

The Lighthouse Keeper

Final Print & Play Game

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You may have lived through loneliness before, but could you survive the complete isolation of a lighthouse keeper abandoned at sea?

The Lighthouse Keeper is a single player resource management board game focused on survival. Will you become self-sufficient and survive the first month, or will you succumb to madness, starvation, or worse?

HOW TO PLAY

The Lighthouse Keeper

SETUP:

1. Cut out the necessary pieces for this print-to-play game. The index on the previous page notes where specific parts will be. After cutting these out, you should have 30 event cards, 18 total resource tokens (6 fish, 6 pole, 6 book), 1 sanity meter, and 1 player icon.
2. Shuffle your 30 event cards. Once shuffled, place them face down in a pile.
3. Make separate piles for your book tokens, fishing pole tokens, and fish tokens. These are called resource tokens.
4. Place the player icon on the indicator where “3” is written on the sanity meter. This will act as a marker for your sanity level. When you gain or spend sanity, move your player icon to reflect your sanity level.
5. Designate a space on your table to be your discard, and a space on your table to be your inventory. Make sure these are visibly separate.

GAME:

1. Before starting, take 1 resource token of each kind (1 pole, 1 fish, 1 book) and add it to your inventory.
2. Draw an event card. Follow the instructions on that card. If there are several instructions, choose only one.
3. Once you have followed the instructions, move that card to your discard. An individual card will only be played once per game.
4. Play until event cards are depleted.

RULES:

- You must always accept the instructions of the card. If there are 2 choices, you must always choose one instruction to accept.
- If you cannot fulfill the requirements to a card effect, you may not choose that effect.
- You may not exceed 5 on the sanity meter.
- You may not have more than 4 tokens in your inventory. If you have 5 or more tokens, discard until you have 4 tokens.
- You must move your player icon on the sanity meter whenever you gain or spend sanity to the appropriate sanity level.

LOSING CONDITION:

Reach 0 on the sanity meter.

WINNING CONDITION:

Deplete event cards.

_____TYPICAL ROUND GUIDE_____

The Lighthouse Keeper

First Round:

On the first round, take 1 of each resource token. Place the player icon on step “3” of the sanity meter.

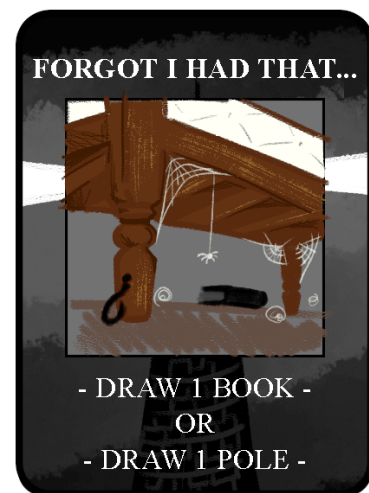
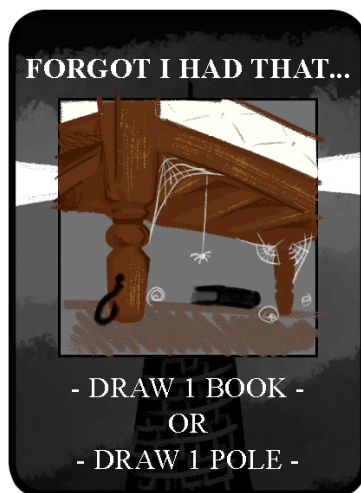
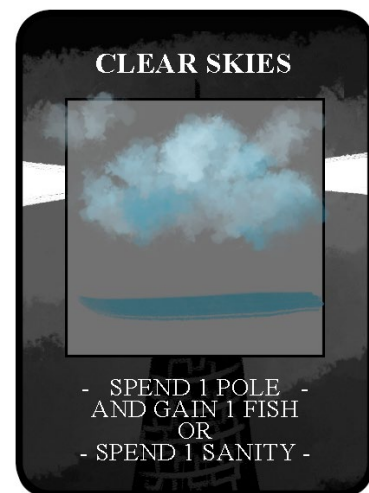
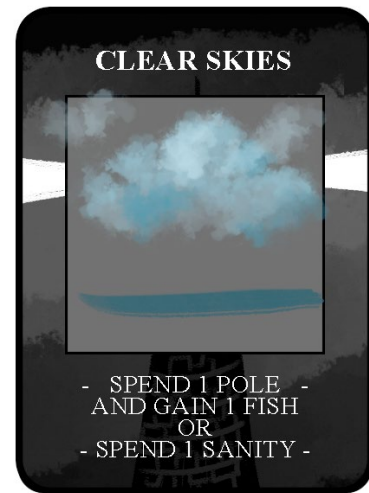
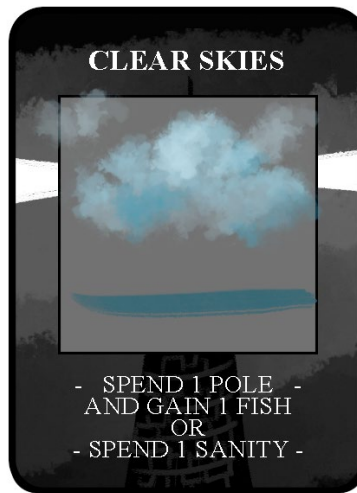
Main Game Round:

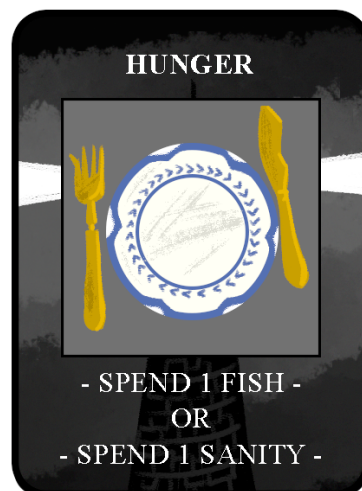
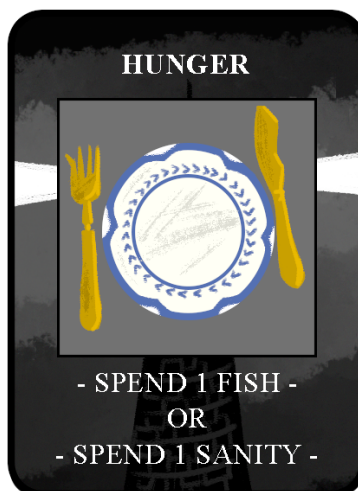
1. Draw an event card.
2. Read and follow the instructions on that card. Instructions may lead you to...
 - a. ...add / spend resource tokens.
 - b. ...add / spend sanity levels on your sanity meter by moving the player icon accordingly.
 - c. ...do nothing.
3. If you have 5 or more resource tokens, discard until you have 4.
4. Discard that event card. Return to the first step.

Continue this cycle until you either deplete your event cards or you reach 0 on the sanity meter.

CUT-OUT PIECES

EVENT CARDS





RAINY DAY



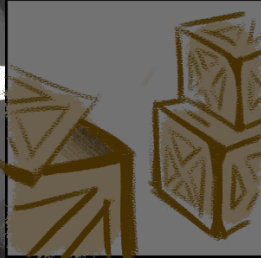
- SPEND 1 BOOK -
AND GAIN 1 SANITY
OR
- SPEND 2 SANITY -

RAINY DAY



- SPEND 1 BOOK -
AND GAIN 1 SANITY
OR
- SPEND 2 SANITY -

THE STORAGE



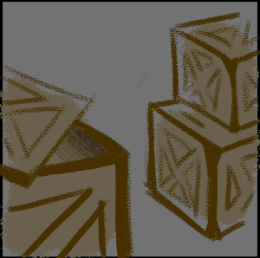
ADD 1 POLE
- AND 1 BOOK -
TO YOUR HAND

THE STORAGE



ADD 1 POLE
- AND 1 BOOK -
TO YOUR HAND

THE STORAGE



ADD 1 POLE
- AND 1 BOOK -
TO YOUR HAND

CANNED TUNA




- ADD 1 FISH -
TO YOUR HAND

CANNED TUNA



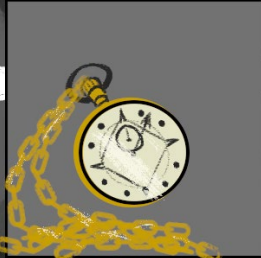
- ADD 1 FISH -
TO YOUR HAND

UNEVENTFUL DAY



- NO EFFECT -

UNEVENTFUL DAY



- NO EFFECT -



RESOURCE TOKENS





SANITY METER



PLAYER ICON



Thank you for playing!

All illustrations done by Charlie des Robert.