



WHERE THE STRUGGLE IS REAL BUT THE FRIENDS ARE NOT

Thank you for purchasing The Island of Misfit Friends. I'm sure your first reaction was "this is not a normal Twilight Creations game!" Well, the theme is a little more lighthearted than the brain-eating zombies, but rest assured that the back-stabbing, every man/woman for themselves is still strongly evident. Just because you're cute, doesn't mean you don't have an evil side. Does it?

Welcome to The Island of Misfit Friends. Grab a drink, pull up a lounge chair and make yourself at home. But beware, that Misfit sitting next to you is not your friend. They might have been at one time, but there is something on this island that has made everyone less than friendly. Matter of fact, they are downright mean. Don't believe me, just watch - especially your back.

SETUP:

1. Randomly place all candy tokens on all squares of the board. The middle four squares (called the King Square) are considered the beginning point for all player pawns - do not place candy on these squares.
2. Shuffle each set of bribe cards (cloth, rope, wood and tools) separately and place one deck at each corner of the board as noted below.



3. Shuffle the event cards and deal three to each player. In a 2-3 player game, each player gets four cards.
4. Each player takes a set of pawns (red, green, blue, purple, pink or black).
5. Use the number of movement player cards based on the number of players:

2 players - 3 cards per player 5 players - 2 cards per player
3 players - 3 cards per player 6 players - 2 cards per player
4 players - 3 cards per player

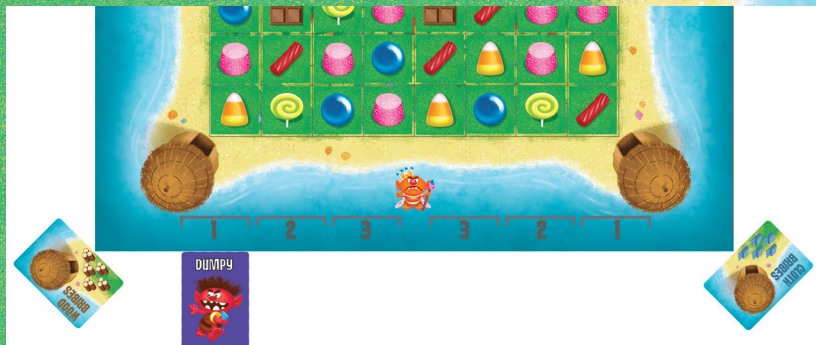
For example, if there are three players, you will use all of the movement cards for the three chosen colors. If you are playing with five players, then remove one card for each color that is being used for the game.

Shuffle the player movement cards all together for the players who are participating in this great escape.

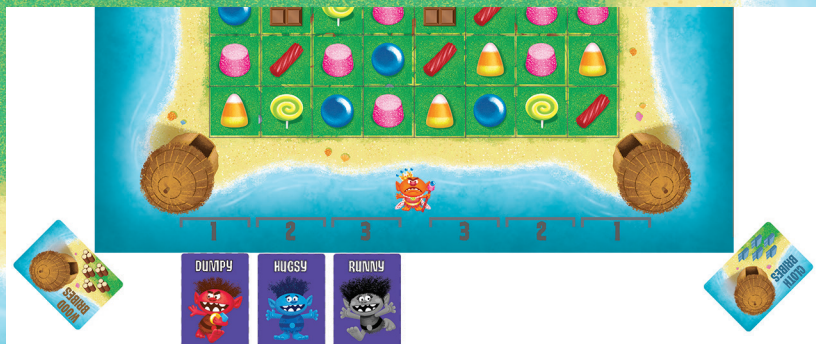
6. Choose an Island Master - the player who will flip over the movement cards that decide who goes and when.

GAME PLAY:

1. Island Master reveals a movement card and places it under the leftmost "1" space on the board.



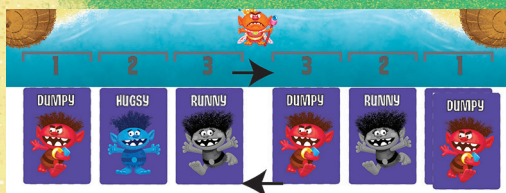
2. The player whose card was turned over (the red player in this example) will take their movement as noted in "Movement" below.
3. The Island Master reveals a card after each player completes their turn, under the leftmost open space on the Movement Track.



4. Whenever you pass the Island King on the Movement Track (in either direction - see below) the Island King rolls the d12. (See the “King Action” below.)
5. Movement cards continue to be flipped over and actions taken until the deck runs out, note the next open space on the Movement Track, and then shuffle all of the movement cards together. Continue to place cards with the open space that would have been next.

PLAYER PIECES (PAWNS): These pieces are all considered to be in the King Square of the board. You do not need to place them there until they are ready to move.

MOVEMENT: Island Master deals one card to each of the six spots on the Movement Track - one at a time. Specifically, resolve each movement card before the next one is dealt. Cards are then dealt to the rightmost “1” space and then go from right to left. The numbers above the Movement Track determine how much movement the player is allowed on their turn. For example, if the red player is dealt to the first “1” spot, their movement is one.



Players may choose to move one of their pieces (any one piece) or one candy token (unless a card mechanic states otherwise).

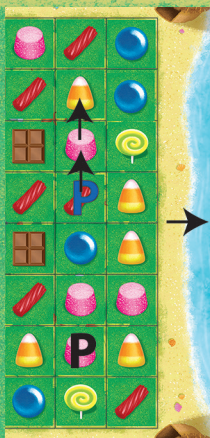
Pieces may move orthogonally or diagonally. They may double back as well, but all movement must be used for only one piece. They may share a space with another piece or move through them.

The candy tokens only move orthogonally (never diagonally). If tokens are moved off of the grid or through the center square, they will be placed on the other end of the row/column in the direction that the chosen token is moved (see “Blue Player 2 Movement” illustration). All pieces will move with the candy token they are on

(see illustration). When you choose to move a token, move that token and push any tokens in the way to the next spot. If there is an empty space in a row/column, fill in that space before continuing to push candy in the row.



Red Player
1 Movement
(Player Piece)

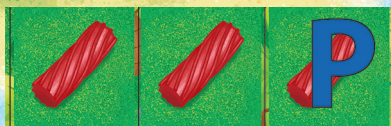


Blue Player
2 Movement
(Candy Token)



Because we know it stinks to just get a “1” for movement, we have added a bonus just for you! When your card comes up on a “1” spot, you get one movement as usual but you may also, at the end of your movement, replace one token in your reserved pile (one you have taken previously) with one that one of your pieces is currently standing on. Woohoo... bonus!

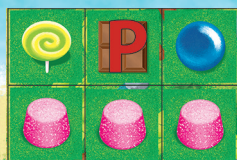
TAKING CANDY: When your piece is on a token that is in a row/column of 3 of the same candy or in a diagonal set of 3 of the same candy, you may take the token that your piece is on. The only exception is chocolate. Chocolate may be removed this way or may be removed when you are on a chocolate token that is adjacent to any set of 3 of the same type of candy (see illustration). In order to take a token, you must end your movement there or be there when the tokens are finished moving (see illustration).



Blue player takes token they are on.



Red player takes the middle chocolate.



Red player takes the chocolate they are on.

KING ACTION: The numbers 1-12 appear in the King Square, and are associated with rows, columns and diagonals going outward from the square. After the first “3” movement spot is dealt a card (and the player takes their turn), and before the second “3” movement spot is dealt a card, the king rolls a 12-sided die (see illustration). He is tossing boulders down the mountain as you done ticked him off. Find the direction associated with that number, and moving out from the King Square, remove the first candy token you encounter in that direction. If there is no candy in that direction, no candy is removed from the board.



In the example above, if a “12” is rolled on the 12-sided die, the chocolate would be removed from the board. If there is not a token in the first square for the “12”, the second token will be removed. In this example, that would be the gum drop.

BRIBE CARDS: When you move a piece to one of the huts, take a corresponding bribe card. You may only have one of each kind of bribe card. When you have the candy as noted on the bribe card, discard those candies and reveal the bribe card. You are one item closer to getting off of the island. Once you have revealed all 4 (cloth, wood, tools and rope) you win the game.



The black player needs two movement to get from their present location to the hut to get a bribe card.



Example: You draw a Wood bribe, and this particular one requires a gum drop, chocolate and candy corn. Once you have all three of these tokens, discard them and flip the Wood Bribe face up to reveal what was needed. You have successfully bribed the Wood merchant and are one step closer to leaving the island! Good job!

Event cards: Players may play any or all of their event cards at any point in the game. You may stop someone's action in order to play a card. At the beginning of each round, draw back up to three cards. The end of a round is indicated when the "1" on the far left is dealt a second movement card and is resolved. Before dealing the "1" on the far left again, all players draw back up to three cards (four cards in a 2-3 player game).

EMPTY ROWS OR COLUMNS: If at any point, after each player's movement, there is an empty row or column, randomly place previously removed tokens to fill up the row/column.



KING SQUARE: This is where all player pieces start the game. They don't have to be placed there until it will be moved for the first time. It is considered one space for movement when moving through it with a piece but is considered not to exist when candy tokens are moving. Specifically, the candy tokens will continue to move in their row as if the King Square was not there.

WINNING THE GAME: Once a player has revealed four different bribe cards, they win and the rest are left high and dry.

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