

In a world dominated by an unending winter, Frost Shelter challenges you to lead your colony amid resource scarcity and to compete with other leaders for crucial supplies. Make tough decisions to face devastating events and keep your citizens alive.

OBJECTIVE OF THE GAME

Each player must survive the brutal conditions of an endless winter, competing to accumulate the resources necessary for their colony's survival, which will be required to withstand the **EVENTS**. The player who best manages resources and endures adversity will be the winner, proving to be the most resilient among the survivors

COMPONENTES

- 40 **Resource Deck** cards with 4 different types (**Fuel, Water, Food, Tools**), numbered 1 to 10.
- 4 **Relic Deck** cards (one for each resource).
- 6 **EVENT Deck** cards, with the challenges.
- 5 **Expedition** cards.
- 14 **Equipment** cards.
- 5 **Colony** cards.
- 5 **Damage** cards.
- 1 **First Player** card (**Leader**).

SETUP

- Choose the first player, who will already start the game with the **Leader** card (a).
- Separate the **Event** (b), **Relic** (c), and **Resource** (d) decks and place them on the table.
- Each player receives 1 **Expedition** card (e), 1 **Colony** card (f), and 1 **Damage** card (g).
- Everyone starts with 0 damage. Use the Colony card to completely cover the Damage card.
- Shuffle all **Tarp** and **Chest** Equipment cards and deal one random card to each player (h). Then, separate the remaining cards by equipment and leave them face up on the table. Everyone keeps their equipment visible in front of them.
- Deal **Resource** cards (i), face down, to each player according to the table below:

PLAYERS	CARDS PER PLAYER
2	10
3	9
4	8
5	7



HOW TO PLAY

A game of **Frost Shelter** has **three EVENTS**, which bring challenges to be overcome to avoid damage to the players' **Colonies**. To defend against each **EVENT**, players will play several **tricks** (explained later) to collect **Resource** cards for their **Colony**.

In each **EVENT**, players' colonies may suffer damage and, at the end of the third **EVENT**, the player who has suffered the **least damage** wins.

To suffer damage means to increase the number on the **Damage** card using the **Colony** card. To heal means to decrease the number.

Steps of each EVENT:

A game of **Frost Shelter** takes place over **3 EVENT resolutions**. In each of the three **EVENTS**, players will go through the following phases:

1. Event Reveal:

Reveal the top card of the **EVENT Deck** and the top card of the **Relic Deck** (this will be the special resource during that **EVENT**).

Total damage if the player does not defend against the event.

Amount of damage that can be defended when each requirement is met.



Event occurrence

Maximum number of cards the EVENT allows without causing additional damage (see **4.1 Frost Bite**).

Requirements to defend this amount of damage.

2. Defining the Starting Player:

In the first **EVENT**, the starting player will be the one who felt the cold the most the previous night and will start with the **LEADER** card, opening the trick.

From the second **EVENT** onward, the player who has suffered the **most damage** in their **Colony** so far chooses the **Leader** (who will open the trick), which may be themselves. If more than one player has suffered the same amount of damage, the player **closest clockwise** to the last **Leader** chooses the **Leader**.

Attention: every time this rulebook states that something must be done **clockwise**, it is always from the **current Leader**.

3. Competing for Resources:

Players compete to collect **Resource** cards in several **tricks** (each player chooses a card from their hand and the strongest wins) until hands are empty.

The **Resource Dispute** is carried out by repeating the phases of step **3.1 PLAY A TRICK** until all players have played their last card from hand:

Before starting the **FIRST trick** of the event, anyone who has the **Harpoon** card may use it to change the **Relic** of the **EVENT**. When using the **Harpoon**, the card must be returned to the list of **Equipment** available for purchase, as well as **ANY** other equipment after being used.

3.1 Play a Trick:

3.1.1 Open the trick: The **Leader** opens the trick by playing any **Resource** card from their hand (such as **Fuel, Water**, etc.).

3.1.2 Play Resource cards: Each player, in order, must play a **Resource** card following one of the options below:

a. Follow the Leader's Resource: Play a card of the same **Resource** chosen by the **Leader**. The **highest number** wins the trick (**except** in the special case: **1 beats 10**).

b. Play a Relic card: Play a card of the **resource indicated by the EVENT Relic**. This card becomes the **strongest** in the trick, ignoring the **Leader's** resource. The **Resource (relic)** card with the **highest number** wins the trick (**1 still beats 10**).

c. Play another Resource: Play a card of a **different resource**. These cards **cannot win** the trick, but can be used as a strategic "**discard**."

d. Use Expedition: Use an **Expedition** card to be able to **collect resources** in step **3.1.3 Trick Resolution**. In this case, the player still needs to play one of their cards in the conventional way; however, **that card does not participate in the trick** (has no value). The **Leader** can never use this

card; that is, a card with **Expedition** cannot open a trick.

Example 1:



Example 2:



3.1.3 Trick Resolution: After everyone has played, the player with the **strongest card (highest number of the Leader's Resource, or of the Relic resource)** wins the trick and may **collect** a number of **Resource cards depending on the number of players** (see table below) and add them to their **Colony Resources**. The collected cards must remain **face up** in front of the player who owns them and may be organized in any order at any time.

PLAYERS	RESOURCES TO COLLECT
2	1
3 and 4	1 or 2
5	2 or 3

Place the **cards not collected, face down**, into the **Expedition deck**. They **cannot** be consulted.

In turn order, whoever played the **Expedition** card may **collect UP TO 2 RESOURCE CARDS** from the **Expedition deck** (possibly zero), provided there are enough cards in the deck. These cards must remain **revealed** in the players' colony area. These will be the **Colony Resources**. The **Expedition** card may only be used again in the **next EVENT**.



The **winner of the trick** becomes the new **Leader**, taking the **Leader** card and starting the next trick by playing the first card of the round.

Repeat step 3.1 **Playing a trick** until everyone has **no cards** left in hand.

If the **last card from hand** has been played, proceed to **4. Event Resolution**.

4. Event Resolution:



4.1 Frost Bite: If a player **accumulates more Resource cards** in their **Colony** than necessary for the **EVENT**, they suffer **2 damage** for **each excess card**.

Example: The **INVASION EVENT** (as described in 1. **Event Reveal**) requires **5 total cards** — **3 cards** from the first requirement and **2 cards** from the second — and a player accumulated **7 cards**, they will suffer **4 damage** (**2 damage** for each of the **2 extra cards**).

Frost Bite does not apply to players who have a number of cards **less than or equal to** the amount required by the **EVENT**.

4.2 Hibernation:

Players who **do not** have any **Resource** card in their **Colony** and who also **did not use** the **Expedition** card **prevent 4 damage**. That is, the current **EVENT** will cause **4 less damage**.

4.3 Defending Against the EVENT:

The **total damage** that the **EVENT** can cause is described in the icon:



Clockwise, players **MAY** discard their **Colony Resource** cards (collected during the tricks) to defend against damage. Each **EVENT** card has **two defense options** for a determined amount of damage. **Each can only be used ONCE**, therefore, to **avoid damage**, the player must **complete both**.

4.4 Buying Equipment:



ONLY the players who **suffered damage** in this **EVENT** may **buy equipment**. Starting with the one who has **more accumulated damage**, and going **clockwise**, each player may use their **remaining Resource** cards to **buy ONE equipment**. Each equipment has its cost described on the card and **remains with the player** until used. **Pay** for the equipment by discarding the **Resources that were NOT** used yet. A player may **buy only one** equipment in this phase.

These **same players**, in the same order, if they still have **available Resources**, may perform **one extra round** of **Equipment purchases**, and buy **only ONE** more equipment.

4.5 Infirmary

It is possible to use your **Colony's Infirmary** to heal damage suffered. For **EVERY 3 different resources** paid (discarding those not used yet), **HEAL 1 damage**.

4.6 Cleanup Phase:

After players have **resolved the EVENT** and **bought equipment**, all players must **discard all remaining resources** in their **Colonies** before starting a new event.

END OF THE GAME

The game ends after resolving the **third and final EVENT**. Whoever has suffered the **least damage** in the **Colony** is the winner.

In case of a **tie**, the winner is the one with the **highest sum** of the values of the **resources remaining** in their **Colony**. If the tie persists, the winner is the one with the **highest sum** of the values of the **Relic resources**. If the tie persists, the players **share the victory**.

Questions? Access our [FAQ](#) via [QR Code!](#)

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