FORBIDDEN ISLAND
Call Number: GVB046 (Progress, Story Arts)

Explore the island together and collect 4 treasures—
did we mention the island is sinking?

GETTING STARTED
1. Split all cards into decks and shuffle them — make sure the Island tiles are face-up.
2. Arrange the Island tiles in a 4 x 4 square, then add 2 more tiles to the middle of each side.
3. Draw 6 blue Flood cards and flip the matching Island tiles, then discard.
4. Deal one Adventurer card and matching pawn to each player.
5. Place the player pawns on the matching Island tiles — set aside the 4 Treasures.
6. Deal 2 Treasure cards to each player — skip Waters Rise cards — then reshuffle the deck.
7. Move the Water Level marker on the Water Meter to your chosen difficulty level.
8. The player who last visited an island goes first.

WINNING THE GAME
Everyone wins or loses together.
The players win when they have:
1. Captured all 4 Treasures
2. Gathered at Fool’s Landing
3. Played the Helicopter Lift card and escaped Forbidden Island

LOSEING THE GAME
You can lose the game four ways:
• Both Treasure tiles sink into the abyss before you claim that Treasure
• The Fool’s Landing tile sinks into the abyss
• Someone cannot escape from a sinking tile
• The Water Level reaches maximum

You can borrow this game from the library! Bring the call number on this page to the front desk. You can borrow board games for one week.
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TAKING YOUR TURN

1. **Take up to 3 actions** — you can take the same action multiple times.
   - **Move** to an adjacent tile — you can only move up, down, left, or right.
   - **Shore up** an occupied or adjacent flooded tile — that tile is no longer flooded.
   - **Give a Treasure card** to another player — you must both occupy the same tile.
   - **Capture a Treasure** — you must occupy a tile picturing that Treasure and discard 4 matching Treasure cards. **You can capture Treasures on flooded tiles.**

2. **Draw 2 cards from the Treasure deck** — you cannot have more than 5 cards at once.

3. **Draw Flood cards** — draw as many cards as the current Water Level.
   - **Flip** matching tiles so they are flooded.
   - If you draw a tile that is already flooded, the tile sinks into the abyss — **remove the tile and the matching Flood card from the game.** If a player is on a sinking tile, they must immediately move to another tile they can reach.
   - **You cannot play a Sandbag card** to save a flooded tile after you draw it.

You can play Helicopter Lift and Sandbags cards at any time, **even when it is not your turn!**

TIPS

- Every Adventurer has different abilities — using them is the key to winning.
- **Shore up the Fool’s Landing** tile as soon as possible, or it may sink and you will lose!
- **Protect the Treasure tiles** — at least until you claim the matching Treasures.
- Each player should focus on gathering the cards to claim one Treasure.
- **Save Helicopter Lift and Sandbags cards** for emergencies.
- Spread out and protect the island or stay together to trade cards — your choice.
- Decide which tiles you can afford to lose later in the game.

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