

ESCAPE

from

NEMO'S ISLAND

A semi-cooperative game by Ed Wedig



SEARCH A TRAPPED ISLAND FOR
FOOD, WATER, FUEL AND TREASURE.

BALANCE FINDING SUPPLIES TO ESCAPE,
WITH FINDING TREASURE TO WIN.

ONCE TOO MANY TRAPS ARE TRIGGERED,
THE VOLCANO EXPLODES.



BE TOO GREEDY,
AND YOU
WONT ESCAPE,

BUT BE TOO HELPFUL,
AND SOMEONE ELSE
WILL WIN.

SELLING POINTS

☠ **Semi-cooperative:** Players must work together to escape the island, but also work for themselves to win the game.

☠ **Clue cards:** Players gather Clue cards as they explore the island. Each card points to a unique intersection of column and row, and tells the player that they can obtain a supply, or a treasure, at that intersection.

☠ **Random setup:** The island is represented by a 6x6 grid of cards that are placed face down. Players can tell how dangerous a location is by the number of skulls on the back, but not necessarily what is at that Location until the card is flipped over.

COMPONENTS

142 Location cards

4 meeples

10 Victory Point tokens
(4 yellow, 6 pink)

4 Food tokens (green)

4 Water tokens (blue)

6 Fuel tokens (brown)

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