Survive the Island: Monster Pack

Several months after exploring the island, you decide to return, determined to recover all the treasure left behind by your less-fortunate teammates. This time you know what to expect... at least, you think you do. Suddenly, the earth begins to shake, the ground starts sinking into the ocean once more and new creatures emerge to hunt you down...

COMPONENTS

- 12 Creature meeples (3 Pterodactyls, 4 Krakens, 5 Whales)



- 5 Player Aid cards (1 per color)



- 8 Beach tiles (6 Piranha tiles, 2 Egg tiles)



- 2 Egg tokens



- 4 Kraken stickers



WHAT'S NEW

In *Survive the Island: Monster Pack*, discover **3 new Creatures**: Pterodactyls, Krakens, and Whales. There are also 2 new tiles: Piranhas and Eggs.

You may add all expansion components to the *Survive the Island* base game.

There are no changes to the game flow or victory conditions. Refer to the base game rules for more detailed explanations.

Before starting the game, decide which Creatures you want to play with, and if you would like to add Piranhas (see page 5) and/or Eggs (see page 6).

SETUP

Among the 6 Creatures available to face during the game, you must add at least **1 type of Creature per color**. This means you will have between 3 and 6 types of Creatures each game.

Creatures are grouped by color:

Base game Creatures →	 Shark	 Sea Serpent	 Kaiju
New Creatures →	 Pterodactyl	 Kraken	 Whale

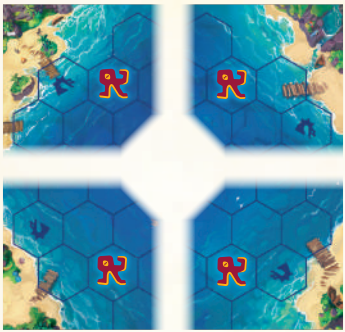
Note: *The 3 new Creatures are described on page 4.*

Depending on the Creatures in play, take the corresponding number of Creature meeples from the box:

Color	Creature	Number of pieces to play with: If it is the **only** type of its color in play	Number of pieces to play with: If playing with **both** creatures of its color
	Sea Serpent	x5	x3
	Kraken	x4	x2
	Shark	x6	x3
	Pterodactyl	x3	x2
	Kaiju	x2	x2
	Whale	x5	x3

After choosing, place the corresponding number of green and blue Creatures in a reserve near the board.

Then place the red Creatures on the board: Sea Serpents on spaces with the icon and Krakens on the spaces shown below. You can use the stickers provided in the box to mark the spaces on the board for future games.

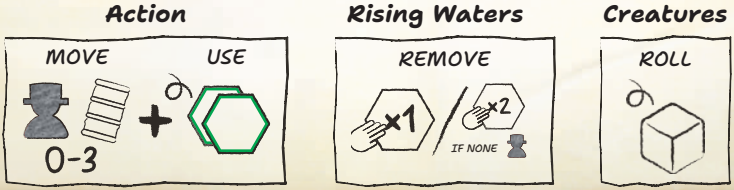


Note: *If you are playing with both the Sea Serpents and Krakens, place a Sea Serpent in the middle and place the other Creatures in the 4 corners of the game board.*

HOW TO PLAY

Each turn has 3 phases that occur in the following order.

Player's turn reminder



If playing with two types of creatures of the same color:

--→ **During the Rising Waters phase:** After you reveal a + or + Effect tile, place a Creature of this color from the reserve on this space. If all Creatures of this color are already on the board, move one onto this space.

--→ **During the Creatures phase:** After you roll the Creature die , move any Creature on the board that matches the color of the die. If there are none, nothing happens.

CREATURES: MOVEMENT AND INTERACTIONS



Movement: 1 to 3 Water spaces.

Interaction: Eliminates Rafts.



Movement: Straight line in any of the 6 possible directions with no limit to the number of spaces. Stops on a Water or Land space occupied by, at most, a single Adventurer.



Interaction: Eliminates all Adventurers (including Swimmers).



Movement: 1 Water space, then, after resolving any interactions, eliminates one Adventurer (it can be a Swimmer or not) on its space or any adjacent space, using its power.

Interaction: Eliminates Swimmers.

Note: *You may move Adventurers onto spaces adjacent to a Kraken, and even move Rafts onto its space with no risk. But watch out for its next movement!*

PLAYING WITH PIRANHA TILES

Ferocious Piranhas hide in the dangerous island waters. You have to avoid them at all costs!

During Setup, replace a Creature Die Beach tile with the red Piranha Effect tile.





Set the green Piranha Ability tiles near the board.

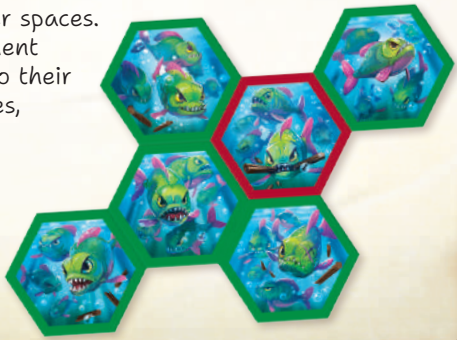
During the Rising Waters phase, if you reveal a Piranha Effect tile, remove all Elements (Adventurers and Creatures) on this space from the board, and leave the Piranha tile face up. Deal all green Piranha Ability tiles to players one at a time, starting with you then continuing clockwise.

⚠ *If playing with less than 5 players, some may receive multiple Piranha Ability tiles.*

Keep your Piranha Ability tile(s) face down, just like any other Ability tile.

During the Action phase, you may play Piranha Ability tiles. To do so, place it on a Water space adjacent to another Piranha tile (red or green) already on the board.

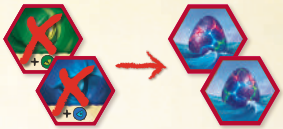
Treat Piranha tiles like Water spaces. Piranhas eliminate any Element that is placed or moved onto their space (Adventurers, Creatures, Rafts, and Eggs).



PLAYING WITH EGG TILES AND TOKENS

Creatures have laid Eggs around the island, and you'll be surprised by what hatches!

During Setup, replace a Green Creature Beach tile and a Blue Creature Beach tile with two Egg tiles.



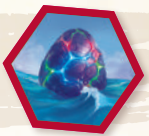
Place both Egg tokens near the board.

During the Rising Waters phase, if you reveal an Egg tile, take an Egg token and immediately place it on any Water space (empty or occupied).

At the beginning of your next Action phase, hatch the Egg: Roll the Creature die and replace the Egg token with one of the creatures of the corresponding color in the reserve. If there is no available creature of this color in the reserve, move a creature of this color already on the board to this space instead.

Return the Egg token to the box.

⚠ Keep the Egg tile in front of you as a reminder to hatch the Egg at the start of your next turn. Discard it after doing so.







FAQ

- **During the Creature phase, if playing with both Creature types of a color, how do you decide which type to move?**
  The active player makes all these decisions, including the order of resolution, if applicable.
- **Can the Pterodactyls move over Volcanoes, Creatures, Adventurers, Rafts, and Piranhas? Can they stop?**
  Pterodactyls can fly over any type of space. They cannot stop on spaces with a Volcano, Kaiju, or more than one Adventurer.
- **When the Kraken moves, do I have to eliminate an Adventurer by using its power, even if the only possible targets are my own Adventurers?**
  Yes.
- **On my turn, I want to play a Piranha tile, but there is no Water space adjacent to a Piranha tile. What should I do?**
  In this case, you cannot play your Piranha tile. Wait until a Water space is revealed next to a Piranha tile.
- **Are Eggs eliminated by Whirlpools or Volcanoes?**
  Yes.
- **Are Piranha tiles eliminated by Whirlpools?**
  No.
- **When I roll the Creature die, do I have to move the Creature even if that would eliminate it (ex: The only available Water space is a Piranha tile)?**
  Yes.

CREDITS

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TILES

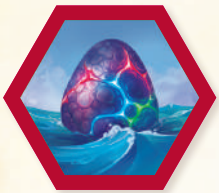
TILES WITH EFFECTS

(To be applied immediately)



Piranha: Leave the tile face up on its space. Deal all 5 Piranha Ability tiles to players one at a time, starting with you then continuing clockwise. Treat this tile like a Water space. Anything that is placed or moves onto it (Adventurers, Creatures, Rafts, and Eggs) is eliminated.

Number of tiles: x1



Egg: Place an Egg token on any Water space. At the start of your next turn, roll the Creature die and replace the Egg token with a Creature of the corresponding color.

Number of tiles: x2

TILES WITH ABILITIES

(Will be dealt in the course of the game)



Piranha : Place this tile on a Water space adjacent to another Piranha tile. Treat this tile like a Water space. Anything that is placed or moves onto it (Adventurers, Creatures, Rafts, and Eggs) is eliminated.

Number of tiles: x5