

So This Island exists !
The rumors circulating on the american continent about the God of the Sun's treasure may prove real…

Land with your teammates on the wild island of SOL. Explore it and unlock all its secrets. The opposing crew is as determined as yours and ready to fight for finding the God of the Sun's statue before you.

Who will be able to get a hand on it ? And, above all, who will manage to escape from the island with it ?

Object of the game

Adventurers and Conquistadors compete on SOL, a forgotten island from the Atlantic ocean. You play the role of a character belonging to one of the two teams and go and seek for the statue of the God of the Sun. You will explore the island, for discovering clues about the place where the statue is hidden. The temple in which this wonderful treasure can be found is only revealed once all the clues have been found. Then it is up to you to do whatever necessary to be able to bring it back to your Ship, and victory to your team.

Matériel

1 Island game board 1
11 Island elements (to be assembled into 3 blocks with the 16 included double sided stickers) 2
8 Temple tokens 3
37 Search tokens 4
14 Character reference sheets : 7 for each team 5
2 special dice : Adventurers and Conquistadors 6
2 Boat tokens Adventurers and Conquistadors 7
8 double sided Flag tokens 8
14 wooden Character pawns (double sided : Valid / Injured) to be assembled with the 28 included stickers 9
1 Treasure Map board 10
1 big Medallion of the Sun token 11
1 small God of the Sun's Statue token 11
18 Clue cards 12

8 special token for Cortes, Dona Bella, El Mariachi and La Roca (to be used when you play on the Advanced side of the Character reference sheets)
1 rulebook
16 extra Search tokens for replacement

Anatomy of a Character reference sheet

Each character is unique. They have their own set of characteristics for Movement, Search and Fight.
They also each have a personal inventary of two or three spots, for keeping the objects that they will find during the course of the adventure.



The Statue icon tells that it is the current side of the Character's reference sheet is the Advanced side : On this side each character has a special ability that he can benefit from each turn. This ability is presented on the scroll.
On the other side (Beginner), this ability is replaced by a simple background text

First play : take the characters depicted in the picture beside and place them as shown : Zia, Leonardo and Mendoza for the Adventurers; Aguilar, Cabeza and Cortes for the Conquistadors. The watermarked characters, La Goupile and Dona Bella, are both included if you play a 7 or 8 player game.
Distribute the participating players in two teams, so that both teams have a number of players as equal as possible.
Make sure that all the Character's reference sheets are used on their Beginner side, so that players can discover the game without the special abilities.









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Setup

Install the gameboard at the center of the table 1.
The 3 Island blocks are laid down on the corresponding places of the board 2.
The 8 Temple tokens are randomly disposed on the 8 temple squares on the island 3.
The 37 Search tokens are shuffled and randomly placed, face down, on each corresponding square of the island : Mountain on the Mountain squares, Forest on the Forest squares, and so on… 4

Divide the players into two teams, gathered on each side of the table, with 1 to 4 players on each.
Each team selects 3 or 4 characters between the 7 available for them. The two teams must count the same number of characters and a team cannot feature more players than characters. Each player takes the reference sheet of the character he wants to play in front of him 5. If there are more characters than players, the remaining characters are played together by the whole team.
Players agree on a side to use on these character sheets : Advanced or Beginner (see on page 2 : Anatomy of a Character reference sheet).

Each side takes the die matching their color 6. Randomly determine which team gets to go first.
This starting team lays their Ship down on one of the three available dedicated spots around the Island 7 and puts a Flag token on their color's side on each of the two pontoons directly linked to their Ship 8. The second team does the same by choosing one of the two remaining spots 7. Each character's pawn is placed on his team's Ship 9.

The Treasure Map board 10 is placed next to the Island board. Lay the Medallion of the Sun and God of the Sun's statue tokens down on its center 11.

Nearby, shuffle all the Clue cards and form a draw pile 12. Each team draws two cards 13 that all players of this crew can consult whenever they want, but which are never revealed to the opponents. Draw and reveal the first card from the pile, and place it next to it 14.

You are now ready to start the game!



Game flow

Starting from the left and going to the right, all characters of the first team take their turn one after the other. Then all characters from the opposing team do the same. Teams go on taking turns like this until one of the team escapes from the island with the God of the Sun's statue and wins the game.

Turn of a character

A character plays his turn completely before the next one takes his turn.
Each character has Movement Points and Search Points . Each turn, he can use these points in the order of his choice. When a character has no more available points or does not want to perform actions anymore, turn passes to the next character. If this character was the last of its team, then the opposing team starts a new turn.

Move

Unship on the island : Moving your character from his starting ship to one of the two available squares with a pontoon, by following the dotted lines, costs you .



Aguilar can unship on the Island either by the forest square or by the sand square. In both cases he has to spend .

Move : Moving your Character pawn to an adjacent square, either on same or lower altitude, costs . If the character wants to reach a higher square, it costs him one additional per level that must be climbed.

The on his square in the direction of the forest, on the right, indicate to Yao that reaching this forest costs him . When there is no such indication, the movement cost is .

Use a jolly-boat : Moving your Character pawn from a square with a pontoon, to another square with a pontoon, directly linked by a white dotted line, costs .



Aguilar is on a square with a pontoon.
By spending , he can take a jolly-boat and directly go to the forest that is linked by the dotted line.

Pull an teammate : Making a teammate character move from an adjacent square to your own, costs you . The two squares can be from different altitudes.



On his turn, Mendoza spends to pull Leonardo, who joins him on his square, on the mountain.

Fight

As soon as a character moves on a square with an valid opposing character on it, a fight has to take place. It is being resolved immediately.

1. Each player announces the number of indicated on his Character reference sheet.
2. The attacker discards as many tokens as he wants from his inventory. Then the defending character does the same.
3. Each players throws his team's die / .
4. The fight value of each character equals the total number of swords that he obtained :

+ +

The character with the highest total wins the fight !

In case of a tie, both players throw their die again, keeping their modified combat value (the steps 3 and 4 are re-played), until there is a winner.
Then the current active character's turn goes on.

Consequences of the fight

When a character loses a fight, his pawn is flipped on its Injured side. He will be flipped again on its Valid side at the end of his next turn. The winner can (it is not mandatory) push him back on the adjacent square of his choice, whatever the altitude.
If the loser's team was carrying the Medallion of the Sun (see on page 7), the winner's team takes it.



Cabeza attacks Zia and gets 5 swords: + + .
Zia has got 6 swords : + .
Zia wins the fight ! She flips Cabeza on his injuried side and chooses to push him back on the adjacent forest square.
Cabeza has lost the fight but he can now go on with his turn.

Injured character

- He does no more benefit from his special ability.
- He can not enter a square where there is a Valid opponent.
- He does not trigger a fight if an opponent enters the square on which he is.
- If he begins his turn on a square occupied by a Valid opponent, his first action must be to leave this square, if able.

When a character is injured, he gets flipped back on his Valid side at the end of his next turn.



Cabeza has still and remaining for this turn. As he is currently injured, he can not enter the square where Leonardo stands. Neither can he use his special ability. He can spend his and one token to be able to jump on the hill's square.

Fight against multiple opponents

When a character attacks more than one opponent standing on a same square, he has to fight them one after the other in separated fights, until there is only one team with Valid characters left on the square. The defending team always chooses which of his characters will be involved in the upcoming duel. Apply the consequences of the fight after each duel.



Yao just beat La Roca and pushed him away. As there are still Valid conquistador characters on his square, he now has to fight the next fighter that the opposing players will choose for him, either Dona Bella or Cortes. The Sword token that Yao spent against La Roca is not counted again for this new fight.

Search

If there is a Search token on his square, a character can spend to take it and see what is represented on it. If it is an Instant token, the player immediately reveals it and applies its effect. Otherwise, he adds it to his inventory without revealing it to his opponents.

Inventory tokens

When a character finds a or token, he does not reveal it and places it face down in his inventory. At any time, A player is allowed to look at the tokens placed in the inventory of a teammate.
At the end of his turn, a character is not allowed to keep more inventory tokens than he has slots in his inventory. If needed, he chooses which tokens he wants to discard.

Footstep

At any time during his turn, a character can discard a token from his inventory to immediately benefit from an additional .



Chipa just spent to search the sand square and she has found a qtoken, and added it to her inventory. She could keep it for later but she decides to spend it now, to be able to directly move towards the adjacent hill square. She can then use her second to search this square on the same turn.

Sword
During a fight, a character can discard as many tokens from his inventory as he wants, to increase his combat value of as many swords, for the duration of this fight. The attacking character always has to announce first how many tokens he wants to invest.



Cuzco reveals from his inventory and spends them.
El Mariachi reacts by playing !

Instant tokens
When a player discovers a or token, he must immediately reveal this token and apply its effect. This token is placed on the Treasure Map board, on a spot corresponding both to its type (ou) and to the type of terrain (green for forest, grey for mountain,...) on which it has been found.



Strategic hint :
The Treasure Map board allows players to easily follow how many tokens from these two types remain to be found on the different types of terrains of the island.

Flag
The player who finds a token places a Flag token showing his team's color next to one of the six pontoons on the island. A same pontoon can end up with up to one of each team's Flag token. The Flag tokens indicate from which pontoons a team will be allowed to leave the island with the God of the Sun's statue (see on page 7).



Marinché just found a token and lays a flag showing her team's color on the pontoon of her choice. It is not a problem that there is already a flag from the opposing team here.

Clue
The player who finds a token must play a Clue card for his team (see below). The very first token found during the game does not imply to play a Clue card. Instead, this player's team grabs the Medallion of the Sun.

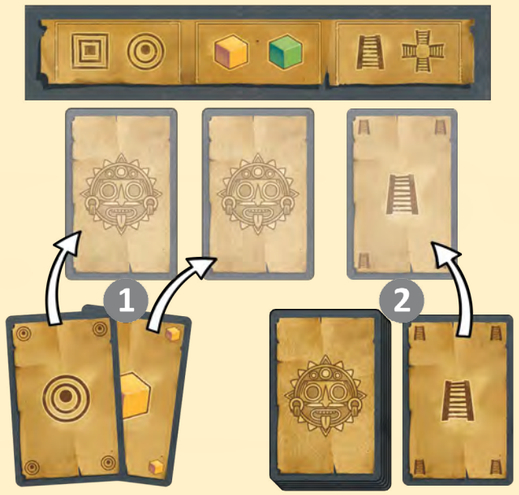
Finding the God of the Sun's statue
A character finding a token (exception made of the first one) must play a Clue card below the Treasure Map board, in the column corresponding to the type of this card: shape of the temple, color, or number of stairs.
The card is laid so that it directly follows any previously played card on this column. The character who finds a token has two options :

Take the face up Clue card available next to the draw pile and play it face up in the corresponding column.

OR

Choose one of the cards that his team has in hand and play it face down in the corresponding column. If so, the face up card next to the draw pile is discarded next to the board, remaining visible to any player

In both cases, the first card from the draw pile is then revealed and placed face up next to this pile, so that everyone knows the next available Clue card.



The Conquistadors must play a Clue card. They can decide to play one of the two cards that they have in hand 1, If so they place it face down in the corresponding column and discard the card that lays face up next to the draw pile.
But, instad of playing from their hand, they could decide to directly play this face up card 2, face up in the corresponding column.
In both cases, the reveal a new card from the draw pile to replace this card.

Revelation of the God of the Sun's Statue
The 8 temples of the island are formed of three characteristics : the shape op the temple (square or circle) 1, the color of the temple (gold or jade) 2 and its number of stairs (one or four) 3.
As soon as all the tokens have been found and a seventh Clue card has been played, the location of the God of the Sun's Statue is revealed.
All the cards that have been played are revealed and the most represented value in each column is determined. In case of a tie, the last card played in the column is considered the most represented value for this column.
The God of the Sun's Statue token is placed on the only temple of the island composed of the winning values in each of the three columns.
If one of the columns is empty of cards, then the God of the Sun's Statue is placed on the square with an altar, on the center of the island.



The 7th Clue card has just been played by the team who has found the last token. The Statue is placed on the location indicated by the cards : it is located in the circular jade temple, with a single stair!



If one of the columns had been empty, then the Statue would have been placed on the altar, at the center of the island.



The Medallion of the Sun
The first token to be discovered during the course of the game does not allow to play a Clue card. Instead, the team who finds it takes the Medallion of the Sun.
The team who carries the Medallion of the Sun is advantaged in their quest for finding the God of the Sun's Statue: When a character of this team finds a token, he draws a face down Clue card from the pile and he adds it to the hand of his team, before deciding which card they want to play. He can choose to play the card that he just drew.
There is only one way to take the Medallion of the Sun back from the hands of the opposing team : winning a fight against a character from this team. The Medallion then immediately changes side.

Carrying the God of the Sun's Statue
Once the God of the Sun's statue has appeared, any character on its square can freely take control of it. The player lays the God of the Sun's Statue token on his Character pawn and can now move with it. At any time, it is allowed to take or give the God of the Sun's statue from/to a teammate located on the same square. If a character carrying the Statue is pulled by a teammate, then the statue moves along with him. If the character carrying the Statue is defeated during a fight, he automatically lets it fall and the winner of the fight can directly take control of it.



Yao just climbed on the hill for . He freely takes control of the Statue and spends his last to go down on the forest with it.

Leaving the island and winning the game
At the very beginning of his team's turn, if a character carrying the God of the Sun's statue is located on a square with a pontoon on which there is a flag of the color of his team, then his team wins the game.

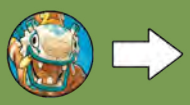


Cortes as brought the Statue on a square with a pontoon on which there is a Conquistador flag : if his team starts his next turn in this situation, she will win the game. The Adventurers have one full turn to try to take the control of the Statue back.

The actions



Unship on the island :



Move :
+ per level to be climbed



Use a jolly-boat :



Pull an ally on your square :



Search on your square :

Search tokens

Immediately play a Clue card.
- take the Medallion instead if it is the very first
- draw a Clue card before if you control the Medallion.

Immediately lay a Flag of your team color on the pontoon of your choice.

Discard this token to get for this turn.

Discard this token to add 1 sword to your total during a fight.

Revelation of the God of the Sun's Statue

Once the 7th Clue card has been played…



- reveal all the previously played Clue cards,
- in each column, the most represented value is retained,
- in case of a tie, the last card played in the column breaks the tie,
- lay the Statue down on the temple sharing these 3 retained values (color, shape, stairs).

The fight

1. Each player announces the number of on his Character's reference sheet.
2. The attacker discards as many tokens from his inventory as he wants. Then the defender does the same.
3. Each player throws his team's colored die / .
4. The fight value of each character equals the total number of swords obtained :



The highest total wins.

In case of a tie,
both characters replay steps 3 and 4.

The winner of a fight…



- flips his opponent's pawn on its Injured side,
- can push him away on an adjacent square,
- steals the Medallion for his team if the opponent team had it.

Injured character



- he does no more benefit from his special ability,
- he can not enter a square where there is a Valid opponent,
- he does not trigger a fight if an opponent enters the square on which he is,
- if he begins his turn on a square occupied by a Valid opponent, his first action must be to leave this square, if able.