

# DRAWING A BRIBE CARD

The “Blue” player gets a “2” for movement. They were originally on the gumball token. They move two diagonally to the hut and draw a wood bribe card. They look at it and place it face down in front of them. This tells them what they need to bribe the islander to get wood for the boat.

\*If a player already has that type of bribe card, they may discard the one they have and draw a new one.





# CARD PLAY EXAMPLE

Event cards (or also known as the “screw you” cards) can be played at any point in the game. You can even interrupt a player’s movement to play a card.

In this example, the “Green” player is playing a card on the “Red” player. It says “Target Player Discards Their Hand.”

The “Red” player may respond to this by playing cards of their own. In this game, it is the last one in is the first one out, so the “Red” player can play all of their cards instead of discarding them.



\*It is greatly encouraged to play cards aggressively. Trust me!



# CARD PLAY EXAMPLE cont.

The "Red" player plays "Can't Lay A Finger..." which says that target player can't use candy this round. It is played on the "Green" player (payback, you know).

The "Red" player also plays "Payday" which states that they place any 2 tokens back on the board, empty squares. The chocolate and lollipop are placed back on the board as noted.

The final card played by the "Red" player is "There is no Wrong Way" which states that all players must return any one player piece to the center. Doesn't have to be their own.





# “ROUND” DEFINED AND DRAWING CARDS



A “Round” is defined specifically when the movement cards are dealt from left to right and then right to left. The end of the round is after the left most “1” has been dealt going from right to left. Player’s, at this point, may draw back up to three cards.



NO CANDY  
FOR YOU

You can only collect candy at the end of your movement. In this example, the lollipop was moved under the "Red" player on another player's turn. They can collect this candy at the end of their next movement.

The “Red” player has a “1” movement, but the “Blue” player played “Caramel Apple” on the “Red” player which prevents the “Red” player from moving. This in turn prevents the “Red” player from collecting the lollipop token. Doh!





# STOLEN CANDY



The “Blue” player gets a movement of “3.” They move onto the square with the “Red” player and can then take the candy since it is the end of the “Blue” player’s movement. Ouch!



# BRIBING AN ISLANDER



It is the “Blue” player’s turn, and they just collected a gumball. This is the last of the three candies they need to bribe an islander for wood. They turn over the wood bribe card and discard the three tokens. They are one step closer to winning the game. Wooahoo!



# EMPTY ROW – TOKEN REPLACEMENT



When an entire row/column contains no candy tokens whatsoever, the Island Master takes random tokens from the discard pile and replenishes the row/column.



# SO LONG SUCKERS



The goal of the game is to collect the four items needed to build a boat – CLOTH, ROPE, WOOD AND TOOLS. In order to obtain each item, you first need to get a bribe card which will tell you the candies needed to bribe the islander to obtain the item. Once you have all four items, you win the game. You, and only you, have escaped the island. Yay!



# THE END

Thanks for playing! If you have any questions, email:

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