

# The Rule Book

## The Cursed Island

A Compelling Island Survival Game  
For 2-4 players

### The Scene

A botanist, a budding philologist, an engineer and a shrewd businessman land on a mysterious island in the middle of nowhere. They discover that eons ago, the island was cursed by a powerful demon, allowing only one of them to escape alive.

How they strategise and challenge each other to survive the island and win the game, depends on a well proportioned concoction of brains and luck.

### The Challenge

As one of the players, you must avoid missing turns, falling behind on the board game, and losing challenges, in order to have a greater chance at being the one to escape the Cursed Island alive.

## Contents

- 1 boardgame map of the Cursed Island
- 4 player pegs
- 3 Challenge booklets
- 15 Resources cards
- 4 Penalty cards
- 4 Reward cards
- 1 dice
- 2 pens

## The Set-Up

As a player, you must avoid missing turns, falling behind on the board game, and losing challenges, in order to have a greater chance at being the one to escape the Cursed Island alive.

Every player is given a resource according to the character they have chosen for themselves.

- The botanist receives one Medicine card
- The philologist receives one Map card
- The engineer receives one Tools card
- The businessman receives one Shelter card

## Game Play

The players take turn to roll the dice and move ahead as many steps on the board as the number on the dice.

A player comes across the following in the course of the game:

- **Resources** - can be gained when a player comes across a resource tile or when they win a challenge
  - Medicine
  - Map
  - Tools
  - Shelter
- **Unfortunate Events** - can be incurred when a player comes across an Unfortunate Event tile which may contain any of the following :
  - Poison Berries
  - Animal Attack
  - Memory Lapse
  - Slow Spell
  - Thunderstorm
  - Cyclone
  - Earthquake
- **Challenges**
  - Challenge 1 : Rock Paper Scissors
  - Challenge 2 : Maze
  - Challenge 3 : Decode
  - Challenge 4 : Break the Word

## Unfortunate Events:

### **Poison Berries**

Causes your body to swell up so much and be filled with so much puss that you *miss a turn* to heal.

### **Animal Attack**

An unknown animal in the wild attacks you so severely that you end up having to *miss a turn* to recover from your shattered bones and festering wounds.

### **Memory Lapse**

Uh oh! You tripped over a swearing stone and hit your head! You lost your way and now you need to *fall back 3 steps* to let the effects wear off.

### **Slow Spell**

You stepped into a patch of quicksand. The impending doom causes you to move ahead only if you *roll an even number on the dice* - that too, by half the number. Ie, move ahead 1 step if you get a 2, 2 steps if you get a 4, and 3 steps if you get a 6.

### **Thunderstorm, Cyclone and Earthquake**

Each of these natural disasters can be so devastating that you will have to *miss a turn* in order to restore in yourself a sense of calm.

## Function of Resources:

Fortunately, each of these unfortunate events can be avoided if you have any of these resources to protect you:

	Medicine	Map	Tool	Shelter
Poison Berries	✓			
Slow Spell	✓			
Memory Lapse		✓		
Animal Attack			✓	
Thunderstorm				✓
Cyclone				✓
Earthquake				✓

Additionally,

The Map can be used at any point in the game to move ahead by 3 steps.

The Tools can be used to build a bridge at specific points in the game to cross over waterbodies.

## Challenges:

When a player arrives on a Challenge step, they are to pick an opponent to challenge.

The winner of the challenge decides whether the winner picks up a Reward card, or the loser picks up a Penalty card.

### **Challenge 1: Rock Paper Scissors**

This classic game is to be played as a tournament of three games. The winner of 2 or more games wins the challenge.

Just for reference, in case the players are at loggerheads or have reached a point where they just cannot recall what the game is about:

The scissors beat paper  
The paper beats stone  
The stone beats scissors



### **Challenge 2 : Maze**

Refer to the Maze booklet, tear off a page and make sure your opponent has the same maze as you - each of them is marked with an alphabet. The first person to finish the maze wins the challenge.

### **Challenge 3 : Decode**

Check out the Decode booklet, tear off a page and make sure your opponent has the same coded word as you. The first person to decode the word wins the challenge.

### **Challenge 4 : Break the Word**

Select a common word for you and your opponent. The first person to form 10 words using the exact same letters in the selected word wins the challenge.

## Suggested Strategies

Challenge opponents who have more to lose, for example, someone who is way more ahead of you. That way, in case you win, (which of course you will, because you took the pains to read this manual) you can always make them pick up a Penalty card and have them lose all their winnings! *-evil laughter-*

Plan your game and usage of resources according to what is coming ahead on your way. Furthermore, use your resources only when you have more to lose and conserve your resources when you have less to lose.