



										WEATHER: <input type="text"/>	TURN: <input type="text"/>	ROUND 1	ROUND 2	ROUND 3								
Grass	Water	Sand	Mountain	Quicksand	Cliff	Tunnel	Shelter	Food	Trap			1	2	3	4	5	6	7	8	9		
1 Movement	2 Movement Water Resource	2 Movement	Can't Enter/Move Onto	Immediately the end turn on that tile	Move 1 to the edge, cannot climb up	Move 1 to Teleport, No weather effects next turn	Move 1 No weather effects next turn	Move 1 Food	Move 2 and Roll Trap Die	Hop	Aim	Wild	Food Order:	Rig	Dig	Swap	Aim	Hit	Tip	Hop	Wild	Go to Rig
Weather Key:										Dig	Board Zone Key	Hit										
	No Penalties	No Penalties	-1 Movement	-2 Movement	-3 Movement Roll Arrows Die	-3 Movement Roll Arrows Die				Tip	Rig	Swap					Up					
Trap Key:															Left	Compass	Right					
	No Penalties	Immediately stop movement	-2 Movement		One group member dies	Immediately stop movement and one group member dies										Down						