

Players' leaflets for Forbidden Island

Don't print this - the leaflet starts on next page

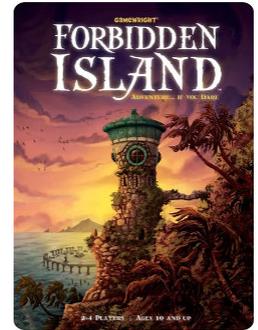


Printing



They're created at A5 size, which is half of A4.

The easiest way to print when using A4 paper may be to slice it in half first, then use it as A5 sheets.



Island tiles ...

Within the Island there are four [treasures](#).

Each treasure is shown on two of the tiles, and may be captured from either of them.

Water level gauge

The gauge shows how many cards must be drawn when an adventurer's actions are finished.

It moves upwards each time a [waters rise](#) card is drawn.

Immediately after drawing cards, the discarded (*dark blue*) [treasure](#) cards are shuffled and placed on top of the treasure deck - they will become the [earliest](#) ones to appear.

If the meter ever reaches the top, the adventure is over - the game's lost.

Once adventurers have finished their actions

First - [Treasure](#) cards

Take the top two cards from the (*orange*) [Treasure deck](#) - one at a time. These are added to the Adventurer's hand - face up in front of themselves.

There are five of each [treasure](#) in the pack.

[Waters rise](#) cards are not added. Rather, their instructions are followed, and then they go to the Treasure discard.

[Special actions and sandbags](#)

These helpful cards can be played at any time, even when it's not the holder's turn (*they do not take up an action*).

They can be actioned even when Adventurers are forced to discard them.

Second - [Flood](#) cards

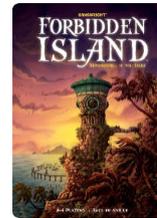
One at a time, take the number of (*dark blue*) [flood](#) cards shown on the water level gauge.

If the island tile that's shown is not yet [flooded](#), flip it over to become so.

If it is already flooded, it now [sinks](#) and is removed - along with its card: gone forever.

Adventurers can stay on tiles that become flooded, but if their little piece of Forbidden Island sinks, they must immediately swim to an adjacent (*N, E, S, W*) tile.

If that's not possible, they perish - and the adventure's over.



Forbidden Island

Mini play-reminder from ...



The aim of the game

Winning

If all four treasures are collected, **and** if all adventurers assemble on the [Fool's Landing](#), **and** if an adventurer can call up a [Helicopter Lift](#), they can fly off to safety. They **win!**

Losing

- The [Fool's Landing](#) sinks to the bottom of the sea.
- It becomes impossible to collect one of the treasures.
- An adventurer sinks and cannot swim to safety.
- Waters rise to the skull & crossbones on the depth gauge.



It's a co-operative game!

Adventurers collaborate, co-operate, and share.

There are no secrets between them.

The focus is upon 'how are we doing'?

The habit of competing with colleagues may make this feel a little 'strange' at first.

So, who are you?

It's useful to be aware of the adventurers sitting around the table, and of their special abilities.

Don't hesitate to remind people of your own.

Adventurers' abilities may impact upon the overall state of the island, or upon the safety of their colleagues.

Adventurers' abilities

Engineer

As one action, two sinking Island tiles may be shored up at the same time.

This may be done more than once during a single turn.

They must either be beneath the feet of, or adjacent to the engineer.

Messenger

May pass one **treasure** card to another adventurer anywhere on the Island, as one action.

This may be done more than once during a turn.

Explorer

Has the added ability to move, shore up, and swim diagonally.

Navigator

Move one other adventurer up to two tiles as one action - but not across water, unless it's the **diver** that's being moved.

Pilot

Once per turn, and as one action, fly to any tile on the Island.

Diver

Unlike the others, the **diver** can swim through **any number** of adjacent **flooded** or **sunken** areas as one action, and finish on a tile - this may be one that's flooded.

Each turn, you can ...

Take between **none** and **three** of the following four actions.

They can be taken in any order, and actions can be repeated.

- **move**

Adventurers can move to an unblocked, **adjacent** Island tile. That's one with a touching side: North, East, South or West.

- **shore up the sinking island**

Adventurers may shore up the **flooded** tile they're on, or one that's adjacent. Flip it 'right side up' to show it's back to a safe state.

- **give treasure**

If there's another adventurer on the same Island tile, they may be passed a **Treasure card** - but not a **Special Action**. If they end up with more than five, they must reduce their holding to five.

- **capture a treasure**

If an adventurer is standing on a **Treasure** tile (*even one that's flooded*) and has four cards showing that treasure, they can capture it.

The cards are discarded to the Treasure discard pile.



Adventurers may **never** hold more than five cards. If they do, they must discard the excess to the Treasure discard pile.

If discarding a **Special Action**, they may use its action before discarding.