

Island Emergency



A huge natural disaster has devastated the islands. It has ripped buildings apart, thrown debris far and wide, and endangered the lives of the Island's inhabitants. As the danger subsides survivors are gradually emerging from the rubble and signalling for help.

You can choose. Will you be a team of willing rescuers on a helicopter, a UFO looking for specimens, or a hungry dragon looking for easy meals? Either way, players score points by collecting the survivors as quickly as they can but are restricted in their flight patterns by the local air currents.

Contents

- 9 Island Tiles
- 37 Survivors: 30 yellow, 4 green and 3 red.
- 12 player tokens: 4 helicopters, 4 UFOs and 4 dragons
- 3 shield tokens
- A deck of 36 Chaos Cards
- 6 blue row and column markers (1,2,3,X,Y & Z)
- 15 Brown-backed Survivor Emergence Cards (9 Standard Cards with yellow or no survivors, 6 Danger Cards featuring the symbol ☉, 3 Aid Cards +)
- 9 Row Co-ordinate Cards (X,Y or Z)
- 9 Column Co-ordinate Cards (1,2 or 3)

Set up

Shuffle the tiles well, randomising their orientation as far as possible. Place them face up, randomly on the table as shown in the diagram. Lay down the row and column markers as shown and place the survivors in a pile nearby (only the yellow survivors will be required for a 2 player game for a 3, 4 player or advanced solo game keep the green survivor pieces handy too in order to exchange sets of 5 survivor pieces held by the player(s) should the supply of survivors become short).

Shuffle the deck of Chaos Cards well, give out one card to each player, and then place the rest of the deck face down on the table near the tiles.

For multi-player games, and Basic solo games, remove the Danger (☉) and the Aid (+) Cards from the brown-backed deck. Shuffle this and the two co-ordinate decks separately.

Decide on your player tokens, there are no game play differences between the three types of token.

Draw a row co-ordinate card and a column co-ordinate card in order to determine the starting position of each player and then shuffle these two cards back into their respective decks.

Game play

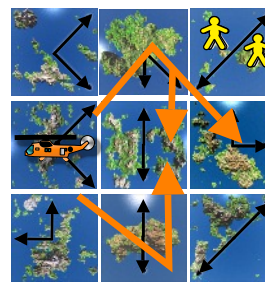
Each turn follows the same pattern:-

1. Turn over a brown-backed survivor card. This will determine whether or not any survivors are going to emerge from hiding this turn. If one or more yellow survivors are on the card turn over one of each of the island co-ordinate cards too. These determine which island the survivors should be placed on.

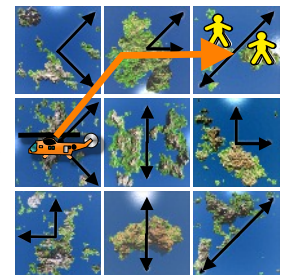
2. Play any Chaos cards from your hand that you wish to, discarding them to the discard pile once used. A player may play as many cards from their hand in a turn as they wish. Take care that any conditions specified on each card are adhered to, both in terms of limits to their use and the movement of any player pieces or survivors that might be involved. (See *Chaos Card Use* section for further details)

If any deck is exhausted it should be re-shuffled.

3. Move your playing piece, should you be able to, in order to claim all of the survivors from a tile. In order to make a movement the player **MUST** move TWICE, each time exiting the tile in one of the directions indicated by that tile's arrows. Survivors may only be claimed at the end of this second move. A player may move even if they do not, this turn, pick up any survivors.



Here the player wishes to get to the pair of survivors but can only reach the middle tile or the one next to it.

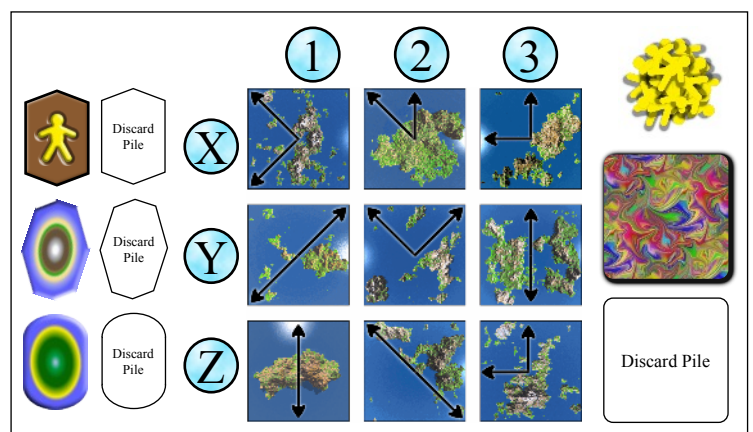


However, the player can pick them up if tile X2 is twisted using a Chaos Card such as



4. If no survivors have been claimed this turn, take a Chaos Card from the top of the deck and add it to your hand.

5. The next turn begins (with a new player in multi-player games).



Initial Set up

Chaos Card Use

It is important that all players understand these diagrams before play starts.

Player Movement Cards




Player may move just 1 island tile arrow this turn to pick up survivors.



Player may move 3 island tile arrows this turn to pick up survivors.


Tile Movement Cards


The diagrams on the tile movement chaos cards consistently show player pieces in their lower left corner (as circles) and survivors in the upper right corner. Pay close attention to their position and their design.


 The presence of a Player is optional

 A player MUST be present

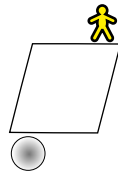
 A player MUST NOT be present.

 The presence of a survivor is optional

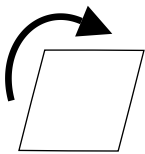
 A Survivor MUST be present

 Pieces shown lying on the card travel with it when it moves.

Pieces shown floating away from the Island Tile do NOT travel with the tile when it moves but stay where they are.

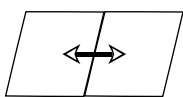


Tile Twisting Cards

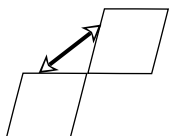


Twist to any of the 4 possible orientations of the tile of your choice. Some cards may also allow you to swap at the same time, in which case both may be twisted (but do not have to be).

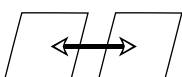
Position Limitations for Swaps



The tiles to be swapped must be adjacent to each other, this can be horizontally or vertically.



The tiles to be swapped must be diagonally touching



Any tiles can be swapped, they do not have to be touching but may do so.

Shield cards (Multi-player only)



The player places a shield token onto any tile of their choice. This tile is then protected from twisting, swapping and it's survivors cannot be picked up until it is that player's turn again. Players may fly over or onto the tile as usual.

Multi-player Game for 2-4 players

The first player to collect 10 survivors wins the game.

Basic Solo Game

Using only the yellow Survivor Emergence Cards play as you would a multi-player game (no blanks) but going just once through the Emergence Deck (thereby generating 9 survivors). Once the Emergence Deck has been turned over again no further survivors will emerge regardless of the card as this now is simply keeping track of the number of turns extra it is taking to achieve your goal.

Try to collect all of the survivors in as few a number of turns as possible.

Advanced Solo Game

Add the Danger (🔴) and Aid (🟢) Cards into the Survivor Emergence Deck. Your goal will now be to gather as many Survivors as you can before you have gone through the Emergence Deck 3 times (at which time a hurricane will be blowing through the islands sweeping everything away). *See the Solo cards sections for details of the function of these cards.*

Solo Cards (🔴 & 🟢)

After the action determined by any of these cards immediately draw another emerge card.



An aggressive Survivor is forcing everyone else into hiding: Place a red survivor onto the island at the drawn co-ordinates and remove any others already there. Until this particular survivor is picked up from this island no more survivors may be added to it.



Disease strikes and then carries on the wind: Remove one survivor from the drawn island plus one from all islands in the directions of its arrows.



Add a First Aid Station to an island of your choice. No disease can strike this island nor will it spread beyond it. Move with the island.



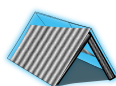
Fire breaks out and is spread by the wind to neighbouring islands: Remove ALL survivors from the affected island plus ALL from islands in the directions of its arrows.



Add a Fire Extinguishing Point to an island of your choice. No fire can strike this island nor spread beyond it. Move with the island.



A storm hits the islands with enough force to send each and every survivor back into hiding: Remove ALL unsheltered survivors from EVERY island.



Add a Storm Shelter to any island in order to protect survivors there from storms. Move with the island.