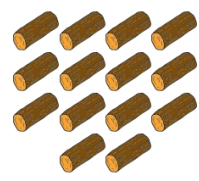
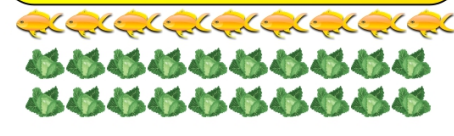
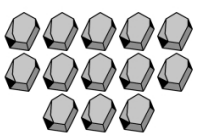


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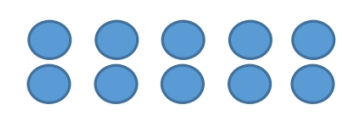
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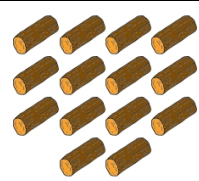


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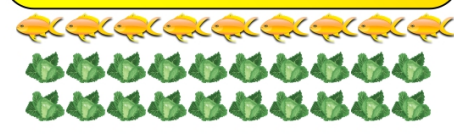
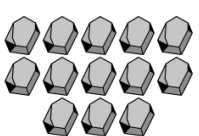


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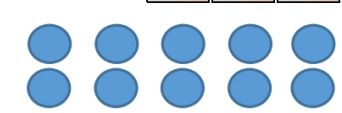
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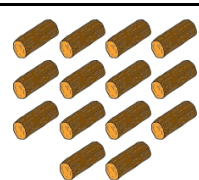


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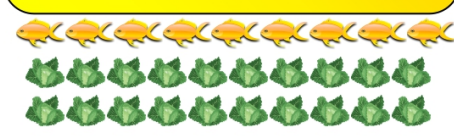


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1-3 8+ 10'

IT'S COLD ROUND THESE PARTS. SHOOT, SUN BARELY PEEKS OUT 'TIL MID APRIL, IF N IT'S A GOOD YEAR. AND 'FORE THAT, IT'S SO COLD YOU CAN SEE YOUR BREATH FROM YESTERDAY. CAN'T 'SPLAIN WHY. BUT I LOVE IT HERE IN THIS LITTLE GORGE I CALL HOME. AND WITH THE EXCEPTION OF THE OCCASIONAL PILE O' SNOW, VORACIOUS SASQUATCH, FROST BITE ON YOUR MUSTACHE, OR A VENOMOUS SNOW SNAKE CHEWIN' ON YOUR THIGH, IT'S 'BOUT THE LOVELIEST PLACE ON EARTH.



## SETUP

You will need

1 six-sided die per player. *For a more complex game, see the Resource Dice variant on the last page.*

1 writing tool for each player.  
1 game sheet. (There are 3 on the previous page.)



You are ready to begin.

## OBJECTIVE

To win this game, score points by collecting stars, building cabins, and feeding your settlers. The player with the most points at the end of the game wins. During play, you may encounter sasquatches. If you give them a fish, they'll score you 2 points. But if you're out of fish when you encounter a sasquatch, you will lose a settler. If you have fewer than 3 settlers, you are eliminated from the game. As the seasons progress, gather fish, wood, and cabbage for your settlers to help them survive the winter. *If possible, make sure you have 1 wood per cabin at the start of winter.* At the end of the game, each cabin with at least 1 settler scores 3 points. A cabin with 2 settlers scores 5 points. A cabin with no settlers will lose 1

point. If you are playing solo, score at least 37 points to win. If you are playing against an opponent, the highest score wins.

## PLAY

Begin each round by marking off a month at the top of your grid.



The first 2 months--spring--are signified by flowers. The next 3 months--summer--are signified by suns. Then there are 3 months of autumn, signified by leaves. The final icon represents winter. Spring, summer, and autumn play largely the same. In the winter, you will be spending wood, and food to feed your settlers.

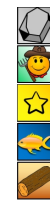
Next, each player rolls a die.

On the left side of the grid is a number column. It corresponds to your die value. First, check off the symbol in the same column as the month you marked off and in the same row as the number you rolled.

For example, it is the 1st month. You roll a 2. Check off the star. This check represents your first settler.

For each settler you have, check one box. *You start with 3 settlers. On your first turn, you will check 3 boxes.* All boxes for the month must be in the same column and adjacent to the first box checked, either above or below. *Settlers tend to stay close*

*together. For one thing, this gorge is filled with hungry sasquatches, and it is dangerous to go out alone.*



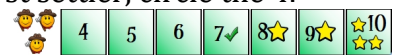
**Example:** On the first month, you rolled a 2 and checked the star. With your next 2 settlers, you can check the 2 boxes above, a box on either side, or the two boxes below.

## COMMON BOXES



**Settler:** When you gain a settler, you may do *one* of the following:

1) Circle the number in the next empty box in the row with the 3 settlers (shown below). For example, if you're gaining your first settler, circle the 4.



You *may not* have more than 2 settlers per cabin.

When you gain your 7<sup>th</sup> settler, you gain the ability to add another check to the same box. If stocked with *Double Check*, you may use the same box 3 times. If your settlers should be reduced, (See Sasquatch on the next page), you *will* retain this ability.

When you gain your 8<sup>th</sup>-10<sup>th</sup> settlers, gain additional victory points as shown in their boxes.

2) Alternatively, when you check off a settler, cross off a fish or a cabbage. *You must have already circled the fish or cabbage.* Then, gain any 2 of the following: fish, cabbage, wood, stone. To do this,

circle the resource. You may not receive the same resource you used to take the action. *For example, you cannot spend 1 fish to gain 2 fish.*

If you can neither feed a settler nor add a settler (for example if your cabins are filled to capacity and you have no food), simply ignore this box.



**Stone:** When you check a stone, circle a stone on the right side of the sheet. You may cross off 2 stone and 3 wood to build a cabin. *This must be done simultaneously.*



**Wood:** When you check a wood, circle a wood on the right side of the sheet. You may cross off 3 wood and 2 stone to build a cabin. *This must be done simultaneously.* In addition, you will need to spend 1 wood for each cabin at the end of the game to keep the settlers warm in the winter.



**Cabbage:** Cabbage can be used to feed your settlers both mid-game and during the winter. When you check off a cabbage, circle a cabbage on the right side of your sheet.



**Fish:** Fish can be used to feed your settlers mid-game and during the winter. Fish can also be used to feed the sasquatch for points. And if you do not have a fish, the sasquatch may attack a settler, so it's best to keep fish on you at all times if possible. When you check off a fish, circle a fish on the right side of your sheet.



**Victory Point:** When you mark off a victory point, cross off the next unmarked number in the victory point box.

If a box contains more than one of the above items, gain one of the item for each one in the box. For example, check off the 4 star box to gain 4 victory points.



**Sasquatch:** *Behold the fearsome sasquatch!* If you mark off a sasquatch, cross off a fish to score 2 victory points. If you mark off a sasquatch when you have no fish, lose 1 settler. If you had only 3 settlers, you are defeated. If you lose a settler due to a sasquatch encounter, the next time you would gain a settler, circle your next uncircled number in the settler row.

For example, if you have 4 settlers, and you lose a settler in a sasquatch encounter, the next time you would gain a settler, you will have 5. Simply ignore boxes crossed out. *To reiterate, if you have 7 settlers and lose 1, you retain the check ability.*

## SPECIAL BOXES



**Double Check:** *Starting in the next month, you may check the same box twice, but no more than twice. Use one settler for each check made.*



**Log Roll:** *Starting in the next month, you may spend one wood to reroll the die.*



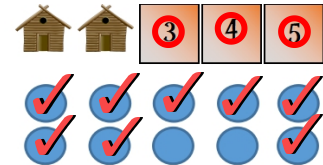
**Rock Skipper:** *Starting in the next month, you may spend a stone to avoid checking a single box and mark the next box down or up. All remaining boxes must be adjacent to a previously marked box. You may only spend one stone this way per month.*

You may continue to use the abilities above in any month after you check them, just not during the month when they're checked.

## WINTER

Repeat the same steps each month until winter. At the start of winter, mark the blue circles below the cabins, to allocate your settlers. For example, if the first cabin contains 2 settlers, mark both boxes. If the 2<sup>nd</sup> cabin contains just 1 settler, mark the top box, etc.

Note, you cannot leave a cabin empty if it has been built, and you cannot put settlers in a cabin that was not built.



In the example above, all 3 cabins have been built; the player has 8 settlers. He chose to fill the first 2 cabins, and place 1 settler in cabins 3 and 4, and 2 settlers in the last cabin.

Next, each player must spend 1 wood for each occupied cabin. X out the wood spent this way. If you do not have wood to heat a cabin, shade the circles in that cabin representing each settler.

Next, one player rolls a single die. This die will determine the starting box that all players will mark in the winter column. Thereafter, play the round by connecting your settlers as normal. However, now, boxes will cost you food.



The boxes will contain either an amount of fish, cabbage, or the dreaded snow snake.

Starting with the top settler box of your first cabin, check off food as it is dispensed to each settler.

If you are unable to feed a settler, this settler sadly does not survive the winter. If you must check off the snow snake, a settler is bitten by the snow snake and does not survive the winter. *If a settler does not*

survive the winter, shade this settler's circle entirely.

You may still use any special actions unlocked earlier in the game.

## END OF GAME

After resolving winter, count the number of cabins containing at least 1 settler (at least one circle beneath the cabin contains a check mark that is not fully shaded). These cabins score 3 points each. If a cabin contains 2 settlers, it scores 5 points. Each built cabin that is empty (all circles below it are either blank or shaded) loses 1 point.

If you have 37 points in a solo game, or the highest score in a multiplayer game, you win. If you are tied in a multiplayer game, the tied player with the most settlers wins. If you are still tied, the tied player with the most leftover food wins. If you are still tied, the tied player who has made the most sasquatch encounters wins. If you are still tied, the tied player with the fewest special boxes marked wins. If you are still tied, share the victory.

## RESOURCE DICE VARIANT

To play this variant, you will need dice in the following colors: 1 yellow die, 1 blue die, 1 green die, 1 brown die, 1 gray die, and 1 black die. You will also need a draw bag.

1-2 Players: Use the bag from the start of spring, drawing 3 dice from the bag at random.

3 Players: At the start of each spring month, roll the yellow, blue, brown, and gray dice. Begin using the bag in the summer, and draw 4 dice from the bag at random.

## PLAY

Each player in turn order should draw and roll the dice for a new month. Starting with the rolling player, and progressing clockwise, each player drafts 1 of the rolled dice to determine their starting box. *Each player must choose a different die.* Mark the box of its value in the column as normal.

**Example:** In a solo game, you drew and rolled a gray die (5), a blue die (2), and a yellow die (3). You may start in the 5<sup>th</sup> row, and gain a stone, start in the 2<sup>nd</sup> row and gain a fish, or start in the 3<sup>rd</sup> row and gain 1 victory point.



*As the year progresses, more add more dice to the bag.* Starting in the summer, add the green die to the draw bag. Starting in Autumn, add the Black die to the draw bag. If a player draws the black die, this player encounters the sasquatch. *Follow the same instructions for a sasquatch encounter as though you had marked a sasquatch box.*

When you choose a die, also gain the following resource:

Yellow: Gain 1 victory point.

Brown: Gain 1 wood.

Gray: Gain 1 stone.

Blue: Gain 1 fish.

Green: Gain 1 cabbage.

Black: Mark an unmarked *Special Box* of your choice from a previous month, or treat this die as a wild color, gaining any of the above resources of your choice.

Winter: Roll the brown, blue and yellow dice only. Gain the corresponding resource. Then resolve the winter as normal. Each player drafts a die.

## END GAME

If using this variant for solitaire, you must score 50 or more points to win.

If using this variant for multiplayer, the highest score wins. If tied, the tied player who chose the brown die in winter wins. If none of the tied players chose brown in winter, the player who chose blue wins.

## ACKNOWLEDGMENTS

I wanted to thank Kikwik for feedback, testing, and helping with the game's French translation. Alas, after playing my game, Kikwik went and caught a fish and promptly disappeared into the forest to look for 2 victory points, and no one has seen him since.

Also thanks to Brian Micron for testing, feedback, and photos of a yeti, an abominable snowman, and Bigfoot snacking on beef jerky. Unfortunately, still no evidence that Sasquatches exist.

Thanks to Daniel Wilkinson whose settlers survived a very nasty winter food shortage in Frost Gorge by throwing a party. For some reason, he called it a Donner Party.

And finally, thanks to Vincent B, whose settlers survived a day of winter by using cabbage as firewood. But only just a day.



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