

Clarifications (rules 1.0b)

3G)

But use your current Health Value instead to modify your Sanity-roll (+1 if higher, -1 if less than your **Sanity Value**).

5F)

If you have a *Guide* and your Time Marker is at "8" or less, then you may add 2 Time **when you begin your Player Turn**.

Always return your Guide, flipped or not, when your **Time is up (rule 6A)**.

5H)

Impassable

If you draw it as second Event, return any Finding or Discovery, **plus any Rumor on it**, from your slot. No DP for them. Do **not** return any Encounter though, or any Rumor that is on it.

5K)

Missionary

If you're not ignored, then any Recruit-roll is an automatic success if you choose to **spend** a *Bible* (signed by you) **instead of rolling the die**. If rolling twice, then both will succeed.

Wildlife

If the **modified** roll is a "9", you get the Gift and Food but a Porter dies.

Village

The Like-roll automatically succeeds if you choose to **spend** a *Cannabis* (easing the chief's pain) **instead of rolling the die**.

6A)

You are allowed to complete an ongoing Discovery or Finding, or **draw and execute a Special Discovery after entering an activated Rumor**, even if it demands extra time.