



Note that this is a short example of a game - but hopefully it will help you understand the main mechanics.

Most games will not be as easy as this and it will take longer to get rescued - maybe not at all.

Ships may pass you by or your health may deteriorate and you may never escape the island.

There are different ways to get rescued. Luck plays a large part although, once you are familiar with the cards, their effects and what is on their flip sides, you can develop some simple strategies for survival.



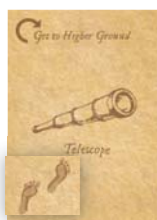
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Shuffle deck (with flip icons face up) - keep the deck out of sight (e.g. under the table)

TURN 1

Draw first card and place it face up on the table:

You've found a telescope. Place your Feet on it. *Move Health down to 15 (you decrease Health by 1 every turn)*



TURN 2

You decide to walk East. Draw another card (it shows Flint) and place it face up. Move your feet onto it.



Move Health down to 14

TURN 3

You carry on Eastwards. Draw another card (arggh! Wild boar attacks) and place it face up, with your feet on it.



*Move Health down 1
and then down another 2
(because of the Boar). Health is now 11*

TURN 4

You decide to go South. Luckily you draw water. Place your feet on it (I'll now stop saying 'place feet' as you get the idea!)



Move Health down 1 and then up 2 - to 12

Now this card says that you may flip it if Telescope is in play.* Telescope is indeed in play. Note that, by flipping it, Water will no longer be in play and this will prevent you flipping a card in the future that requires Water to be in play.



You decide to flip it anyway. The Telescope has allowed you to spy a Waterfall.*

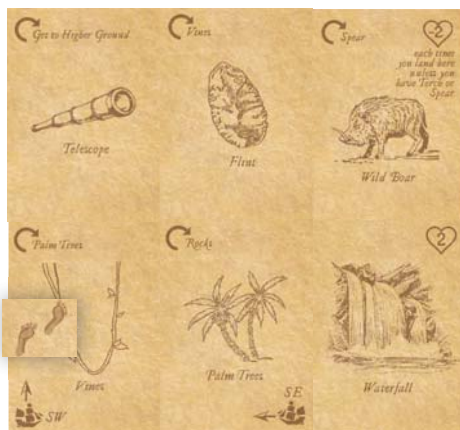
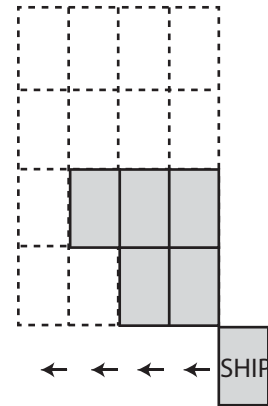
This card means you can increase Health up 2 - to 14



TURN 5

You go West and discover Palm Trees. This card also shows a ship has set sail from the SE corner of the island
Move Health down to 13.

Place the Ship card in the SE corner of the group of cards in play. The corner where a ship starts defines the 4 x 4 area where future cards can be placed **while** this ship is sailing

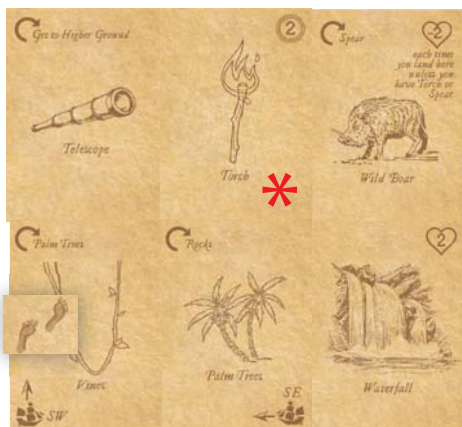


TURN 6

You cannot go South (currently sea). You could return East (but no point as you only gain Health once from a card).

So you head West and draw Vines. This card has a Ship on but it is ignored because one is already sailing.

Move Health down to 12



Because Vines is now in play you decide to flip Flint (Flint requires Vines to be in play in order to flip it) and this reveals Torch.*

Move Ship one space westwards

End of turn 6





TURN 7

You go West.

You discover half a map.

If you can find the other half you will know the location of the Treasure (will score bonus points if you survive).

Move Health down to 11

Move Ship one space eastwards

End of turn 7



TURN 8

You cannot go South (that is now sea).

You cannot continue East because the island is already 4 cards wide.

So you travel North.

You draw Pirates.

This tells you that the Ship sailing is a Pirate ship - (so no chance of it rescuing you!).

Move Health down to 10



You must return the Ship card to 'port' (away from the playing area) and you flip Pirates.

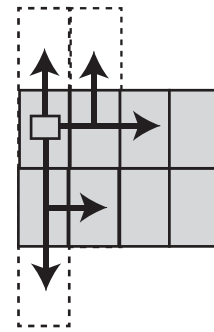
This reveals a Compass* that allows you to travel an additional space (only onto a card already in play) on subsequent turns.

End of turn 8

TURN 9

As there is now no Ship, the 4 x 4 area of map is no longer defined.

Therefore you could go South (travel extra space as you have the Compass) or go 1 space North or go 1 space East then North etc.

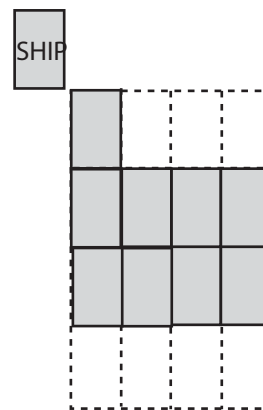


You decide to go North and find some Sticks. (You cannot flip Sticks because you've already turned over the required Flint card)

Move Health down to 9.

The card says a Ship sets sail from the NW corner. Place the Ship card in the NW corner of the cards.*

This **re**-defines the 4 x 4 area where future cards can be placed **while** this ship is sailing.



End of turn 9

TURN 10

You cannot move West or North, so you go East. You draw Higher Ground.

Move Health down to 8

You can now flip Higher Ground, because you have Torch in play (you must actually be on the Higher Ground card to do this).

Move Ship 1 space Eastwards.

By flipping Higher Ground you light a Beacon (that why you needed the Torch!)



On the next turn the Ship will pass onto that column,* your distress signal will be seen and you will be rescued!

Victory Points: 9 shown on cards + 8 Health left + 2 (for 10 cards played ÷ 4) = **19**

How to find treasure....X marks the spot!

This column

This row

