

Object of the Game

- the winner is the player that rescued the most points worth of people tokens.
- the game ends when the Volcano tile is drawn.

Set - Up

- place the 5 Sea Serpent tokens on the five spaces marked with Sea Serpents on the board.
- separate land tiles into piles (beach, forest, mountain) and randomly place them into sea spaces.
- each player picks a color and receives 10 people tokens, and 2 boats. Pick a starting player.
- players take turns placing one People token on any unoccupied land token. Continue for all 10.
- players take turns placing one Boat token on any unoccupied sea space next to land tile. Repeat.
- * once the game begins, players may not look at or reveal point values of their People tokens.

Phase 1: Play a Land Tile

- you may play one, and only one, land tile from your "hand" per turn.

Phase 2: Move People and/or Boat Tokens

- you may move your People and/or Boat tokens up to a total of 3 land or sea spaces.
- you may swim or use a boat to have your People tokens reach the Safe Islands.
- People:
 - move from adjacent: land tile to land tile; or from land tile to boat; or from boat to boat.
 - multiple People tokens may occupy the same space.
 - once a People token leaves the island (by boat or swimming), it cannot return.
- Swimmers:
 - People tokens become swimmers by: moving from land space to adjacent sea space; jumping overboard from a boat into that sea space; by falling into the sea when a land tile is removed; or when their boat is capsized by a Whale.
 - can only move one sea space per turn, and moving into the water counts as one move.
 - multiple swimmers may occupy the same space.
 - swimmers can jump into boats in the same sea space if there is enough room in the boat.
 - if a swimmer moves into a space with a Sea Serpent or Shark, it is immediately lost.
- Boats
 - any player may move any unoccupied boat from sea space to sea space.
 - only one boat may occupy a sea space at a time.
 - each boat can only carry 3 People tokens, regardless of who controls them.
 - you must have a majority on the boat to control/move it. For ties, both players control it.
 - if you move a boat into a space occupied by a Creature, then...
 - Sea Serpent: the boat and all People tokens aboard are removed from the game.
 - Whale: the boat is removed from the game and the People become swimmers.
 - Shark: the swimmers are removed from the game.

Phase 3: Remove a Land Tile

- you must remove one Land tile from the island; any people on that space are placed in the sea.
- you must choose a land tile adjacent to at least one sea space (or where one land tile was)
- you must first remove all Beach tiles, then all Forest tiles, and finally all Mountain tiles.
- if a tile of any type is not touching a water space, that tile is removed last in its category.
- look at the bottom of the tile carefully without showing it to the others:
- **Play Immediately** (down arrow): place a shark, whale, or boat where the land tile was.
 - if the land space has more than 3 People tokens, player decides which go in boat.
 - if it is a Whirlpool: remove all swimmers, boats and Creatures from that space as well as any adjacent sea spaces.
 - if it is the Volcano: the game immediately ends.
- **Play at Start of Turn** (curved arrow): place into your hand and play in "Step 1" of any turn.
 - Dolphin aids swimmer: move one of your swimmers up to 3 sea spaces.
 - favorable winds: move one of the boats you control up to 3 sea spaces.
 - move the Sea Serpent: move one Sea Serpent on the board to any unoccupied sea space.
 - move the Shark: move any one Shark on the board to any unoccupied sea space.
 - move the Whale: move any one Whale on the board to any unoccupied sea space.
- **Defensive** (shield): place into your hand and play only during another person's turn in response.
 - remove Shark: if a Shark moves to a sea space with your swimmers, remove Shark.
 - remove Whale: if a Whale moves to a sea space with a boat you control, remove Whale.

Step 4: Roll the Creature die and move a Creature

- you must roll the creature die, and then you may move one Creature if it's already on the board.

A creature stops its move when removing People, swimmers or boats.

 - Sea Serpent: move 1 space and remove all occupied boats, People, and swimmers.
 - ignore any empty boats in the sea space.
 - Shark: move one up to 2 spaces and remove Swimmers. Turn ends.
 - Whale: move one up to 3 spaces and remove occupied boat, leaving Swimmers (does not attack unoccupied boat). Turn ends.
- the Creatures do not affect each other and they can occupy the same sea space.

End Game: Scoring

- once someone draws the Volcano tile then the game is over. Only the values of the People tokens on the Safe Islands are calculated.
- add the values of the People tokens on the Safe Islands. The person with the most points wins.

Challenge rules

Optionnelles, pour ajouter variété et complexité.

1. Densité de population !

Au placement initial, possible de placer 2 People par tuile SAUF sur tuiles du tour de l'île (1 seul People)

2. Ne laissez personne derrière !

Fin du jeu seulement lorsque le dernier People soit arrivé sur île extérieure, soit dévoré par créature. Considérer Volcan comme Tourbillon (Whirlpool) et continuer à jouer.

3. Tous les gens sont égaux !

Ignorer valeurs des People. Gagnant = celui avec le + de People sur les îles.

4. Atlantis a disparu !

Fin du jeu lorsque dernière Tuile retirée du plateau. Considérer Volcan comme Tourbillon (Whirlpool) et continuer à jouer.

5. Dauphins et créatures sous-marines !

Utiliser les 4 pions Dauphin et les 2 Dés bleus. Ne pas utiliser Dé rouge des Créatures en phase 4.

- Quand Tuile déplacement Nageur (avec dauphin) trouvée, ne pas la prendre dans sa main, mais :
 - La montrer aux autres joueurs,
 - Mettre en jeu 1 Dauphin sur case où était Tuile,
 - Retirer Tuile du jeu.
- A la phase 4, lancer les 2 Dés bleus au lieu du Dé rouge :
 - Dé avec symbole : indique qui peut être bougé : Sea Serpent, Shark, Whale, Dolphin ou unoccupied Boat. En choisir 1 et le bouger.
Starfish = type au choix
 - Dé avec chiffre : nombre de cases maximum de déplacement.
Si « D » = possible se placer sur n'importe quelle case mer non-occupée du plateau.
 - Dauphin : si Dauphin sur même case qu'1 Nageur, celui-ci protégé des attaques Serpents de mer et Requins.
 - Ne protège qu'1 Nageur à la fois : normalement, 1^{er} Nageur à rejoindre Dauphin est protégé. Si Dauphin entre dans case avec plusieurs Nageurs, au choix du joueur qui déplace le Dauphin (coller le Nageur au Dauphin).
 - Si déplace Nageur protégé en phase 2, possible déplacer Dauphin qui le protège avec lui (de 1 case, limitation Nageur).
 - Si Dauphin sur case avec plusieurs Nageurs, si déplacement Dauphin avec Dés bleus, possible laisser Dauphin sur même case et changer le Nageur protégé.
 - Si Dauphin quitte case où Nageur + Serpent Mer / Requin = Nageur éliminé.
 - Possible avoir plusieurs Dauphins sur même case : protègent chacun 1 Nageur.
 - Possible Dauphin sur même case que créature et bateau.