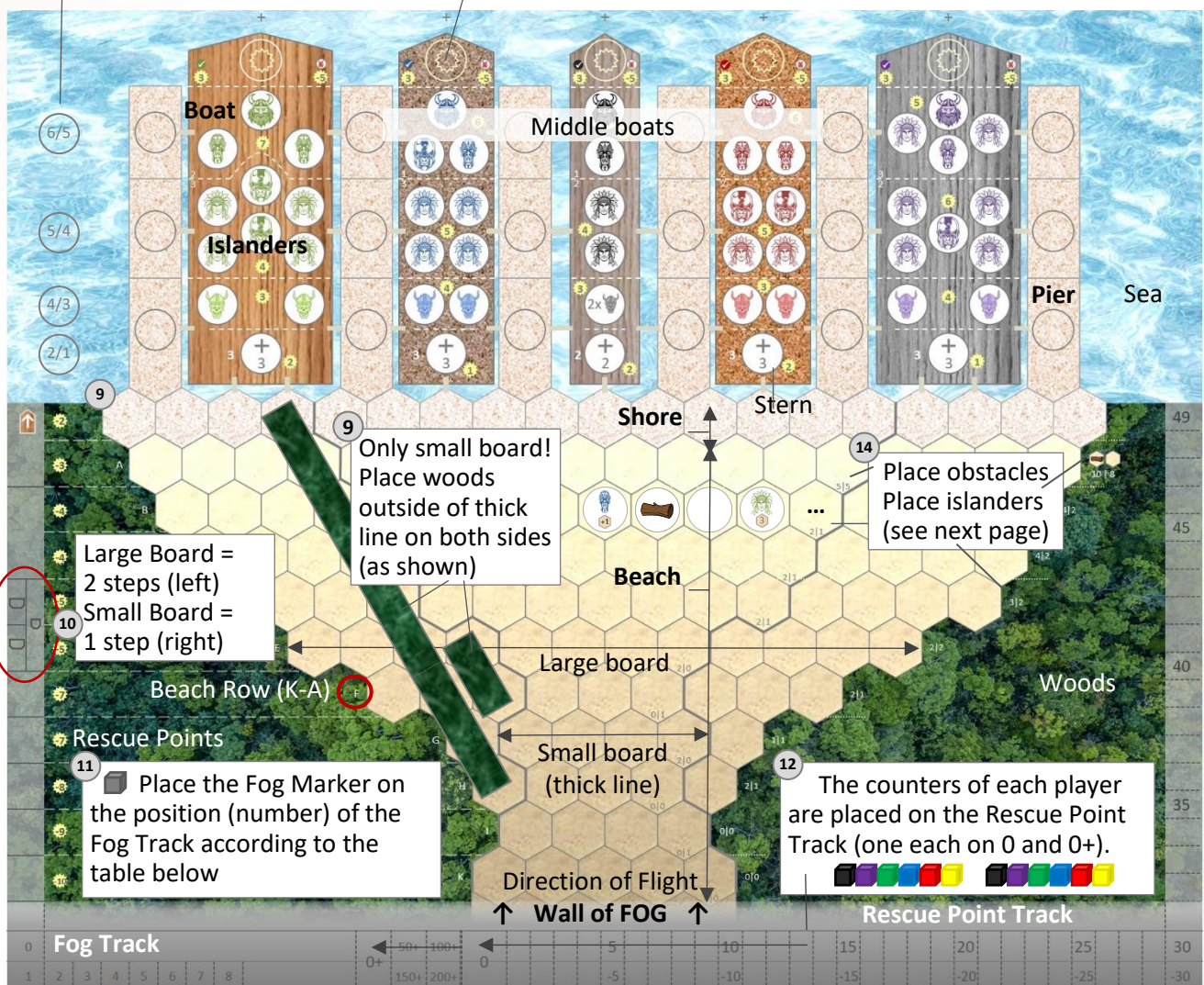
2. Game Components

- 1 Main Board
 2 Turn Boards
 1 Setup Aid
 1 Scoring Aid
 For each of the 6 player colors: 20/15 large plastic disks („player discs“)
 2 small wooden discs („Player Marker“)
 2 wooden cubes („counter“)
- 6 Player Aids
 6 Movement Point Tracks
 3 green hourglasses (60 sec.)
 2 black hourglasses (40 sec.)
 2 wooden cubes grey/beige („marker“)
- 30 obstacles (driftwood, rock, hole)
 4 woods
 1 Wall of Fog
- 25 boat reaching bonus (5 each for value 1-5)
 4 boat scoring
 5 movement points (only SOLO Play)
- 60 Islander (white) and 32 Isl. (grey), each with one colored islander and one movement icon
 There are 5 different tribes each in one color (green, black, purple, blue and red)
- There are 5 different types of islanders:
 Chief
 Elders
 Sailor
 Warrior/Amazon
 Tribal members

For each color there are: 1 chief and 2 tribal members; all others exist 1 time more than pictured in the boat.

3. Game Setup (2-6 players)

- 1 Choose board size: large (2-6 players) or small (2-4 player → less islanders and shorter playing time)
 -  large: use the whole board with all 5 boats
place all islander and obstacle chips next to the board
 -  small: only the board inside the thick line and the 3 middle boats are used
place following chips next to board: 32 islanders (grey) and 15 obstacles
instead: 32 Islander (white) in the middle boat colors (blue/black/red) plus 15 obstacles
3 player-game: remove 1 tribal member each of red and blue
- 2 Each player picks one player color and receives as many disks as stated in the table below (2-player: pick 2 colors each) 
- 3 Each player gets one 7th movement point track and a Player Marker in his color and places the marker on the 7 
- 4 Each player receives one Player Aid with  
- 5 A starting player is determined randomly
- 6 Place on each field (top to bottom) randomly one side of the respective boat scoring chip (6/5, 5/4, 4/3, 2/1)
For 1. Game: 6 | 5 | 4 | 2
- 7 The boat reaching bonus chips (5-1) are placed in the upper part of each participating boat as a face up stack (highest value on top, sorted descending) 
- 8 Place scoring aid next to the board 



2	Board Size
11	No. of players
	Player discs
	Fog Marker

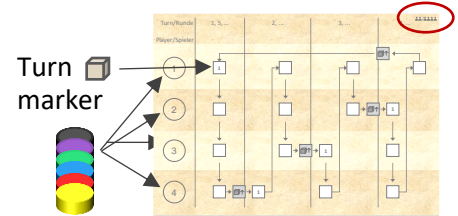
Large					
2	3	4	5	6	
2x15	20	15	12	10	
4	6	4	2	1	

Small		
2	3	4
2x8	10	8
1	2	1

- 13 Place the Turn Board next to the board (see next page)

13 Choose Turn Board and place it

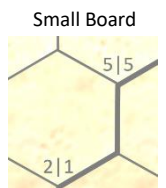
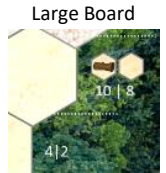
- Select Turn Board according to number of players (👤 top right) and place it next to the board. Place Turn Marker on the upper left square.
- 3-6 players: starting with the starting player in clockwise order each player puts a Player Marker on the left circles (from top to bottom)
- 2 players: The starting player puts his Player Markers (of the 2 played colors) on the position 1 & 3, the other player on 2 & 4



14 Place chips



- Place randomly in each of the beach rows K to A the number of *obstacles chips* as stated on the right side of each beach row (left number). For this the following applies:
 - no more than 3 obstacles may touch one another (as a group)
 - not more than 3 obstacles altogether may touch the woods directly
- Place all *islander chips* randomly on the hexes of the board – row by row, starting with row K. Leave thereby in each beach row randomly as many spaces (empty hexes) as stated on the right side of each beach row (right number).
It might happen that there are more empty hexes in the top row (A) than stated. This is all right and happens if islanders were taken out of the game at the beginning. Choose the additional empty hexes also randomly.



15 Possible selection and setup of possible options or expansions (see corresponding section)

- Game with Hourglass - Intensifies the playing feel of the quick approaching Fog significantly
- Minimum Boat Crew - Boats need a minimum crew to depart / be scored
- Individ. Boat Points - Each boat area has individual rescue points
- Team Play - Play in groups against each other
- 2-Player demanding - Each of the 2 players plays 3 different colors (only large board)
- Expansions 1-5 - Fog Uncertainty, Unforeseen Events, Tasks, Action Cards

16 Put remaining and not needed game material back into the box. The setup is concluded!



4. Sequence of play (2-6 players)

The game consists of 3 phases. Each phase takes place one time.

1. Selection

All islanders (chips) on the board are chosen one by one in the specified way by the players by putting one own player disc below the chip.

2. Movement

The game is played in rounds – indicated by the Fog Marker. The game ends once the Fog Marker reaches the shore. The turn order is defined by the Turn Board.

Each round each player does one turn by using the available 7 movement points for the different possible movements of his Islanders – to move them towards the boats (to save them from the approaching Fog). Subsequently the FOG (Marker) advances (one step) and it is checked whether any Islanders have been swallowed by the FOG. Islanders lost to the FOG cannot be played any more.

3. Scoring

Rescue Points are awarded in several scoring categories (positive and negative ones):
Reaching the boat, reaching the own boat, lost islanders, bonus points

Phase 1 – Selection



- The Selection phase the player on the bottom of the Turnboard starts (last one)
- It is played alternating from bottom to top and back to bottom etc..
Example 3 player: Last → Middle → First → First → Middle → Last → Last → ...
- The player to the right of the starting player (bottom of the Turn Board) starts by selecting an islander chip on the board and placing one of his player disc below it.
- Now the next player does his turn by selecting a not already taken islander (without player disc below).
- This is repeated until all chips have been chosen. Each player must have the same number of player discs with islander chips on the board.



↓ Blue has chosen



Phase 2 – Movement

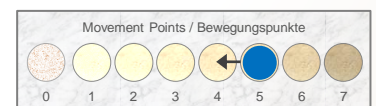


- The starting player (top one on the Turn Board) starts. He is the active player.
- The active player has **7 movement points (MP)** available to perform different movements – which he can divide arbitrary between his Islanders.

After each movement the Movement Track is reduced by the MP used.

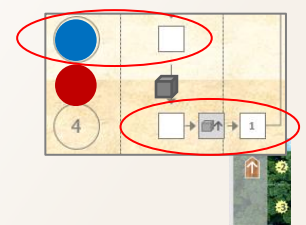
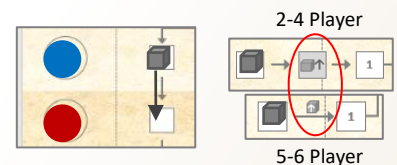
The turn of the active player ends once no movement points are left or he is not able or does not want to move any more islanders.

Not all movement points have to be used. Unused points are lost.




→ **Movements and movement points are described in detail in the next chapter “Movements”.**

- At the end of his turn the active player moves the Turn Marker on the Turn Board along the arrows vertically or horizontally to the next position (box).
 - Vertical Movement: The colored Player Marker left of the Turn Marker indicates the new active player.
The now active player does his turn.
 - Horizontal Movement (on a Fog Marker symbol):
The Fog Marker on the Fog Track is moved to the next field (next lower number or later towards the shore).
In this case it is checked whether islanders have been swallowed by the Fog (are now located in the beach row of the Fog Marker – see white arrow). This is possible starting with beach row (K). If so these player discs (incl. the islander chips) are turned over. They cannot be played any more.
The Turn Marker is now moved to the next box (with a “1”).
The same player is now the active player again (double move) and does his turn.
- This is repeated until the Fog reaches the last position of the Fog Track at the shore or no player has any islanders left to move. Now the scoring starts.



Phase 3 – Scoring

- Now the **Rescue Points (RP)** are awarded. For this the scoring categories 1-5 are scored one by one (for all player colors in each case) and the rescue point track is adjusted accordingly.

1. + 3 RP For each islander that is in the corresponding boat of his (tribe) color
2. - 5 RP For each boat in which the player color is missing (without stern)
-  3. + ? RP Per boat area A–D: For each islander in this area the RP pictured on the left (independent of the color/tribe)
4. - ? RP For each islander lost to the FOG the RP pictured on the left of this row
5. + ? RP The total of the bonus chips



- Islander that are situated beneath other Islanders are nevertheless scored normally.
- Islander on the pier are also considered rescued (they hold on to the boat), but do not earn any RP.
- 3-6 Players: The player with the most rescue points wins against The FOG and the other players.
- 2 Players: The player wins, of whom none of his player colors has scored the lowest score overall.
Example: player 1 (red 65 RP, yellow 30 RP), player 2 (green 40 RP, blue 35 RP) → player 2 wins
- A tie is resolved in the following way: first by less islanders lost to The FOG, then who rescued more tribal members. Should there still be a tie, then all of those have won against The FOG.

Beispiel je Wertung (Nummer):

- 1: It is the green boat! Blue and Yellow receive 0 RP because they have no green Islander. Red has one green Islander and receives 3 RP.
- 2: Because all 3 players (Blue, Yellow, Red) have at least one Islander in this boat none of them receives negative RP for this boat.
- 3: For this boat area 4 RP are awarded for each islander in it; Blue has 2 Islanders (8 RP), Yellow and Red have 1 each (4 RP each)
- 4: Blue has lost 2 Islander (1x -2RP und 1x -3RP) and receives -5 RP; Yellow has lost 1 Islander and receives -3 RP



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- Remarks 2 player game:** It is important to play/use the 2 different colors in all 3 phases truly independent. In Selection and Movement alternating according to the Turn Board. Furthermore the assignment of the boat reaching bonus chips to the correct player color is important.


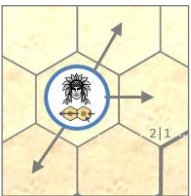

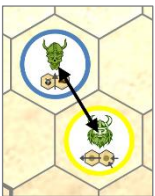

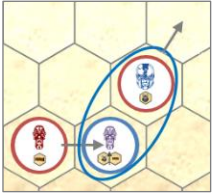


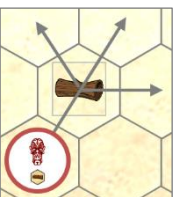


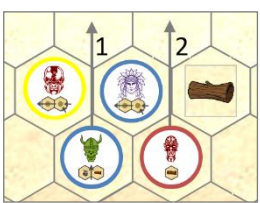

5. Movements

- The possible movements differ between beach, shore/piers and boat.
- Movements may never result in any islander ending up in an illegal position at the end of its movement (on another islander at the beach, on an obstacle, in the woods or in the water).
- An obstacle is an obstacle – independent of its design. Within the game there is no difference.

Beach

- There are 5 (6) different movements (abilities) that all islanders can do.
The necessary number of movement points (MP) depends on the type of movement.
- 3 (4) of these movements can be “enhanced” through additional movement points (MP).
- Each islander (chip) has in addition pictured at the bottom: a special movement ability (which he is especially good at – thus for less MP) or a special characteristic.
- A movement (and its MP) consists of the basic movement (Each/Special) plus its possible enhancement.
- Each movement **must always end up on an empty hex** (no islander or obstacle) **before the next movement may start** (exception “enhanced” – see below)
- It is recommended to play the first game without the “enhanced” (see below in grey) movements.
- The enhanced movements Squeeze through, Cross and Jump over **always need a 2. random movement**.
The islander may so to speak stop over on an occupied hex (Islander, Obstacles) one time temporarily.

The following movements (abilities) can be performed by all islanders (reduced with according icon):

<p>Run </p> <p>Run to an empty adjacent field (even backwards)</p> <p>Each 1 MP</p> <p><i>Run for 1 MP</i></p> 	<p>Swap </p> <p>Swap places with one adjacent islander</p> <p>Each 1 MP</p> <p><i>Swap for 3 MP</i></p> 
<p>Push </p> <p>Push up to 2 islanders straight or angled (pushed ones must move in the same direction)</p> <p>Each 3 MP Special 2 MP</p> <p><i>Push 2 Islanders for 3 MP (has different ability)</i></p> 	<p>Enhanced Pushing</p> <p>Basic movem. = 3/2 MP Enhanced m. = +2 MP</p> <p>→ push up to 3 islander → push angled</p> <p><i>Push with pushing ability = 2 MP Enhanced = 2 MP</i></p> <p><i>Enhanced Pushing for 4 MP (2+2 MP)</i></p> 
<p>Cross </p> <p>Cross one obstacle (straight or angular)</p> <p>Each 4 MP Special 2 MP</p> <p><i>Cross for 2 MP (has Crossing ability)</i></p> 	<p>Enhanced Crossing</p> <p>Basic movem. = 4/2 MP Enhanced m. = +2 MP</p> <p>→ via occupied hex</p> <p>Needs 2. movement to an empty hex</p> <p><i>Crossing without Crossing ability = 4 MP Enhanced = 2 MP Run = 1 MP</i></p> <p><i>Enhanced Crossing for 7 MP (1. move 4+2MP, 2. move 1MP)</i></p> 
<p>Squeeze </p> <p>Squeeze through 2 islanders/obstacles/woods</p> <p>Each 4 MP Special 2 MP</p> <p><i>Squeeze through with Squeeze ability for 2 MP (1) – without for 4 MP (2)</i></p> 	<p>Enhanced Squeezing</p> <p>Basic movem. = 4/2 MP Enhanced m. = +2 MP</p> <p>→ via occupied hex</p> <p>Needs 2. movement to an empty hex</p> <p><i>Squeeze through with Squeeze ability = 2 MP Enhanced = 2 MP 2. Squeeze = 2 MP</i></p> <p><i>Enhanced Squeeze for 6 MP (1. move 2+2MP, 2. move 2MP)</i></p> 

Jump



Jump over one islander
(only straight)

Each 3 MP
Special 2 MP



Jump over for 4 MP
(has different ability)

Enhanced Jumping

Basic movem. = 3/2 MP
Enhanced m. = +2 MP

→ also angular possible
→ via occupied hex

**Needs 2. movement
to an empty hex**

Jump without
jump ability
= 3 MP
Enhanced = 2 MP
Run = 1 MP

Enhanced Jumping for 6 MP
(1. move 3+2MP, 2. move 1MP)



The following movement characteristics can only be used by islanders that have the according icon:

All-rounder



These islanders can do Squeeze Through and Cross for 3 MP

Endurance



At the end of all active movements of an islander in a turn he may run 1 additional hex (if possible)

Summary/Short Overview (Movement Options and necessary movement points)

			Each	Special	Enhanced
	Run	to an empty adjacent field	1	--	
	Swap	places with one adjacent islander	3	--	
	Push	up to 2 islanders in a straight row	3	2	+2 → 3 islanders / angled
	Squeeze	through 2 islanders/obstacles/woods	4	2	+2 +X → via occupied hex
	Cross	one obstacle (straight/angular)	4	2	+2 +X → via occupied hex
	Jump	over one islander (only straight)	3	2	+2 +X → via occupied hex/angular
	All-rounder	/ for 3 MP	--	3	+2 +X → see above abilities
	Endurance	if min. 1 MP → turn end +1	--	+1	

+X = needs 2. movement

Running backwards is ok,
using abilities or
characteristics is not



- Except for running all other movements may only be done **forwards (towards the boats) or maximum sideways (90 degrees)**, but never backwards (against the fleeing islanders).

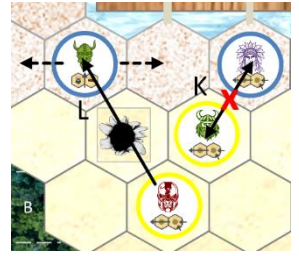
Shore/Piers



- The shore/piers offer a little bit more space, therefore it is possible to run past other islanders.
- Each pier contains exactly 3 fields.
- The special movement abilities and characteristics – except for endurance – do not apply here anymore.**
- The standard movement remains Run: 1 move to an adjacent field for 1 MP.
- An islander must end his movement on an unoccupied field or one with only one islander on it (Fall Down – see below). The maximum number of islanders on one field at the end of a turn is therefore 2.
- In case an islander moves onto/over a field already occupied by 1 islander the following applies:
 - Bump into While running past the other islander this islander may be move sideways/backwards to an empty adjacent field (even back to the beach, but not into a boat)
 - Fall down If the islander stops at this field the islander falls down on the other islander (put the player disk on top of the other)
If the lower islander wants to move away, he needs 1 additional MP (therefore 2) for the first move (to move the upper islander away)
- An islander may not stop at a field with fallen down islanders but needs to run past. This costs +1 MP and he bumps into the upper one of the islanders (see above) – who is just getting up.
- Pier Exception in the last round of the game:**
More than 2 islanders may be on one hex. Each new one is put on top of the others. The other rules for bump into and fall down do further apply – run past = bump into the top islander, each islander below the top islander does need a total of +1 MP (therefore 2) to move away.
An islander that has reached the pier cannot be moved back (passively) to the shore (he is clinging to the boat)

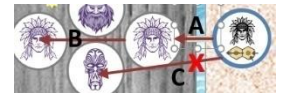
Transition beach to shore →

- It is not possible to have interactions of beach-islanders with shore-islander via the movement abilities Swap (K), Push, Squeeze through and Jump over.
- It is possible though to move your islander from the beach via Run, Squeeze through, Cross or Jump over to a shore hex occupied by islanders (L).
If there is 1 islander he can run past (incl. bump into) or fall down.
If there are 2 islanders he must run past (incl. bump into).
- It is possible while pushing to push the front islander (passively) from the beach onto an empty/occupied shore field (with a maximum of 1 islander on it).



Boat

- The boat is divided into different areas (A-D) – divided by white dashed lines:
 - a) The front areas are individual places for the different types of islanders.
 - b) The area in the very back is the general stern which any islanders may go to, as long as the maximum capacity is not reached (it matches the shown number).
- For movements of islanders into or within the boat the following rules apply:
 - a) **Any islander can enter any boat independent from its tribe (color).**
 - b) The boat entry (A) costs 1 MP (reachable are only places on same side or middle).
 - c) It costs 2 MP to move to the other side of the boat (B) or another boat area. This is also possible via actually impermissible places.
 - d) An islander must always use a permitted place:
 - same islander type (C) or stern
 - the place must be empty (exception “drive off” see below)
 - e) From the shore only the stern can be reached.
 - f) From the pier an islander can reach the adjacent boat area (see planks).
- The first islanders who reaches an individual boat place (not stern) receives the top boat reaching bonus chip of this boat and its player places it face down in front of him (in a two player game to the according player color), the second one receives the next, etc. – until all chips are taken.
- “Drive Off”: An islander can take an already occupied individual place in a boat if
 - a) no empty boat place can be reached for the same number of MP
 - b) he is of that boats tribe (same color)
 - c) the islander on the place is *not* of this boats tribe (different color) (G/F)
 If all this is met the new islander is placed on top of the one in the boat. Both will later be scored for this individual place.



- Instead: The islander from the pier is placed on this individual place. The driven off islander moves to the next best free place in the boat in this order:
 - a) same boat area
 - b) different boat area
 - c) stern (even if the max. capacity is already reached – no one is ever driven off the boat!)

6. SOLO Mode

The Solo mode can be played as Family or as Expert game.

Goal

The goal is receiving as many rescue points as possible in consideration of the scenario provisions.

Setup

Choosing a 1-player scenario

Setup as in a 3-6 player game with the following deviations in the different setup points:

- 2: the setup can be done with or without player disks (in any color). The player disks are used in this case only for improved grip.
- 3: The 10th movement point track is used. The marker is placed on the 10 (large board) or 9 (small board)
- 5: dropped.
- 6: the chips 5, 4, 3, 1 are placed on the fields from top to bottom
- 7: dropped
- 11: Starting position Fog Marker: 1 – default for both board sizes (0 – in expert mode)
- 12: place 2 counters of any one color
- 13: The following Turn Board is used:

- for the small board the 3-player Turn Board
- for the large board the 5-player Turn Board

The boat markers (= Player Markers of the participating boat colors) are placed on the Turn Board from top to bottom according to the boats (colors) (from left to right – at the very top is the far left boat)

Example: for the large board: green (1), blue (2), black (3), red (4), purple (5)

- 14: Setup of the obstacles and islander chips is done as pictured in the scenario.
Hint: the setup is easier if you presort the chips according to color and maybe even islander type.
- 15: Is “All boats must depart” a scenario goal, then the game is played with Minimum Boat Crew (option 2).
- Movement Points (chips): these depend on the boat size (larger boat = more MP).
The according movement point chip is placed above the boat (or next to the Turn Board).

	<u>Large Board</u>	<u>Small Board</u>
○ Large boat (green/purple)	10 MP	
○ Medium boat (blue/red)	9 MP	9 MP
○ Small boat (schwarz)	7 MP	7 MP

Movement

- In the 1-player scenario the turns are also done according to the Turn Board
BUT: The active color on the Turn Board does in this case not relate to the player discs (if used) but solely to the color of the islander on the islander chip.
This means e.g. for the large board: in the 1. turn the available movement points (10 MP) may only be used for islanders of the green tribe, in the 2. turn (9 MP) only for the blue tribe, etc.
 - Bump into on shore or pier: a bumped islander is not moved
- Expert mode: each bump into or falling down brings -1 rescue point

Scoring

- End of game and the scoring are done the same – with one exception:
No scoring is done for the categories no islanders in the boat, minimum boat crew and boat reaching bonus
Scorings for player(colors) are instead scored for all islanders
For each not reached minimum target condition the stated points are subtracted
- According to the reached points you can see the achieved rescue level on the scenario description.

7. Options

1. Hourglass

Duration: significant shortening (ensured turn times)

This option is for players who are looking for an even more realistic feel of the quick approaching Fog and also can and want to handle the time pressure.

It can either be played with a 60-second hourglass  or with a 40-second hourglass. 

3. Game Setup (15): The respective hourglasses are placed next to the board.

4. Movement (Phase 2): At the beginning of his turn the active player turns over an hourglass.

He now has at most the time of the hourglass to finish his turn. When the hourglass runs out the turn of the active player ends. Possible remaining movement points are lost.

2. Minimum Boat Crew

Duration: no impact

This option is for players who like to have a higher complexity through an uncertainty concerning the scoring of the islanders in the boat – since boats that do not depart are not scored.

3. Game Setup (15): No further setup is necessary.

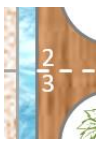
The small numbers in the upper boat areas (A and B) are used in this game.

4. Scoring (Phase 3): The 1. scoring category is amended by the following scoring:

For each boat it is checked whether it does depart. To depart there must be at least the stated number of islanders in each of the upper boat areas (A and B).

A boat that does not depart is not scored (scoring 2 and 3 of this boat do not take place).

The player(colors) that have contributed the least crew to these two boat areas lose 10 rescue points each.



3. Individual boat area points

Duration: slightly longer (3. scoring is a bit more complex)

This option is for players who wish more decision possibilities through individual rescue points for each boat area (instead of 4 boat area scorings there now are 12 or 20).

3. Game Setup (15): No further setup is necessary, but point (6) of the setup is skipped.

The rescue points pictured in the different boat areas are used in this game.

4. Scoring (Phase 3): The 3. scoring category changes as follows:

For each boat and boat area and for each player color: Number of islanders in this boat area – multiplied by the pictured rescue points in this boat area.



4. Team Play

Duration: slightly longer (communication among each other)

This option is for players that wish for a joint / semi-cooperative playing pleasure.

This option requires an even number of players (4 or 6).

Teampay possibilities are for 4 players 2x2 and for 6 player 2x3 or 3x2.

3. Game Setup (15): No other setup is necessary. Choose Turn Board according to the total player count.

4. Scoring (Phase 3): The players must choose in advance which scoring condition is used:

- The team with the highest total rescue points (points added up) wins.
- The team wins of which none of its players has scored the lowest score overall

5. More demanding 2-player-game

Duration: slightly longer (more player colors)

This option is for players that want to play a 2-player-game – but even more demanding.

This option is only usable on the large board.

In this option each player plays 3 colors (instead of 2)

3. Game Setup (15): The setup equals the one of a 6-player-game (inter alia Turn Board for 6 players)

4. Sequence (Phase 1-3): It is played according to the 2-player rules.

8. Expansions

These expansions are not part of the core game and solely test versions. It is not sure if and how these expansions ever – in whole or in part – are published with the game.

The expansions should only be used after being quite familiar with the core game.

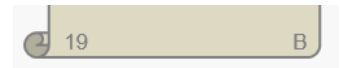
The expansions 2 to 5 in combination with an hourglass are only suggested for experienced players.

Each expansion (1 to 5) has its own card color and a unique symbol on its back.

Each card (per expansion) has its own consecutive number on the lower left.

Each card has one single capital letter pictured on the lower right.

It will be referred to the numbers and letters within the rules.



All expansions can be combined/played at will with one another.


Expansion 1 – FOG Uncertainty





Increases the uncertainty of the Fog Marker movement (instead of 1 fixed step are 0, 1 or 2 steps possible).

3. Game Setup ⁽¹⁵⁾ :

- Take 6 cards „A“ (when playing the large board) or 5 cards (small board) and the 2 cards “B”. Shuffle them thoroughly and lay the deck face down next to the board.
(Option: To further increase the uncertainty 2 “A”-cards could be substituted by 2 “C”-cards).
- Place as many additional cards „A“ face down on top of this deck as stated in the table below for your game.

Board Size
No. of players 
additional cards „A“

Large 				
2	3	4	5	6
6	8	6	4	3

Small 		
2	3	4
2	3	2

4. Movement (Phase 2):

- The rule changes as follows:
“At the end of his turn the active player moves the Turn Marker on the Turn Board along the arrows vertically or horizontally to the next position (box).
Horizontal Movement (on a Fog Marker symbol):
The top card of the FOG Uncertainty deck is turned over and put face up next to the deck. The Fog Marker is now moved as many fields forward on the Fog track (next lower number or later towards the shore) as stated on the card.”