## ESCAPE from NEMO'S ISLAND







12 +



## **OVERVIEW**

Escape from Nemo's Island is a strategic board game with a unique blend of cooperative and competitive play. Players must work together to gather Supplies and escape the island, but work for themselves to find Treasures to win.

If the players are too greedy, they wont gather enough Supplies to escape the Island. But, if they are too altruistic, someone else will find more Treasure.

## **BASIC GAMEPLAY**

Players take turns moving around the board and exploring (revealing) Location cards and getting Clue cards. Clue card point to one of the 3 needed Supplies (Food, Water or Fuel), or point to where a Treasure is burried. But, there are 9 Trap cards hidden around the Island. When too many of the Traps have been revealed, the Volcano erupts and begins to cover the island in hot lava. Players must then escape in the *Nautillus*, <u>if</u> they have gathered enough Supplies.

## **COMPONENTS**

- 36 Location cards
- 45 Clue cards
- 18 Treasure cards
- 9 Character cards
- 4 meeples
- 34 Lava tokens (red)

- 10 Victory Point tokens (4 yellow, 6 pink)
- 4 Food tokens (green)
- 4 Water tokens (blue)
- 6 Fuel tokens (brown)



Players have become stranded on Nemo's Island, where Captain Nemo retired from the world long ago. They must work together to gather Supplies (Food, Water and Fuel) and escape in Nemo's sub, the Nautillus.

During the game, players can travel around the island and discover Clues about the location of the Supplies. Once found, the Supplies need to be transported to the Nautillus. Some of the Clue cards also can lead the players to the Treasures that Nemo hid around the island.

But, Captain Nemo has left a number of traps around the island. If the players stumble onto too many of them, the **Volcano** on the island erupts and will cover the island in lava.

Players must recover the needed **Supplies** and escape the island. The player with the most points in Treasures wins.

Be too greedy, and you wont escape, but be too helpful, and someone else will win.

Plays with 2 to 4 players, but is best with 3 or 4.



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