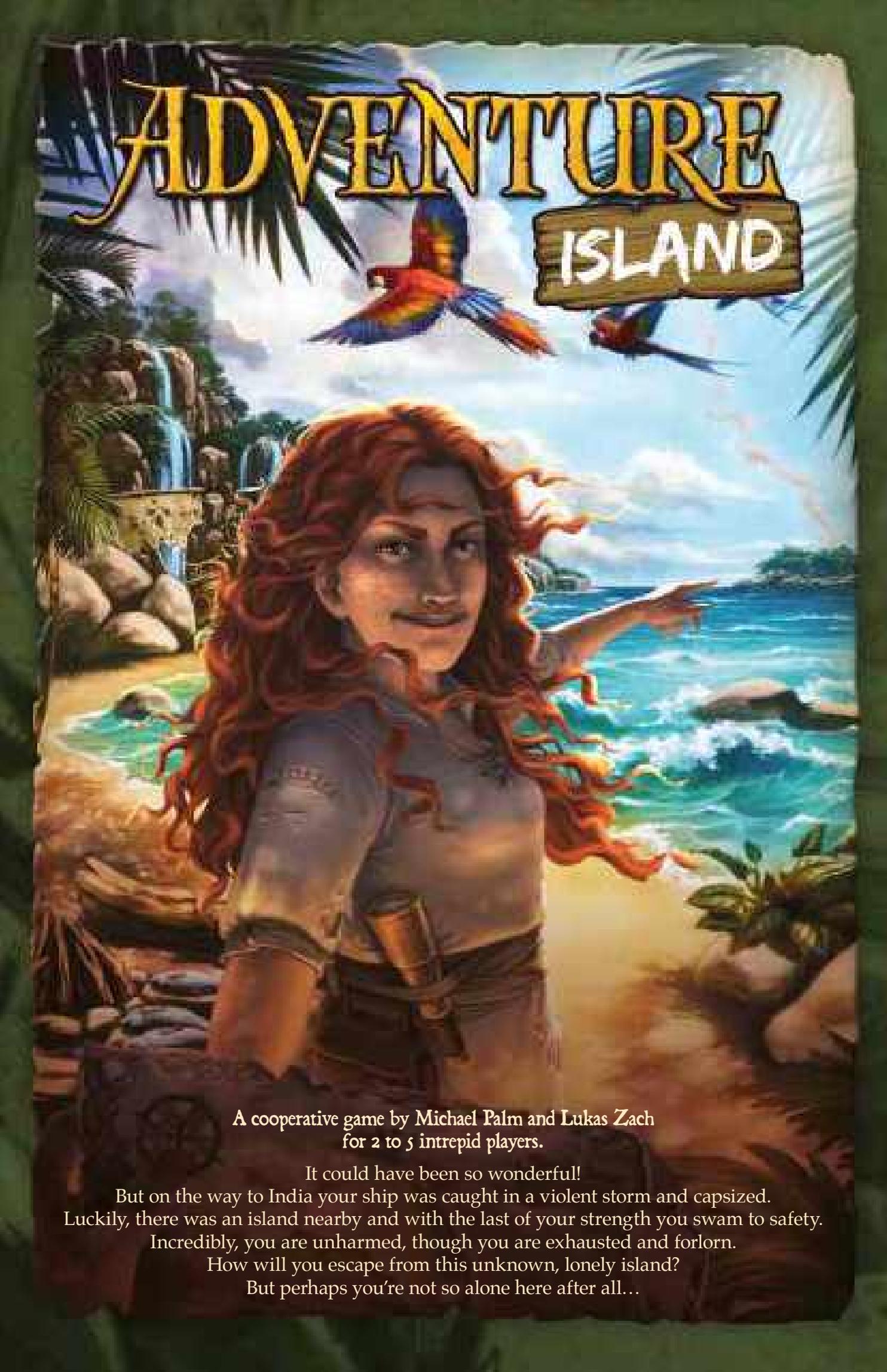


ADVENTURE ISLAND



A cooperative game by Michael Palm and Lukas Zach
for 2 to 5 intrepid players.

It could have been so wonderful!
But on the way to India your ship was caught in a violent storm and capsized.
Luckily, there was an island nearby and with the last of your strength you swam to safety.
Incredibly, you are unharmed, though you are exhausted and forlorn.
How will you escape from this unknown, lonely island?
But perhaps you're not so alone here after all...

COMPONENTS

171 cards in several packs



action cards

place cards

flotsam cards

hazard cards



cave deck

hermit deck

horizon deck

pirates deck

bridge deck

curse deck

card separators

(put them in the insert to sort the cards into different registers)



6 player boards



65 tokens and 64 markers



20 x food tokens



10 x fish tokens



10 x meat tokens



15 x wood tokens



10 x hide tokens



14 x experience markers



15 x fatigue markers



15 x progress markers



10 x curse markers



5 x player markers



5 x multiplier markers

Use them, if you need more tokens or markers of one type.



5 player figures



1 camp



5 dice

each with the sides



THE CARDS

There are several types of cards, but almost all have the same layout:



Items, hazard cards and cards with start-of-day effects have an identifying icon in the top left corner.

Items belong to one player and are placed near the player board.

The function box of cards with actions contains this symbol: [red die]

Such action cards are always kept face up in the middle of the table and can usually be used by all players.

Some cards have requirements which must be met before the action can be taken. Such requirements are marked with this symbol: [red arrow]

Take the required supplies from your camp, not from the general supply.

THE PLAYER BOARDS

Each player board shows its character's attributes and special abilities.



The results of actions are usually determined by dice rolls. The number beside the relevant attribute shows how many dice the player rolls (see Dice Checks on page 5).

Whenever you get **fatigue markers**, you must put them on your board. In games of

2 or 3 players, put them in the spaces on the left of your board first (using both spaces in a 2-player-game and use only one space with 3 players). With 4 or more players, you can only put them in the spaces on the right.

THE CAMP



This is where you store your food and building materials. Whenever you receive supplies via an action, put them here.

All players have access to the camp and can use its supplies. This is also where you gather at night.

THE MARKERS

Various markers are placed on the boards or on cards to note changes:



Progress markers: Sometimes several steps are needed to complete an action. These markers track your progress.



Experience markers: Whenever you roll for an action and fail, you get an experience marker. We learn from our mistakes. You can spend an experience marker to reroll all the dice in a later dice check of an action.



Fatigue markers: Several cards give you fatigue markers. You must put them on your player board and they lower your attributes. Whenever you get a fatigue marker, put it on your player board's highest attribute that doesn't currently have a fatigue marker (in 2 and 3 player games fill the spaces on the left of your board first). Each attribute can only hold 1 fatigue marker, and if any player gets a fatigue marker that he has no space for, he is exhausted and you all lose the game together! If a card lets you remove a fatigue marker, you choose which one.

ABOUT THE GAME

In Adventure Island, you will, over the course of several games, experience life as castaways on a desert island.

The game is divided into several chapters, or adventures. New cards come into play depending on the outcome of your adventures. The order in which these cards are added depends on your choices and your adventures.

Between adventures, you can reset the game. The components are never destroyed (that's our intention, at least).

You don't have to experience each adventure with the same players, though of course it's helpful if everyone knows the stories and experiences behind the cards.

SETUP

Note: This game is about making discoveries and seeing new and surprising cards, so don't read the cards before you play, and try not to look at them while setting up.

1. Place cards **101** – **104** in a face-up row in the middle of the table. This differs in later adventures (see Adventures on pages 6 and 7).
2. Shuffle the flotsam cards to form a face-down deck beside card **101** (*Beach*).
3. Shuffle the place cards to form a face-down deck beside card **104** (*Explore your surroundings*).
4. Shuffle the hazard cards to form a face-down deck at the edge of the table. You have to prepare additional decks in later adventures.
5. Sort the rest of the cards by number and put them in the box behind the card separator Current adventure.
6. Place the camp face-up in the middle of the table.
7. Place the various tokens and markers on the table as supplies.
8. Each player chooses a color and takes the player board, the player figure and the player marker of that color. Put your marker on your board to show which figure is yours.

Note: You can't choose Govinda Jaipur in the first adventure!

SETUP



GAME OVERVIEW

In Adventure Island you play together as a team. It is a cooperative game in which you discuss and decide what to do together. Nevertheless, each player takes his own turn and you must respect his decision if he acts differently from what was agreed.

The game is divided into several days and nights, and begins with the first day.

THE DAY:

Each day, each player takes **2 actions in a row** (👉). Decide among yourselves what order the players act in.

You can take the actions of cards lying on the table. Put your figure on your chosen card. When you have taken your second action, lie your figure down on that card to show that you have taken 2 actions today.

You can also take the action on your player board, if applicable. If you do, or if the card your action was on is discarded, put your character in the camp. Place discarded cards on a discard pile.

DICE CHECK:

Often an action's outcome depends on a dice roll. The color shows what result is needed and the symbol shows which of your character's attributes to use. If an action requires 2 color symbols, your roll must contain both.

Example: Suzie must roll 🟢🟢 for her action to succeed. She rolls 3 dice as her Skill 🟡 is 3. She rolls 🟡🟠🟢. She uses an experience marker to reroll all the dice. The reroll gives her a new result of 🟡🟢🟢 – a success.

ITEMS:

If another player is on your chosen card, you can use that player's items. The items' ownership doesn't change. You can also spend an action to move your figure to another figure's location so that player can give you one of his items. The other player must agree – you can't take an item from someone against his will. Once all players have taken 2 actions, night falls.

THE NIGHT:

Put all the figures in the camp. It's time to eat. For each player, return 1 food (or 1 fish or 1 meat) from the camp to the supply.

Any player who can't or doesn't want to eat gets 1 fatigue marker.

Note: You can always use one fish or one meat as one food, but you can't use food as fish or meat!

After eating, each player draws and resolves a card from the Hazard deck . Decide yourselves in what order to draw, but each player fully resolves his card before the next player draws. Discard Hazard cards after resolving, if it's not stated otherwise. At the end of the night, you can distribute your items among yourselves as you like.

Then resolve any start-of-day effects () and continue with the next day.

GOAL AND END OF THE GAME

Each adventure gives you a specific goal. The first is to make a fire and find shelter. You have achieved an adventure's goal when you come upon a card with the relevant text. You lose when a player gets a fatigue marker he can't put on his board.

You also lose when you can't draw any more hazard cards at night. Read card **198**, if you lose.

THE MILESTONES

There is a list of milestones on the last page. Try to reach as many as you can! You might not manage on your first attempt, but do try, as they give you advantages in later games.

END OF AN ADVENTURE

Place all the place, flotsam and hazard cards (from the table, the discard pile and the decks) behind their corresponding card separators in the box. In later adventures there will be more categories of cards. Sort all other cards by their number behind the separator Current Adventure. Put cards into the archive, if a card gives you this instruction.

REPEAT AN ADVENTURE

Of you want to repeat a former adventure, you have to adjust the different decks. In the First adventure you use cards up to **199**, in the Second adventure up to **299** and so on.

Use the Game-end cards to adjust the decks, using cards from the archive.

THE ADVENTURES

ADVENTURE 1 – FIRST STEPS

Start with the following cards in play: **101**, **102**, **103** and **104**.

You have washed ashore on a deserted island. Hopefully you'll find what you need to survive. You don't know anything about the weather here, or if there are any dangerous animals, so you should look for shelter and try to light a fire.

Goal: Find shelter and light a fire.

ADVENTURE 2 – FIND FRIENDS

Start with the following cards in play: **101**, **102**, **104**, **105** and **200**.

Slowly, you get to know the island a little. You ask yourselves: where will you get food? How safe are you here? Will you ever leave this island? And will you be able to convince the locals of your peaceful intentions?

Goal: Find friends!

Rule changes: The Hazard deck now contains 12 card (10 in games of 5 players). With 5 players, remove 2 randomly chosen hazard cards from the game. Also, you may from now play as Godvina Jaipur.



ADVENTURE 3 YOU NEED MORE HELP

Start with the following cards in play: **101**, **104**, **105**, **200**. Additionally, at least 1 friendly local.

Friendly locals are always face up. Depending on the outcome of earlier adventures, there may also be a Horizon deck, a Bridge deck and a Cave deck. Card **200b** might be in play instead of card **200**.

Your new friend tells you about violent strangers who sometimes visit the island. The locals steer clear of them. Your friend asks you to help the islanders against these strangers, but you should look for more allies first.

You should also make your shelter more secure, if you haven't done so already.

Goal: Find another friend.

ADVENTURE 4 CAN YOU HELP THE LOCALS?

Start with the following cards in play: **101**, **104**, **105b**, **106** and **200**. Additionally, at least 2 friendly locals. Depending on the outcome of earlier adventures, there may also be a Horizon deck, a Bridge deck and a Cave deck. Card **200b** might be in play instead of card **200**.

Your new friends tell you more about the island: eerie things happen in the swamp, and sometimes violent strangers come from across the sea and terrorize the locals. They sound like pirates! Can you tangle with experienced pirates in your current state? Besides, they must have a ship. Maybe they could take you with them?

Either way, you can continue to make friends with the locals, and you should keep an eye out for new sources of food too.

Goal: Decide together – will you help the locals or do your own interests come first?

Rule changes: Start with the campfire.

The Hazard deck now contains 16 cards (With 3 or 5 players: 15 cards. Remove 1 Hazard card from the current game).

ADVENTURE 5 WILL YOU EVER ESCAPE FROM THIS ISLAND?

Start with the following cards in play: **101**, **104**, **105b**, **106** and **200**. Additionally, at least 2 friendly locals. As well as the Place and Flotsam decks, there may also be a Horizon deck. Card **200b** might be in play instead of card **200**.

Is it said that the island is cursed. Anyone who stays here long changes dramatically or even dies. You might not be the only ones stranded here – there is at least one other stranger on the island, but she is thought to be mad...

It might be time to leave the island, lest you fall prey to its curse. Or maybe you don't want to leave after all?

Goal: Leave the island and return home.

Rule changes: The Hazard deck now contains 24 cards (5 players: 25 cards). Add cards to the Hazard deck from the archive till it is big enough. Attention: With 5 player, each character has only one action on the first day!

IMPRESSUM

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Published by Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany.
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THE MILESTONES

If you come upon a card with a flag icon (🚩) you have achieved a milestone. Find on this sheet the entry next to that flag and check it off. If the flag is in the action text, you only achieve the milestone when

one of you takes the action. You can collect milestones to gain titles. If you have checked off all a title's milestones, you can use the advantage described below in future games.

KLUTZ

- Ouch!
- Argh!
- Oops!

Advantage: Once per game, one player may discard a fatigue marker.

COLLECTOR

- Found again
- Lucky charm
- My treasure
- To feel better

Advantage: You start each game with 3 food in your camp.

EXPLORER

- Finally, a bath
- Perfect view
- Learning to fly

Advantage: At the start of the game look at the top three cards of the Place deck and put them back on top in any order.

MYSTIC

- Assistant cultists
- Higher power
- May I?
- Eerie voices

Advantage: Start each game with your choice of either 2 fish or 2 meat.

HISTORIAN

- Bookworm
- The post is here!
- A view of the world
- Say cheese!

Advantage: At the start of each game divide 2 experience markers among the group.

DIPLOMAT

- Friends for life
- Befriend the spirits
- Read the tracks
- Strange bird

Advantage: Once per game, one player may use another player's special ability.

BUILDER

- Necessity is the mother of invention
- Beats swimming
- Checkmate
- Nothing to bleat about

Advantage: At the start of each game add 2 wood to the camp.

IMMORTAL

- Narrow escape
- The hunter becomes the hunted
- Stare death in the eye
- In the claws of the beast

Advantage: Once per game, the group may ignore the effect of a hazard card.

ANIMAL LOVER

- Loyal friend
- Ooh ooh ah ah!
- Tough decision
- Shut your beak!

Advantage: Once per game, one player may take an extra action.

FORTUNE SEEKERS

- Become pirates
- I do.
- A ray of hope
- Make her smile

Advantage: Once per game, one player may add 2 dice (to a maximum of 5) to any action dice roll.