

CARD ICONS



Flip this card if you have the prerequisite.



If no ship is in play, then a ship sets sail from the island corner stated and will sail in the direction indicated.



Move the Health marker the number of spaces shown in the icon.



If you are rescued, add the number of victory points shown 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.
- $(\text{Cards played} \div 4)$ VP, rounding down any fractions e.g. 14 cards played = 3 VP.

NOTES

- *Mirage* must be moved immediately and any actions or effects shown on the card which replaces it happen again (useful if it has a Ship or +Health icon, not so if it puts you back in the eye of the *Storm*).
- *Sea Serpent* as a coastline card effectively means a Ship won't see a distress signal in that row/column.
- Heart icons with a **positive** value only increase your Health once: when the card is placed. If you return to that card later they have no effect.
- If *Storm* is the 13th card drawn, flip it immediately (so that its effect is replaced by that of *Tornado*).



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, hoping to find whatever you need to survive and give yourself the best chance of being rescued should a ship pass by.



1 - 5 minutes
Age: 8+

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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 **C** 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)

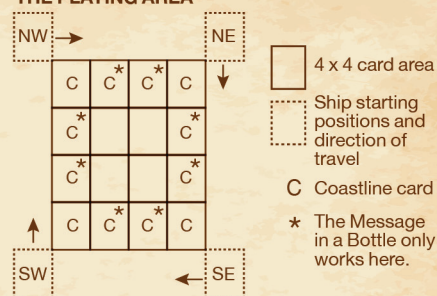
MOVING

- *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

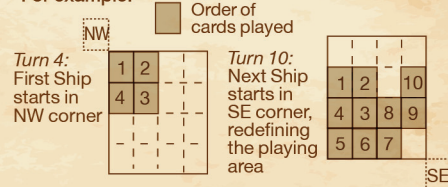
- On drawing a card with a  icon, a ship sets sail. Place the Ship card on the NW, NE, SW or SE corner of the group of cards already in play. This then defines the 4 x 4 card playing area where cards must be placed (see 'THE PLAYING AREA' for more information).
- The Ship will sail alongside one 4 card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

THE PLAYING AREA



The Ship starting position defines the playing area.

For example:



FLIPPING

- You may flip a card in play if the card shown next to its **C** 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.