The FOG
Escape from Paradise

Review Copy   👥 1-4   🕐 45–80   🚸 10+ │ **Kickstarter**   👥 1-6   🕐 45–120

The perilous FOG is slowly and merciless taking over their island. Nobody swallowed by it has ever come back. The Islanders have one last chance to escape The FOG. Can you save them?

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Zanay, the beautiful and lonely island in the Great Ocean and the home of many nations including the Wolxar, Abxaru, Tazul'u and Redyii has been threatened for weeks now by a mysterious giant dark wall of FOG. At first it was only visible far on the horizon, but one day the FOG reached their home. Bit by bit it crawled over the island. What is in or behind the FOG is unknown. Nobody that ever went into the FOG – courageous warriors, wise elders and others – or who got "swallowed" by it, ever came back.

Except for the last village Zuarell on the east coast at the Xappalo Bay the whole island has now been swallowed by the FOG. All nations have rushed to build boats in the bay over the last weeks, in an attempt to try and escape the FOG. Their only hope is an ancient tale, which over generations and centuries has been passed on – about their original home Yamagi, the magic land. It is supposed to lie somewhere very far to the east.

They thought they had at least another two or three days to embark. But suddenly the FOG gets faster and faster and everyone – leaders, elders, sailors, warriors and commoners – just start running in pure panic with no regard for the others, to try and reach the boats somehow before the FOG reaches them.

Can you help Roxira, Dayark, Tumroq, Loxior and all the others? Hopefully as many of them as possible will be saved. It all depends on you …

You play as an ancient guardian coordinating the difficult path of your fleeing islanders towards their rescue boats. The beach is packed, and everyone is panicking. Will you stay calm and make sure that your islanders reach their boats before The FOG reaches the shore? You will receive rescue points for each Islander that you rescue. But beware: time is not on your side while The FOG is continuously rushing forward swallowing anything and anyone in its path. The player who collects the most rescue points will win the game against The FOG and the other players.

Become the most successful and respected island guardian by saving the islanders from the terrible FOG.
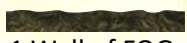
2. Components
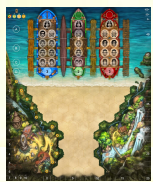
1 Board
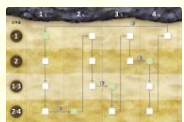
1 Turn Board

4 Player Aids

4 Movement Point Tracks

1 Wall of FOG + stand

3 x 5 Obstacles (Rock, Driftwood, Bush)

4 Boat scorings

14 Preparation Bonuses

1 FOG marker (grey)

1 Turn Marker (beige)

2 Hourglasses (60 Sec.)

For each of the playing colors there are:

10 Player discs

2 Player markers

2 Counters

For the Solo play there are:

3 Nation movement points

3 Nation markers

There are 32 islanders in 3 different (boat) colors.
One color represents one nation.

There are 5 different islander types:
Leader   Elder   Warrior   Sailor   Commoner

For each nation there is 1 leader and 2 commoners;
All other islander (types) exists 1 time more than displayed.

1 Place the board in the middle of the table and put the islanders and obstacles next to it. In a 3-player game remove 1 red 🧑 and 1 blue 🧑 commoner.

2 Place the **preparation bonuses** face up on the boats (blue/red 6-2, green 6-3) – highest value on top, sorted in descending order.

3 Drop the 4 **boat scorings**. Now place them in descending order from A to D.

4 Each of you receives ...
- **one 7-point movement track**
- **one player aid**

5 Each of you chooses a color (2 players: choose 2 colors each) and receive in this color ...
- **2 counters**; place one on the 0 and 0+ (top right) of the rescue point track
- the number of **player discs** as stated in the table below
- **2 player marker**; place one on the 7 of your movement point track

6 Place the **FOG marker** 📱 on the FOG track (position according to the following table)

| No. of players 🧍	2	3	4
FOG marker 📱	9	10	9
Player discs ⬭	8	10	8
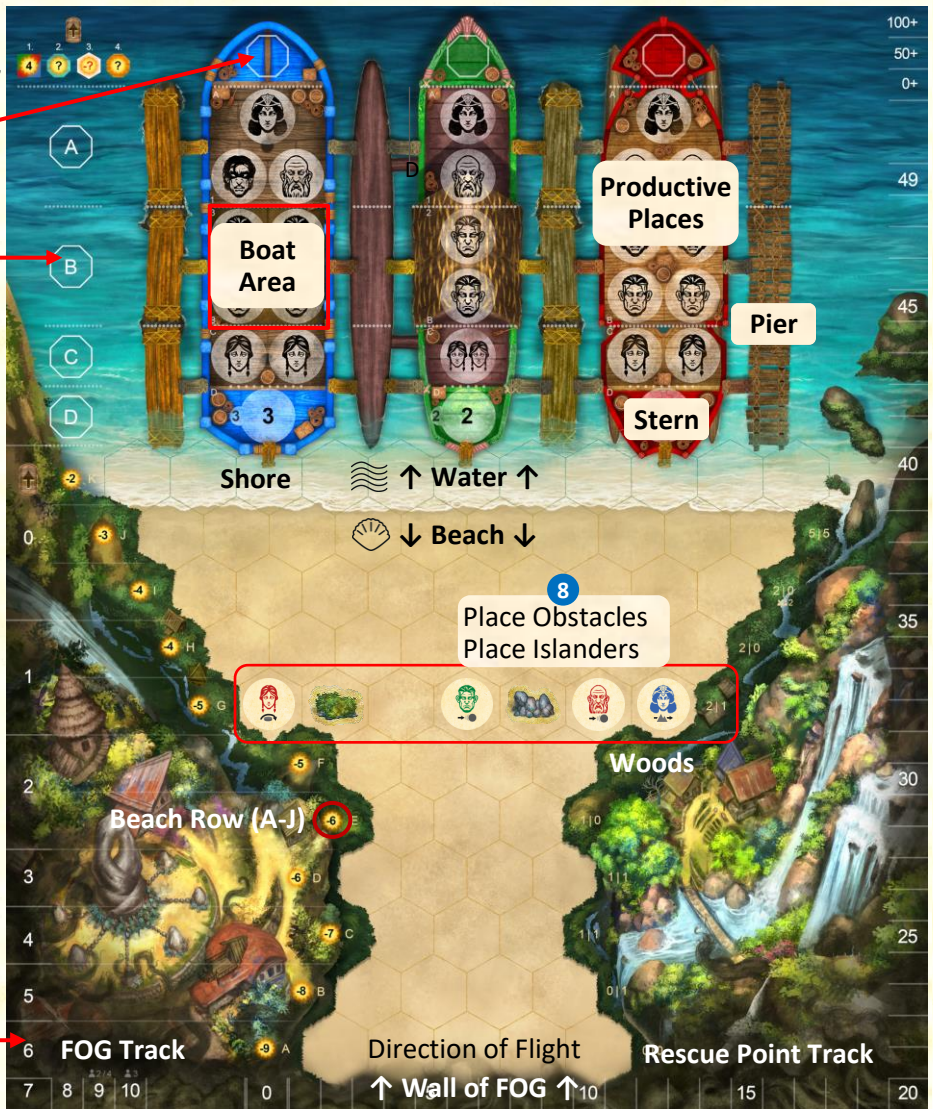
Place the 3D Wall of FOG beneath the board. It complements the FOG marker visually.

7 **Starting player** becomes whoever was swallowed by a FOG last. Otherwise determine it randomly.

Select the **Turn Board** according to the number of players (🧍) and place it next to the board. Place the **Turn Marker** 📱 on the top left (green) field.

The starting player places one player marker on the top round field 1. Moving clockwise, the other players then place their markers on the next fields (2 players alternating).
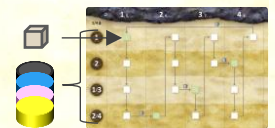
8 You will find 2 numbers to the right of each beach row A–J **(left = obstacles, right = empty hexes)**
1. Place the stated number of **obstacles** randomly in each beach row A to J (starting with A) – the different illustrations are for visual reasons only. Observe the following thereby:
   - no more than 3 obstacles may be placed adjacently as a group
   - no more than 3 obstacles may be placed adjacently to the woods in total
   - no more than 2 obstacles may be placed next to one another in row J
2. Place all islanders randomly in the beach rows A to I (starting with A). Leave in each row as many empty **hexes** (spaces) as stated.

In a 3-player game, there will be 2 additional empty hexes in row I. Determine these randomly.

Example:
1. Place 2 obstacles in this row
2. Now place islanders in this row while leaving 1 hex empty

9 Put the remaining components back into the box. They will not be needed. The game is now ready to start!

Boat Area

Productive Places

Pier

Stern

Shore   ≈ ↑ Water ↑

🐚 ↓ Beach ↓

Place Obstacles
Place Islanders

Woods

Beach Row (A-J)

FOG Track

Direction of Flight

↑ Wall of FOG ↑

Rescue Point Track

The game consists of 2 phases. You play each phase once, one after the other. Then the final scoring takes place.

1. **Phase 1 – Draft islanders**
   One by one, each player chooses 1 islander and places their player discs beneath it. Repeat this until all islanders are drafted.

2. **Phase 2 – Move islanders**
   You play several rounds. In each round each of you has 1 turn in which to move your islanders. To do so, you have 7 movement points available to use on the different movement types.
   After each round, the FOG marker moves 1 step forward, and you check whether any islanders were taken by The FOG. Those cannot be played anymore. The game ends once the FOG marker reaches the shore.

3. **Scoring**
   You receive positive and negative rescue points in 4 scoring categories:
   Reaching a boat, reaching one's own boat, islanders lost to the FOG, preparation bonuses

Phase 1 – Draft Islanders

- You play this phase according to the player colors of the Turn Board **from bottom to top**.
- The player on the bottom starts and chooses one islander on the board and places one of their own player disc's beneath it.
- Now the next player chooses another islander that has not been chosen yet and places one of their own player discs beneath it.
- Repeat this until all islanders have been chosen.

Pink has chosen

Phase 2 – Move Islanders

- You play this phase according to the Turn Marker of the Turn Board.
  The player marker to the left of the turn marker always indicates the active player.
  The starting player (top) starts the 1st round and is therefore the first active player.
- As active player you have **7 movement points (MP)** available to move your islanders. You may divide these points up in any way between your islanders.

  After each movement, advance the player marker down the Movement Point Track by the number of MP used.
  How you move the islanders – including the available movement types and their MP costs – will be explained in the following section "Movements".

- Your turn ends once you have no movement points left or you neither can nor want to move any more islanders. Unused points are lost.
- Finally, move the turn marker along the arrows to the next position.
  - <u>Vertical Movement (A)</u>: The new active player now does their turn.
  - <u>Horizontal Movement (B)</u>: The Turn Marker passes a FOG marker. Do the following:
    Move the FOG Marker to the next field on the FOG Track (next lower number).

    Check immediately whether islanders have been swallowed by the FOG. This happens if they are located in the same beach row as the FOG (Marker). This is possible starting with beach row A. If that is the case turn the islander tokens over. They are lost and cannot be played any more.
- The next round now starts. You are once again the active player (double move) and you can take your turn as the new starting player.
- Repeat this until the FOG Marker has reached the last field (0/🛖) at the shore or no player has any islanders left to move. The game ends with the departure of the boats and then the scoring takes place.
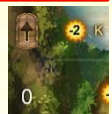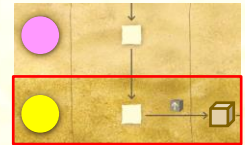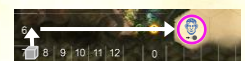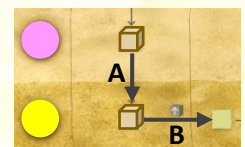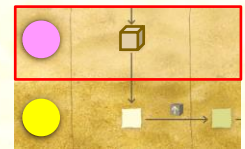
Scoring 🌟

- Now award the **Rescue Points (RP)**. To do this score the four scoring categories 1-4. Start by scoring all player colors in the first category, then go on to the next one and so on.

- You receive ...   (the numbers of the categories fit to the example shown below)

    1.   **4** RP   for each islander who is in the boat of its **nation (same color)**.   🟦**4**

    2.   **?** RP   per **boat area** A–D: for each islander in the respective area the RP pictured on the boat scoring marker on the left.   🔵**?**

    3.   **-?** RP   for each **islander lost to the FOG** the RP pictured to the left of this beach row.   🟠**-?**

    4.   **?** RP   for the total of all preparation bonuses.   🟫**?**

- Should there be more than one islander on one (boat) field, all are scored regularly.
- Islanders on the pier are considered rescued (they cling to the boat), but do not earn any RP.
- In a 2-player game only the lower of the two scores is considered.
  Family and casual gamers can alternatively also use the total of both scores.

- The player (guardian) with the most rescue points wins against the FOG and the other players and earns their respect.
- In case of a tie, the winner is the player who has lost the fewest islanders to the FOG, then who has rescued the most commoners. Should there still be a tie, then all of those have won against the FOG.

Example Scoring:
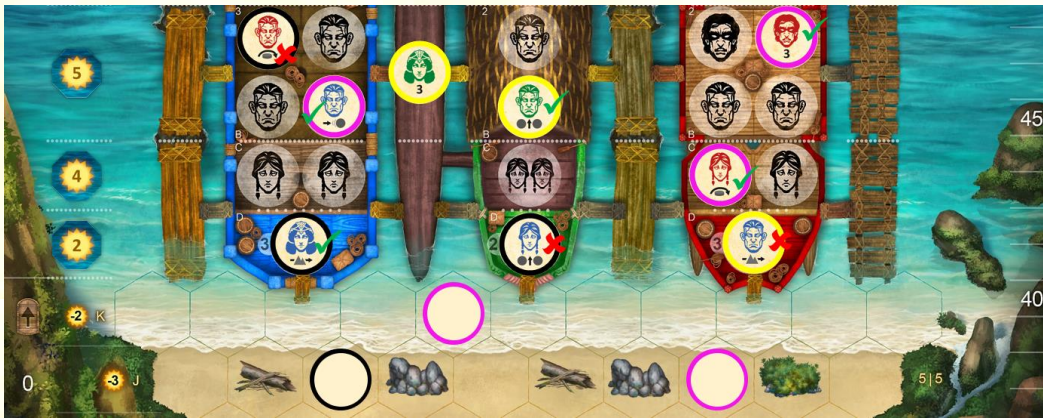
1. <u>Nation/Color</u>: Black and Yellow have 1 islander each in the correct boat and receive 4 RP each; Pink has 3 islanders in the correct boat and receives 12 RP (3x4)
2. <u>Boat Area</u>: Black receives 9 RP (sailor 5 + leader 2 + commoner 2); Pink receives 14 RP (5+5+4); Yellow receives 7 RP (5+2)
3. <u>Lost islanders</u>: Black lost 1 islander and loses 3 RP; Pink loses 5 RP (3+2); Yellow has lost no islanders and therefore loses no RP
4. <u>Preparation Bonuses</u>: Black receives for the collected preparation bonuses 10 RP (6+2+2); Pink receives 9 RP (5+4) and Yellow 11 RP (4+4+3)

The yellow leader on the pier clings to the boat outside and is considered rescued but does not receive any RP.

You can move your islanders using several different movement types towards the boats.
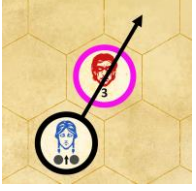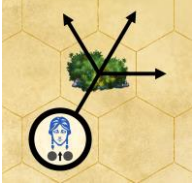
You may never end any islander's movement in an illegal position, such as on top of another islander (except in the boat), on an obstacle, or in the woods.

2-player game: both playing colors are played independently of one another; all rules referring to ones „own" player disc/islanders always refer to the current color played.

A) Beach

- On the beach, you can move the islanders via 6 different movement types.
  The necessary number of movement points (MP) depends on the chosen movement type.

- Each movement **must always end on an empty hex before the next movement may start.**

Each islander can perform the following movements:

Run	**1 MP**		**Swap**	**3 MP**	
Run to an empty adjacent field. This is also possible backwards.			Swap places with one adjacent islander.		
Push	**3 MP**		**Jump**	**3 MP**	
Push up to 2 islanders straight (A) or angled (B) (all pushed ones must move in the same direction).			Jump over one islander (only straight).		
Squeeze	**4 MP**		**Cross**	**4 MP**	
Squeeze through any combination of 2 islanders/obstacles/woods.			Cross one obstacle (straight or angular).		

Except for Running all other movements may **only be conducted by going forwards (towards the boats) or sideways (parallel to the shoreline)**, but never backwards (away from the boats).

Each islander chip has a symbol beneath the face. It shows which special characteristic this islander has. There are 6 different characteristics (symbols) altogether. This enables this islander to move more efficiently, differently or at a lower movement cost than other islanders.

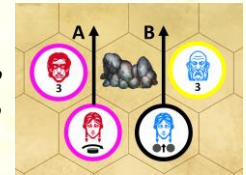Four of the characteristics relate to the movement types Push, Jump, Cross and Squeeze.

An islander may perform the pictured movement type always for 2 MP because he masters it especially well.

Example Squeeze:
(A) without charact. 4 MP
(B) with charact.   2 MP

Two other characteristics bring these islanders different, special benefits.

| **All-rounder** 3	**Endurance** +1
This islander can perform Squeeze ●↑● and Cross -▲▲➜ for 3 MP also.	After this islander has been moved actively, he may – as a last movement in his turn – run 1 additional field for free if possible (including entering a boat or switching sides in a boat).

On the backside of this rulebook, you will find a short overview of all possible movement types.

B) Water(area) ≋   includes shore, piers, boats

Once an islander reaches the shore slightly different movement options apply.
- **Each movement always costs exactly 1 MP** to the next field (hex).
- An islander may pass hexes with another islander on it and only needs to reach an empty field at the end of all its movements.
- **Except for Run, Switch and Endurance all other movement types and characteristics of the beach are not available anymore.**
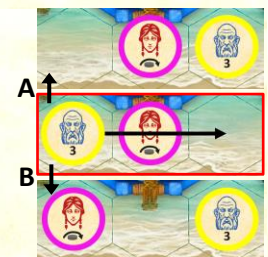- Each pier consists of exactly 3 fields.
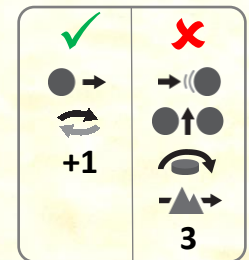
Generally, two different movement types can be performed in the water area.

1. **Run** (shore/pier)
   An islander can run to any adjacent field.
   In case there is already another islander on this field he can either
   A) run past him to the next field without taking notice.
   B) pull him back to the field he came from (Swap places); now he can stop or continue running.

   During the **transition from beach to the shore** the following applies:
   An islander on the beach (beach islander) can ...
   A) <u>not</u> push, jump over or squeeze through shore islanders.
   B) run past a shore islander for 1 MP (see above). A shore islander could thereby also be moved back to the beach via Swap.
   C) move from the beach via Jump, Cross or Squeeze onto a shore islander. He then needs to perform at least one further movement to an empty field.

Example: Yellow wants to run 2 hexes (middle)
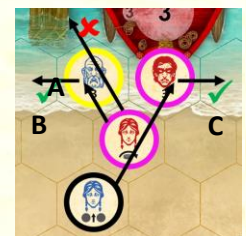
2. Boarding (Movement into or within the boat)

- Each islander can enter any boat – independent from its nation (color) – from the shore/pier via the portrayed planks. It is not possible to ever leave a boat again.
- An islander may only take an empty place (exception *Drive Off* – see below).
- An islander must either take a productive place (pictured) fitting to his islander type or must go into the stern.

    Productive Place: These are all the pictured places. Each place has space available for as many islanders as pictured.

    Stern: The area in the back of the boat. Any islanders may enter here up to the maximum capacity as stated (shown number).

- The following places are reachable for islanders when entering a boat:
    - From the shore only the stern can be reached.
    - From the pier only places directly on the same side of the boat or in the middle (stern) can be reached directly.
    - Islanders may switch sides. This is also possible while entering the boat and via any occupied places.
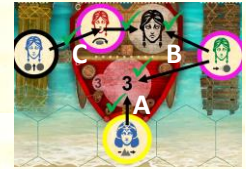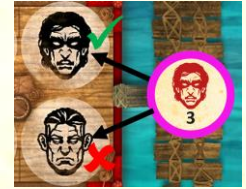
- The first islander who reaches a productive place in a boat (not the stern) receives – for making the boat ready for departure – **the top preparation bonus** of this boat. The player places it face down in front of him. The second one receives the next preparation bonus etc. – until all bonuses are taken.

- *Drive Off*: An islander may nevertheless take a productive place in a boat if …
    a) he is of that boat's nation (same color).
    b) the existing islander on the boat place is of a different nation (color).
    c) no other empty boat place can be reached with an eligible different movement for the same number of MP.
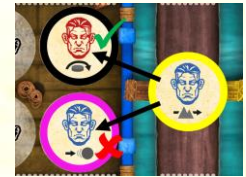
    If all these conditions are met place the boarding islander on the islander that is already in the boat.

> If you are sufficiently familiar with the game, you can change to the advanced version:
>
> If all these conditions are met place the boarding islander on that place. Move the *driven off* islander to the next best place in this order:
>
> a) same boat area
>
> b) stern (even if the maximum capacity is already reached)

Illustrations

For each islander type there is the illustration of one person.

Leader Vanexy

Elder Loxior

Commoner Roxira

Warrior Tumroq

Sailor Dayark

Use the options only after you are sufficiently familiar with the standard game.

1. Hourglass

Duration: significantly shorter (ensured max. turn times)

This option is for players who are looking for an even more realistic and intensive feel of the quick approaching FOG and want to experience the time pressure.

Game Setup: Place the hourglasses next to the board.

Move islanders (Phase 2) The rule is amended as follows:
As active player, turn over one hourglass at the beginning of your turn. Your turn ends also once the hourglass runs out. Any remaining movement points are lost.

2. Enhanced Movements

Duration: no impact

The option expands the possibilities to move in tight space by amending or changing the movement rules.

You can only *enhance* the 4 movement types Push, Jump, Cross and Squeeze. ***Enhancing* a movement always costs 2 additional MP** to the original cost of this movement (with or without the characteristic).

If you *enhance* the movements **Jump, Cross or Squeeze** you **always need a subsequent movement to an empty hex** (otherwise the islander would finish the movement illegally on top of another islander or obstacle).

➡☌● **Push**		👝 **Jump**		-▲▲➡ **Cross**		●↑● **Squeeze**	
Movement	3/2 MP	Movement	3/2 MP	Movement	4/2 MP	Movement	4/2 MP
Enhancement	2 MP	Enhancement	2 MP	Enhancement	2 MP	Enhancement	2 MP
→ angular push		→ via occupied hex		→ via occupied hex		→ via occupied hex	
→ push up to 3 islanders		→ angular jump					
		Needs 2. movement to an empty hex		**Needs 2. movement to an empty hex**		**Needs 2. movement to an empty hex**	

Push with pushing character.	*2 MP*	*1. Without Jump character.*	*3 MP*	*1. Without Cross character.*	*4 MP*	*1. With Squeeze character.*	*2 MP*
Enhanced	*2 MP*	*Enhanced*	*2 MP*	*Enhanced*	*2 MP*	*Enhanced*	*2 MP*
Total	***4 MP***	*2. Run*	*1 MP*	*2. Run*	*1 MP*	*2. Squeeze*	*2 MP*
		Total	***6 MP***	***Total***	***7 MP***	***Total***	***6 MP***

### 3. Minimum boat crew   *Duration: no impact*

This option is for players who like to have an uncertainty concerning the scoring of the islanders in the boat. Boats need a minimum crew to depart, otherwise they are not scored.

Game Setup: No additional setup is necessary.
You need to take the small numbers in the upper boat areas (A and B) into account during the game.

Scoring: Before scoring check to see if each boat meets the required criteria to depart. In order to depart, the stated number of islanders in each of both upper boat areas (A and B) must be present.
If a boat does not depart, it is not scored (scoring 1 and 2 for this boat are skipped). All player (colors) that have contributed the least crew to these two boat areas (total) lose 20 rescue points each.
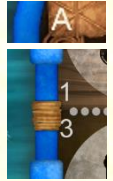
4. Team Play   *Duration: slightly longer (communication among each other)*

This option is for players who like to play semi-cooperatively. With 4 players it will be 2 teams with 2 players each.

Game Setup: No additional setup is necessary. Choose the turn board according to your player count.
It is best to sit alternating around the table (team members may not sit next to one another).

Scoring: Decide together upfront which scoring condition shall apply:
   a) Add up the RP of each team (total). The team with the most RP wins.
   b) Only the lowest score of each team is considered. The team with the highest score of those wins.

5. Rescue the leaders   *Duration: no impact*

This option is for players who want to have a challenging mission during the game that is scored additionally. Rescue the heroic leaders who left Zuarell as the last once. They are of great importance for the crossing.

Game Setup: Before you place the islanders do the following:
   a) Take the 3 leaders and in a 2/4 player game additionally one of the elders (this elder is considered a leader in this game as well).
   b) Place the leaders randomly in beach row A.

Draft Islanders (Phase 1): The rule is amended as follows:
   Each player (color) may choose only one of those islanders.

Scoring: Do one additional scoring before all others. You receive …
   14 RP   if your leader is on the productive place in his nation's boat.
    6 RP   if your leader is in the boat's stern of his nation.
    3 RP   if you leader is in the boat of a different nation.
   -5 RP   if you leader was taken by the FOG.

The elder as leader may enter the boat of his nation on the productive place, even if this place is already taken by another elder of this nation. He will be simply placed upon the other. In the standard scoring both will be scored normally.

You play as an ancient island guardian of Zanay who has to witness how the island is taken by the mysterious and dangerous FOG. As guardian you try to rescue the islanders entrusted to you from the fast-approaching FOG to send them safe and well on their journey to Yamagi.

You play one of the available scenarios. You can see after the game which rescue level you have reached based on your score. In addition, compare your score with your previous games as well as the scores of other players for this scenario. Become the best guardian of all – and be respected everywhere.

Aim

Receive as many rescue points as possible for the chosen scenario under the stated terms.

Optionally you may use the hourglass, as an aggravating condition. To do so see *Option 1* further above.

Short Overview for those who already know the multiplayer game

The solo rules are the same as the multiplayer game in general. The following changes exist:

- Given scenarios exist, which determine setup and additional scoring.
- The usual player colors are not used. Instead, the 3 boat/nation colors are used on the turn board. In each turn only the active nation (color) may be played. The available movement points depend on the nation (stated at the top of the boat on the nation movement point marker).
- The game is played without the islander drafting phase (phase 1) and without the preparation bonuses.

Setup

0 Go to scenario 1 further on.

1 Place the boat scorings on the indicated fields as pictured.

2 Put the nation movement points on top of the boats as shown.

   Alternatively, you could place them next to the appropriate nation marker on the turn board.

3 Place the FOG marker on the stated position of the FOG track (advanced: number - 1).

4 Put 2 counters of any color on the rescue point track as shown.

5 Place the islanders and obstacles as shown in the scenario description.

   It is recommended to place the islanders according to the numbers (see token backside).

   If you place the islanders by portrait, you should sort the islanders by color and type.

   If you want, you can place player discs in any color beneath the islanders to have a better grab of them. It is not necessary though for playing the game though.

6 Take the turn board for 3 players. Put the colored nation markers on the numbered fields (1 = blue, 2 = green, 3 = red). This corresponds with the boat colors from left to right.

7 Put the turn marker on the top left (green) field of the turn board.

8 Take a movement point track and put it in front of you with the 9-side up.

9 Choose a player marker in any color and put it in front of you.

10 Place the 3D Wall of FOG beneath the board. It complements the FOG marker visually.

Gameplay – Overview

You are playing in rounds, indicated by the FOG marker. In each round you play each nation once. Use the movement points available to this nation – to perform different movements, to move their islanders towards the boats. At the end of the round the FOG (marker) advances. Check whether any Islanders have been swallowed by the FOG. Islanders taken by the FOG are lost and not playable anymore.

The game ends once the FOG (marker) reaches the shore. During the scoring you receive positive and negative rescue points in several scoring categories.
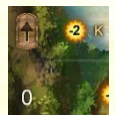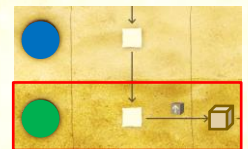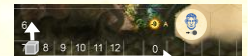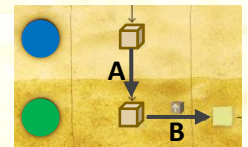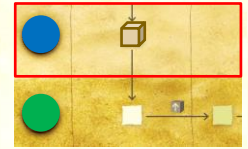
Move Islanders

- You play the nations in turn according to the turn marker on the turn board. The nation marker to the left of the turn marker always indicates the active nation. The nation (color) on top of the turn board starts and is the first active nation.

- Put your player marker on the field of your movement point track that corresponds with the nation movement points on top of the boat of this nation.

  During the turn of the active nation, you have **these movement points (MP)** available to move the islanders. You may distribute the points as you wish amongst them. After each movement, advance the player marker down on the movement point track by the number of MP used.

- The turn of the active nation ends once this nation has no movement points left or you neither can nor want to move any more islanders. Unused points are lost.

- At the conclusion of your turn, move the turn marker on the turn board along the arrows to the next position.
  - Vertical movement (A): Now do the turn for the new active nation as described above.
  - Horizontal movement (B): The turn marker passes a FOG marker ⬆. Do the following:

    Advance the FOG marker to the next field of the FOG track (next lower number).

    Check immediately whether islanders have been taken by the FOG. This is the case if they are located in the same beach row as the FOG marker (possible from beach row A on). If this is the case, turn those islanders (tokens) over. They are lost and cannot be played any more.

- The next round of the game starts with the same nation (double turn). Do its turn.

- Repeat this until the FOG (marker) has reached the last field (0, ⬆) on the shore or no nation has any islanders left to move. The game ends and scoring follows.

Movements

In section 5 you will find a detailed description on how to move the islanders – including the available movement types and their movement points. The movements of the solo-play correspond with the multiplayer game.

Scoring ☀️

- Now the **rescue points (RP)** are awarded. The three scoring categories 1-3 are scored one after the other, and the rescue point track is adjusted accordingly.
- If the minimum boat crew is stated for the scenario, deal with this first as described below **before** you carry out the regular scoring.

- You receive...   (the numbers fit to the example shown below)

    1. **4** RP   for each islander who is in the boat of its **nation (same color)**.
    2. **?** RP   per **boat area** A–D: for each islander in the respective area the RP pictured on the boat scoring marker on the left.
    3. **-?** RP   for each **islander lost to the FOG** the RP pictured on the left of this beach row.
    4. **-?** RP   only in case the scenario states special scorings: score these categories as described.

- Should more than one islander be on one field each of them is scored regularly.
- Islanders on the pier are considered rescued (they cling to the boat), but do not earn any RP.
- Should the rescue point track be not sufficient use the nation movement points as 50 RP tokens.

According to the points scored you will see your achieved rescue level as island guardian in the scenario description. Compare these results also with your prior scores and the scores of other players for this scenario.

Example for the 3 scoring categories:

1. <u>Nation/Color</u>: You receive 20 RP; blue boat 8 RP (2x4), green boat 4 RP (1x4), red boat 8 RP (2x4)
2. <u>Boat Area</u>: You receive 30 RP; blue boat 12 RP (5+5+2), green boat 7 RP (5+2), red boat 11 RP (5+4+2)
3. <u>Lost islanders</u>: You lose 7 RP (3+3+2)

The leader on the pier clings to the boat outside and is considered rescued but does not earn any RP.

Minimum boat crew

Before carrying out the scoring, check each boat to see if it departs. In order to depart, the stated number of islanders in each of the upper two boat areas (A and B) must be present (see small numbers).

If a boat does not depart, it is not scored (scoring 1 and 2 are skipped for this boat). Instead, you will lose the RP stated in the scenario description in the 4th scoring category.
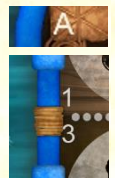
Solo Scenario 1:

Minimum Goal
(Deductions if missed):

• Minimum boat crew (see rulebook)
Per not departing boat -20

• In each boat at least
1 commoner of that nation
Per boat without -20

Gained Rescue Points:

175+	Rescue-Master
150 - 174	Rescue-Hero
125 - 149	Rescue-Pro
80 - 124	Rescue-Junior
<80	Rescue-Rookie

			Each	Special	Enhanced (option)		
●➡	Run	to an empty adjacent field	1	--			
⇄	Swap	places with one adjacent islander	3	--			
➡◉	Push	up to 2 islanders in a straight row	3	2	+2	→	3 islanders / angled
◠↘	Jump	over one islander (only straight)	3	2	+2 +X	→	via occupied hex/angular
-▲➡	Cross	one obstacle (straight/angular)	4	2	+2 +X	→	via occupied hex
●↑●	Squeeze	through 2 islanders/obstacles/woods	4	2	+2 +X	→	via occupied hex
3	All-rounder	3 MP also for ●↑● and -▲➡	--	3			
+1	Endurance	if min. 1 MP → end of turn +1 ●➡	--	+1			

+X = needs 2. movement

Run   1 MP   ●➡

Run to an empty adjacent field.
This is also possible backwards. 🔄✓

Swap   3 MP   ⇄

Swap places with one adjacent islander.

Push   3 MP   ➡◉

Push up to 2 islanders straight (A) or angled (B)
(all pushed ones must move in the same direction).

Jump   3 MP   ◠↘

Jump over one islander (only straight).
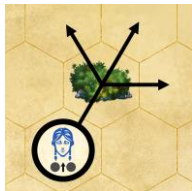

Squeeze   4 MP   ●↑●

Squeeze through any combination of 2 islanders/obstacles/woods.

Cross   4 MP   -▲➡

Cross one obstacle (straight or angular).

All-rounder   3

This islander can perform Squeeze ●↑● and Cross -▲➡ for 3 MP also.

Endurance   +1

After this islander has been moved actively he may – as last movement in his turn – run 1 additional field for free (including entering a boat or switching sides in a boat).

➡◉ **Push**	◠ **Jump**	-▲➡ **Cross**	●↑● **Squeeze**
Movement 3/2 MP	Movement 3/2 MP	Movement 4/2 MP	Movement 4/2 MP
Enhancement 2 MP	Enhancement 2 MP	Enhancement 2 MP	Enhancement 2 MP
→ angular push	→ via occupied hex	→ via occupied hex	→ via occupied hex
→ push up to 3 islanders	→ angular jump		
	Needs 2. movement to an empty hex	**Needs 2. movement to an empty hex**	**Needs 2. movement to an empty hex**
Push with pushing character. 2 MP *Enhanced* 2 MP ***Total*** **4 MP**	*1. Without Jump character.* 3 MP *Enhanced* 2 MP *2. Run* 1 MP ***Total*** **6 MP**	*1. Without Cross character.* 4 MP *Enhanced* 2 MP *2. Run* 1 MP ***Total*** **7 MP**	*1. With Squeeze character.* 2 MP *Enhanced* 2 MP *2. Squeeze* 2 MP ***Total*** **6 MP**