TOOLS



- >Player can use tools to kill a wild animal.
- >Player can build a bridge over waterbodies to take a shortcut.

ZIOOT



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Player can take shelter from all natural disasters.

SHELTER



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Player can take shelter from all natural disasters.

MEDICNE



>Player can consume medicine to escape the effect of a slow spell. >Player can consume medicine to recover from

poison berries.

MEDICNE



>Player can consume medicine to escape the effect of a slow spell. >Player can consume medicine to recover from poison berries.

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MAP



- >Player can use a map to prevent a memory lapse.
- >Player can use the map to boost his dice roll by 3

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PENALTY

Lose immunity against the next two unfortuanate events despite having resources to protect you.

PENALTY

You have lost your way. Begin Again!

PENALTY

Move back 10 steps

PENALTY

Lose all your resources to the winner.

(If you don't own resources, move back 5 steps)

REWARD

Gain immunity against the next two unfortunate events.

REWARD

Gain any two resources that you need. Collect it from the bag of resources

REWARD

Exchange places with your opponent OR move 10 seps ahead, whichever is more.

REWARD

Move 10 steps ahead.

CHALLENGE GUIDE

> Challenge 1 : Rock paper scissor.

Challenge 2 : MazeChallenge 3 : Decrypt .Challenge 4 :Word game