

Desert Island

Quick-Start Guide

You play a character on an island hoping to get rescued. You get points for the survival of yourself and your secret love and points for the death of your secret hate. (If you hate yourself, you don't get points for your own death but you do get 2 points for each other character that dies besides yourself and your secret love.) You also get points for the treasures you have when the game ends (even if you are dead).

Setup

If you have fewer than 6 players remove the highest numbered location(s) and the lowest size characters. Deal each player a character card face up and love, hate, and scavenge cards face down.

Arrange the location cards in numbered order and put the characters at the locations in size order with the smallest at the beach. Give each character 4 food tokens.

Scavenge

At the start of the turn, the player at the beach draws as many cards from the scavenge deck as there are players and passes them out one to each player as he chooses.

Player turns

Fate

On your turn, draw 2 fate cards and play one. Place a fate token on the numbered location and the named character.

Actions

Choose one of the following actions: **Forage**, **Light Signal Fire**, or **Take stuff**.

Forage

Take an amount of food from the bank equal to the number listed on the Fate card played.

Light Signal Fire

Add a token to the Signal Fire area

Take stuff

Select a target and demand any of the following, Food, a scavenge card, or switch places.

Fights

If they don't agree there is a fight where you compare size. Each player may add 1 weapon and others may join in. The fate card played for this turn counts as a bonus to the size of the aggressor. The defender adds the number from the top card off the fate deck to their total. Defender wins ties. Everybody on the losing side of a fight gets a wound. If your wounds equal your size, you die.

Lookout

After all players have gone, add a token to the signal fire area and reveal as many Fate cards of the top of the deck as there are tokens. If there is a wood, boat, and torch, discard signal fire tokens and add a ship. If there is wood and fire but no boat, discard signal fire tokens without adding a ship. When the 4th ship appears, the game ends instantly and you do not resolve Fate and Hunger for the round.

Fate

The fate event that appeared most this turn happens (if tied for most appearances, the one that happened first happens). It happens to the character or characters with the most fate tokens on them.

Hunger

Each character must consume as much food as their size or suffer a single wound regardless of the shortfall.

Start a new turn.