Health

Max 16 Health
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
Game Over

Move this marker one space down the tracker each turn

Ship

Sails adjacent to a four card coastline (one card per turn)

Spear

Wild Boar

−2 each time you land here unless you have Torch or Spear

Map

Treasure is hidden on this column. Pinpoint its exact location with the other map half.

Both halves when you get to the treasure location

Map

Treasure is hidden on this row. Pinpoint its exact location with the other map half.

Both halves when you get to the treasure location

NW

Flint

Sticks

Palm Trees

Vines

Water

NE

Vines

Flint

Hook

SW

♥ 3

Meat

Marooned!

The year is 1743. The sole survivor of a shipwreck, you find yourself washed up on the sands of a small island. You set off to explore and to find whatever you need to survive and hopefully get rescued.

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SET UP
- Cut out the components card and place the Health marker on top of the tracker so that it points to '16'.
- Set aside the Ship card (the ship is now 'in Port')
- Shuffle the remaining 16 cards, with the ↻ icon sides face up, keeping the deck hidden from your view.
- Draw the top card from the hidden deck. Place it face up with your Footprints on it.

ON EACH TURN:
1. Move (see MOVING)
2. Reduce Health by 1 on the Tracker
3. Flip one card if you have the prerequisite (optional)
4. Move Ship, if in play (See SHIPS)

MOVING
Either decide where to move (adjacent to your current position), draw and place a card, moving your Footprints onto it – ***or*** move your Footprints onto an adjacent card already in play.

SHIPS
- On drawing a card with a 🚢 icon, a ship sets sail. Place the Ship card on the NW, NE, SW or SE corner of the group of cards already in play. This then defines the 4 x 4 card playing area where cards must be placed (see 'THE PLAYING AREA' for more information)
- The Ship will sail alongside one 4 card coastline, 1 card distance per turn (*even if cards have not yet been placed to complete that coastline*) in the direction indicated.
- When it reaches the next starting position, return it to Port.
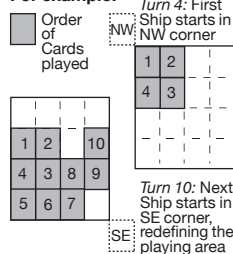- While a Ship is sailing, ignore other ship icons you draw (*those ships have sailed elsewhere*).

THE PLAYING AREA

```
NW →          NE
   | C | C | C | C |      ↓
   | C |   |   | C |
   | C |   |   | C |
↑  | C | C | C | C |
SW          ← SE
```
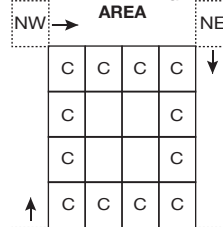
⌐ Ship starting positions and direction of travel

C Coastline card

The Ship starting position defines the playing area. For example:

☐ Order of Cards played

Turn 4: First Ship starts in NW corner

```
NW
| 1 | 2 |
| 4 | 3 |
```

```
| 1 | 2 |   | 10|
| 4 | 3 | 8 | 9 |
| 5 | 6 | 7 |   |
```

Turn 10: Next Ship starts in SE corner, redefining the playing area

SE

FLIPPING
- You may flip a card in play if the card shown next to its ↻ icon is also in play or the conditions stated are met.
- You do not need to be on the card (unless it says so).
- Follow any instructions.

CARD ICONS
↻ Flip this card if you have the prerequisite.

🚢 If no ship is in play, then a ship sets sail.

♥ Move the Health marker the number of spaces shown.

◯ If rescued, add the victory points shown on the card to your total score.

RESCUE
- If a Ship in play sees your SOS or Lit Beacon, or picks up your Message, then you are rescued!

VICTORY POINTS (VP)
- If you're rescued then add up the VP shown on the cards in play and add the following as a bonus:
- For each Health point remaining +1 VP.
- (Cards played ÷ 4) VP, rounding down fractions e.g. 14 cards played= 3 VP.

◯ 2

Spear

♥ 1

Rum

◯ 10

Treasure

♥ 3

Fish

◯ 2

Torch

◯ 2   ♥ 2

Shelter

Protects from Storm while in play

↻ *Get to Higher Ground*

Rocks

↻ *Torch (you must be on here)*

Higher Ground

↻ *Rocks*

Palm Trees

SE

↻ *Get to Higher Ground*

Telescope

𝕸𝖎𝖗𝖆𝖌𝖊

Swap with card furthest away (if more than one, you choose). Any actions/events on that card happen again.

↻ *And flip this card*

Pirates

If a ship is sailing when this card is drawn or landed on, it's a pirate ship!

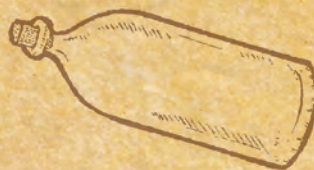↻ *Return ship immediately to port and flip this card*

♡ -2

each time you land here unless you have Shelter

Storm

↻ *When the 13th card is placed (compulsory). Does not flip if more than 13 cards in play.*

↻ *Only when a Ship sets sail (not while it is sailing)*

Bottle

↻ *Telescope*

♡ 2

Water

♡ 2

Coconuts

⑦

Lit Beacon

If a ship passes this column then your signal has been seen and you are rescued!

⑤

SOS

If a ship passes this row then your signal has been seen and you are rescued!

"There be tales of a fearsome monster lurking in these waters"

Compass

Move an extra space each turn onto a placed card (no health is lost for the second space moved)

Sea Serpent

If this is a coastline card a ship will <u>not</u> pass next to it and will immediately sail on to the next space

①

Ship Sighted

If a ship is sailing the turn this card is played or landed on, then it will continue along the next coastline (use once per ship)

♡ 2

Waterfall

③

Message

If a ship passes <u>adjacent</u> to this card (and it is not a corner card) then your message has been read and you are rescued!

♡ -3

each time you land here

Tornado

When placed destroys Shelter and Beacon. Flip those cards back.