

ROBINSON CRUSOE

Adventures on the Cursed Island · Scenario 1: Castaways · Solo Rulebook

1. Overview

Your ship has wrecked on an uncharted island. You wash ashore with a single companion, Friday, and a loyal Dog. You have twelve rounds to build a signal Fire and a towering woodpile large enough to catch a passing ship's eye — before rain, cold, beasts, and starvation end you. This is a solitaire recreation of Scenario 1 of the cooperative board game.

2. Goal

You **win** if, during **rounds 10, 11, or 12**, you have the Fire invention built **and** the five-stage woodpile complete. The woodpile's five stages require 1, 2, 3, 4, and 5 wood (fifteen total), and you may advance **only one stage per round**. You **lose** if your main character dies, or if round 12 ends without the signal ready.

3. Your Team

Unit	Pawns	Notes
Your castaway	2	Cook, Carpenter, or Explorer. If this character dies, you lose.
Friday	1	Sturdy helper. May die without ending the game (you lose his pawn).
The Dog	1	Hunt and Explore only. Never eats, cannot die.

Choose your castaway at the start. Each has two skills (paid with Determination) and one personal invention.

Castaway	HP	Difficulty	Signature
Cook	13	*	Hooch heals wounds at night.
Carpenter	13	**	Economical builds; Workbench.
Explorer	12	***	Fragile; Spyglass and Scouting.

4. The Round (Eight Phases)

Every round proceeds through these phases in order:

#	Phase	What happens
1	Event	From round 2, reveal a card. Adventure cards drop a token on an action, then enter the threat field.
2	Morale	Solo morale bonus applies; spend or gain Determination.
3	Production	Your camp tile yields its resources automatically.
4	Woodpile	Add wood to the current pile stage (one stage per round).
5	Planning	Assign every pawn to actions.

#	Phase	What happens
6	Resolution	Actions resolve: Threat, Hunt, Build, Gather, Explore, Camp, Rest.
7	Weather	Clouds vs. your roof; shortfalls in food/wood become wounds.
8	Night	Everyone eats; you may move camp; unstored food rots.

5. Actions

During Planning you assign pawns. A **single pawn** on an action rolls three dice — it may succeed, but may also wound you or trigger a random adventure. **Two pawns guarantee success** with no dice. Reserve two-pawn commitments for actions you cannot afford to fail, above all the Shelter and the Fire.

Action	Effect
Build	Shelter, Roof, Palisade, Weapon, or an Invention.
Gather	Collect wood or food from an explored source tile.
Explore	Reveal a new tile adjacent to explored land.
Hunt	(2 pawns; needs a beast) Fight for food and fur; take (beast strength - weapon) wounds.
Threat	Answer a card in the threat field for its reward.
Rest	Heal one wound.
Camp	Reinforce the camp / gain Determination.

Distance: actions reach explored tiles within 2 of camp; each extra step needs one more pawn. You must reveal a **Mountains** tile before the Fire can be built.

6. Inventions

Inventions permanently improve your camp. Staples are always available (when their terrain or item requirement is met); a few random pool inventions and your personal invention round out the set.

Invention	Requires	Effect
Fire	Mountains	Win condition. Palisade +1.
Pot	Fire	+1 food each Production.
Basket	Plains	Gather actions yield +1.
Shovel	Hills	+1 Discovery when exploring.
Cellar	Shovel	Food no longer rots at night.
Knife	-	Weapon +1 (costs fur).
Cure	Plains	On build: heal 2 wounds.
Map / Rope	Hills / Forest	Extra explore pawn / greater reach.

7. Weather

Weather escalates through the game. Each uncovered cloud costs food and wood; snow burns extra wood; any shortfall becomes wounds. Plan your roof and stores around these thresholds:

Rounds	Weather dice
1-3	None

Rounds	Weather dice
4-8	Rain
9-10	Rain + Winter
11-12	Rain + Winter + Animals

A Roof of level 2 by round 4 is the most important early defense.

8. Threats

Adventure-icon event cards enter a two-slot threat field. Answer a threat with pawns for a reward. Ignore it and, when it “falls off,” its effect strikes — lost resources, morale, or a beast to fight. Answer cheap threats early; let expensive ones go in the endgame when every pawn is needed for wood.

9. Night & Losing

- Each living character eats 1 food. Going hungry costs 2 wounds.
- You may move camp to an adjacent explored tile.
- With no shelter, everyone takes a wound.
- Unstored food rots unless you have built the Cellar.
- You lose the instant your main character dies, or when round 12 ends unsolved.

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