

RAVINE

A CRAFTY AND COOPERATIVE CARD GAME

Back us on Kickstarter at:
playravine.com/kickstarter

A note from the creators:

Thank you so much for giving our new game a whirl! Now, some of you may be familiar with Print & Plays, but just to make sure you know: this is a shortened version of the game, with limited art, and meant for up to 3 players. We wanted to provide a shortened version as the real game has close to 200 cards, that's a lot of paper. That being said, not every single scenario has been playtested as thoroughly as the full game, so please just be aware of that when playing.

On behalf of the whole crew, Welcome to Ravine.

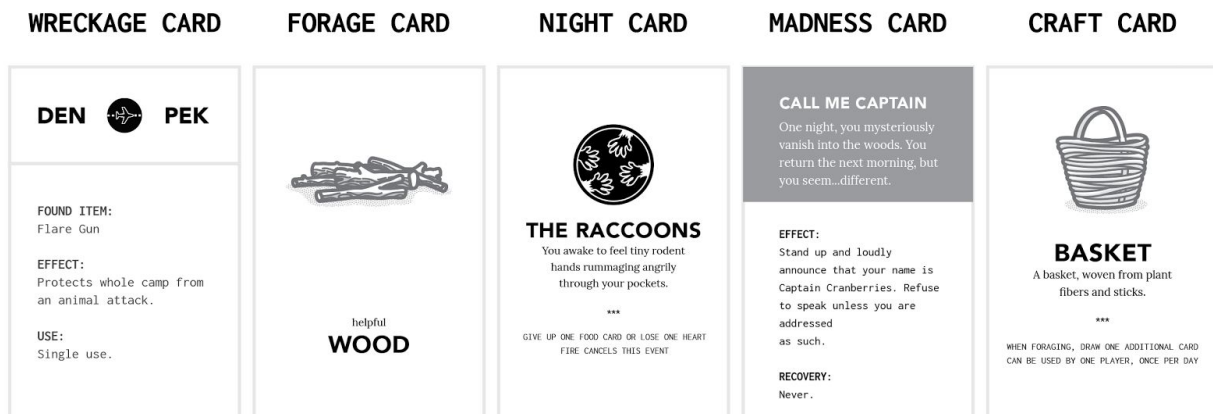
Included

- 35 Forage Cards (food and craft items)
- 13 Night Cards (events, circle icons)
- 8 Madness Cards (light grey header box)
- 3 Wreckage Cards (airplane tickets)
- 3 Crafting Guides
- 3 Spear Cards
- 3 Basket Cards
- 1 Shelter Cards

Not Included

- 18 Heart Tokens (Use pennies or any small coins)
- 1 Fire Token (use a larger coin)

Card Examples



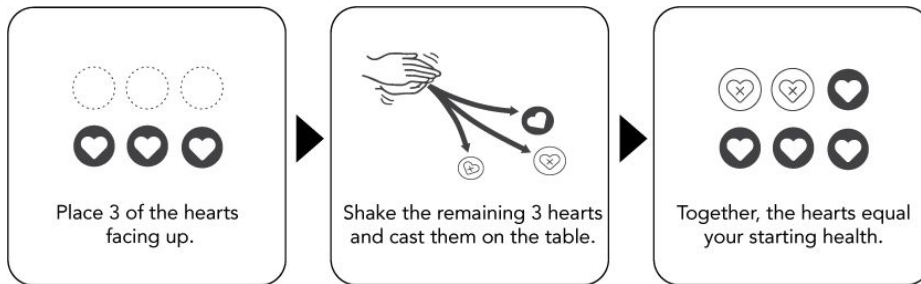
Overview

You awake in an unfamiliar forest, amidst the wreckage of a horrific plane crash. Your goal is simple- collaborate with those around you to survive until you are rescued from The RAVINE.

Setup

- Separate the cards into their respective decks and shuffle them.
- Place the FORAGE and MADNESS decks face down in the middle of the group.
- Deal one WRECKAGE card to each player, then set this deck aside.

- Choose the number of nights your group will attempt to survive, and deal this many NIGHT cards face down in the center of the group. (Recommendation- 7 for beginners, 10 for normal, and 13+ for difficult.)
- Place the campfire token (large coin) in the center of the group, face down (fire out).
- Give each player six heart tokens (small coins). Players should place three tokens heart side up (heads side when using coins) in front of them, then take their remaining three heart tokens, shake them like dice, and cast them onto the table. This roll determines each player's *starting health* after the crash. A player's hearts should be placed visibly in front of them at all times.



Gameplay

Life in the Ravine takes place in two stages: DAY and NIGHT.

DAY

Players hunt for food and supplies by foraging. After returning to camp, players can choose to eat any food they've found and use supplies they've gathered to craft items to help protect them against the perils of the night.

Each player can forage once per day, everyone does this at the same time. To Forage: each player can flip over a full heart they have in return for a single Forage Card, a maximum of 3 hearts can be turned over during a single Day. You may gather extra Forage cards if you have a Basket (see Crafting).

After foraging, players can decide individually how to use what they've collected: cards can be used, shared, traded or saved for later. All forage cards are discarded after one use.

Forage Card Types:

Food: Food can be eaten by a player at any time. The number in the heart on the bottom of the card denotes how much health is regained by eating. Food worth two hearts or more can be divided between players (i.e. a food card worth two hearts can give two players one heart each.)

(note: food cannot be eaten during an event to preempt the effects of that event— in other words, eating that handful of blackberries while being mauled by a cougar won't save your life, or keep you from going crazy immediately after.)

Crafting Supplies: Wood, fiber, and stone can be used to craft useful items for survival:

- Fire (1 wood): Repels animals and provides warmth and comfort. Lasts 1 night.
- Spear (1 wood + 1 stone): Fends off one animal or human attack. Breaks after single use. Person on receiving end loses one heart.
- Basket (1 wood + 2 fiber): Allows player to draw one additional forage card each day without spending a heart, provided they are not resting. Can be used once per day.
- Shelter (2 wood + 2 stone + 2 fiber): Protects up to three players from most weather events, and lasts indefinitely, unless destroyed.

Other cards: You may also uncover mushrooms, encounter animals and find mysterious other things as you forage. These cards have a variety of effects which cannot be described here, because the Ravine is a mysterious and sinister place, full of danger and peril. Tread carefully.

NIGHT

Each night in the Ravine holds new danger for the survivors. After foraging and crafting are complete, begin the night by turning over a night card and read the card to the group. The effects of the night are felt by any players without the ability to protect themselves.

Players with the appropriate crafted tools or wreckage cards can use these items to defend themselves (or others) against the dangers of the night, according to the directions on the card.

If a player's hearts ever drops to zero, they are dead. Their remaining cards are placed by the fire pit to be shared by the remaining survivors (or be snatched up by a greedy player!)

After the events of the night card are complete, any players with only ONE active heart remaining must draw a MADNESS card and follow the instructions on that card.

MADNESS

If a player's health drops to one heart during the NIGHT, they must draw a MADNESS card. Read the instructions on the card to yourself and then follow the instructions.. Some MADNESS effects only last the night, others persist until the player regains health, and some last until the death/rescue.

Note: If a MADNESS event involves one player attacking another player, the victim can use a weapon (if they have one) to defend themselves; the person hit with the weapon loses one heart.

After the chaos of the night has settled, dawn breaks and the cycle begins again.

FINISHING THE GAME

Your stay in the Ravine can only end two ways:

- If your entire party perishes before the last night card is turned over, your doomed trip in the wilderness fades into history. Perhaps a search party will one day find your remains, and shudder at what horrors befell your group.
- However, if at least one of your party can survive until the last night card is played, congratulations! You've survived to be rescued from the Ravine. The battered survivors can return to society, fielding lucrative offers for book deals, made for TV movies, and tabletop game adaptations of your harrowing experience.



helpful
WOOD



helpful
WOOD



helpful
WOOD



helpful
WOOD



helpful
WOOD



helpful
WOOD



helpful
WOOD



helpful
WOOD



useful
STONE



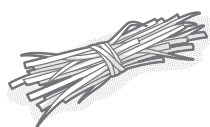
useful
STONE



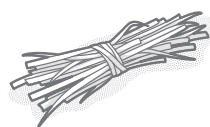
useful
STONE



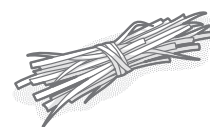
useful
STONE



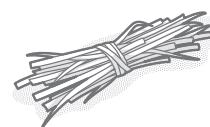
functional
FIBER



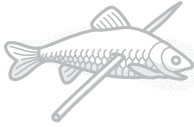
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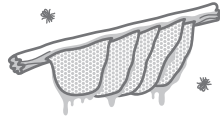
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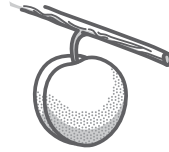
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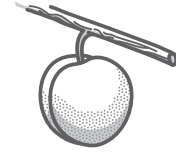
freshly caught
TROUT
♥♥♥



sweet and sticky
HONEYCOMB
♥♥♥



a mildly sweet
WILD PLUM
♥♥



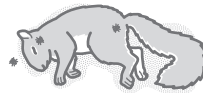
a mildly sweet
WILD PLUM
♥♥



delicious and nutritious
PINE NUTS
♥♥



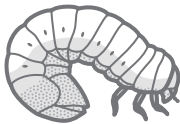
delicious and nutritious
PINE NUTS
♥♥



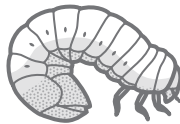
a recently deceased
SQUIRREL
♥♥



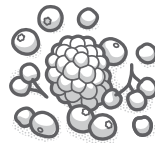
a recently deceased
SQUIRREL
♥♥



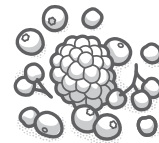
disgusting and nutritious
GRUB
♥



disgusting and nutritious
GRUB
♥



seemingly edible
BERRIES
♥



seemingly edible
BERRIES
♥



a very bitter
DANDELION
♥



a very bitter
DANDELION
♥



bland and starchy
WILD PARSNIP
♥



bland and starchy
WILD PARSNIP
♥



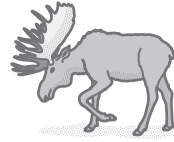
cute little psychotropic
MUSHROOMS

DRAW A MADNESS CARD
AND FOLLOW THE INSTRUCTIONS



paralysis inducing
MUSHROOM

YOU ARE UNABLE TO USE
YOUR ARMS UNTIL THE NEXT DAY



a violent encounter with a
MOOSE



THE RACCOONS

You awake to feel tiny rodent
hands rummaging angrily
through your pockets.

GIVE UP ONE FOOD CARD OR LOSE ONE HEART
FIRE CANCELS THIS EVENT



LIGHT RAIN

Damp is the new dry.

UNSHELTERED PLAYERS LOSE ONE HEART
NO FIRE TOMORROW



RAIN

Damp, cold and starving.

UNSHELTERED PLAYERS LOSE ONE HEART
NO FIRE TOMORROW



THE TERROR

Between your nightmares and the
screams of the others, nobody is
getting much rest tonight.

ALL PLAYERS LOSE ONE HEART
FIRE CANCELS THIS EVENT



THE BATS

A cloud of bloodthirsty creatures
comes swarming through camp.

ALL PLAYERS LOSE ONE HEART
FIRE CANCELS THIS EVENT



THE BUGS

They're out for blood.

ALL PLAYERS LOSE ONE HEART
FIRE CANCELS THIS EVENT



THE BEAR

Starved for food, a huge bear
wanders into your camp hoping to
find a fresh meal. And it does.

ALL PLAYERS LOSE TWO HEARTS
ANY SHELTER IS DESTROYED



THE FLOOD

Distant rainstorms send their
waters roaring through camp.

ALL COLLECTED FORAGE CARDS ARE LOST
ANY SHELTER IS DESTROYED
NO FIRE TOMORROW



THE WOLVES

They came to welcome you to the
neighborhood, but they're not
leaving without dinner.

ALL PLAYERS LOSE TWO HEARTS
FIRE REDUCES EFFECT BY ONE



THE SCORE

You stumble upon a mangled
beverage cart from the crash, and
it's full of tiny bottles of alcohol.

ALL PLAYERS RECOVER ONE HEART
FIRE BOOSTS THIS EFFECT BY ONE



THE FOG

A blanket of thick, misty gloom
envelops the camp. But at
least it's a blanket, right?

NO REPERCUSSIONS TONIGHT



THE QUIET

You stare into the darkness, but
tonight, nothing stares back. It is
quiet, and in a way, beautiful.







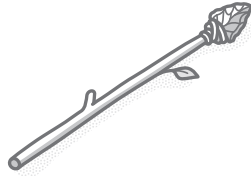
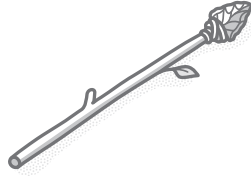
NO REPERCUSSIONS TONIGHT

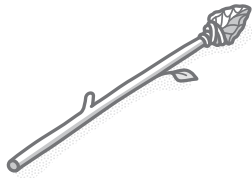


THE BIRDS

Your supplies are going missing,
and large, black feathers are
found in their place.

ALL PLAYERS LOSE ONE FORAGE CARD

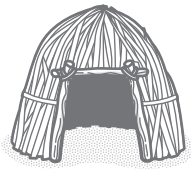
<p>CALL ME CAPTAIN</p> <p>One night, you mysteriously vanish into the woods. You return the next morning, but you seem...different.</p> <p>EFFECT: Stand up and loudly announce that your name is Captain Cranberries. Refuse to speak unless you are addressed as such.</p> <p>RECOVERY: Never.</p>	<p>BLIND RAGE</p> <p>They say love is blind, but so is madness. Blinding, at least.</p> <p>EFFECT: Your eyes must now remain covered or shut.</p> <p>RECOVERY: Regain at least one heart.</p>	<p>THE HUNGER</p> <p>Donner, party of one? Your table is ready.</p> <p>EFFECT: Steal one heart token from another player and add it to your own.</p> <p>RECOVERY: Upon completion of task.</p>	<p>SONGBIRD</p> <p>We never knew what a beautiful singing voice you had.</p> <p>EFFECT: Sing everything you need to say moving forward.</p> <p>RECOVERY: Regain at least one heart.</p>
<p>THROWING FITS</p> <p>You can't help but think that you'd feel a lot better if you could just throw something violently across the campsite.</p> <p>EFFECT: Violently throw all your cards. Keep only what cards land face up.</p> <p>RECOVERY: Upon completion of task.</p>	<p>SILENT TREATMENT</p> <p>You've run out of things to say.</p> <p>EFFECT: You cannot speak. Any time you speak, you lose one heart.</p> <p>RECOVERY: Never.</p>	<p>THE CRAZY EYE</p> <p>You're getting that crazy look in your eye, and you're twitching a bit, too...</p> <p>EFFECT: Challenge the player across from you to a staring contest. The first one to laugh loses one heart.</p> <p>RECOVERY: Upon completion of task.</p>	<p>THE FINAL HUNT</p> <p>You're going to find food, even if it kills you.</p> <p>EFFECT: Draw one forage card. If it isn't a food card, lose one heart.</p> <p>RECOVERY: Upon completion of task.</p>
<p>DEN  PEK</p> <p>FOUND ITEM: Flare Gun</p> <p>EFFECT: Protects whole camp from an animal attack.</p> <p>USE: Single use.</p>	<p>DEN  PEK</p> <p>FOUND ITEM: Bottle of Vodka</p> <p>EFFECT: Restores three hearts. Can be shared.</p> <p>USE: Single use.</p>	<p>DEN  PEK</p> <p>FOUND ITEM: Airline Blanket</p> <p>EFFECT: Protects one player from one weather event.</p> <p>USE: Single use.</p>	 <p>BASKET</p> <p>A basket, woven from plant fibers and sticks.</p> <p>***</p> <p>WHEN FORAGING, DRAW ONE ADDITIONAL CARD CAN BE USED BY ONE PLAYER, ONCE PER DAY</p>
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SPEAR

A rough hewn wooden spear.
Flimsy, but sharp.

FENDS OFF ONE ATTACK (ANIMAL OR HUMAN)
BREAKS AFTER ONE USE



SHELTER

A rugged shelter, crated from mud,
fiber, wood, and rocks.

PROTECTS UP TO THREE PLAYERS
LASTS INDEFINITELY, UNLESS DESTROYED

CRAFTING GUIDE

FIRE 1 WOOD
Warmth, protection
and comfort.

SPEAR 1 WOOD
Protection against
violent creatures. 1 STONE

BASKET 1 WOOD
Increased carrying
capacity. 2 FIBER

SHELTER 2 WOOD
Protects up to three
people. 2 FIBER
2 STONE

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