

# THE GREAT OUTDOORS

A WORKER-SANDBOX GAME

ASTRAL LOGIC  
GAMES

## THE WILDERNESS OF THE YUKON

IT'S 1852, THE LARGE SWATH OF LAND FROM THE GREAT LAKES TO THE HUDSON BAY TO THE PACIFIC OCEAN REMAINS UNTAMED AND UNTAINTED BY THE HUSTLE AND BUSTLE OF CITY LIFE. LIFE IN THE YUKON IS SIMPLE, SO LONG AS HIKING UP MOUNTAINS, CANOEING DOWN RIVERS, FISHING FROZEN LAKES, MINING GOLD, AND HUNTING BEARS, MOOSE AND DEER IS SIMPLE--WHICH NEVER SEEMS TO BE THE CASE FOR THE AVERAGE FRONTIERSMAN OR FRONTIERSWOMAN. USE YOUR SURVIVAL SKILLS TO DO ALL OF THESE THINGS WHILE MAINTAINING THE STRENGTH AND STAMINA NECESSARY TO KEEP ON GOING. WITH ENOUGH PERSISTENCE AND INSTINCT THE FRONTIERSMAN OR FRONTIERSWOMAN CAN EVENTUALLY BUILD A HOMESTEAD TO LIVE THE SIMPLE LIFE.

## ABOUT THE GAME

PLAYERS WILL PLAY AS DIFFERENT FRONTIERSMAN/FRONTIERSWOMAN EXPLORING THE WILDERNESS OF THE YUKON AND PERFORMING TASKS LIKE HUNTING, FISHING, MINING FOR GOLD, CUTTING DOWN LUMBER, BUILDING A HOMESTEAD, TRADING FOR BOATS, FIREARMS AND OTHER TOOLS. IN DOING SO PLAYERS WILL USUALLY ROLL SPECIFIC ACTION DICE AND WILL FILL, USE AND REFILL RESOURCES IN THEIR ITEM BAG WHICH HAVE A LIMITED CAPACITY. ULTIMATELY PLAYERS ARE RACING TO COMPLETE THEIR HOMESTEADS TO LIVE THE SIMPLE LIFE.

## OBJECTIVE

PLAYERS WILL RACE TO COMPLETE THEIR HOMESTEADS TO LIVE THE SIMPLE LIFE: THE GAME ENDS WHEN 1 PLAYER HAS COMPLETED TWO COLUMNS ON THEIR HOMESTEAD BOARD, EACH OTHER PLAYER WILL TAKE ONE FINAL TURN. PLAYERS THEN ADD ALL VICTORY POINTS FROM HOMESTEAD BOARDS AND CRAFTS. THE PLAYER WITH HIGHEST AMOUNT IS THE WINNER.

## COMPONENTS

1 X MAIN BOARD

8 X HOMESTEAD BOARDS

7 X ITEM BAG BOARDS

7 X TOOL BOARDS

7 X FRONTIERSMAN MEEPLES

7 X CABIN MEEPLES

7 X STAMINA MARKERS

6 X BOW

6 X MUSKET

6 X RIFLE

6 X RAFT

6 X KAYAK

6 X CANOE

6 X SAILBOAT

3 X NET

3 X ROPE

3 X SACK

3 X AXE

3 X SAW

3 X PICK AXE

18 X CRAFTS

(6 X) 12 X HOMESTEAD TILES

4 X HUNT DICE

3 X FISH DICE

2 X UTILITY DICE

18 X FUR

15 X ANTLER

30 X WOOD

30 X WATER

24 X MEAT

24 X FISH

18 X GOLD

9 X ICE

9 X OIL

18 X \$5

12 X \$20

8 X \$100

# KEY ASPECTS

## STAMINA:

**EACH PLAYER WILL USE THEIR STAMINA CHART TO DETERMINE AND TRACK THE AMOUNT OF AVAILABLE MOVES/ACTIONS THEY MAY TAKE EACH TURN. AT THE END OF EACH PLAYER'S TURN THEY WILL REFILL AT LEAST TWO STAMINA.**

## HOMESTEAD BOARDS:

**PLAYERS ARE ULTIMATELY TRYING TO COMPLETE AS MUCH OF THEIR HOMESTEAD BOARD AS POSSIBLE, BUT PLAYERS MUST OBTAIN THEIR HOMESTEAD TILES IN THE CORRECT ORDER. FOR INSTANCE, THERE'S NOT MUCH POINT FOR A WOOD SHED WITHOUT WOOD BURNING STOVE. THERE'S NOT MUCH POINT TO A FIELD WITHOUT A TRAIL LEADING TO IT.**

## DICE AND RESOURCES:

**LIKE MANY EURO GAMES, THE GREAT OUTDOORS UTILIZES DICE TO FIGURE RESOURCE COLLECTION. HOWEVER, IN THE GREAT OUTDOORS PLAYERS WILL GAIN A TILE OR SPECIFIC VALUE INSTEAD OF AN AMOUNT OF TILES. FOR INSTANCE WHEN ROLLING A 6 ON THE LUMBER ACTION, A PLAYER WOULD TAKE 1 6-WOOD TILE.**

**THE RESOURCES THEMSELVES ARE LIMITED, SO IF A PLAYER ROLLS THE SAME 6 BUT NO 6-WOOD TILES ARE AVAILABLE THEY MUST TAKE A 5-WOOD TILE ETC.**

**EACH TYPE OF RESOURCE HAS AN ALTERNATE USE ON THE BOTTOM OF ITS TILE. FOR INSTANCE, WATER TILES MAY BE SPENT TO GAIN MORE MOVEMENT AND GOLD TILES MAY USED LIKE MONEY.**

## TOOLS, BOATS, WEAPONS:

**PLAYERS WILL OBTAIN VARIOUS TOOLS, BOATS AND WEAPONS, FOR SPECIFIC COSTS, TO BOOST ACTIONS LIKE PANNING FOR GOLD, FISHING OR HUNTING.**

## CRAFTS:

**PLAYERS MAY USE CERTAIN RESOURCES TO TRADE WITH THE NATIVE LAKOTA OR INUIT TRIBES, GAINING CRAFTS WHICH ALLOW FOR NEW ABILITIES OR END GAME POINTS. EACH CRAFT TYPE HAS DECREASING VALUE WITH EACH TILE, SO IT IS A RACE TO GET AS MANY CRAFTS AS YOU CAN WHILE STILL BUILDING UP YOUR HOMESTEAD.**

## SET UP

- 1. PLACE MAIN BOARD. FILL ALL SPACES ON BOTH SIDES WITH APPROPRIATE TILES.**
- 2. PLAYERS MAY CHOOSE/DRAFT ITEM BAG BOARDS, TOOL BOARDS AND HOMESTEAD BOARDS.**
- 3. PLAYERS PLACE CABINS AND FRONTIERSMAN ON CORRECT SPACES.**
- 4. CHOOSE FIRST PLAYER AND BEGIN PLAYING IN CLOCKWISE RONDEL FASHION UNTIL END GAME TRIGGER.**

# ACTIONS & FLOW OF PLAY

## FLOW OF PLAY

EACH PLAYER WILL USE THEIR STAMINA CHART TO DETERMINE AND TRACK THE AMOUNT OF AVAILABLE MOVES/ACTIONS THEY MAY TAKE EACH TURN. AT THE END OF EACH PLAYER'S TURN THEY WILL REFILL AT LEAST THREE STAMINA, THEN THE NEXT PLAYER WILL GO. USUALLY MOVING ONE DISTANCE COSTS 1 STAMINA, AND PERFORMING ONE ACTION COSTS 1 STAMINA. A PLAYER MAY SPEND ALL AVAILABLE STAMINA DOWN TO ZERO. A PLAYER MAY ALSO TRADE IN WATER, FISH, AND MEAT FOR MOVEMENT, ACTIONS, AND STAMINA RESPECTIVELY.

## ACTIONS

**TRAP:** PLAYER WILL ROLL 1 HUNT DIE, OBTAINING 1 X VALUE MEAT TILE, 1 X VALUE FUR TILE, (2 TILES TOTAL)

**LUMBER:** PLAYER WILL ROLL 1 OR MORE UTILITY DIE, OBTAINING 1 X VALUE WOOD TILE (1 TILE TOTAL)

**PAN:** PLAYER WILL ROLL 1 OR MORE UTILITY DIE, OBTAINING 1 X VALUE GOLD TILE (1 TILE TOTAL)

**FISH:** PLAYER WILL ROLL 1 OR MORE FISH DIE, OBTAINING 1 X VALUE FISH TILE, 1 X VALUE WATER TILE (2 TILES TOTAL)

**HUNT:** PLAYER WILL ROLL 1 OR MORE HUNT DIE, OBTAINING 1 X VALUE MEAT TILE, 1 VALUE FUR/ANTLER TILE OF ONE OF THE ANIMALS LISTED AT THAT LOCATION.

**TRADE:** PLAYER WILL EXCHANGE RESOURCES FOR \$, CRAFTS, ICE, OIL OR WILL TRADE \$ FOR WEAPONS, BOATS AND TOOLS.

**CARVE / DIG:** PLAYER WILL SPEND 8 WOOD FOR 1 ICE, OR 10 WATER FOR 1 OIL.

**BUILD:** PLAYER WILL SPEND RESOURCES TO BUILD HOMESTEAD TILES OR TOOLS, BOATS, BOWS.

**REST:** PLAYER WILL CEASE USING ACTIONS AND REMAIN ON HOMESTEAD SPACE REPLENISHING STAMINA TO AVAILABLE MAXIMUM VALUE.

# TILE ABILITIES & SCORING

## TOOLS

**NET:** + 2 PIPS WHEN FISHING OR TRAPPING

**ROPE:** + 2 PIPS WHEN HUNTING OR TRAPPING

**SACK:** + 1 CAPACITY FOR EACH RESOURCE TYPE

**AXE:** + 2 PIPS WHEN LUMBERING OR PANNING

**SAW:** + 1 UTILITY DIE WHEN LUMBERING

**PICK-AXE:** + 1 UTILITY DIE WHEN PANNING

**STAFF:** PAY 1 STAMINA, +3 PIPS TO ANY DICE

**JOURNAL:** + \$5 WITH EACH TRADE ACTION

**LOOKING:** +2 MAXIMUM AT ANY CLASS LOCATION

## WEAPONS

**BOW:** + 1 DIE WHEN HUNTING

**MUSKET:** + 2 DICE WHEN HUNTING

**RIFLE:** + 3 DICE WHEN HUNTING

## BOATS

**RAFT:** + 2 PIPS WHEN FISHING

**KAYAK:** +1 FISHING DIE  
+ 1 PIP WHEN FISHING

**CANOE:** +1 FISHING DIE  
+ 2 PIPS WHEN FISHING

**SAILBOAT:** +2 FISHING DICE  
+ 1 PIP WHEN FISHING

## CRAFTS

**CANTEEN:** +3 STAMINA AT END OF TURN

**PARKA:** MAX STAMINA FROM 4 TO 6

**BELT:** TOOLBOARD MAY NOW HOLD 3 TOOLS

**WALLET:** + \$50, ONE TIME

**DECORATION:** 9 - 20 VICTORY POINTS

## SCORING

**PLAYERS WILL RACE TO COMPLETE THEIR HOMESTEADS TO LIVE THE SIMPLE LIFE: THE GAME ENDS WHEN 1 PLAYER HAS COMPLETED TWO COLUMNS ON THEIR HOMESTEAD BOARD, EACH OTHER PLAYER WILL TAKE ONE FINAL TURN. PLAYERS THEN ADD ALL VICTORY POINTS FROM HOMESTEAD BOARDS AND CRAFTS. THE PLAYER WITH HIGHEST AMOUNT IS THE WINNER.**

**SCORE = HOMESTEAD TILES + CRAFTS**

## HIGHLIGHTED RULES

**FAILING DURING HUNT:** IF A PLAYER FAILS TO ROLL A HIT DURING HUNTING OR TRAPPING, THEY MAY TAKE 1 X 2-WOOD, OR 1 X 2-WATER.

**BUYING/SELLING AT SHIPPING PORT:** PLAYERS MAY BUY OR SELL GOODS AT THE GIVEN RATES ON TOOLBOARDS (1 ACTION/STAMINA PER GOOD.)

**TRADING AT TRADING POST:** PLAYERS MAY BUY OR SELL GOODS AT THE GIVEN RATES ON MAIN BOARD (1 ACTION/STAMINA PER RESOURCE TYPE.)

**BUILDING AT HOMESTEAD:** PLAYERS MAY BUILD TOOLS, BOATS, AND BOWS, BUT MAY NOT BUY THEM AT THEIR HOMESTEAD. THEY MUST BE BOUGHT AT SHIPPING PORT.

**HUNTING/TRAPPING FOX, BOAR, RAM:** AFTER SUCCESSFULLY HUNTING/TRAPPING THE FOX, BOAR OR RAM, TAKE 2 X 5-FUR, 2 X 6-MEAT, 2 X 7-ANTLER RESPECTIVELY.