

Challenge Card Suggestions

Drought: -4 water	No rain for 2 weeks: -2 water	
Stormy weather: +2 water, -1 shelter	High waves cover spring, water now salty: -4 water	
Find a dry cave: +5 shelter	Lightning causes fire: -2 shelter, -2 food	
Tuna washes ashore: +2 food	Locate offshore reef: +3 food	
Discover wild blueberry patch: +1 food	Good fishing: +3 food if have method to fish	
Small spring found in south: +5 water	Cold spell: -3 warmth, -1 health	
Sunburn: -1 health	Rats get into stored food: ½ food is lost	
Spring dries up: -4 water	Discover coconut grove: +2 food, +2 lumber	
Fall on rocks: -2 health	Pleasant weather: +1 warmth, +1 health	
Find a lobster colony: +2 food	Floating logs wash ashore: +2 lumber	
Neap tide, easy to gather shellfish: +2 food	Hot dry weather, spring dries up: -5 water	
Hurricane hits from south: -5 shelter (if south), -3 shelter (if elsewhere), +1 water if have storage, -1 escape	Strong winds: -2 shelter if grass/stick shelter, -3 health if no shelter	
School of fish driven ashore by sharks: +2 food, -1 escape	Hammerhead sharks patrolling offshore: -1 food, -2 escape	
Airplane passes 5 miles north of island at night. This turn only: +3 air escape if camped on north beach, +2 air escape if camped north inland, +1 air escape if camped elsewhere	Airplane passes 5 miles west of island during daytime. This turn only: +3 air escape if camped on west beach, +2 air escape if camped west inland, +1 air escape if camped elsewhere	
Ship passes 5 miles east of island during daytime. This turn only: +3 water escape if camped on east beach, +2 water escape if camped east inland, +1 water escape if camped elsewhere	Ship passes 5 miles south of island at night. This turn only: +3 water escape if camped on south beach, +2 water escape if camped south inland, +1 water escape if camped elsewhere	
Outbreak of malaria: -2 health if have medicine, -4 health if not	Outbreak of flu: -1 health if have medicine, -2 health if not	
Floating barrel washes ashore, contains boxes of sardines and pickles: +2 food	Heavy wind and strong waves drive fish into deep water: -2 food, -1 shelter	
Floating barrel washes ashore: contains \$1 million in paper money	Rainy weather: +3 water, if large container available, +1 water if not; -1 warmth	
Floating barrel washes ashore: contains bottles of ink and wet paper	Spring tide, high tides cover beach: -3 shelter if shelter built on beach	
Include two of each of the cards to the right.	Floating barrel washes ashore: pick one item from the item box	Floating barrel washes ashore: barrel is empty