

# SIDE BY SIDE

**B**EFORE THE WAR WE USED TO SEE EACH OTHER ALMOST EVERY DAY. We passed our neighbors while shopping or taking out garbage. From time to time we shared the newest gossip, lent salt to each other, helped take out old furniture... Those days we thought we understand each other and that each one of us is a significant part of the others' lives. We were sure that in the world which distances people, we'd managed to create a real community that would survive every possible turmoil.

Now, everyone just looks through dirty windows, too scared of the looters to even open the door. Is it all that's left of our old, neighborhood friendship?

## SETUP CHANGES

The following decks are excluded from this playthrough: **SHELTER, OBJECTIVES**. Remove them from the game.

Remove the **DUTY** card from the **NARRATIVE ACTIONS** deck.

The **NIGHT RAIDS** and **RESIDENTS** decks should contain all of their cards. Do not remove any cards with a red corner.

Place all of the **FITTING** cards (both those with a green corner and with an orange corner) in a single deck on the Fittings space. In this Scenario the Ideas space and the New Idea action are not used.

## CONSTRUCT THE EVENTS DECK:

Place the Event cards on the Events space face-down (without looking at their fronts) in the following order:

- 1) Find the **CEASEFIRE** card in the **ENDING EVENTS** cards and place it on the bottom of the Events deck. Remove the remaining 2 Ending Event cards from the game.
- 2) Randomly draw **5 EVENT** cards and stack them on top of the deck.

## DRAW 3 CHARACTERS:

Take the Character cards, shuffle them and draw:

- the first **RED-BORDERED** card
- the first **2 BLACK-BORDERED** cards

Place a **HUNGER LEVEL 2** token next to 2 different Characters. Place an **ILLNESS LEVEL 1** token next to 1 Character without any State tokens.



NEXT PLAYER

## STARTING FITTINGS:

Choose any **1 BASIC FITTING** card and place it on any empty Shelter space.

NEXT PLAYER

## STARTING STUFF:

Place these on the Storage space:

- **3 WATER, 10 WOOD, 10 COMPONENTS**,
- any other **TOKENS WORTH 20** or less

## SCENARIO SPECIAL CARDS:

Place the **DAWN PHASE** card on the Fate deck. You will need to resolve it at the beginning of each Dawn phase, before drawing the Fate card.

Read the narrative introduction from all **NEIGHBOR** spaces. Then place all **NEIGHBOR** cards face-up (with their red sides NOT visible) on their corresponding spaces on the Scenario sheet.

## SCENARIO SPECIAL TOKENS:

Place **4 NEEDS** tokens, 1 on each marked space of each Needs track next to the **NEIGHBOR** cards.

Place the **VLADIMIR** token on the Vladimir card.

## THE LIST OF ADDITIONAL SIDE BY SIDE SCENARIO ITEMS:



4 NEIGHBOR CARDS



DAWN PHASE CARD



4 NEEDS TOKENS



VLADIMIR TOKEN

After finishing a game, please remember to find all the additional elements of the Scenario among the cards and tokens and pack them up separately, as they are used exclusively in this Scenario.

USING THE SCENARIOS - SEE 906



## DURIĆ

*They've always lived somewhere nearby – useless, forgotten, poor. Balancing between life and death, always ill, always starving. Just like before, they always expect someone else to care about them, or at least just to give them a handout. They don't have anything left to be taken away. Even the looters keep their distance from Durić family's so called "home", which we can see every day on our way to scavenge some supplies: smashed windows, door barely hanging on rusted hinges and dirty faces looking at the world with empty eyes.*

FLIP THIS  
CARD

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## KOVAČEVIĆ

*We love to visit them. With three kids there is always a lot of laugh and fun. Their mother takes great care of them, despite the fact that her husband died at the beginning of the siege. Luckily, he prepared his family for such circumstances – they have a lot of food and supplies, probably more than some military shelter. Unfortunately, everyone in the neighborhood knows about it and so do other, less friendly people, so they worry about thieves and looters all the time. The oldest son repeats that he can keep the family safe, but we are sure that without extra help it might not end well...*

FLIP THIS  
CARD

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## VLADIMIR

*Losing the whole family during the war – that's exactly what happened to Vladimir – would probably make anyone act like he does. Fits of rage, heavy drinking, blind fury suddenly turning to depression and cry... Everyone around closes the door when this bear of a man is walking around with his fire axe, looking for booze and an occasion to fight. On the other hand, there's no better companion when it comes to fending off strangers that come almost every night. Usually his hoarse shouts and brandishing a weapon are enough to scare away any intruders. A few times we had to dig graves for those who had their heads smashed with Vladimir's hatchet.*

FLIP THIS  
CARD

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## ANDREJ

*Even during the siege his home looks much better than other houses before the war. We see this man very often as he is wandering around, offering his help to the neighbors. He lives alone and seems to eat very little. He collects some junk all the time and then, suddenly, creates something useful out of it. We've asked him several times to move to our shelter, but he has refused every time. Our guess is he has his own demons he needs to fight alone. We just hope he will not be defeated by them...*

FLIP THIS  
CARD

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## CHANGES IN RULES:

**DAWN PHASE:** At the beginning of each Dawn phase resolve the Dawn phase card from the Side by Side Scenario.

**DAY ACTIONS PHASE:** During the Day Actions phase there is 1 additional action available:

### VISIT THE NEIGHBORS:

Roll the Black die first. If a 1 is rolled, the Character placed here is hit by a sniper bullet and suffers 2 Wounds.

Visit 1 chosen Neighbor by resolving the following steps:

- 1) Resolve effects of all Neighbor cards flipped to their red sides.
- 2) You may use this Neighbor's help – see **AID** on their card.
- 3) You may help this Neighbor – see **NEEDS** on their card.

**Note:** Each Neighbor can be visited only **once** per day.

If the Scenario ends with a success, read the scripts **AFTER THE WAR** for all Neighbors who are alive. Then open the **reward envelope** marked "D" and permanently add the items in it to the game.

## SCENARIO OBJECTIVE:

At least 1 CHARACTER from the starting group MUST SURVIVE until the end of the game with HUNGER / MISERY / WOUNDS / ILLNESS levels at 2 or less. Additionally, at least 2 NEIGHBORS must be alive at the end of the game (the Vladimir card can be flipped to its red side, but not removed from the game, while the other Neighbor cards must be placed with their fronts face-up).

# YOU AND ME

**J**UST YOU AND ME. NOTHING ELSE MATTERS. THE WHOLE WORLD MAY BURN, BUT WE MUST SURVIVE. Dina lost her parents a few months ago – they were killed in front of her. Her younger brother, Petar, was taken away to some unknown place. It would be easier to assume he's dead too, but Dina refuses to admit this. Almost every night she searches the city, fooling herself that Petar is still out there. It's like her own private ceremony, repeated more often than the prayers for her parents' peaceful rest.

Zoran doesn't know how his folks are doing. When the war started, he was with Dina. Despite the fact they'd known each other for just a few months, he was sure he found his soulmate, and that only death could do them part. Because of her, he never tried to make his way back to the countryside, to his family. These days he has doubts if it was the right decision, but there is no turning back now.

They both live day after day, sharing each moment – happy or sad, each loaf of stale bread and food leftovers and every musty drop of water from their leaking tap. Will the feeling that connected them so strong be stifled by the horrors of war?

## SETUP CHANGES

The following decks are excluded from this playthrough:  
**SHELTER, OBJECTIVES.** Remove them from the game.  
Remove **ZLATA** and **MARKO** cards from the **CHARACTERS** deck.  
Remove the **MEMORIES...** card from the **NIGHT RAIDS** deck.  
Remove the **HOSPITAL** card from the **LOCATIONS** deck.  
Remove the **DUTY** card from the **NARRATIVE ACTIONS** deck.  
The **RESIDENTS** deck should contain all of its cards. Do not remove any cards with a red corner.  
Place all of the **FITTING** cards (both those with a green corner and with an orange corner) in a single deck on the Fittings space. In this Scenario the Ideas space and the New Idea action are not used.

## CONSTRUCT THE EVENTS DECK:

Place the Event cards on the Events space face-down (without looking at their fronts) in the following order:

- 1) Find the **CEASEFIRE** card in the **ENDING EVENTS** cards and place it on the bottom of the Events deck. Remove the remaining 2 Ending Event cards from the game.
- 2) Randomly draw **5 EVENT** cards and stack them on top of the deck.

## TAKE CHARACTERS:

Take **2 SPECIAL CHARACTER** cards: **DINA** and **ZORAN**.  
Use Zlata's and Marko's miniatures to represent Dina and Zoran, respectively, in this Scenario.  
Place an **ILLNESS LEVEL 1** token next to 1 Character.



NEXT PLAYER



## STARTING FITTINGS:

Choose any **2 BASIC FITTING** cards and place them on any empty Shelter spaces.

## STARTING STUFF:

Place these on the Storage space:  
- **2 WATER, 10 WOOD, 10 COMPONENTS, 1 VEGETABLE,**  
- any other **TOKENS WORTH 20** or less

NEXT PLAYER

## SCENARIO SPECIAL CARDS:

Place the **AID ZONE** deck face-down on the AID ZONE space on the Scenario sheet.  
Place the **VISITING THE AID ZONE** card on the Findings Pile.

## THE LIST OF ADDITIONAL YOU AND ME SCENARIO ITEMS:



2 SPECIAL CHARACTER CARDS



VISITING THE AID ZONE CARD



7 AID ZONE CARDS

After finishing a game, please remember to find all the additional elements of the Scenario among the cards and tokens and pack them up separately, as they are used exclusively in this Scenario.

## SCENARIO OBJECTIVE:

At least 1 **CHARACTER** from the starting group **MUST SURVIVE** until the end of the game with HUNGER / MISERY / WOUNDS / ILLNESS levels at 2 or less.

If the Scenario ends with a success – see YOU and ME the EPILOGUE script corresponding with Dina and Zoran's situation at the end of the Scenario. Then open the **reward envelope marked "E"** and permanently add the items in it to the game.

## CHANGES IN RULES:

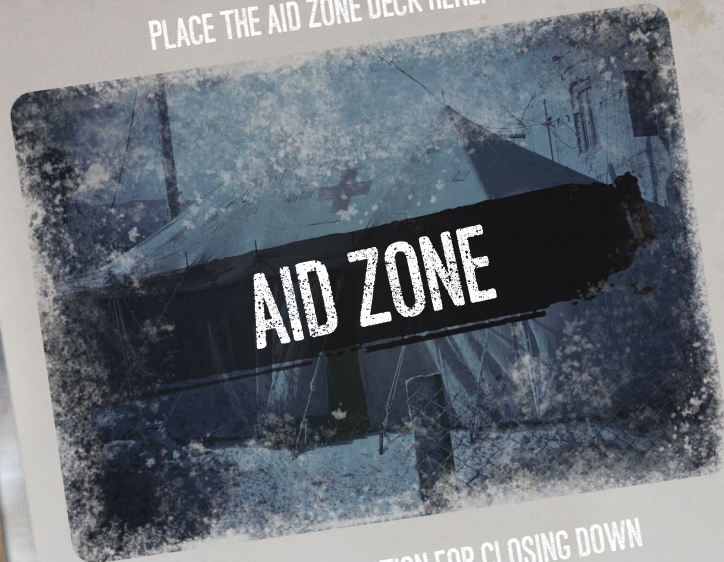
**AID ZONE:** Each time after you have finished Scavenging (but before the Choose Findings stage), you may decide to visit the Aid Zone. If you do, draw and resolve the top card from the Aid Zone deck.

**ONLY YOU AND ME:** Whenever any Character would join the group and both Dina and Zoran are alive (they are still in the game), raise Dina's and Zoran's Misery by 2.

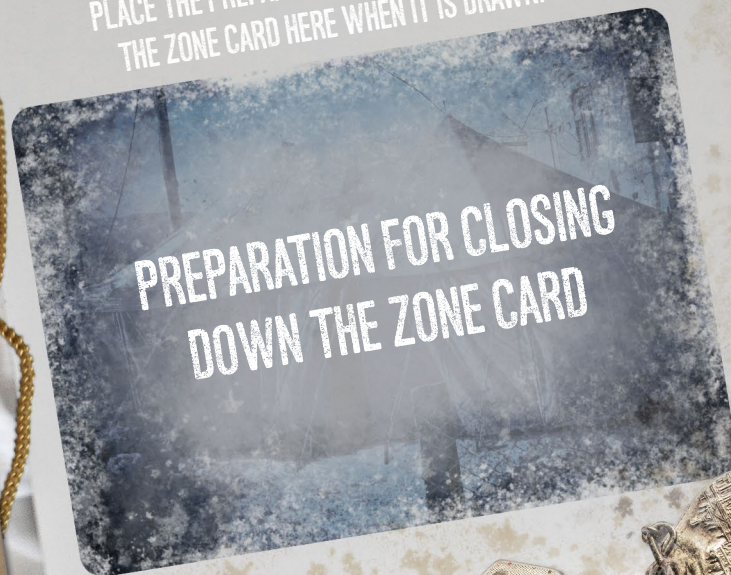
**TOO MUCH SUFFERING:** If the Misery of one or both Characters from the starting group = 4, do not read any scripts from the Misery token. Instead, see You and Me the BREAKDOWN script corresponding with a given Character.

**LOVE NEVER DIES:** If one or both Characters from the starting group die (they are removed from the game) – see You and Me the DEATH script corresponding with Dina and Zoran's current situation in the game.

PLACE THE AID ZONE DECK HERE:



PLACE THE PREPARATION FOR CLOSING DOWN THE ZONE CARD HERE WHEN IT IS DRAWN:



## SETUP

When using the Farmers module, perform the following steps at the beginning of the game to prepare all game components necessary for playing with the Market sheet.

Shuffle the **WARES** cards and place them face-down on the Wares space shown on the Market sheet. Place the **TOLERANCE** token on the "4" space of the Tolerance track shown on the Market sheet. Place all **FARMER** and **THUG** miniatures next to the Market sheet.



## THE LIST OF ADDITIONAL MARKET ITEMS:



15 WARES CARDS



TOLERANCE TOKEN



2 FARMER MINIATURES



3 THUG MINIATURES

After finishing a game, please remember to find all the additional elements of the Market among the cards and tokens and pack them up separately, as they are used exclusively with the Farmers module.

# CHANGES IN RULES

Each time after you have finished Scavenging (but before the Choose Findings stage), you may decide to visit the Market where people from all walks of life come to trade and talk. Discard any 1 token from the Findings Pile. Then draw 1 card from the Wares deck: if it is the Reality Impact card, resolve a script according to the current position of the Tolerance token on the Tolerance track. Otherwise, place the card on the Current Wares space or next to the Market sheet as instructed.

**NEXT PLAYER**

Choose and resolve one option from the current Wares card.

**NEXT PLAYER**

Discard any Farmer and Thug miniatures from the Market sheet. If any Character miniature is placed on the Thief space, move it back to the Findings Pile. Then resolve the Choose Findings stage.

WARES

PLACE THE WARES DECK HERE:

CURRENT WARES

PLACE THE WARES CARD DRAWN HERE:

RESOLVE THE "0" TOLERANCE SCRIPT FROM THE CURRENT WARES CARD. THEN REMOVE ALL MARKET COMPONENTS FROM THE GAME.

0

1

2

3

4



TOLERANCE TRACK

**STEAL:** Raise the Thief's Fatigue by 1.

**LOOT:**

**A:** nothing   **B:** Knife   **C:** Hatchet

FARMER


FARMER

**STEAL:** Raise the Thief's Wounds by 1.

**LOOT:**

**A:** Knife   **B:** Hatchet   **C:** Pistol

THUG

**STEAL:** Move 1 Character to the Thief space. Then roll the Grey Combat die (the Character may use their Prowess). For each  icon rolled, add to the Findings Pile any tokens from those shown on the current Wares card worth up to 5. If the Character rolls a blank, refer to the STEAL sections next to the Farmer and Thug spaces and resolve them if a miniature is present on a given space. No matter the result, lower the Tolerance by moving the Tolerance token on the track 1 space to the left.

THIEF

**LOOT:** Draw 1 Enemy token for each Farmer and Thug miniature on the Market sheet and refer to the LOOT sections next to their spaces to see what they are armed with. Then Combat begins (see Journal: COMBAT sheet). If all Enemies from the Market sheet are killed, add to the Findings Pile all tokens shown on the current Wares card. No matter the Combat result, move the Tolerance token to the "0" space of the Tolerance track.

**TRADE:** Resolve TRADE according to normal rules (see Journal: TRADE sheet for details). The current Wares card informs, which tokens are available for trading. Green or yellow tokens are not accepted.