

PANIC! ISLAND™



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Hot Games Cool Planet

Contents

- 39 Cards:
 - 20 Action Cards
 - 16 Character Cards
 - (8 Yellow and 8 Red showing cave dwellers, dodos, and eggs)
 - 2 Supply Cards (1 Paddle, 1 Raft)
 - 1 Volcano Card
- 1 Timer
 - 1 “Do Not Open” Packet (10 Cards + Rules)

Introduction

You are the chiefs of Gouga Island, a place where cave dwellers and dodo birds live in harmony. One morning, the volcano that created the island starts to erupt. Quick! As leaders of the island, it is your duty to get as many of Gouga’s inhabitants to safety as you can.



Your Mission

Work together to rescue as many cave dwellers, dodos, and eggs as possible before the 2 minute time limit is up and the volcano erupts. Save the inhabitants by remembering the locations of their cards

and pairing them correctly, or by calling on Gouga, the god of the island. You get one point for every Character Card you save. Remember to find the Paddle and Raft Cards so you can successfully escape, and try to avoid the time-consuming chaos of the Action Cards!

Tip

This is a cooperative game that combines memory and luck, so make sure everyone communicates and works together. While each player takes their own turn flipping the cards, don’t be afraid to help each other out- collaboration is the key to successfully escaping the island!

The “**Do Not Open**” Packet: Don’t open it just yet- you have to earn it! See **Variations** on page 11 to learn how to prove you are worthy of its contents.

Set-Up

You can keep track of the 2 minute countdown with the Timer included, or by downloading and playing the soundtrack found at:
<http://oldchap.games/panic-island/>



Then, take the following 25 cards, and shuffle all but the Volcano Card.

All 16 Character Cards:



Cave Dwellers



Dodos



Eggs



The following 6 Action Cards:



Tornado



Mirage



Beehive

Both Supply Cards and the Volcano Card:



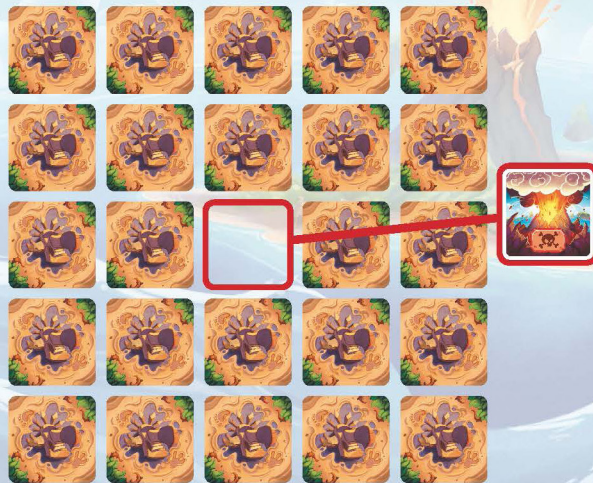
Raft



Paddle



Then, create the island by placing the shuffled cards face down into a 5x5 grid, with the Volcano Card in the center. Your playing surface should look like this:



To make the game more difficult, you can place the Volcano Card in a different location, just make sure everybody remembers where it is.



When using the soundtrack, start playing when you hear the rooster! Every 30 seconds the sound of a bell will give you a hint of where you are at time wise. The soundtrack ends when the volcano erupts. Good luck!

Playing the Game

Pick the player who will take the first turn; play will continue clockwise from them. Then, flip the hourglass, or start the soundtrack, and get to saving!

Taking turns, flip 2 cards to try and save the Character Cards and find the Supply Cards to escape the island (See 1. Flipping Cards). However, only once during the game, instead of flipping 2 cards, one player can use their turn to trigger the Gouga Effect (See 2. The Gouga Effect).

1

FLIPPING CARDS • SAVING DODOS AND EGGS

If you flip two Character Cards of the same color, one of them may be saved according to these rules:

- **Dodos are saved by cave dwellers**
- **Eggs are saved by dodos**

When a Dodo Card or an Egg Card is saved, remove that card and place it safely next to the island. The other card must stay on the island and in the game; flip it face down so the next person can take their turn.

Save a Dodo: The Dodo Card is saved and removed, while the Cave Dweller Card is flipped back over.

Save some Eggs: The Egg Card is saved and removed, while the Dodo Card is flipped back over.



Uh oh! If neither card is saved, flip both back over.

Note: To learn how to save cave dwellers, see The Gouga Effect on page 7.

Action Cards

If an Action Card is flipped, you must carry out the action immediately. If two Action Cards are flipped, do one right after the other. If you flip a...

- Tornado:** Everyone must stand up and spin around once.
- Mirage:** Swap the position of both flipped cards.
- Beehive:** Everyone needs to pile up their hands on the card.

Supply Cards

Both the Paddle and Raft Cards need to be found in order for your mission to be a success- you need to leave the island somehow! If either of these cards is flipped, place it safely next to the island.

Volanic Explosion

If the Volcano Card is flipped, it erupts immediately and the game is over!



2

THE GOUGA EFFECT

Only once during the game, someone can yell **“Gouga!”** during their turn to summon the Island’s god for a little help. This triggers the Gouga Effect. Gouga can save any character, and is the only way to save the cave dwellers, so use him wisely!

After you shout **“Gouga!”**, call out one character (cave dweller, dodo, or eggs) and then flip over a card. If the flipped card matches what you said (the color does not matter), that card is saved and it is the next player’s turn. They also call out a character and flip a card. Again, if it matches, that card is saved. Play continues this way until a flipped card does not match a called-out character.

If the flipped card doesn’t match or an Action Card is flipped, the Gouga Effect ends and play continues as before. If an Action Card was flipped, the action needs to be carried out. Gouga cannot be called on again.

Tips: Try to call out Gouga when there is enough information, and enough time left, to save the cave dwellers! The Gouga Effect continues as long as the right cards are found, so remember to collaborate.

Example: Players want to call out Gouga and it is Martin’s turn. He calls out “Gouga!” and then says “cave dweller” and flips a card. It is a cave dweller, so it is saved. Then it is Corinne’s turn, she calls out “eggs” and flips a card. The card shows eggs, so it is saved. Then it is Kathryn’s turn, she calls out “dodo” and flips a card. The card shows a cave dweller. The Gouga Effect ends and play goes back to normal.

End of the Game

The game ends as soon as the timer is up, the audio is over or the Volcano Card is flipped.

Mission Accomplished

You found the paddle and raft before the time limit and got off the Island! You can now count your points.



Try Again

You didn't complete the mission. The Volcano Card was flipped OR you didn't find the raft and paddle before the time limit was up.

Counting Points

You get one point for every Character Card you successfully saved.

0 points Point Scale

Catastrophe! Nobody survived the volcanic explosion.

1 to 4 points Chiefs-in-Training

The raft isn't full, but at least you tried.

5 to 7 points Novice Chiefs

Not too bad, at least the dodos won't go extinct!

8 to 11 points Deputy Chiefs

Good job, you kept your cool!

12 to 15 points Head Chiefs

Way to go! You handled the situation like true leaders!

16 points Equal to the Gods

Bravo! Gouga congratulates you!

Play again to see if you can improve as a team! Looking for a challenge? Check out the Variations on page 11 to see if you can master those missions as well.

The Action Cards

Use this as a reference for all Action Cards. There are two different types of Action Cards, temporary actions and lasting actions. For suggestions on how to mix the Action Cards into the game, see Variations on the next page.

1. Temporary actions: These cards take effect immediately, but play continues normally after they are completed. If you flip a...



Tornado: Everyone must stand up and spin around once.



Mirage: Swap the position of both flipped cards.



Beehive: Everyone needs to pile up their hands on the card.



Earthquake: Everyone must switch seats.



Totem: Place a saved card back onto the island, face down (any Character Card from the saved pile, to any location in the grid).

2. Lasting action: When one of these cards is flipped, it remains face up and in effect until the next Character Card is saved. Then, the effect ends and the card is flipped back over. If you flip a...



Rainbow: Characters switch which color they save (red saves yellow, and yellow saves red).



Swamp: Whoever flips this card needs to keep their hand “glued” to it.



Fog: Everyone must play with one eye closed.



Grotto: Everyone needs to play with their chin on the table.



Thunder: Nobody can speak.

Note: If more than one lasting effect card is in play at the same time, they all stop once a Character Card is saved.

Variations

Remember, you use 25 cards each game: 16 Character Cards, 1 Paddle Card, 1 Raft Card, 1 Volcano Card, and 6 Action Cards. Once you get the hang of the original game, you can use any 6 Action Cards. Try some of the following variations to switch up your mission!

Original Game



Tornado



Mirage



Beehive

1

2

3

Fog variant



Grotto



Swamp



Fog

1

2

3

Sky Variant



Fog



Rainbow



Thunder

1

2

3

The Shake Warning



Earthquake



Tornado



Totem

1

2

3

Run for Safety Variant



Beehive



Grotto



Rainbow

1

2

3

Storm on the Island



Tornado



Mirage



Thunder

1

2

3

Panic Variant!



Earthquake



Thunder



Beehive

1

2

3

Get Out!



Swamp



Totem



Grotto

1

2

3



When to open the “Do Not Open” Packet

Each time you play a different variation, check off the little boxes underneath that variation, based on how many points you scored (see below). Once you have checked off 10 boxes, you are worthy of opening the “Do Not Open” Packet!

Score 8 to 11 points: Check off box 1.

Score 12 to 15 points: Check off boxes 1 and 2.

Score 16 points: Check off boxes 1, 2, and 3.

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