Forbidden Island Quick Reference V1.0

SETUP
1 – Shuffle the 24 Island Tiles and place them, blue and white side down, as shown on page 2 of the rules.
2 – Place the 4 Treasures near the Island Tiles (Earth Stone, Statue of the Wind, Crystal of Fire, Ocean’s Chalice).
3 – Separate the cards by back and shuffle them (blue = Flood, red = Treasure, all others are Adventurer).
4 – Draw the top 6 Flood cards and flood (flip) each corresponding Island Tile. Make a discard pile of Flood cards.
5 – Randomly deal 1 Adventurer card to each player, and each player reads the card’s power aloud.
6 – Each player takes the corresponding Pawn and puts it on the related Island Tile (Pawn symbol in lower-right).
NOTE: It’s always okay to be on or move through a flooded Tile.
7 – Deal 2 Treasure cards to each player to keep face-up in front of himself.

NOTES:
- If Waters Rise! was in these cards, shuffle it back in the draw deck and deal a replacement.
- You can look through the Flood or Treasure discard piles at any time.
- If either draw deck runs out, immediately shuffle discard piles for a new draw deck.

8 – Place the Water Level marker at an appropriate starting difficulty level on the Water Meter.
9 – The start player is the one who last visited an island.

The game lasts many TURNS, until an END OF GAME condition happens.

<table>
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<tr>
<th>TURN OVERVIEW</th>
<th>Players take turns individually then pass left</th>
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1) **TAKE 0-3 ACTIONS**: Do any combination of these in any order. Each costs 1 action...
   a) **MOVE**: Move 1 space orthogonally. **Cannot move onto or over a missing Tile**.
      i) **Explorer** can move diagonally.
      ii) **Pilot** can jump to any Tile for 1 action, but only 1 time per TURN.
      iii) **Navigator** can move other Pawns up to 2 Tiles for 1 action.
      NOTE: Navigator can use the special movement power of the Pawn when moving it, but NOT for the Pilot.
      iv) **Diver** can move through as many flooded or missing Tiles as desired for 1 action, but must end on a Tile.
   b) **SHORE UP**: Un-flood (flip) a flooded Tile in your Pawn’s space or an orthogonally-adjacent Tile to your Pawn.
      i) **Engineer** can SHORE UP 2 Tiles for 1 action.
      ii) **Explorer** can SHORE UP Tiles diagonally adjacent to his Pawn.
   c) **GIVE A TREASURE CARD**: Give 1 Treasure card to any other player on the same Tile as you.
      NOTES: Mind hand limit of 5. Cannot give Special Action cards.
      i) **Messenger** can give cards to a player NOT on the same Tile.
   d) **CAPTURE A TREASURE**: Discard 4 matching Treasure cards from your hand--**on 1 of the corresponding Treasure’s Island Tiles**--to take that Treasure to keep in front of you. **Okay if Tile is flooded.**

2) **DRAW 2 TREASURE CARDS**
   a) Add Treasure cards to hand (5 each of 4 Treasures), but **hand limit is 5**...
      i) **Ever have 6 or more?** Must immediately discard down to 5, but may use Special Action card to discard.
   b) Add Special Action cards to hand (3 Helicopter, 2 Sandbag). May play at ANY TIME for no action.
   c) Do not add Waters Rise! to hand; discard instead. Do not draw a replacement for this card...
      i) **Move Water Level up 1 tick.**
      ii) **Shuffle Flood discard pile and place on top of the Flood draw pile.**

3) **DRAW FLOOD CARDS**: Draw # of cards matching Water Level value, 1 at a time...
   a) **Matching Island Tile is un-flooded?** Flood (flip) it.
   b) **Matching Island Tile is flooded?** Sink it. Remove it and the card from the game. (Sandbag can't help now.)
      i) **Pawn now on sunk Tile space?** It swims to an adjacent Tile.
      **NOTES**: Diver swims to any nearest Tile. Explorer can swim diagonally. Pilot flies to any Tile.

END OF GAME LOSS: The game is lost if any 1 of these 4 things occurs...
1) Both Tiles corresponding with an un-captured Treasure sink.
2) Fools’ Landing sinks.
3) A Pawn is on an Island Tile that sinks and can’t swim to an adjacent Tile.
4) Water Level reaches the skull and crossbones.

END OF GAME WIN: All 4 Treasures have been captured AND all Pawns are at Fools’ Landing (okay if this is flooded) AND someone has a Helicopter Lift card.