

EARTHQUAKE ISLAND

by
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min age 6+
2-6 players
20 minutes

COMPONENTS

- 1 hexagonal game board.
- 1 hexagonal grid of tubes
- 6 Minifigs
- 100 stackable game counters + stickers

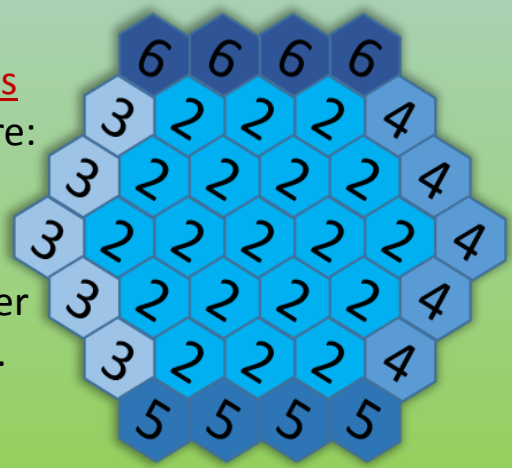


SETUP

Fit the hex grid over the board and scatter tiles through it.
Give it a shake to get the tiles lined up and flat.
Remove the hex grid.

Remove tiles from hex spaces to leave playing areas depending on the number of players, as shown here:
Place discarded tiles in the lid of the box.

Starting with the last person to have visited an island and moving anticlockwise, choose an explorer and place it on a stack. Ignore visible icons for now.



HOW TO PLAY

Play in the reverse order to how you chose your starting tile.

Each turn, you may either stay on your current hex or move your explorer one space to any stack that is less than 2 tiles higher than your current stack. You may move to a stack any number of tiles lower but you may not move onto water without a lifebelt tool. You may not move onto an already occupied hex.

Whichever stack you choose, you must obey the rules on the top tile. When done, remove that tile. If you stay on your current stack, this still applies.

If you land on a (red) tool, you may choose to keep it or discard it.
If you keep it, play and remove the tile below it too.

You may use or discard your tool at any point.

- You may only keep 1 tool at a time.
- Once you've used a tool, discard the tile.

Any player in water at the start of their turn, and who cannot get onto land (or use a lifebelt) will drown and be eliminated.

TO WIN ... be the last surviving player!

THE TILES

When you uncover a tile, you must now play out rules as indicated by its icon.



VOLCANO: When exposed you must immediately move off this tile.
No-one can land here again and this tile is never removed.



HOLE: Remove this tile and play the tile below.



CRACKS: See how the cracks go to the edge of the tile? Remove the top tiles from stacks touching where the cracks end (where possible). The (max) number of tiles affected is written on the tile. Affected explorers stay on their stacks. Afterwards, remember to remove the tile you are on!



RED TOOL: You may keep this tile for later use, but if you do, remember to play the tile below it as well. Otherwise discard it as normal.



ROPE: Climb up to 3 tiles instead of 1.



LIFEBELT: Survive on water for 1 turn. You could use this to deliberately move onto water!



SANDBAG: Remove this instead of a tile you landed on.
Sandbags cannot be used on water.



DYNAMITE: Destroy the top tile in a stack next to you.



BAZOOKA: Destroy a tile 2 cells away in a straight line from you (as shown here ->).



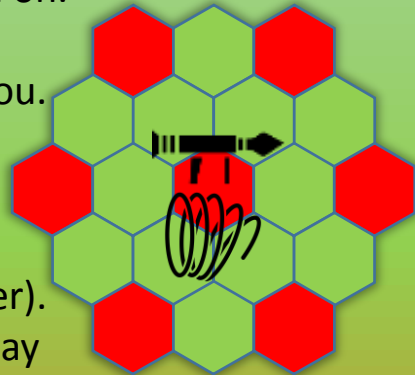
SPRING: Jump 2 tiles away in a straight line from you (and landing no more than 1 tile higher).



PUSH: Move an adjacent player 1 space directly away (if that doesn't make them climb more than one tile!)



THIEF: Steal another player's tool.



A hit by dynamite/bazooka will instantly drown an explorer standing in water (if they are without a lifebelt). You can also use dynamite/bazooka to lower a stack so you can climb it.