



ADVENTURE GAMES

DISCOVER THE STORY

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THE VOLCANIC ISLAND

GAME INSTRUCTIONS

An Adventure for 1–4 Players, Ages 12 and up

In this cooperative game, you and your team assume the roles of students and begin investigating mysterious incidents on a volcanic island. You will experience — and be part of — a story that plays out in four chapters. The game play for each chapter takes about 75 minutes, with the exception of the third chapter, which takes about 150 minutes. There are two different final chapters. If you only play through the game once, you will only experience one of them!

You can **save** the game at any time or at the end of a chapter (see p. 8). In this way, you can pause the game and resume later. Of course, you can also play the game all at once. Due to the length, we recommend that you take a break after chapter 2 and then continue playing at a later time, e.g. the next day.

Important: Do not look at any of the game materials before starting the game!
Do not flip through the adventure book and do not look at the fronts of the adventure cards. Wait until the game tells you to do so.

Game materials

- 120 Adventure cards
 - 90 Numbered cards (10–99)
 - 26 Other cards
 - 4 Character cards
- 1 Adventure book
 - 4 Character figure tokens
 - 34 Other tokens (Overview on back of adventure book)
 - 4 Plastic stands
 - 20 Location cards

Character cards



Adventure book



Location cards (front)



Location cards (back)



Adventure cards (back)

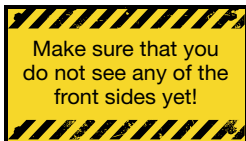


Character figures



GAME SETUP

Place the **adventure book** on the table. Remove the **four character cards** and the **turn overview card** from the adventure card deck. Place the **location cards** and **adventure cards** in face-down stacks on the table.



Carefully remove all of the **tokens** from the frames. Insert the **four character figure tokens** into their matching **stands**. Set aside the remaining tokens as a **supply**.

Take **location card A** from the location card stack and **adventure cards T1 and T2** from the adventure card stack. Place location card A face up in the middle of the table. Leave enough space around it for additional location cards.

Place the remaining **location cards**

in a **face-down** stack. Below this,

place the **adventure cards** in **four face-down** stacks: a stack of cards with **numbers** on their backs (**10–99**); a stack with **T3 and T4**; a stack with **M1–M5**; and a stack with **a1–e3**. The cards have letters and/or numbers on their backs so that you can search for them throughout the game without unintentionally revealing too much of the story. So it's easiest if you leave the cards sorted in alphabetical and numerical orders.

Place card **T1** on top of card **T2** as shown to the right. You start at **level 0** (see page 8). Finally, place the **four character cards** and the **turn overview card** face up in the middle of the table.



Game setup for 2–4 players

Each player now chooses one of the characters. Take the associated **character card** and **character figure**. Place the character card in front of you. Return the cards and figures of any unused characters to the box.

Solo game setup

This game also plays very well with just one player. In this case, play with **two (or more) characters** simultaneously. You can choose which characters you want to play.

Important Information


If the text on a card or in the adventure book contradicts the rules in this rulebook, the text on the card or in the adventure book applies!

- This is a **cooperative game**. Discuss with your team what you want to do, what objects you want to combine, and which locations you want to explore.
- At the end of each chapter and at the end of the game, **scoring** takes place. However, the score you achieve does not affect the story.
- We strongly recommend that you **take thorough notes** during your adventure: story hints, which locations you haven't yet explored on a location card, what items you want to combine, and so on. This is especially true if you save the game and want to continue playing another day. Some entries in the adventure book give you a choice, but allow you to come back later and decide differently. Often you will also be asked for adventure cards that you don't have yet. It may therefore be worthwhile to return to these places later.
- You will often make **decisions** that affect the course of the game and lead you to find certain adventure cards, location cards, and parts of the story, and not others. Chapter 3 and the final chapter in particular play very differently depending on the decisions you make. So, don't be surprised if during the adventure you are asked for certain cards that you don't have. You simply made a different choice. It is therefore worth playing the story a second time with different decisions!
- On pages 10–15, you can find **hints**, which you can use if you don't know what to do. Look up the number of the adventure card or location on the location card. For all of them there is a hint (often several) suggesting what you can do in order to advance the story.

Important: The hints don't tell you anything about the story, but just suggestions like "use item X at location Y," for example. They also don't affect your score at all. So, don't be afraid to use them!

- You can read the story aloud yourselves or you can have the story read to you by the free **Kosmos Helper App**.

Oh, and one more thing: You must occasionally be willing to engage in a suspension of disbelief to truly immerse yourself in this story! :)

Actually, two things: We have also hidden some Easter eggs in the game, including some elements from previous Adventure Games: The Dungeon and Monochrome Inc. Cards from The Dungeon that are marked with this symbol  cannot be combined with locations or other adventure cards. Happy hunting!

GAME OVERVIEW

The person who has most recently seen an island begins. Each team member goes through the following **adventure phases** during his or her turn:

Exchange adventure cards at anytime

1. Move character figure
2. Reveal a location card
3. Take one action

Then, the next team member in a clockwise direction takes his or her turn.

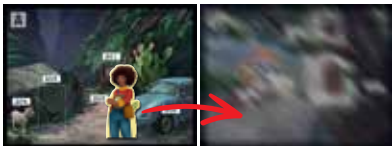
Anytime: Exchange adventure cards

You may exchange as many adventure cards as you like with team members who are **on the same location card as you** at any time during your turn. You may also give any number of cards without receiving any in return or receive any number of cards without giving any in return.

Free exchange variant: If you wish, your team can also decide that you can exchange cards at any time, no matter where you are (unless an adventure card says otherwise). This is unrealistic, but reduces the playing time a little.

1) Move character figure

You must either move your character to **another face-up location card** or **within the location card** on which your character is already standing, or **remain at a location**.



a) Move to another face-up location card

At the beginning of the game, only location card A is available for exploration. Over the course of the game, many more cards will be added. As soon as more than one location cards are face up, you can move from one to the other **as much as you want, unless an adventure card says otherwise!**

b) Move within a location card

You can also move from one location to the next within a location card to explore a location or combine an adventure card with a location (see pages 5 and 6).

c) Remain at a location

You can remain at your current location if you re-explore the location or combine an adventure card with it (see page 6).



Hint: Multiple characters may be on the same location at once. Place your characters right next to the location number, rather than directly on top of it, so you can still see it.

2) Reveal a location card

If you move your character to a location card that has not yet been revealed, reveal it and **read the corresponding entry in the adventure book**. There you will find a detailed description of what you see on the card. At the beginning, this is entry A for location card A. If you have already discovered a location card (the card is already face up), you may re-read its entry again at any time.

Important: After revealing the card, immediately place your character at the location on the card at which you would like to take an action.

Hint: Some location cards are only accessible via detours (a1–e3). The descriptions of these location cards are not at the beginning of the adventure book, so as not to reveal too much about the story. If you discover such a card, make a note of the number of the entry that describes it so that you can read the description again later if necessary.

3) Take one action

Unless an adventure card says otherwise, **you perform one of the following actions:**

- Explore a location, or
- combine two adventure cards with each other, or
- combine an adventure card with a location.

a) Explore a location on a face-up location card

On each location card, there are several locations that you can explore. Each location is identified **by a three-digit number**.



If you want to explore the location where your character is standing, **read the entry of the same three-digit number in the adventure book**. This will reveal more **information about the story** and/or give you **new adventure cards**. If you would rather have the text read to you, then select the game in the Kosmos Helper App and enter the three-digit number. The app will read the corresponding entry.

Hint: Some **locations** change over the course of the story! This is indicated by certain adventure cards, which will instruct you to add or subtract specific amounts from the location numbers on a location card. Even if the card itself remains the same, you should explore the locations again. You will also need to visit some **locations multiple times**, because you will not have the appropriate information or adventure cards until later.

Example: Adventure card 35 instructs you to add the number 10 to all the location numbers on the Y location card. The location number 120 becomes the location number 130. Accordingly, when examining location 120, you will read entry 130 as long as adventure card 35 is on display.

b) Combine two adventure cards with each other

In some locations, you will receive adventure cards. You **can (and must) combine** these with other specific adventure cards or specific locations during the course of the game. Sometimes it will be obvious what goes together — and sometimes it will not. If you want to combine two adventure cards with each other, it does not matter what location you are standing on.

c) Combine an adventure card with a location

If you want to **combine an adventure card with a location**, you must be standing at that location.

About combining

To combine one adventure card with another adventure card or location, you will need to combine their numbers. On the adventure cards, the **two-digit** number is shown in the top left corner. Locations are marked with a **three-digit** location number. **The smaller of the two numbers comes first, followed by the larger number.** Combined, they yield a new four- or five-digit number (see example below). Look up the entry for that combined number in the adventure book and read it aloud.

Example: You have found adventure cards 10 (can of cat food) and 11 (can opener). There is a goat at location 204. You want to feed the goat, but you must first open the can. Therefore, you combine card 10 with card 11 and look up **entry 1011**: “Great, you’ve managed to open the can. Return adventure cards 10 and 11 to the box and take adventure card 12.” Card 12 shows an open can of cat food.



In your next turn, you can then combine card 12 with the goat at location 204. Look up **entry 12204** and read what it says. Do you think she'll like it?



Important: If there is no entry for a combination, you cannot combine the adventure cards with each other or with the location. Continue to the next player's turn. You will have to wait until your next turn to take another action.

The game will tell you explicitly if you need to put cards back in the box at some point. If this is not explicitly stated, keep the cards! Adventure cards cannot be combined with your character cards. Some adventure cards can be combined multiple times, and with multiple adventure cards or locations.

CARD RULES

Some entries may ask you to take or discard adventure cards. When you are instructed ...

- ... to take one or more **adventure cards from the adventure card stack** (“take #XY”), find them in the stack and show them to your team, unless they say otherwise. They are now part of your character’s **inventory**.
- ... to place an **adventure card back in the adventure card stack**, sort it back into the stack according to the original order.
- ... to put one or more **adventure cards back in the box**, take the cards out of play and put them back in the box. It does not matter where or with whom the affected adventure card is located.

Important: If you must put adventure cards back into the box directly from the adventure card stack, you may look at them only **after the game has ended**, otherwise they will tell you too much about the story!

Note: During the game, you might be instructed to take a card from the adventure card stack that is already in your possession, or you might be instructed to put an adventure card back into the stack that has already been removed from the game. These instructions are obviously inapplicable. If you are instructed to take an adventure card that is already in the box, you may do so only if the entry explicitly allows it (e.g., “Take #XY out of the box”). Follow all other instructions to the extent that they are possible.

TOKEN RULES

There are several types of tokens. The **four main characters**, various **other characters**, **money tokens**, **X tokens**, and **OK tokens**. The game tells you when and how they come into play. On the back of the adventure book, you will find an overview of all the tokens. **Important:** The front and back sides of many tokens differ. If you are asked to take a particular token, always look at both sides of the tokens to find what you are looking for.

If the game asks you to place an **X token on a location**, cover the location number with it. This location is **no longer available** and you can't combine anything with it.

T1–T4 (Time passes, Tick ... Tock ..., Suspicion, Progress)

Some chapters of the story have an additional element that measures progress. The game tells you in which chapters this is the case. Follow the instructions.

Important: If an entry asks you to increase the corresponding level by 1, you must do so immediately. If you reach the final level indicated on the adventure card, you will immediately read the entry that it tells you to read.

ADVENTURE BOOK

You will read an entry from the adventure book (or have the Kosmos Helper App read it to you) each time you explore a location, combine adventure cards (see page 6), or are prompted to do so by the game.

The entries are sorted **numerically in ascending order** in the book. **Make sure that you only read the entry you are supposed to read!**

Many entries in the adventure book contain technical instructions in addition to the story.

- The term “**adventure card**” is usually abbreviated with the **hash symbol #** (e.g., “#10” means “adventure card 10”).
- The expression “Read entry XYZ aloud” is abbreviated as follows: “**→XYZ**”.
- You will see a lot of these arrow symbols: **→** and **←**. These separate technical instructions from the story. Always perform one step first, then the next.
Example: “→Take #f1 and place it face up to the left of card Z. →Place your character on #f1. →XYZ.←” This means that you first take adventure card f1 from the stack and place it face up on the left side of location card Z. The player whose turn it is then places his or her character on adventure card f1. Then, read entry XYZ aloud.
- If an entry (or adventure card) asks which of you wants to perform an action, you can choose who will do it. Any character in play can be chosen (unless the text says otherwise), even if the character is on a different card. Place the character of the chosen character next to the location and read the entry.

SAVING THE GAME

To save, use your smartphone to take a photo of the current game setup and the adventure cards you’ve found so far. Alternatively, you can record this with pen and paper. Note where your characters are, where you haven’t been, where you suspect there are unresolved things, where and what you want to try out, etc. Place all your face-up location cards, the adventure cards in your inventory, and the characters and tokens in use in one bag. Unrevealed location cards and undiscovered adventure cards should be put into the other bag. Leave all the other items in the box. When you want to continue the game, reposition all location cards and adventure cards according to your photos or notes and place the characters and tokens on their previous positions.

THE GAME STARTS (ENTRY 100)

So, now you know everything to start your adventure! Place your **character figures in the top right of card A** and read the following.

"We'll see if they're ready." With this thought in mind, Piku Abréu's gaze wanders through the room and over the small circle of students who are currently engaged in a lively discussion. The 1989 winter semester is almost over. Participation in the seminar *"The Secrets of Our Island"* is always popular, because only those who receive an invitation are allowed to enroll. In addition to basic instruction in a strange whistling language and forensics, significant fieldwork as well as the rediscovery and examination of occult and esoteric beliefs are on the syllabus.

"So, getting to the conclusion for today's discussion," says Abréu, interrupting the conversation. *"As you may know, there's a smuggling ring on this island: Art, exotic animals, counterfeit money ... Fortunately, the gang has renounced armed violence. Until recently, the police seem to have had it mostly under control. But now something has changed. The last known illegal activities all took place simultaneously with natural events such as earthquakes, hail storms, lightning strikes, and the like. The smugglers used these as diversions, performing their crimes while law enforcement officers were busy elsewhere. According to a reliable source, another operation will soon take place near the large gorge on the island. Due to several rockfalls, however, this is blocked, and the police cannot intervene themselves. And that's where we come in. My informant has asked me to take a closer look. As part of our forensics fieldwork, we'll go there on Saturday and take a look around. In doing so, we should pay attention to anything unusual that might otherwise be overlooked. Maybe we can shed some light on the matter."*

As the weekend approaches, you consider canceling the excursion as a severe storm is in the forecast. In addition, there is a note on Professor Abréu's office door: *"I have a cold. Go without me."* You are too curious to wait, so you get into your rickety car early in the morning and take the long drive to the gorge. The tight hairpin turns offer spectacular views, at least for those who don't mind heights, such as Jerome and Cataysa. Sato, on the other hand, must keep shutting his eyes, and Ayana snores quietly.

Finally you reach the small parking lot at the gorge entrance. The wind has picked up and the volcano has already disappeared into the clouds. Worried, you look at each other. *"So, are we ready, guys?"* *"I don't know, Ayana. The sky's pretty cloudy already."* *"Come on, Cataysa, we have a clear assignment. Turning back is not one of them."* *"That's the right attitude, Sato. Come on, some exercise won't do us any harm."* *"I knew you'd be game, Jerome. All right then, let's get going."* You get out of the car.

→Take #M1 and read it. This is your **mission**. →Then, place #M1 face up to the left of #T1 and #T2. →A.←

HINTS

See the **adventure card hints** to find out where to get a specific item, what you need it for, or where to use it. Check out the **location hints** if you want to know what you need to do in a particular location or what items you can get or need there.

Important: If a hint refers to an undiscovered location or an adventure card that you don't have yet, you can refer to the corresponding hint to find out what to do.

Where?: At which location is this card found; **How?:** By which combination is this card obtained; **With what?:** With what card(s) can this card/location be combined?
Important: Some combinations use up a card. You may not be able to do all combinations.

Example 1: "10: Where? 202. With what? 11" means that you will obtain the adventure card at location 202, and you can combine it with adventure card 11.

Example 2: "12: How? 10 with 11" means that you obtain card 12 by combining 10 and 11.

Example 3: "216: Combine with 36 or 78 to obtain 94" means that you should combine #36 or #78 with location 216. Then, you get #94.

ADVENTURE CARD HINTS

- 10:** Where? 202. With what? 11.
LATER Where? 341, 551. With what? 41.
- 11:** Where? 202. With what? 10.
- 12:** How? 10 with 11. With what? 145.
LATER Where? 991. With what? 997.
- 13:** Where? 203. With what? 102, 204.
- 14:** Where? 104 for 1 money token. With what? 205. Unlocks C.
- 15:** Where? 104 for 2 money tokens or combine 26 with 104. With what? 404 or 505.
- 16:** Where? 104 for 3 money tokens or combine 26 with 104. With what? 404, 405, 413, 416, 452, 553, 576.
- 17:** Where? 303. With what? 30, 103.
- 18:** Where? 352. With what? 38.
- 19:** Where? 353 & 594. With what? 38 & 252.
- 20:** Where? 151. Code = 728. With what? 38.
- 21:** Where? 302 with Jerome or by resolving 25 or if 25 still active at the end of chapter 1. With what? 38.
- 22:** How? 13 with 204. With what? 38 & 253.
- 23:** How? 15 or 29 with 404. With what? 38 & 505.
- 24:** Where? 304. With what? 38 & 175.
- 25:** Where? 302 with Ayana or Sato. Resolve by examining by another character.
- 26:** Where? 402. With what? 37 & 104. LATER: How? 17 with 883. With what? 893.
- 27:** Where? 171 in chapter 2.
- 28:** Where? If at the end of chapter 1 a character has 25. 1 minus point per chapter. Cannot be healed.
- 29:** Where? 403, 553, 752.
With what? 38, 175, 404, 905.
- 30:** Where? 513. How? if on #b3 there is an OK token via 16 with 553 or 16 with 452 or if on 401 Ayana was selected. With what? 17, 38, 78, 175.
- 31:** Where? 692. With what? 32.
- 32:** Where? 292 in chapter 3. With what? 32, 52 and combine 49 with 594.
- 33:** Where? 175, 176, 607. How? Combine 34 with 602 → 765. With what? 502, 602.
- 34:** How? 44 with 174. With what? 602.
- 35:** How? Code 728 with 20. With what? 38, 175, 251, 572.
- 36:** Where? 605. With what? 92/Dungeon, 216.
- 37:** How? 44 with 174. With what? 26, 195, 756.

- 38:** Where? 176. With what? 18, 19, 20, 21, 22, 23, 24, 29, 30, 33, 35, 50, 80.
- 39:** How? 999 →149 →444 →327. Complete via 238, then 552, then 607, then 501.
- 40:** Where? 152. With what? 54. Results in part of the code for 20.
- 41:** Where? 172. With what? 10.
- 42:** Where? 453. With what? 45.
- 43:** How? 34 with 602. With what? 196, 894.
- 44:** How? 10 with 41. With what? 174.
- 45:** Where? 502. With what? 42.
- 46:** How? 42 with 45. With what? 601, 691.
- 47:** Where? 503. With what? 175, 502, 592, 602, 692.
- 48:** Where? 453. With what? 841, 994.
- 49:** Where? 292. With what? 594.
- 50:** How? 26 with 37. With what? 195, 756.
- 51:** How? 34 with 602, then →765 →377 →865 →565 →265 →465. Alternative Entries: P, 172, 192, 215, 252, 253, 258, 295, 537, 592, 593, 656, 691, 703, 742, 801, 805, 818, 825, 841, 844, 903, 937. Except the decision for Nacho (at 148) or Kiki (678).
- 52:** How? 46 with 601 or 691. With what? 32.
- 53:** How? After fulfilling 32. Fill it up at 655.
- 54:** Where? 653. With what? Put next to 40 to get code 728.
- 55:** How? 36 with 92/Dungeon. With what? 33.
- 56:** How? 29 with 905. With what? 63, 952.
- 57:** How? Start chapter 3 →465 or →665.
- 58:** Where? 803. With what? 64.
- 59:** Where? 907. With what? 65.
- 60:** How? 34 with 602, then →765 →377 →965 →565 →365 →665.
- 61:** Where? 703 or 51 at 882. With what? 904.
- 62:** How? 742 or 148 →448 →348. With what? 251.
- 63:** How? 804 →258 →208 →435. With what? 56, 952.
- 64:** How? 841 with 51 →948 otherwise 48 with 841. With what? 58.
- 65:** How? 58 with 64. With what? 59.
- 66:** How? 71 with 953 and 922 (without partiers token). With what? 914.
- 67:** How? 59 with 65. With what? 702.
- 68:** How? 801 (only with 51). With what? At R →908 →537, then 68 with 794.
- 69:** How? 19 with 252 (without 51) or 172. (With 51) →158. With what? 251, 572.
- 70:** Where? 704, 761. With what? 215, 793.
- 71:** Where? 594. With what? 72, 795, 883, 953.
- 72:** Where? 802 (without 51). With what? 71.
- 73:** How? 71 with 72. With what? 756, 816.
- 74:** Where? 17 with 30 or 30 with 78. With what? 757, 802, 892 or at R →908 →537, then 74 with 794.
- 75:** Where? 655. With what? 411, 572 or at R →908 →537, then 75 with 794.
- 76:** Where? 842, 993. With what? 815, 994 or at R →908 →537, then 76 with 794.
- 77:** Where? 853. Easy as pi! Try 31415.
- 78:** How? 56 with 63 or 56 with 952. With what? 30, 216, 792, 818, 846.
- 79:** How? At 942 →908. With what? 994.
- 80:** How? 13 with 102. With what? 38 - Gives info.
- 81:** How? 704 →982 and 67 with 702. Then, at 705 →782 →682. Gives info.
- 82:** Where? 594. Gives info.
- 83:** How? 76 with 815. With what? 196, 816.
- 84:** How? At 999 direct or if 25 still in play →486, then receive 84.
- 85:** Like: other character at 104, then →103 →332 →432. Then, →732 or →832.
- 86:** Where? 415, 971. With what? 412, 793.
- 87:** How? At 942 →332. Adornment.
- 88:** How? At 302 →167. Then, 567, if necessary 367 or 667. Then, urgently another character to 302, before chapter 1 ends.
- 89:** How? 74 with 757. With what? 892.
- 90:** Where? 615 or when 925 is triggered →398.
- 91:** Where? 617, 761 or if 925 is triggered →198. With what? 893.
- 92:** Where? 905. Then, →721 or →778. Gives info.
- 93:** Where? 917 or at 194 →898. With what? 892.
- 94:** How? 36 or 78 with 216 or at 754 →346. With what? 411.
- 95:** Where? 996. With what? 992.
- 96:** How? 2 OK tokens at 793, then →791 →561 →666. Gives info.
- 97:** How? At 908, follow a decision tree, then at 837.
- 98:** How? At 942 →862 →235 →N →927. Status display.
- 99:** Where? 618 or when 925 is triggered →298. Gives extra time.

LOCATION HINTS

- 101:** Info.
- 102:** Info 5 to 3. Combine with 13 to get 80.
- 103:** Combine with 17 OR take 85, then →732 or →832 and another character must be at 104.
- 104:** Buy 14 (1M), 15 (2M), 16 (3M), exchange 26 for 15 or 16.
- 105:** Info.
- 151:** Receive 20. Note triangle, square (2), circle.
- 152:** Receive 40. Note animal tracks & circle (8).
- 153:** Reference to #d2.
- 171:** Way to A in chapter 2. Put 27 next to it.
- 172:** Receive 41. With 51 & Nacho →158 & receive 69.
- 173:** Info. Remove branch with 44 at 174. Then receive 37 and on re-examination 34. Information about Father Silvio.
- 174:** Combined with 44 to get 37.
- 175:** Manuel. Info! Receive 33 and location card F comes into play face down. Combine with 24, 29, 30, 35, 47 for info.
- 176:** Teresa. Info! Receive 33, 38 and location card F comes into play face down.
- 191:** →798, then location card Q comes into play.
- 192:** With 51 →998 / without 51.
In each case: save students (token).
Lava flows from #98/P to 194.
- 193:** Respond, then save partiers (token)
- 194:** →898 to get 93.
Lava flows from #98/P to 192.
- 195:** Combine with 37, 50.
Are 195 & 196 empty? →197 →164 activates #e2. Then, →264.
- 196:** Combine with 14/Monochrome, 43, 83.
Are 195 & 196 empty? →197 →164 activates #e2. Then, →264.
- 197:** →197 →164 activates #e2. Then, →264.
- 201:** Card B comes into play face down.
- 202:** Receive 10, 11, and 4 money tokens.
- 203:** Receive 13. Combine 14 with 205, then location card C comes into play face down.
- 204:** Combine with 13 to get 22.
- 205:** José. Info! Combine with 14, then location card C comes into play face down.
- 215:** With 51 and Nacho →961
In each case: Combine with 60/Dungeon or with 70. Then, →825 (and if with 51, then →464)
Lava flows from #98/P to 197.
- 216:** Combine with 36 or 78 to obtain 94.
- 217:** Info.
- 241:** Location card C comes into play again.
- 242:** Vision with info!
- 243:** Info.
- 244:** Info.
- 245:** Info.
- 251:** Combine with 22, 35, 62, 69, for info.
- 252:** With 51, →662 blocks 252. Without 51, combine with 19 to get 69. This blocks 252 and increases suspicion by 1.
- 253:** With 51, →762 no info. Without 51, combine with 22 for info.
- 291:** Info.
- 292:** Receive 32 and 49.
- 293:** Info.
- 294:** With 51, info! Combine with 13 to get 22.
- 295:** Info.
- 301:** Combine with 12 to bring #a2 into play. Time advances by two!
- 302:** →167, receive 88. Then, 567, 367 or 667 if necessary, to get 21. Then, another character to 302 before chapter 1 ends.
- 303:** Receive 17.
- 304:** Receive 24.
- 305:** Location card D comes into play face down.
- 341:** Receive 10.
- 342:** Info.
- 343:** Info.
- 344:** Vision. →125 or →425.
- 345:** Location card H comes into play face up.
- 351:** Info.
- 352:** Receive 18.
- 353:** Receive 19.
- 401:** Vision. →109 to get reference to 513.
Time passes!
- 402:** Receive 26.
- 403:** Receive 29.
- 404:** Combine with 16 for info. Or with 15 or 29 to get 23.
- 405:** Info, combine with 16 for more info.
- 411:** Combine with 75 or 94, to unlock #e3 →877
- 412:** Combine with 86, then →564
Lava from #98/Q blocks access to 413.

- 413:** Combine with 16 for info.
- 414:** Combine with 16 for info. Combine 86 with 412, then →664 →977. →Game ends with →764, →864 or →964.
- 415:** Receive 86.
- 416:** Characters have a vision.
Lava flows from #98/Q to 416.
Combine with 16 for info.
- 451:** Info.
- 452:** Combine with 16 to unlock 513.
- 453:** Receive 42 and 48.
- 501:** Location card E comes into play face down.
- 502:** Francisca's house. Receive 45. Combine with 33, 47, 50 for info.
- 503:** Manuel and José's house. Receive 47.
- 504:** Info.
- 505:** Teresa's house. Combine with 15 or 23 to bring #b4 into play.
- 506:** Location card G comes into play face down.
- 513:** Secret location on #b3. Find by combining 16 with 452 or 553, 401 →109; or →553 →713 to get 30.
- 525:** Lava floods Ø. Save the individual monk if you haven't already saved the group of monks. Then, →P.
- 551:** Receive 10.
- 552:** Location card G comes into play face up.
- 553:** Receive 29. Unlock 513. Info! Combine 16 to unlock 513.
- 571:** Lava flows from #98/Ø to 571.
- 572:** Berengar. Combine with 35, 69 or 75 to unlock #e1. Lava flows from #98/Ø to 574.
- 573:** →535. Location card P comes into play. →P. Lava flows from #98/Ø to 576.
- 574:** Character choice.
At →508 or →708 take 14 from Monochrome (if available)
At →608 or →808 take 60 from Dungeon (if available)
- 575:** Combine 35, 69 or 75 with 572 to unlock #e1. Then, →638 →471.
- 576:** Info and combine with 16 for more info.
- 591:** Info.
- 592:** Combine with 47 & 50 for more info.
- 593:** If you have 51 you can choose Kiki here.
- 594:** Ofelia. Info! Receive 19, 71, 82. One more suspicion. Combine with 49 for task 32.
- 595:** Combine with 15 or 23 to bring #b4 into play.
- 596:** Info.
- 601:** Combine with 46 to get 52.
- 602:** Grimaldo. Combine with 34 to get 43.
Find José →765 →377. Information on 47.
- 603:** Grimaldo's cabin. Info about the battery.
- 604:** →468 →338 to bring #b4 into play.
- 605:** Receive 36.
- 606:** Characters have a vision.
- 607:** Receive 33 and location card F comes into play face down.
- 615:** Receive 90.
Lava flows from #98/e1 to 617.
- 616:** Save group of monks (token).
Lava flows from #98/e1 to 615.
- 617:** Take 91.
- 618:** Receive 99.
Lava flows from #98/e1 to 618.
- 625:** Lava floods P. When first on Q: →Q.
- 651:** Info.
- 652:** Info.
- 653:** Info! Receive 54.
- 654:** Info.
- 655:** Info! Gas for 53. Receive 75. Location cards J and L come into play face down.
- 656:** With 51 →958. Suspicion goes up by 1. Otherwise info.
- 691:** With 51 →458 for info. Suspicion goes up by 1.
- 692:** Receive 31. Information on 47.
- 693:** Grimaldo's cabin. Info.
- 694:** Info.
- 695:** Info.
- 696:** Info.
- 697:** Info.
- 701:** Info.
- 702:** Ellie. Info. 67 with 702 to lure Ellie away.
- 703:** With 51 →882 and receive 61. Suspicion goes up by 1. Without 51, receive 61 directly.
- 704:** Receive 70. Then, →982.
- 705:** 67 with 702 and at 704 →982 to unlock 705. Then, →782 →682 to get 81.
- 706:** Characters have a vision.
- 725:** Lava flooding #e3. All characters on Q.
Lava flows from #98/Q to 411.
- 741:** Info.
- 742:** With 51 →148 to choose Nacho.
To get 62 →448 →348.
- 743:** Info! Receive 54.
- 751:** Unlocks location card E.
- 752:** Receive 29.
- 753:** Info! Combine with 33 for more info.

- 754:** Combine 37, 50 or 73 with 756 to unlock 754. Leads to S. →346, to get 94.
- 755:** Combine 37, 50, or 73 with 756 to unlock 755. Leads to #d2.
- 756:** Combine with 37, 50 or 73 to get Terry's token and unlock 755 and 756.
- 757:** Combine with 74 to get 89. And no, don't even think about trying 51 here!
- 780:** Lava flooding Q. Then, →977.
→Game ends with →764, →864 or →964.
- 791:** Combine with 71 for info. Combine 70 and 86 with 793 to unlock 791.
→561 unlocks #d1 →666.
- 792:** Combine with 78 to unlock access to 795, then →761.
- 793:** Info. Combine with 70 and 86 to unlock 791.
- 794:** Info. Combine with 68, 74, 75 or 76 to distract Ben.
- 795:** Combine 78 with 792 to unlock access to 795. →761.
Receive 70 and 91.
Combine with 71 for character action.
→110 and →310 receive 28/Dungeon.
→210 and →410 receive 89/Monochrome.
- 801:** With 51 →621. Receive 68. Suspicion goes up by 1.
- 802:** With 51 →358. Receive 72. Suspicion goes up by 1. Combine with 74 for info.
- 803:** Receive 58.
- 804:** Yeah, you must get in there! →258 →208 activates #c2. Receive 63. To get out of there, combine 56 with 63 or 952.
- 805:** With 51 and Kiki →821 for info.
- 815:** Combine with 76 to get 83.
Overheating due to #98/e3 to 815.
- 816:** Combine 73 or 83 with 816, to rescue theatergoers (token). Lava from #98/Q blocks access to 816.
- 817:** Info.
- 818:** With 51 and Nacho →261. →361.
Combine with 78 to unlock #d3. →361.
Lava from #98/#e3 blocks access to 818 and #e3.
- 827:** If you have decided for the Chase at 942, continue in chapter 4 here.
Receive #M4, #T2 and #T4.
Unlocks location card R.
- 841:** With 51 →948 to get 64. Suspicion goes up by 1. Without 51, combine with 48 to get 64.
- 842:** Receive 76.
- 843:** Info. Suspicion goes up by 1.
- 844:** With 51 and Nacho →758 for info.
- 845:** →658 to unlock #c1.
- 846:** Combine with 78 to unlock #c4.
- 851:** Combining with 66 is a bad idea.
Suspicion goes up by 1.
- 852:** Solve 77 →31415. →308 for information about characters. →408 brings location card M into play face up.
- 853:** Receive 77.
- 857:** Info.
- 883:** Info. Combine with 71 to get 26. Decision for →127 or →157.
- 884:** To leave #d2 for S: →147 →S.
- 885:** Info.
- 886:** Combine with 89/Monochrome to obtain 57/Dungeon.
→246 →187, to get Father Silvio's token.
→246 →226, to leave him there.
- 891:** Combine 893 with 26 or 91 (or →893 →788) to unlock 911.
Receive Abréu's token. Vision.
- 892:** Combine with 74, 83, 93 to unlock 893.
Then, get 66.
- 893:** Combine 892 with 74, 83, 93 to unlock 893. Combine with 26 or 91 to get Ben's token and unlock 911.
→893 →788 also unlocks 911, but without Ben's token.
- 894:** Info. Combine 893 with 26 or 91 (or →893 →788), to get Ben's token and unlock 911.
- 901:** Combine 29 with 905 to get 56.
- 902:** Info.
- 903:** With 51, →848. Without 51, there's info and suspicion goes up by 1.
- 904:** Info! Combine with 61 to unlock 906 and then #c3.
- 905:** Choice of characters. →721 or →778.
Combine with 29 to get 56.
- 906:** Combine 61 with 904 to unlock #c3.
- 907:** Receive 59.
- 911:** Combine 66 with 914 to unlock 911.
Then, →381 →555 →T.
- 912:** Info.
- 913:** Info.
- 914:** Combine with 66 to unlock 911 and with 87 for info.
- 915:** →276 to unlock #d3.
- 916:** Info.
- 917:** Receive 93.
- 921:** →861 Receive Abréu's token.

922: Info.

923: Not available in chapter 4/Lava.

924: Not available in chapter 4/Lava.

925: Lava flooding #e1. Then, character event.

If not already present, then:

→198 receive 91.

→298 receive 99.

→398 receive 90.

→498 saves the group of monks (token)

Then, →698. All pieces on ∅.

Lava from #98/∅ to 575.

927: If you've decided on Lava at 942, chapter

4 continues here. Receive #M5 and #98.

Unlocks location card ∅.

941: Info.

942: Abréu and transition to chapter 3.

→862 →235 for final chapter 4 - Lava

→811, receive 79, →235 for final chapter

4 - The Chase.

943: Info.

951: Info.

952: →558. Combine with 56 to escape from #c2. Then, get 78.

953: Combine with 71 to get 66.

957: Brings location card M back into play face up.

971: Receive 86.

972: Info.

973: Info.

991: Info. Combine with 78 if necessary.

992: Info. Combine with 95 to unlock 995.

993: Receive 76 and 64/Dungeon.

994: Combine first with 79 to have more options. Then, combine with 48 or 79 to unlock access to 995, 996, 997.

995: Combine 95 with 992, →475 →321

→Game ends →150, →550, or →750

996: Receive 12 and 95. Combine with 28/ Dungeon to get 44/Dungeon.

997: Combine 12 with 997, read on to get Gonzalez's token →321

→Game ends →150, →550, or →750

WHERE ARE THESE LOCATION CARDS?

∅/P/Q: Run to Ellie at the end of chapter 3.

R/S/T: Followed Guy at the end of chapter 3.

WHERE ARE THESE SMALL LOCATION CARDS?

#a1: Combine 17 with 103 OR take 85, then →732 or →832 and another character must be 104. Description at 111.

#a2: Combine 12 with 301. Then, →145. Description at 222.

#b1: At the beginning of chapter 2 if →527 →438.

Location card E comes into play face down.

Description at 438.

#b2: At the beginning of chapter 2 if →327 →238.

Description at 238.

#b3: At 553 or via 604 →468 →338.

Description at 338.

#b4: Combine 15 or 23 with 505.

Description at 449 in chapter 2; 548, 595 in chapter 3.

#c1: →845

Description at 658.

#c2: At 804 →258 →208. To get out of there, combine 56 with 63 or 952.

Description at 435.

#c3: Combine with 61 to unlock 906.

Description at 858.

#c4: Combine 78 with 846.

Description at 562.

#d1: Combine 70 and 86 with 793 to unlock 791 →561.

Description at 666.

#d2: Combine 37, 50 or 73 with 756 to unlock 755. →755.

Description at 117.

#d3: For chapter 4 Lava:

Automatic if with 51 and Nacho at 818 or combine with 78. Description at 361. For chapter 4 The Chase: →915 and →276, description at 276.

#e1: Combine 572 with 35, 69, 75. Description at 471.

#e2: Combine 37 or 50 with 195 and 14/ Monochrome, 43 or 83 with 196, then →197 →164.

Description at 264.

#e3: Combine 75 or 94 with 411.

Description at 877.

SCORING

Refer to the ranges below to see how well you did!

- 0-25 points:** Phew, that was a close call! Well done.
26-40 points: There's potential in you. Congratulations!
41-50 points: You have discovered most of the secrets from the volcanic island. Very good.
51-61 points: Efficient, imaginative, eloquent, keen to experiment, in short: excellent!
61 and more points: Sherlock or Veronica Mars couldn't have done better! That was a glorious achievement!

THE AUTHORS

Phil Walker-Harding has loved to play and develop board games since childhood. He particularly likes games that bring people of different ages and types together. Phil is also interested in theology, classical Hollywood movies, and the myths of Ancient Egypt. He lives with his wife Meredith in Sydney, Australia.



Matthew Dunstan was born in Sydney, Australia in 1987. His earliest memories of playing parlor games go back to card games with his grandmother and to a travel chess game which he received from his aunt as a six-year-old and with which he pestered everyone to get them to play with him. Today he works as a chemist at the University of Cambridge in England and is researching materials for the capture and storage of CO₂.



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