HELLAPAGOS®



10+ 3/12 15 20 min

CONCEPT AND GOAL OF THE GAME

After becoming shipwrecked, your group of castaways finds themselves on a desert island. At first, the surroundings seem like paradise, but life soon proves difficult. Water and food are scarce. It's doubtful whether everyone can survive this diet. There is only one solution: Construct a large raft together. But don't waste any time, because the clouds on the horizon suggest the arrival of a dangerous hurricane!

At the end of the game, the players who manage to leave the island in time will win (assuming anyone survives that long!).

CONTENTS AND SETUP

Put the 6 wooden balls in the bag. (A)

Create a stack of the 12 Raft cards, and place it near the gameboard. (B)

Shuffle the 54 Wreckage cards, then deal: (C)

***Wreckage** Cards*



Front *Back*

- 4 random cards to each player in a 3- to 8-player game.
- 3 random cards to each player in a 9- to 12-player game.

Place the rest of the Wreckage cards face down in the card holder. (D)

Remove the Hurricane card (with an hourglass crossed

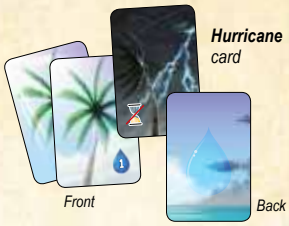
Example of a 5-player setup:



out) and another 5 random cards from the 12-card Weather deck. Shuffle these 6 cards, then place them under the rest of the Weather card deck, which goes on the board face-down. (E)

Place the Wood disc on space 0 of the Raft track. (F)

Place the Water and Food markers on the survival track, according to the number of players: (G)

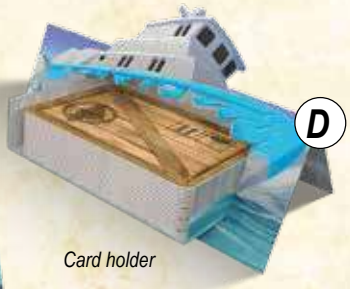


***Weather** cards*

Number of players	Food	Water
3	5	6
4	7	8
5	8	10
6	10	12
7	12	14

Number of players	Food	Water
8	13	16
9	15	18
10	16	20
11	18	22
12	20	24





Card holder





Place the 12 Castaway Status cards in a stack beside the board. (H)

*12 **Castaway Status** cards*



*1 **First Player** card*



PLAYING THE GAME

The first player is the one who most resembles a castaway; this player takes the First Player card. Then the players will take turns in clockwise order.
During each phase of the round, you are allowed to discuss, negotiate, threaten…of course, with no obligation to stay true to your word… but at your own risk!



First Player card

Summary of a round:

1. **Change the first player**
2. **Reveal the Weather card**
3. **Each player takes one action**
4. **Check for survival**
5. **Check for game end**

DETAILS OF A ROUND OF PLAY

1. Change the first player

(Skip this phase in the first round.)
Each time the first player's turn comes around, this player passes the First Player card to the right. If the First Player is ever eliminated, the First Player card passes to the player on the right.

2. Reveal the Weather card

With each new round, the first player reveals the topmost Weather card from the deck, so the "precipitation" side is face up.



Weather card

3. Each player takes one action

In turn order, starting with the first player, each player chooses the action they wish to perform, among four possible actions (see ***Action Details, p. 6)***:

- Catch fish
- Collect water
- Gather wood to build the raft
- Search the wreckage

4. Check for survival

Once every player has performed one action, each survivor (player still in the game, including the sick) must receive 1 ration of water and 1 ration of food.

A. Consuming Water (Droplet marker):

If there are at least as many rations of water as there are survivors, subtract 1 ration on the survival track for each survivor.

Example:
At the end of the round, there are 6 players, and the water marker (Droplet) indicates 8 rations; so there is enough for everyone. The marker moves to 2, and the players move on to Consuming Food.



If there are fewer water rations than survivors, the players can use Water cards to move the marker up one or more rations. If this is still not enough, a vote is held to determine who will be deprived of water (see Voting, p. 10). After the vote, only a number of players equal to the number of available water rations will be allowed to remain. The others tragically die of thirst, and leave the game.



Examples of Water cards

Example: *At the end of the round, there are 6 surviving players, but there are only 4 water rations, so the players are short 2 rations. One player plays a Water card, so now they are only short 1 water ration. The players must vote to eliminate 1 player and move the water marker to 0 before moving on to Consuming Food.*

B. Consuming Food (Fish marker):

Once the water rations have been “distributed”, the players are ready to consume food.

If there are at least as many rations of food as there are survivors, subtract 1 ration for each survivor, and the round ends.

If there are fewer food rations than survivors, the players can use Food cards to move the marker up one or more rations. If this is still not enough, a vote is held to determine who will be deprived of food (see Voting, p. 10). After the vote, only a number of players equal to the number of available food rations will be allowed to remain. The others tragically die of hunger, and leave the game.



Examples of Food cards

Note: *If a ration counter (food or water) is already at 0 at the start of this phase, there is no vote for that resource. Instead, the castaways that can spend a card depicting this resource survive, and the others die… unless another castaway is kind enough to help them, or they choose to use the gun…*

5. Check for game end

After any votes, and adjusting the markers according to the number of rations consumed, check to see if the game ends (see End of the Game, p. 12). If not, the surviving players begin a new round with the First Player card passing to the right.

ACTION DETAILS

1. Catch Fish

When you choose this action, draw a ball from the bag. The number of fish on the ball (1,2,3) indicates how many fish you caught. Advance the Food marker (Fish) that many spaces on the survival track on the board. Then return the ball to the bag.

Example: *On his turn, Nate decides to go fishing, so he draws a ball from the bag; the ball depicts 2 fish.*

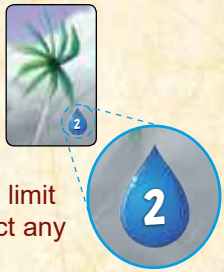
So, he advances the Fish marker 2 spaces on the survival track.



2. Collect water

When you choose this action, look at the number in the water droplet on the Weather card for this turn (it will range from 0 to 3) and advance the Water marker (Droplet 💧) that many spaces on the survival track on the board. Note that you cannot collect any water on an extremely sunny day (when the droplet depicts 0 (0)): so be careful and plan for it!

Example: *On her turn, Mary decides to search for water, so she looks at the number depicted on the Weather card for the turn. It shows a 2, so she advances the Droplet 2 spaces on the survival track.*



Note: For both Fishing and Collecting Water, the limit of your reserves is 36: The survivors cannot collect any more than that.

3. Collect wood to build the raft

To collect wood, you go to the forest, which is infested with snakes! You will safely find the first bit of wood at the edge of the forest; when you choose to take this action, you automatically advance the Wood disc 1 step on the Raft track.



Example: *Adrian decides to go search for wood, so he starts by advancing the Wood disc 1 step on the Raft track.*

Next, decide whether to explore deeper into the forest, taking your chances with the snakes. Announce how many more pieces of wood you wish to collect (from 1 to 5) and draw that many balls, all at once, from the bag. If all of the balls are white, you advance the Wood disc a number of spaces equal to the number of balls you drew.



Example (continued): *Adrian wants to press onward for 2 more wood, so he draws 2 balls. Because they are both white, he advances the Wood disc 2 steps on the Raft track.*

If you draw the **black ball**, you have been bitten by a snake, and you become sick for one round (see Sick, p. 12). You do not advance the Wood disc (beyond the 1 free wood for taking the action).

Example: *Ben also decides to collect wood. He starts by advancing the Wood disc 1 space on the Raft track, then he decides to draw 3 balls. Unfortunately, he draws the black ball . He does not advance the Wood disc any further, and he takes a Castaway Status card and places it in front of him, Snake side up (see Sick, p. 12).*



Status card, "Sick" side

Whether you are bitten by a snake or succeed in collecting more wood, return the balls to the bag.



Raft card

The Wood disc will circulate around the Raft track (from 0 to 6). As soon as it reaches the 6th space, add a Raft card to the Raft card space, and move the disc back to space 0. Each Raft card allows one surviving player to escape the island (see End of Game, p. 12).

4. Search the wreckage

You draw the topmost Wreckage card from the ship's hold, and add it to your hand of cards, without letting anyone else see it.



PLAYING A CARD

You can play the Wreckage cards in your hand at any time (unless they say otherwise). After you use a card, discard it immediately, unless it has a permanent effect.

Types of cards:

Resource cards: water, food. You can play these for the good of the community to increase the stock on the survival track, or you can keep them for yourself, in case there is a shortage. You may give them to other players, too.



Examples of resource cards

Special, single-use cards: anti-venom, voodoo doll, etc. These cards allow you to perform a specific action, and are discarded after use (unless the card says otherwise).



Examples of single-use cards

Permanent cards: axe, flask, fishing rod, crystal ball, etc. When you wish to use one of these cards, place it face up in front of you. Then it can be used each round. If you are eliminated, the permanent cards that you have used are discarded (except for the gun).



Examples of cards with a permanent effect

You can use the Gun card with a Bullet card to shoot another player. Discard the Bullet card after using it, but keep the Gun card. If several players are armed, the first player to announce they are using a gun acts before any other player. If a gun is used to eliminate another player, the gun holder receives the victim's hand of cards. The victim is out of the game. The Gun card is the only permanent card you can take from a dead person; discard any other permanent cards.



Gun and Bullet cards

Useless cards: old undies, car keys, etc. These cards have no effect. But they can be exchanged with another player to trick them, for example.



Examples of useless cards

VOTING

Votes are necessary in the event of a water or food shortage (or if the players must leave the island, but do not have enough seats on the raft). The first player of the round counts to 3, and everyone simultaneously votes against another player by pointing at that player. Whichever player has the most votes against him is eliminated. You are welcome to debate before voting in order to agree on a strategy. The first player decides when to end the debate.

A player eliminated by a vote due to a shortage can save their skin by playing a card of the missing resource. In this case, the castaway survives, and there is no need to re-vote. They could also shoot another player (if they have a gun and a bullet) to reduce the amount of castaways that need food and water.

If several players receive the most votes, the player with the First Player card chooses which player is eliminated. The First player always gets to choose, even if he himself is one of the players tied for elimination



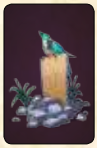
Example: *In a vote between 7 castaways, Ben and David each receive 3 votes against them. Nate has the First Player card, and he decides to eliminate Ben, who had voted against him. Revenge is a dish best served cold!*

Each vote must designate only one player. If you need to eliminate more than one player, then hold a series of separate votes.

DYING OF THIRST OR HUNGER

After a shortage, the castaways designated by the votes die of thirst or hunger, unless they can discard a Water or Food card, respectively. A castaway who is saved from a vote this way cannot be eliminated for that resource during that same round. On the other hand, they can be designated for the other resource.

Example: *Nate is designated by a vote following a water shortage. Fortunately, he has a Water Bottle card that provides him a personal water ration. Unfortunately, there is also a shortage of food, and the other castaways designate Nate for this as well. Because he does not have a food ration squirreled away, he dies of hunger and leaves the game.*



Status card, "Dead" side

A castaway can also be saved by another player, who offers him a ration of Water or Food (whichever is appropriate).

A castaway who dies of thirst or hunger leaves the game: they receive a Castaway status card with the Dead side up. If they had played a Gun card, add that to their hand. Shuffle their hand cards and deal them to his left and right neighbor, alternating between them. Other permanent cards remaining in front of the eliminated player are discarded.

SICK

You can become sick because of a snake bite ("Gather wood" action) or by using the Filthy Water or Rotten Fish card. When sick, take a Castaway Status card, and place it Snake side up in front of you. While you are sick, you cannot vote at the end of this round (but of course you can be eliminated), and you can neither take an action nor play any cards in the next round. Return the Castaway Status card before Phase 4 (Check for survival) of the next round, so you will be able to participate in the vote at the end of that round.

Exception: If you are designated by a vote to be eliminated, you can still play a Water or Food card to survive.

Example: *Ben goes searching for wood, but as luck would have it, he is bitten by a snake. The round ends and the survival check begins. There is enough water for everyone, but not enough food. A vote is required. Ben cannot vote, because he is sick. Everyone else votes against him… but fortunately, he has a Sandwich card, and saves himself. A new round begins, but Ben is sick and cannot take his action. Before the survival check, Ben discards his Castaway Status card, and can vote.*

END OF THE GAME

The game can end 3 ways:

Leaving the island

At the end of any round, the surviving players can board the raft. In order to embark, the following conditions must be met:

- The water and food rations must have been distributed already.
- There must be at least as many Raft cards built as there are survivors.
- There must be at least 1 ration of water and food remaining for each survivor (for the Trip).



Example: *There are 4 players remaining at the end of the round, and the survival track indicates 8 water and 9 food. The players distribute the food, reducing the supplies to 4 water and 5 food. There are 4 Raft cards on the Raft card space on the board. The 4 players have everything they need to embark and win the game (it is entirely possible for every player to survive and win).*

Arrival of the hurricane



As soon as the Hurricane Weather card (with the hourglass crossed out) is revealed, the raft must leave the island at the end of the round; otherwise, all players lose! In order to embark, the same conditions to leave the island must be met (see p. 12); however, you are allowed to (and must) vote and make sacrifices in order to meet them:

- The water and food rations must have been distributed already.
- There must be at least as many Raft cards as survivors; otherwise, hold votes to sacrifice enough players to make room.
- There must be at least 1 additional ration of water and food for each survivor (for the trip); otherwise, hold votes to eliminate enough players until you have sufficient supplies for the voyage.

Note: You cannot use the Fruit Basket card as supplemental rations to embark.

Players eliminated in votes now must surrender their hand cards just like with normal votes.

The players who succeed in boarding the raft win the game.

Note: You are allowed to board the raft while sick (for example, you might need to eat some Rotten Fish or drink some Filthy Water in order to board).

Total failure

The game can also end if everyone dies of thirst or hunger at the end of a round. In this case, everyone loses!

TOURNAMENT MODE

Decide on a number of games to play, then decide whether you must play in cooperative or solitary mode:

Cooperative castaways:

Only the castaways aboard the raft score points, and each one scores as many points as the number of players on the raft. At the end of the tournament, the player with the most total points wins.

Solitary castaway:

The goal is to survive with as few companions left as possible, or even better, to board the raft alone. Boarding the raft alone earns you a number of points equal to the number of players that started the game. Each additional survivor means each survivor earns 1 point fewer. So the more survivors, the fewer points.

Example: *In an 8-player game, a sole survivor would earn 8 points, 2 survivors would earn 7 points each, etc.*

VARIANT: VOICE OF THE DEAD

In this variant, the spirits of the dead from the isle are consulted for the big decisions. Eliminated players still take part in all votes, but obviously cannot be eliminated a second time.





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WARNING ! Not suitable for children under 3 years, because small parts could be swallowed. Keep this information and address for future reference. 03-2017

SUMMARY

1- Change the first player
Pass the First Player card to the right.

2- Reveal the Weather card
The first player reveals the topmost Weather card from the deck.

3- Each player takes one action
Each player chooses one of these 4 actions to perform:

Fish:
Draw a ball from the bag, and advance the ***Food marker*** a number of spaces on the survival track equal to the number of fish on the ball (1 to 3). Return the ball to the bag.

Collect water:
Advance the ***Water marker*** the number of spaces on the survival track indicated in the droplet on the ***Weather card*** for the round (0 to 3).

Collect wood to build the raft:
Advance the ***Wood disc*** 1 step, then, if you wish, announce a number of balls to draw from the bag (1 to 5) and draw them. If the black ball is not among them, advance the Wood disc that many more steps. Whenever the disc reaches step 6, add a ***Seat on the Raft card*** to the board, and move the disc to 0. Return the balls to the bag.

Search the wreckage:
Draw a Wreckage card and add it to your hand.

4- Check for survival

Consume Water
Move the ***Water marker*** down a number of spaces equal to the number of survivors. For each water you are short, have a vote to choose whom to eliminate.

Consume Food
Move the ***Food marker*** down a number of spaces equal to the number of survivors. For each food you are short, have a vote to choose whom to eliminate.

5- Check for game end

- All survivors can leave the island because there are **1 Raft, 1 Water, and 1 Food** for each survivor.
- The Hurricane has arrived. Hold votes until there are **1 Raft, 1 Water, and 1 Food** for each survivor.
- Everyone has died.