

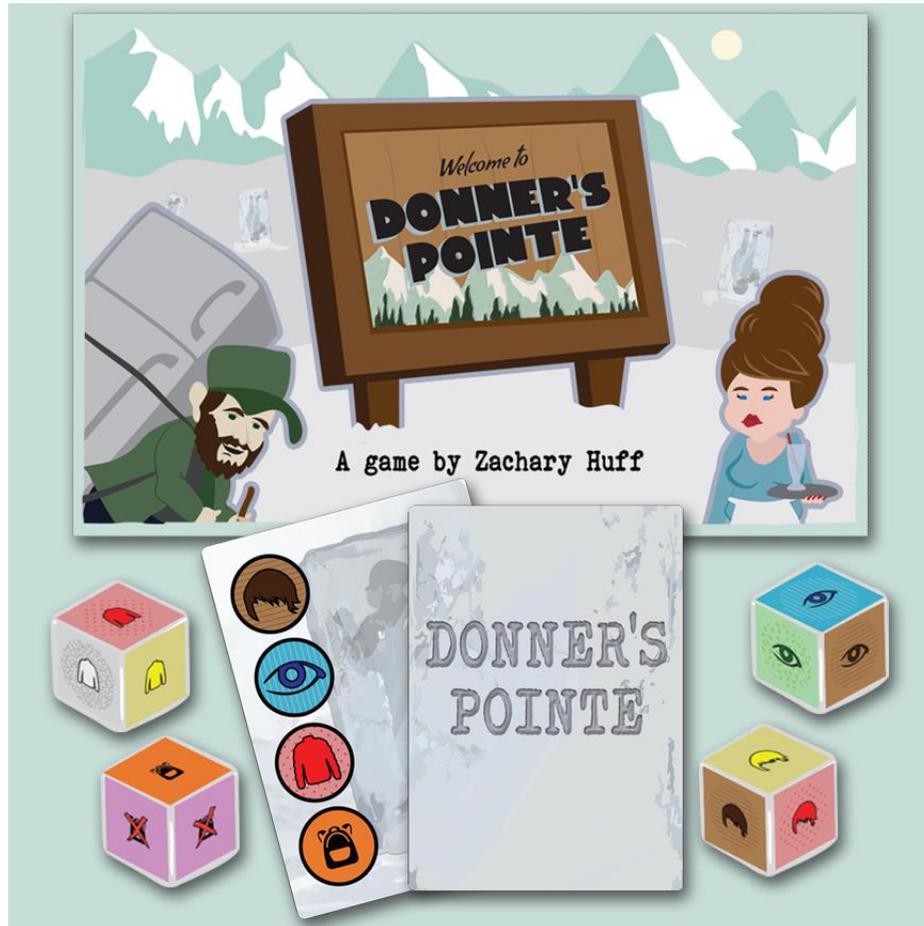
Donner's Point

Designed by Zachary Huff

Art by Deiana Skarda

2-5 Players

20-30 Minute Play Time



Components:

7 Player Identity cards

7 Player meeples (Red, Blue, Yellow, Green, Purple, Orange, White)

1 Cop meeple (Black)

4 Missing Persons (MP) dice

54 Ice Cube cards

6 Location cards

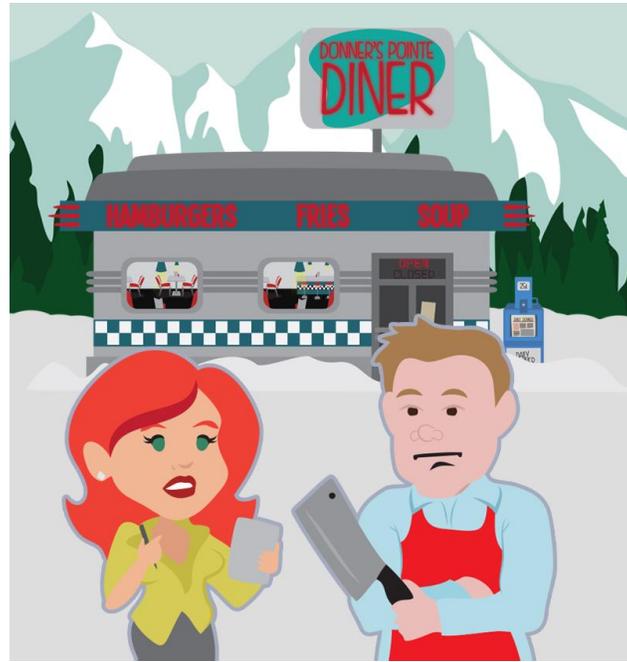
50 Money tokens

11 Characteristic tokens

1 First Player token

5 Rule Reference cards

Donner's Pointe is a small, tight-knit community where it's best not to ask too many questions. Many explorers who hike up the nearby mountains slide back down into town as ice cubes a few weeks later. The small businesses of this quiet town rely on these ice cubes for profit. There is always money to be made in "finding" the people that constant Missing Persons Reports keep yapping about... or maybe you could just sell off your ice cubes to the diner instead.



Set-Up

1. Shuffle all Ice Cube cards and place them face-down in a pile. This forms the Ice Cube deck. Leave space next to this deck for a discard pile.
2. Place the Location cards in a 3x2 grid, in numerical order. If playing with 2 players, flip the Ice Cube Field, Donner's Pointe Diner, and Ominous Storage Warehouse Location cards. If playing with 3 players, flip only the Ice Cube Field and Ominous Storage Warehouse Location cards instead.
3. If the Ominous Storage Warehouse is open (there is a meeple space on the bottom left of the card), take 3 Ice Cube cards from the top of the deck and place them face-down underneath the Ominous Storage Warehouse Location card.
4. Place the MP dice, Cop meeple, Money tokens, and Characteristic tokens in a spot where all players can reach them.
5. Return the Town Sheriff, Waitress, and Creepy Old Guy Character Identity cards to the box if playing with 2 players. Return just the Creepy Old Guy Character Identity card to the box if playing with 3 players. Shuffle the Character Identity cards and randomly give 1 to each player. Players take the appropriate meeple, signified by color, for their given character identity. Return any unused Character Identity cards and meeples to the box.
6. Determine which player woke up earliest today. Give that player the First Player token.

Game Flow

1. The game is played over several days (rounds). At the start of each day, all players draw up to a hand of 3 Ice Cube cards.

2. The first player rolls the MP dice. This forms the Missing Persons Report for the day.

3. The first player moves the Cop meeple. To do this, flip the top card of the Ice Cube deck into the discard pile. Move the Cop to the location that is indicated in the sheriff star on the bottom right of the card. If the cop is already on that location, or the location is closed, continue to flip cards until the Cop can successfully move.

*Note: if a player has the identity of the Town Sheriff, they move the cop as they wish instead of using this method. The Cop must always change locations on each new day.

4. Starting with the first player and then moving clockwise, all players choose a location for the day and stand their meeple in an available open spot on their chosen location card. At the start of each new day, all players must move to a different location.

5. All players except for players on the Ice Cube Field location card choose 1 Ice Cube card from their hand and place it face-down in front of them. This card represents the Ice Cube that they hope will most closely match the Missing Persons Report at the end of the day.

6. Starting with the Ice Cube Field location, all players execute location abilities in numerical order. Players also carry out any special abilities their Character Identity possesses (when applicable). After a player completes their location action, they lay their character meeple down on that location card to show that the action is complete.

7. Once all location abilities are completed, players on the Ice Cube Field location card choose 1 Ice Cube card from their hand and place it face-down in front of them.

8. All players reveal their face-down Ice Cube card and determine how many characteristics on their card match the Missing Persons Report. Each player gets Money tokens equal to how many characteristics they matched. Then, collect all Ice Cube cards that were played and place them into the discard pile.

9. Move the First Player token to the left, and start a brand new day!

End of Game/Scoring

Players will spend the following number of days in Donner's Pointe:

2 players – 4 days

3 players – 3 days

4 players – 4 days

5 players – 5 days

After the final day, players count up their Money tokens. The player with the most money tokens wins!

If 2 or more players are tied for the most Money tokens, these players will play a sudden death round using no locations or character abilities. This round runs as follows:

1. Shuffle all Ice Cube cards and deal a fresh hand of 3 Ice Cube cards to all tied players.
2. If possible, have 1 of the players who is not tied roll the MP dice. Otherwise, determine a fair way to roll the MP dice. This creates the Missing Persons Report.
3. Each tied player chooses 1 of their Ice Cube cards that best matches the Missing Persons Report and places it face-down.
4. Reveal all face-down Ice Cube cards and determine who has the most matches. That player wins! If a tie still persists, all players share the win.

Rules Reference card

<i>Order's Up!</i>	
①	Draw up to a hand of 3 ice cubes.
②	Roll the Missing Persons dice.
③	Move the cop meeple.
④	Move character meeples.
⑤	Place face-down ice cube (if not visiting Ice Cube Field).
⑥	Perform location actions.
⑦	Place face-down ice cube (if visiting Ice Cube Field).
⑧	Reveal and check for winner(s).
<i>Thank You! Total:</i>	

Location Abilities (location abilities are executed in numerical order, after all players have placed their characters)



1. **Ice Cube Field** - 2 character spots

Draw 1 extra ice cube card. You place your face-down ice cube card after the Butcher Shop action.

Flip this card for games with 2 or 3 players

(Reverse side is identical, but with 1 character spot instead of 2)

2. **Missing Persons Office** - 1 character spot

You may re-roll any/all of the MP dice.

3. **The Daily Donner** (newspaper office) - 1 character spot

Set 1 MP die to the characteristic of your choice.

4. **Donner's Pointe Diner** - 1 character spot

You may discard your face-down ice cube card to sell it to the diner for 2 money tokens.

Flip this card for games with 2 players.

(Reverse side has the diner closed, with no character spots. Neither players nor the cop can go to this location)

5. **Ominous Storage Warehouse** (on the outskirts of town) - 1 character spot

Place 3 ice cube cards underneath this location at the start of the game. You may swap your face-down ice cube with 1 from under this location.

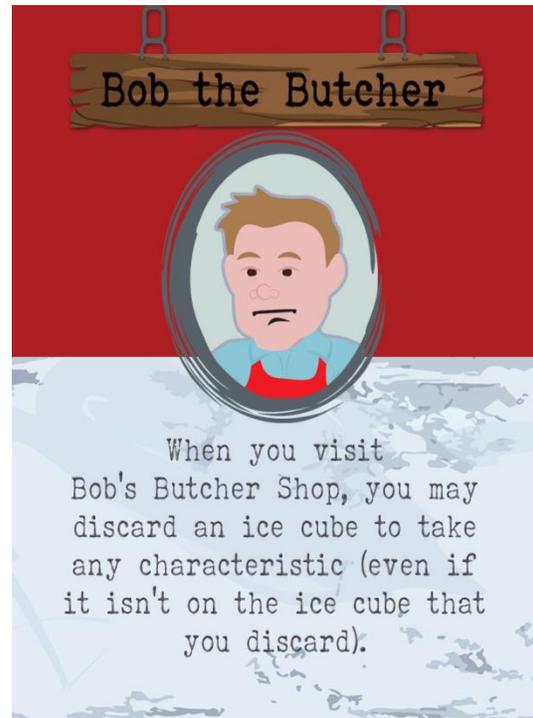
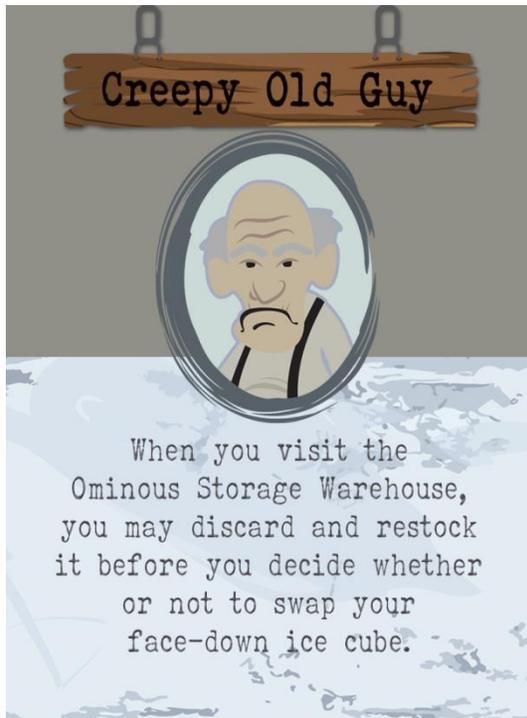
Flip this card for games with 2 or 3 players.

(Reverse side has the warehouse closed, with no character spots. Neither players nor the cop can go to this location)

6. **Bob's Butcher Shop** - 1 character spot

Choose an ice cube in your hand. You may discard that card, take 1 characteristic token that matches a characteristic on that card, and add that characteristic to your face-down ice cube.

Character Abilities



Guy With a Refrigerator - You draw up to a hand of 4 cards at the start of each day (instead of 3).

Veteran Dispatcher - When you visit the Missing Persons Office, you may swap places with the cop immediately after all characters have been placed.

Aspiring Journalist - When you visit the Newspaper Office, you may re-roll 1 die prior to setting 1 die face.

Waitress - You may always visit the Diner, even if the cop or another player is already there. You still must move your character at the start of each day.

Creepy Old Guy - When you visit the Ominous Storage Warehouse, you may discard and restock it with 3 cards before you decide whether or not to swap your face-down ice cube. You may do this only once per day.

Bob the Butcher - When you visit Bob's Butcher Shop, you may discard an ice cube card to take any characteristic token (even if it isn't on the ice cube card that you discard).

Town Sheriff - Instead of using the sheriff stars to place and move the cop, you choose the cop's location at the start of each day. The cop must move each turn.