

An expansion by
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CAPTAIN FLIP

~ISLA~ BOMBA

2-5 8+ 20

Set sail to find Isla Bomba!

Equip your submarine, free your crew from prison, raid the observatory, and chart the course leading to Isla Bomba.
Once anchored, will you be able to resist the different temptations on this explosive, mythical island?

This expansion for Captain Flip adds 4 new Adventure boards and 5 new Treasure Maps.

CONTENTS

- 10 Adventure boards (double-sided)



- 5 large Treasure Map tokens



- 1 large, blank Treasure Map token



- 6 Coins



- 1 rulebook

New Adventure Boards

Each Adventure board is a stage of this new journey, full of opportunities, surprises... and dangers!

The new effects on each of these boards are described on the following pages of this rulebook.

New Treasure Maps

Each game, choose one of the 5 new Treasure Maps or take one randomly.

These Treasure Maps are gained the same way as in the base game, but each one has new effects.

You may use these new Treasure Maps with the base game Adventure boards. You may also use the new Adventure boards with the base game Treasure Map.

The 6th Treasure Map is blank.
Feel free to write your own effect on it.



The Submarine



When you complete this **ROW** (3 Characters), take 5 Coins if **ALL 3 Characters** are identical.



The 1st player who completes this **ROW** (5 Characters) takes 5 Coins. All subsequent players who complete this row take 2 Coins.



Take as many Coins as the number of **DIFFERENT** Characters in the 7 spaces around this one.

Clarification: The Character you place isn't counted toward the effect of the space.

Example: Esteban places a Lookout. He immediately receives 4 Coins since the adjacent spaces have 1 Lookout, 1 Carpenter, 2 Cooks, and 1 Gunner.



When you complete this **COLUMN** (4 Characters), draw and play a new tile if **ALL 4 Characters** are different.

The Prison



Before beginning the game, each player draws 2 tiles from the bag and places them on the Cell spaces of their board.

Clarification: Do not look at the other side of either tile.



Choose the tile on **ONE** of your Cell spaces and put it in play **WITHOUT** flipping it over. Apply the effects of the placed Character.



Flip **ONE** of the tiles on your Cell spaces. **DO NOT** apply the effect of the flipped Character!

Note: Ignore this effect if both Cell spaces are empty.

Applied AFTER all Character effects.

The Observatory



Before beginning the game, place a second Treasure Map in the center of the table. When you take a Map, you must choose one of the Maps in the center of the table. When there are no more in the center, take any **ONE** Map from another player..

Note: A player may have both Maps at a given time.



A “Sextant” symbol is printed on the board. While it is not covered by a Character tile, count it as if you had an extra Cartographer (see the Navigator effect).



The 1st player to place a tile on this space flips any Character on their board and applies the effects of the revealed Character. All subsequent players who place a Character on this space take 2 Coins instead.



Choose either left or right. Each player who has a Map passes it to the player on their left or right, depending on the chosen direction.

Clarification: If a single player has both Maps, they must pass both of them.



Take 2 Coins per Treasure Map you have.



Take 3 Coins and a Treasure Map.

Isla Bomba



Two “Sextant” symbols and one “Bomb” symbol are printed on the board.



While it is **NOT** covered by a Character tile, count it as an extra Cartographer.



While it is **NOT** covered by a Character tile, count it as an extra Bomb.

Clarification: This Bomb counts as a Gunner for the Carpenter’s end-game effect.



Immediately gain 2 Coins for each Bomb symbol visible in your play area (Gunners, board, and Burning Map).



Take the Treasure Map.

You have a Bomb. It counts for the **2** effect and for your Gunners’ end-game effect.

Clarification: This Bomb does not affect your Carpenters.



From the player to your left, take 1 Coin for each Character on their board that matches the Character you placed on this space.



From the player to your right, take 1 Coin for each Character on their board that matches the Character you placed on this space.

Example: Camille places a Swabby on this space. She takes 3 Coins from Esteban, who is seated to her right and has 3 Swabbies on his board.

Clarification: If the targeted player doesn’t have enough Coins, take as much as you can.

While you have a Treasure Map, apply all the effects shown.
If you have two Maps, apply one Map then the other, in any order.

Cursed Map



You **CANNOT** flip tiles, neither those drawn from the bag or those already placed on your board.

! Take 2 Coins at the end of your turn.

Burning Map



You have a Bomb. It counts for the **2^x•** effect and for your Gunners' end-game effect.

! Take 1 Coin at the end of your turn.

End of game: Take 5 Coins.

Gambler's Map



! If you haven't gained any Coins this turn, gain 2 Coins.

Example: Esteban just placed a Swabby and he has two Maps. He applies the Gambler's Map first, then the Cursed Map, and gains 4 Coins.

Kraken's Map



! At the end of your turn, take 1 Coin from the richest player.

In case of tie, choose between the tied players.

If you are strictly the richest, don't take any Coins.

4 Winds Map



When you take this Treasure Map, place it so North faces up.

! At the end of each of your turns, gain the reward shown (respectively 1, 2, 1, then 3 Coins), then rotate the Map a quarter turn to the right.

CREDITS

Isla Bomba is an expansion for Captain Flip
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