

2D Island

You wash up a shore, wet, freezing and dazed. You look around, and see something is...wrong....weird. Everything looks like a drawing of a child, others drawn like a stick figures. You look at your arms and they seem also like sticks. And then, everything changes, the perspective, the island... Now it looks like bunch of circles and squares. And then something Roars!!!

2D island is a game in which people are stranded on a strange island that makes them look like stick figures and changes dimension between top-down and left-right, changing players view of themselves, their surroundings and items they use.

Each player begins game with a model representing him on top to down dimension (↓ in later text, and on cards), and model representing him on left to right map (→ in later text, and on cards). Also each player takes some sort of tokens, or dice to represent his health, which is starting 5, and can't go beyond that.

Play consists of turns, each one having 2 phases:

1. Event phase – draw one event from event deck. If there are no more events of level 1 (I), draw from Event deck of second level (II). If there are no more events of level 2, draw Events level 3 (III). If there are no more events of level 3, the game is over, and nobody wins.
2. Action phase- Each player plays 2 actions from the list of actions.

Actions:

1. Move
2. Search
3. Use item
4. Rest
5. Pull
6. Push
7. Dig
8. Trade

Move Action: Move 3 spaces in any direction. You can't move diagonally. You can climb 1 elevation by spending two movement points. If you want to climb more than 1 elevation, you must use item. If you step on search token reveal it, and if it's not trap, take it. If it is trap, take one trap card and reveal it.

Search action: Exchange tokens for items at following rate: 1 token for level 1 item (I), 2 tokens for level 2 (II), or 3 tokens for level 3(III). Level 4 item (IV) can only be obtained using search action on top space of volcano in → dimension. For one search token you can buy level one trap, for 2 level 2, and for 3 level 3. You can't buy level 2 and 3 level traps if level 1 deck is not depleted. Then take one token from search pool and put it anywhere on any quadrant that does not contain your stickman.

Use item: Uses an item you possess to help you in your other actions.

Rest: Heals you to full health.

Pull: Pulls another stickman that is away from you 2 spaces, to space adjacent to your stickman. Items can increase this.

Push: Pushes another stickman that is adjacent to you one space away in any direction. Items can increase this.

Dig: Digs you up to lowest elevation in same row on → dimension.

Trade: Trade items, search tokens with adjacent stickman .

Goal: goal of the game depends on scenario being played. There are 3 scenarios: Volcano escape, Monster run and Flip relic hunt.

Volcano escape is cooperative scenario in which players are trying to escape cursed island by collecting items shown on the card, and then escaping together before lava covers the island. Lava flows one space at a time at → dimension. On ↓ dimension lava does not flow, but it can't be stepped into. For this scenario add second erupt card to event deck 2 (the one with *).

Monster run is competitive scenario, in which players are running away from monster that is chasing them. Monster moves toward closest player (breaking ties to left), and its movement is 4 spaces. It ignores elevation height, although it still moves slower up. Monster can't be killed. If monster catches a player, it reduces his health by half (this can't be healed). If it catches player again, he is dead and out of game. This scenario adds monster stickman.

Flipping relic is scenario in which players are trying to find relic that save's them from stickman curse. But it can only save one of them. The first player that gets 4 map parts wins the game. If island is covered in lava, or all event cards pass, all players lose. This scenario adds map deck. When you take card from map deck, read it, return it to deck, and reshuffle.

Trap: When you buy a trap, you skip take one trap token and add it to search token pool. Then you reshuffle it and draw one token, look at it, and put on any quadrant of the map, not containing your stickman. When a player draws trap token, he draws from the top of trap deck, and resolves effect. If monster steps on trap, it happens to him. Traps have no effect on lava.

Events:

There are 5 event effects:

1. Wind – moves stickman in the direction of an arrow.
2. Switch – switches stickmen positions, controlled by players in shown direction. There can be number of swaps = number of players/2 (rounded up).
3. No event – nothing happens.

4. Volcano – volcano erupts stating lava flow as in Volcano scenario.
5. Flip: flip changes perspective of players, and changes a map they are playing on. Starting with a first player – 1. in case on flipping from ↓ to → look where you are on the map on the left, and put yourself in the same aligned space on the right map. The position on x axis on the right map is same as X/2 position on left map. The position of y axis on the right map is the same as y axis position on the left map. Flip from → to ↓ is the other way around. Flip may make your stickman stand in the air, in which case he falls, and takes damage(dmg) equals to number of spaces he fell. If your stickman gets underground(lower elevation) he must digs himself out on next action.

Items – You can use items to increase your actions, or do other things. Items are gathered by getting search tokens and exchanging them, or in case of Flipping diamond getting to top of volcano in → dimension. There are two types if items: one's you can use in any dimension, and one's you can use in just one. The latter is shown on the card by item being a straight line.

Setup:

Each player begins with his ↓ stickman(circle one) on one of the black spaces. Then players arrange search tokens and create a search pool from rest of search tokens(in Volcano Escape scenario, mix 10 trap tokens with 20 Search tokens to create one pool), eqaly to be same number in each quadrant(and no on central line.

Special spaces: Middle space is Volcano and it can't be moved to in ↓ dimension.

Space 1: Hermit – trades items for new draw of same level of items.

Space2: Mystical lake – Look into future, and peek at top 3 cards of any deck, and return them in same order.

Space 3: Portal – teleport to random location, throw two d12 dice and one is x axis and the other is y.

Space4: Old tree fruit – gives you boost of +2 move for 2 turns.(it stacks with boots).