

Robinson Crusoe

ADVENTURES
ON THE
CURSED ISLAND



PIRATE'S MAP



1 Wreckage
card



34 Event
cards



25 Build
Adventure
cards



25 Gather
Adventure
cards



25 Explore
Adventure
cards

While playing with this mini-expansion, use Event cards and Adventure cards from this pack instead of cards from the base game.

Important: When using the Wreckage cards from the Companion App packs, do not skip the first Event Phase. You must resolve the Event specified on the Wreckage card during the initial round.

NEW RULES

The Build, Gather, and Explore Action spaces are connected to a specific Mystery card type:

Brown (Building)	➔	Creatures 
Grey (Gathering)	➔	Traps 
Green (Exploration)	➔	Treasure 

During the game you place Mystery cards  below these Action spaces. The Stacks usually consist of matching card types as described above, but some game effects may instruct you otherwise.

EACH TIME A CARD EFFECT INSTRUCTS YOU TO:

➔ **Add (1 or more)  to the top of the Stack:**

Draw the card(s) from the top of the Mystery deck and place them face up below the Action space of the indicated color.

Place them in such a way that the type icons on the  are never covered.

→ Add  to the bottom of the Stack:

Draw the card(s) from the top of the Mystery deck, and without reading their text, place them face up behind the cards already below the Action space of the indicated color. Place them in such a way that the type icons on the  are never covered.



Example:

Add 1  to the bottom of the Brown Stack (do not read the effect).

→ Add X     to the top of the matching Stack:

Creatures  to the **Brown Stack**

Traps  to the **Grey Stack**

Treasures  to the **Green Stack**



Example:

Add 2  to the top of the Matching Stack(s). You have drawn 1  and 1 : place the  on top of the Brown Stack and the  on top of the Green Stack.

→ **Remove 1 from any Stack:**

Choose any 1 card from a Stack and, without resolving the card, remove it from the game (do not read the cards before choosing which one to discard!).



Example:

You may choose to remove any card, but may not read the card before choosing.

→ **Biggest/Smallest:**

In case of a tie, all tied decks count as the Biggest or the Smallest stack.

→ **Resolving during the Event Phase always affects the First Player (unless otherwise stated).**

→ **A Trap card with the effect “Stop drawing Mystery cards.”**

When resolved from the Stack, instead of resolving this effect, get 1 .

Example: Creatures  match the **Brown Stack**, but Treasures  and Traps  are non-matching cards.

“The effect: Add 1 matching  to the top of the biggest Stack” means that you first identify the biggest Stack and then draw Mystery cards until you find a card matching that Stack. If there is a tie for the biggest Stack, add the matching card of the Stack that is drawn first.