

Antonin Boccara

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Story

White sand, shady palms and clear blue waters, welcome to Gouga Island! Thanks to the divine protection of the gods, the natives and the dodos here have long enjoyed an idyllic island life.

...That is, until one fateful day, when Gouga decides to finally get a good night's sleep. And so, unwatched, the island's volcano promptly begins to rumble, black smoke billowing into the dawn sky. What's happening is as clear to every islander as coconut soup! You have just two minutes to get as many natives, dodos and dodo eggs as possible on to the raft. It's time to **panic** on the **island!**

Components

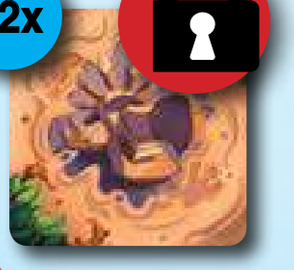
1x



39x



22x



Hordes of screeching monkeys!

Don't even think about opening **the deck with this symbol** *too soon.*
If you do, a terrible curse will befall you!
This deck is for the most experienced rescuers only (*see Obstacle trios, below*).

Overview and Goal

25 cards are placed face down on the table. When the hourglass is turned over, you have **two minutes**. You take turns revealing two cards, looking for combinations of the same color. Natives save dodos and dodos save dodo eggs. You also have to find the raft and the paddle – you can't escape without them. Whenever you reveal an obstacle you lose precious seconds. At the end of the game, you wake Gouga, and with his help hopefully save the natives. How many natives, dodos and eggs will you be able to save **together**?

Set up

You play with **25 cards**. You always play with the volcano, the raft and the paddle, as well as the red and yellow natives, dodos and dodo eggs.

You choose three types of obstacle to play with. For your first game, Gouga recommends:



Place the **volcano** face down in the **middle of the table**. Shuffle the remaining 24 cards and place them face down in a 5 x 5 grid, with the volcano in the centre. This is the **island**.





If any of you reveals the volcano, you all lose immediately. But who'd do that?

Play

Choose a starting player. Play goes clockwise around the table.
Turn the hourglass over and the game begins.

On your turn, reveal any **two island cards**, either together or one at a time.
Usually you'll flip these cards face down again in the same position at the end of your turn.

Natives save dodos and dodos save dodo eggs. If you reveal such a combination of the same color, one card saves the other.
Put the **saved card** face up next to the island.

Examples



The native saves the dodo.



Natives only save dodos, not eggs.



The dodo saves the egg.



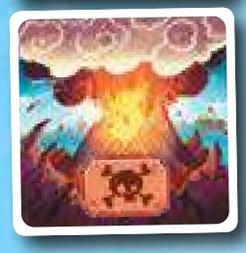
Red dodos only save red eggs, not yellow ones.



Each revealed **obstacle** causes an effect (see *Obstacles*, below). Always reveal both your cards before carrying out an obstacle's effect.



You need both the **paddle** and the **raft** to successfully complete the game. If you reveal the paddle or the raft, place it next to the island. You don't have to reveal them in the same turn.



If you reveal the **volcano**, the game is over. You have lost.

Gouga

Before you run out of time, you may together decide to wake Gouga. Raise your hands aloft and shout together **"Gouga!"** With his help, you can save eggs, dodos, and even natives. But Gouga forgives no mistakes, and he **can't be woken a second time!**

From now on, on your turn, you say "native", "dodo", or "egg" aloud, and then reveal just **one card**. If you reveal what you said, place the card face up next to the island.

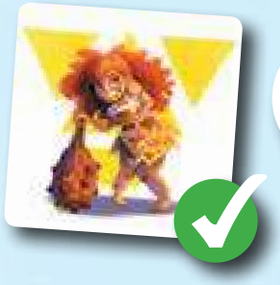
Continue playing like this till you make a mistake. In this case the Gouga action stops immediately. If there is still any sand left, you resume playing as before, revealing two island cards whenever it is your turn.

Example:

The hourglass has almost run down! All the player shout

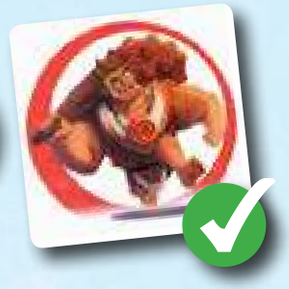
Gouga!

It's Dodominic's turn. He says "Native!" and then reveals a yellow native. Perfect, the card is saved!



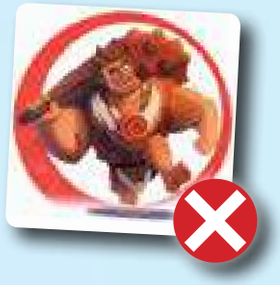
Native!

Native!



To his left sits Dodorothy. She also says "Native!" and then reveals a red native. This card is also saved!

Next comes Dodonald. He says "Dodo!" But he reveals another native. The card isn't saved.



Dodo!

However, now the hourglass has also run down completely and so the game ends!

End of the game

The game ends immediately when you run out of time. If and only if you've collected the raft and the paddle, you all win together.

Points

Count how many natives, dodos and dodo eggs you've saved.
Each saved card is worth one point.



Catastrophe!
Nobody survives this debacle.



Beginners!
You couldn't describe the raft as full.



Good enough!
At least you've probably saved the dodo from extinction.



Experts!
You kept your cool in hot water.



Superb!
You succeeded with flying colors!



Divine!
Gouga personally serves you coconut soup as thanks.

Obstacles

Immediate obstacles

Obstacles you reveal **with grey icons** have an immediate effect. After the effect flip the obstacle face down again. If you reveal two immediate obstacles in the same turn, you decide in which order to carry them out.



Tornado
Everyone must stand up and turn around once.



Mirage
Swap the mirage with the other revealed card.



Beehive
Everyone must slap the beehive with one hand.



Earthquake
Everyone moves one seat to the left.



Totem pole
Place the most recently saved card face down in any empty space in the island.

Continuous obstacles

Obstacles you reveal **with a yellow icon** have a continuous effect. Don't flip them face down at the end of your turn. These effects last until one of you saves any card. Only then are these obstacles flipped face down again.

If you save a card while several continuous effects are active, they all end together.



Rainbow
Red natives only save yellow dodos, red dodos only save yellow eggs. Yellow natives only save red dodos, yellow dodos only save red eggs.



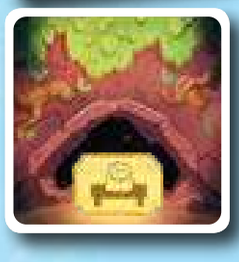
Fog
You must all keep one eye closed as you carry on playing.



Swamp
You must keep one hand on this card as play continues.



Thunder
Play in silence.



Cave
You must all keep your chins touching the edge of the table as you carry on playing.

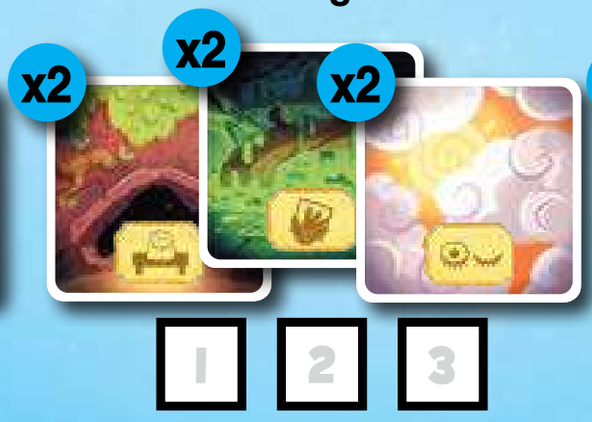
Obstacle trios

As you know, the island always consists of 25 cards, which must include the volcano, the raft and the paddle, as well as the natives, the dodos and the dodo eggs. However, you can choose which three pairs of obstacles to play with. Below are some sets for you to master.

Age of Discovery



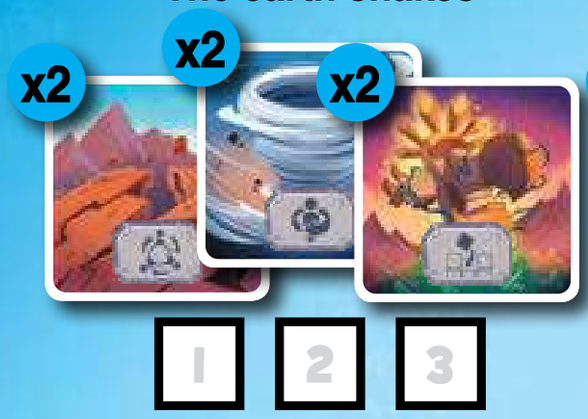
The fog lifts



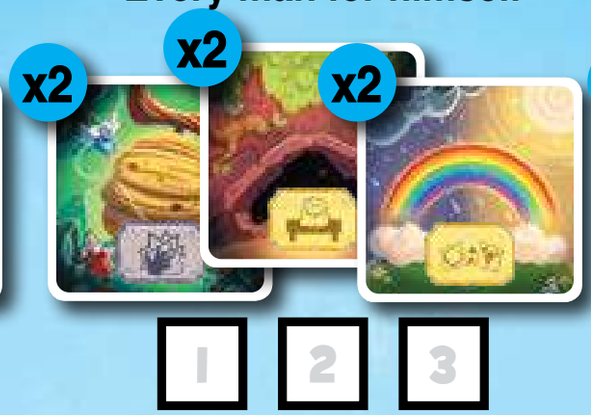
The sky falls



The earth shakes



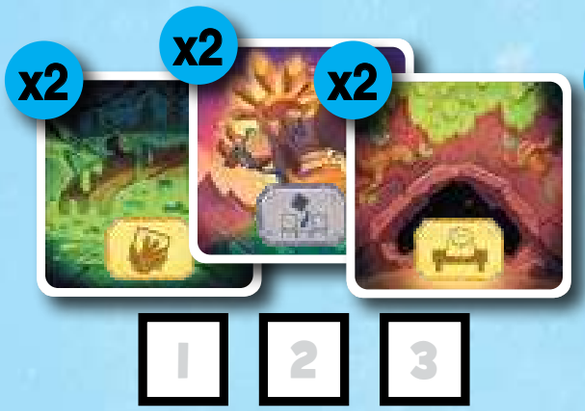
Every man for himself



The storm



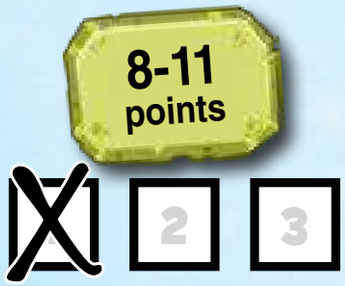
Mired down

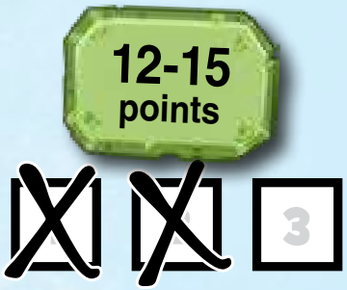


Panic Island



You mark one or more crosses at an obstacle trio if you score highly when playing with its obstacles.







Hordes of screeching monkeys!

Don't open the advanced deck until you've marked at least **10 crosses**.

Variants

Moving volcano
Place the volcano in a different starting position. Make sure that everyone knows where it is.

Obstacle sextet
Play with six unique obstacles (instead of three pairs).
You can either choose them or select them at random.

Tired Gouga
After waking Gouga, five more cards at most can be saved.

Paddle and raft
You must reveal the paddle and the raft in the same turn to place them beside the island. If you reveal just one of them, flip it face down again at the end of your turn.

Advanced: blue cards

If you want to play with the blue cards, they replace two red and two yellow ones.

Blue cards can only save blue cards, and can only be saved by blue cards (or with Gouga's help). Each saved blue card is worth one point. For each blue card that you don't save you lose one point.

Advanced: new obstacles

Reminder: The effects of obstacles with yellow icons last until someone saves a card.

Fire
Everyone takes off one piece of clothing.

Tsunami
You must all hold your breath as you carry on playing. If anyone breathes, you all lose.

Landslide
Put the landslide face up on the other card you revealed that turn. This covered card is blocked. When someone saves a card, put the landslide on any empty space in the island and flip the previously blocked card face down again.

You can't cover the volcano with a landslide.

Should your game get a little too heated and you bend or even tear a card, you can easily replace it thanks to the **blank cards**. *You can also use the blank cards to try out obstacles you come up with yourselves.*

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