Robinson Crusoe

ADVENTURES ON THE CURSED ISLAND

PIRATE'S MAP

| 1 Wreckage card | 34 Event cards | 25 Build Adventure cards | 25 Gather Adventure cards | 25 Explore Adventure cards |

While playing with this mini-expansion, use Event cards and Adventure cards from this pack instead of cards from the base game.

Important: When using the Wreckage cards from the Companion App packs, **do not skip** the first Event Phase. You must resolve the Event specified on the Wreckage card during the initial round.

NEW RULES

The Build, Gather, and Explore Action spaces are connected to a specific Mystery card type:

> **Brown (Building)** ➜ **Creatures** 🦖
> **Grey (Gathering)** ➜ **Traps** 🪤
> **Green (Exploration)** ➜ **Treasure** 🧰

During the game you place Mystery cards 🂠 below these Action spaces. The Stacks usually consist of matching card types as described above, but some game effects may instruct you otherwise.

EACH TIME A CARD EFFECT INSTRUCTS YOU TO:

➜ **Add (1 or more) 🂠 to the top of the Stack:**

Draw the card(s) from the top of the Mystery deck and place them face up below the Action space of the indicated color.

Place them in such a way that the type icons on the 🂠 are never covered.

→ **Add 🎴 to the bottom of the Stack:**

Draw the card(s) from the top of the Mystery deck, and <u>without reading their text</u>, place them face up behind the cards already below the Action space of the indicated color. Place them in such a way that the type icons on the 🎴 are never covered.


Example:
Add 1 🂠 to the bottom of the Brown Stack (do not read the effect).

→ **Add X 🎴 / 📜 / 🪤 / 🐾 to the top of the matching Stack:**

Creatures 🐾 to the **Brown Stack**
Traps 🪤 to the **Grey Stack**
Treasures 📜 to the **Green Stack**

Example:
Add 2 🎴 to the top of the Matching Stack(s). You have drawn 1 🐾 and 1 📜: place the 🐾 on top of the Brown Stack and the 📜 on top of the Green Stack.

Remove 1 🪙 from any Stack:

Choose any 1 card from a Stack and, without resolving the card, remove it from the game (do not read the cards before choosing which one to discard!).

Example:
You may choose to remove any card, but may not read the card before choosing.

Biggest/Smallest:

In case of a tie, all tied decks count as the Biggest or the Smallest stack.

Resolving during the Event Phase always affects the First Player (unless otherwise stated).

A Trap card with the effect "Stop drawing Mystery cards."

When resolved from the Stack, instead of resolving this effect, get 1 💔.

Example: Creatures 🐛 match the **Brown Stack**, but Treasures 📦 and Traps 🪤 are non-matching cards.

"The effect: Add 1 matching 🪙 to the top of the biggest Stack**"** means that you first identify the biggest Stack and then draw Mystery cards until you find a card matching that Stack. If there is a tie for the biggest Stack, add the matching card of the Stack that is drawn first.