

Players' leaflets for Forbidden Island

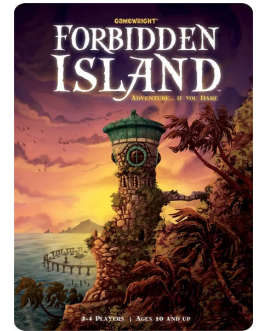
Don't print this - the leaflet starts on next page



Printing



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



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

Can move, shore up, and swim [diagonally](#).

Navigator

Move one other adventurer up to two adjacent tiles as one action - but not across water, unless it's the [diver](#) that's being moved.

The explorer [can](#) be moved diagonally.

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

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.



Forbidden Island

With thanks for all the comments made at BoardGameGeek Forums.



The aim



Winning .. achieve all these things

- All four treasures are collected.
- All adventurers assemble on the [Fool's Landing](#), even if it's flooded.
- An adventurer can call up a [Helicopter Lift](#) so 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.



Who are you?

Be aware of all the characters' special abilities.

Don't hesitate to remind fellow adventurers of your own.

Setting up

Pages 2 and 3 of the manual.



Adventurers may [never](#) hold more than five cards. If they gain more than five, they must discard the excess to the Treasure discard pile.

If discarding a [Special Action](#), they may use its action before discarding.

Each turn ... actions

Take between **none** and **three** of the following four actions.
They can be taken in any order, and actions can be repeated.

Action - move

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

Action - 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.

Action - 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 immediately reduce their holding to five.

Action - gather 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 gather it up.
The cards are discarded to the Treasure discard pile.

After taking actions ..

First - take 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.

There are five of each **treasure** in the pack.

► **Waters rise** cards are not kept in hand.
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 used even when Adventurers are forced to discard them.

Second - take Flood cards

One at a time, take the number of **flood** cards (*dark blue*) 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.



Water level gauge

The gauge shows how many flood cards must be drawn.

It moves upwards **every** time a **waters rise** card is drawn from the Treasure Deck.

Immediately after drawing such cards, the discarded (*dark blue*) **Flood** cards are shuffled and placed face-down on top of the Flood deck - they will become the **earliest** ones to appear.

This happens only once per turn, even if two **waters rise** cards are drawn.

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