

KRAKATOA

THE LOST ISLAND

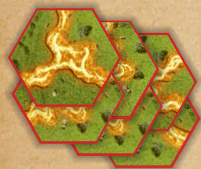


The smoke grows heavy over the island of Krakatoa and it seems beyond all doubt now that a catastrophe is drawing near. If the volcano erupts all life on the island will be destroyed and among it many endangered species. Along with several other explorers you have now reached the island, determined to bring with you as many creatures as possible to ensure the survival of their species. Not even the menacing volcano that watches over the terrain could stop you from coming to the island. But perhaps it will stop you from leaving...?

GAME COMPONENTS



six volcano tiles



30 lava tiles



game board and scoring chart



40 rank I tokens



20 rank II tokens



Four game pieces



24 search tokens



12 item tokens



6 boat tokens



20 cubes in four different colors

SUMMARY

Krakatoa - the lost island is a game for 2-6 players where you take the role of explorers determined to rescue rare lifeforms from an island about to be destroyed by a volcanic eruption. Players will compete to rescue the most precious animals and plants and victory points will be scored based on the specimen you have collected. The volcano grows ever more active as the game progresses and its eruption is inevitable. When that happens players must get to a boat to escape the island or perish with it. Escaping successfully is worth a significant amount of victory points. The winner is the player with the most victory points.

SETUP

- 1) Place game boards.** Place the game board within reach of all players and the scoring chart next to it.
- 2) Deal out game pieces.** Each player chooses a game piece and places five wooden cubes of the same color on the scoring chart, one cube at the bottom of each track. They also take a boat token and place it in front of them for now.
- 3) Place the tokens.** There are four types of tokens to place on the island: rank I tokens, rank II tokens, search tokens and

item tokens. Rank I and rank II tokens are referred to as large tokens. Search tokens and item tokens are small tokens. Shuffle each set of tokens separately and randomly place them on the game board according to the instructions at the bottom of each area. **Search tokens are placed face down** so that their content is secret, but the other tokens are placed face-up, visible to all players.



Place one search token (face-down) and one rank I token (face-up) in this area.

- 4) Place volcano and lava tiles.** Order the volcano tiles by number and place them on the volcano at the center of the island with the highest numbered tile on top. The volcano tile with the 4+ icon is only used for games with four or more players. The lava tiles are shuffled and placed in a pile next to the game board.



- 5) Start playing.** The player to most recently visit an island with a volcano gets to choose first where to start by placing their boat and pawn on an empty square by the coast. Then in counter-clockwise order all players choose different starting locations. The last player to place their boat takes the first turn (to compensate for being the last to choose starting location). Game play then proceeds in clockwise order.

ACTIONS

During your turn you may take **two** actions. As an action you may do one of two things. 1) Move up to two steps and claim a small token in the area where you ended your movement. 2) Claim a large token (rank I or rank II) in your current area.

Moving

When moving you may move your piece up to two steps. Each movement into an adjacent area counts as one step. You may not move into impassable terrain (territories marked with red borders – the volcano, lakes and lava tiles) or into the sea.

Claiming tokens

When you claim a token you put it face-up in front of you, and resolve any further events caused by that token. If there is more than one token in your area that matches your current action you may only claim one of them, and must spend another action if you want to claim the other token. Note however that small tokens are always claimed for free (and must be claimed) as a part of the move action.

Example: Blue player starts his turn in an area with two rare tokens (green). He can't claim both on the same action so he spends one action to claim the first token, and then his second action to claim the other.

TOKENS

Large tokens

The large tokens (rank I and rank II) are placed face-up at the start of the game. There are three types of large tokens: basic, rare and items. Basic and rare tokens provide scoring points in the category indicated at the bottom right of the token. There are five scoring categories that relate to the creature type the token represents: flowers 🌸, butterflies 🦋,

birds 🐦, frogs 🐸 and monkeys 🐒. There is also a wild symbol ⚡ which lets you choose what category to score points in. Scoring points is described in more detail on next page.

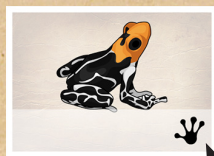
Basic tokens (white) are all worth one point in the indicated category when claimed. There are no requirements for claiming a basic token, except that you must perform the corresponding action.

Rare tokens (green) are worth two or more points in the indicated category. The number of icons on the token shows how many points it scores. To claim a rare token you must have access to the right items. The symbols in the top left of the token show what items are needed to claim that token. When using an item to claim a token the items used are discarded from play and may not be used again.

Items (yellow) don't provide any points but they are required for you to claim the rare tokens (green). There are also wild items which may be used in place of any item once. They can only replace one item and are removed from the game after use.

Item tokens

Like the large tokens, item tokens are placed face up at the start of the game. They can be used to claim rare tokens, just like the large item tokens. However, they are automatically picked up when entering the area since they are small tokens.



scoring point



A rope is needed to claim this rare token. The rope is then discarded.



Also, when they are discarded small items are placed face-up next to the game board. They can be reclaimed by a scoring bonus (see next page). Wild items are removed from the game after use though, as they can not be reclaimed by the scoring bonus.

Search tokens

Search tokens are all placed face-down during setup and kept secret until someone claims them. Like the small item tokens they are automatically picked up when the area is entered. The search tokens can be of a few different types:

Volcano tokens: Whenever one of these tokens are revealed the top volcano tile is discarded from play, revealing a more active volcano to show that the eruption is drawing nearer. Each volcano token also provides one scoring point in the category indicated on the token.

Items: These function just like the small item tokens and may be used to claim rare tokens (green) that requires a matching item. When discarded they are placed face-up next to the game board (except for the wild items).

Gems: These are wild scoring points that lets you score one point in a category of your choice.



Wild items are removed from the game after use.



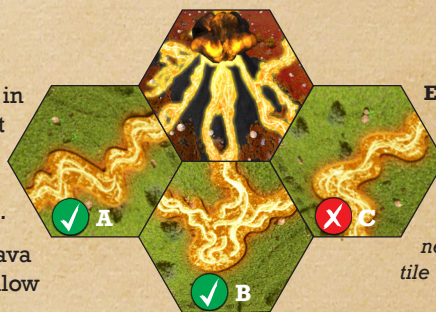
ERUPTION

When the last volcano tile is revealed the volcano goes off in a terrible eruption. Players must then get to a boat so that they can leave the island before it is completely destroyed. You leave the island by moving your piece onto a boat and removing both boat and player piece from the game board.

After the volcano erupts players must draw and place one lava tile at the end of their turn. Placement of lava tiles must follow these rules:

- The inflow of the lava tile must connect to the outflow of either the volcano or another lava tile. The volcano has outflow in all directions.
- The lava tile may not be placed on the volcano, another lava tile, in the sea or on a player's piece. You may however surround a player's piece with lava or block its path to a boat. Any tokens in the area are discarded.

If you can't place the lava tile without violating these rules simply discard it without drawing a replacement. Also note the tile to the left. If the player count equals or exceeds the number on a tile like this, this tile is discarded without drawing a replacement. For two player games players draw two lava tiles at the end of their turn instead of one.



Example: Lava tiles must connect with the flow of at least one other tile, but all connections must not match. The image shows correct placement of tile A. Tile B is also correct since only one connection needs to match. The placement of tile C however is not allowed.

Players may not move through lava tiles.

When you have left the island you can't take any more actions but you still draw and place lava tiles on your turn. The game ends when all players have left the island or all lava tiles have been placed or discarded.

Escaping from the island by boat is worth 10 VPs. Any player still on the island when the game ends will not gain these victory points.



Escaping successfully is worth 10 VPs which is indicated on the back side of the boat token.

THE SCORING CHART

The scoring chart is where players keep track of how many points they have scored in each scoring category. The scoring chart consists of five tracks that correspond to the five scoring categories: flowers 🌸, butterflies 🦋, birds 🐦, frogs 🐸 and monkeys 🐒. Each player has five wooden cubes that must all stay on one track each. At the end of the game the position of each player's cubes are converted to victory points.

Scoring points

When scoring one point in a given category move your cube up one step on the corresponding track. There may never be more than one cube on each step of the track, so whenever a cube advances any occupied step on that track is ignored. This means that a cube can advance several steps on the track even though it only moves a few steps. There may be multiple cubes on the first and last step of each track.

Example: Red player gains two bird-points and advances her cube on that track. Since both blue, green and yellow is ahead of her she ignores those steps when moving the cube, effectively advancing five steps though it technically only moved two.

Scoring bonuses

When you move a cube past a thick line on the scoring chart you gain a bonus. The icon at the end of that line shows what type of bonus you get. You are limited to just one bonus per action, so if a bonus would result in you getting an additional bonus the second bonus won't count.

Wild point: This bonus gives you a free scoring point in a category of your choice.

Bonus action: This bonus lets you take an additional action (moving or claiming a token).

Free item: This bonus lets you claim one of the items that have been used and discarded previously in the game. Only small tokens can be claimed this way. Wild items may not be claimed.

Victory points

Cubes on the scoring chart convert to victory points in three ways.

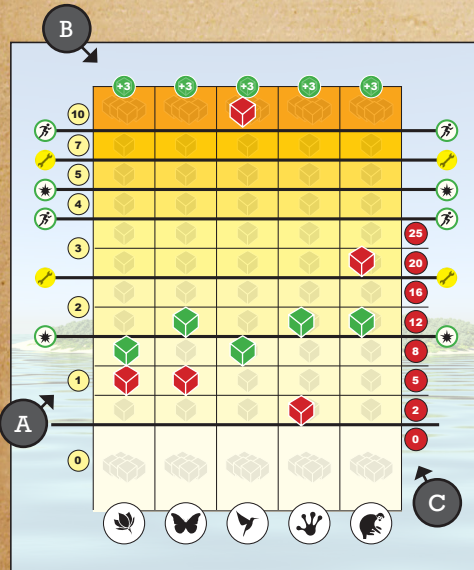
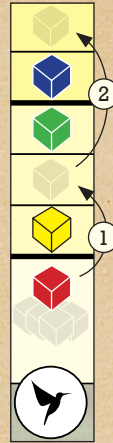
Basic points: Each cube is worth victory points (VPs) depending on the highest threshold it has passed. This value is found to the left of the chart and goes from 0 VPs, for not advancing at all, to 10 for reaching the end of the track. These VPs are scored once for each cube.

Best cube: The player who controls the cube that is highest on a track scores another 3 VPs for that cube. These points are awarded once for each track, for a total of five times. Even though the last step on each track can contain more than one cube these bonus points can only be awarded to one player. If this happens the bonus points goes to the first player that finished the track. Players can place the first cube that finishes a track on the +3 circle to remember that they have earned that bonus.

Lowest cube: Each player is also awarded VPs for their lowest scoring cube according to the numbers to the right of the scoring chart. These points are awarded once per player.

Note that the way VPs are earned it is most profitable to either focus heavily on a few categories, or evenly on all five.

In addition to these victory points players that escaped successfully earn a bonus of 10 VPs.



Scoring example

In this example red and green players has just finished a 2-player game. This is how victory points would be determined based on the position of their cubes.

A) Basic points:

- Red gains $1+1+10+1+3=16$ VPs
- Green gains $1+2+1+2+2=8$ VPs

B) Best cube:

- Red gains +3 VPs for having the best bird cube and another +3 VPs for having the best monkey cube, for a total of 6 VPs.
- Green gains 3×3 VPs for having the best cube in the other three categories.

C) Lowest cube:

- Red's lowest cube is the frog on the first step which provides +2 VPs.
- Green's lowest cube is the frog cube on the third step which provides +8 VPs.

Total:

- Red: $16+6+2=24$ VPs
- Green: $8+9+8=25$ VPs

Also remember that any player who escapes at the end gains another 10 VPs.

END OF GAME

The game ends when all players have left the island or the stack of lava tiles has run out.

The winner is the player with the most victory points from the scoring track plus any bonus points for escaping. In case of a tie having escaped the island is the first tie-breaker. If there is still a tie basic points are the second tie-breaker. If there is still a tie the victory is shared.