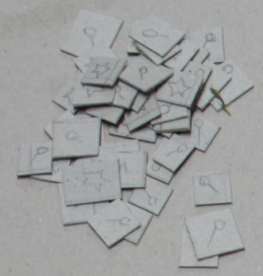
2D ISLAND



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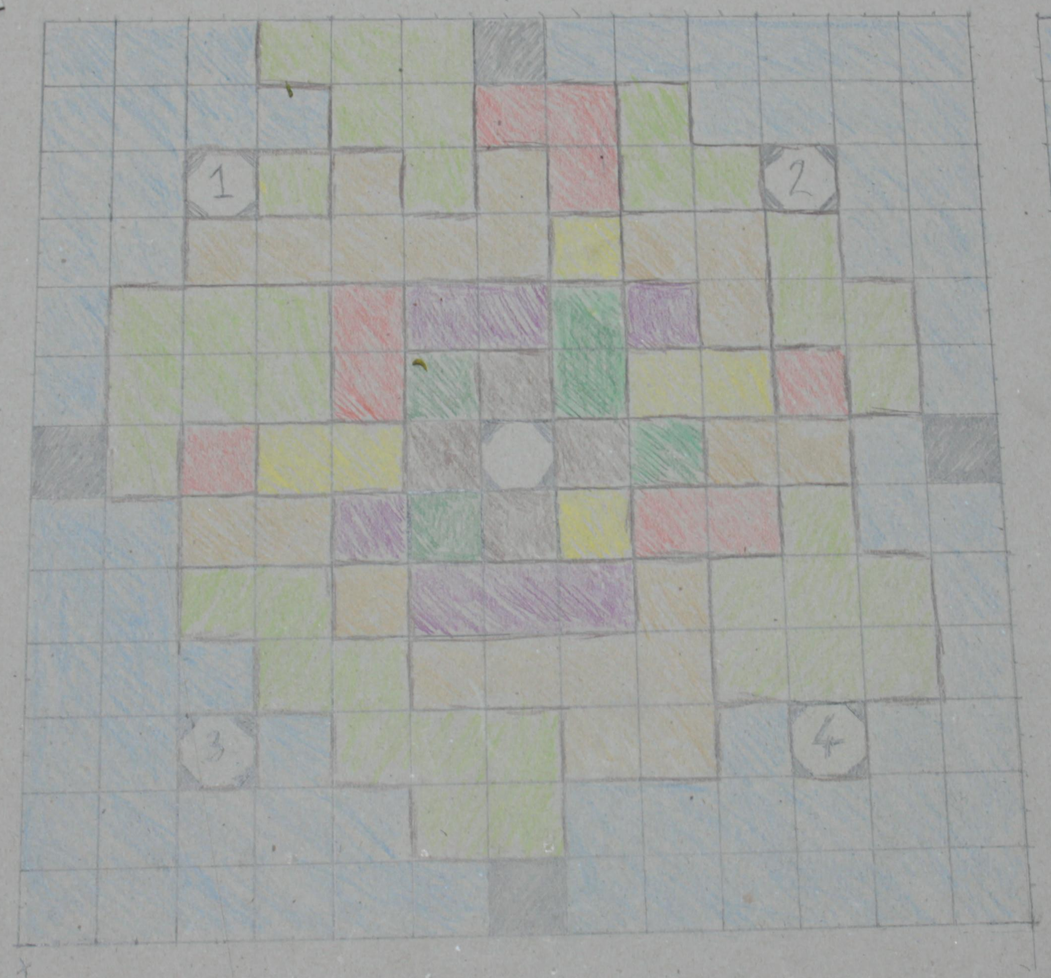

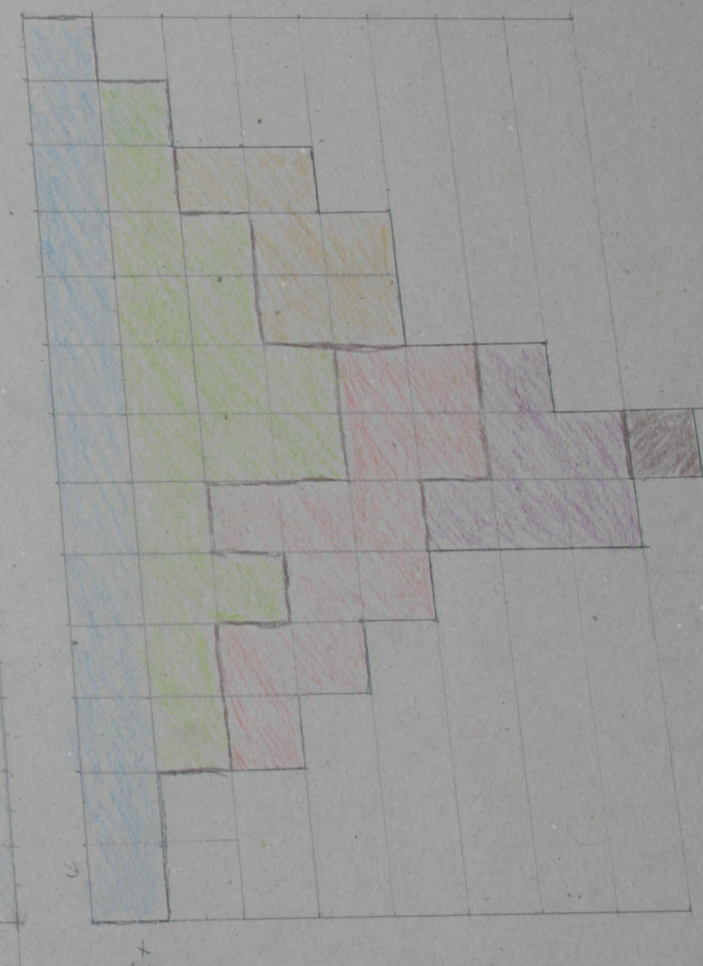

1 HERMIT: DISCARD ITEM TO GET ITEM OF SAME LEVEL

2 MYSTICAL LAKE: LOOK AT A TILE 2 CHANCE OF ANY TILE FOUR RETURNED TOGETHER IN SAME ORDER

3 PORTAL: GO TO RANDOM LOCATION (2D A2)

4 OLD TREE, FRUIT: +2 SPEED 2 TURNS

BY EVIL GENIUS

:: BOW III
+3 PULL
1 DMG

DECOY II
DISCARD TO DODGE ANY THING

REMOTE BUTTON III
3 TIMES ATTACK WITH TRAP

SPRING III
RAISE 2 ELEVATIONS

FLIP DIAMOND IV
DISCARD TO FLIP

• PILLOW I
-1 DMG FROM FALL

I
• LADDER
III
RAISE 2 ELEVATION

.. GRAPPLING HOOK II
RAISE 3 ELEVATION

HAMMER III
+3 PUSH
1 DMG

MONSTER RACE

HERMIT: THERE'S A EVIL MONSTER HUNGRY FOR STICKMAN LIVES. HE NEEDS LIVES FROM (NUMBER OF PLAYERS -1) TO BE FED. RUN FOR YOUR LIVES!

FEDER III
RAISE 2 ELEVATIONS

• BOOTS III
+2 MOV

REMOTE BUTTON III
3 TIMES ATTACK WITH TRAP

• BOW I
+1 PULL

SHOVEL I
DIG ONE MORE ELEVATION

: BOW II
+2 PULL

• BOW I
+1 PULL

SHOVEL I
DIG ONE MORE ELEVATION

: HAMMER II
+2 PUSH

VOLCANO ESCAPE

HERMIT: I SAW IN MAGICAL LAKE, VOLCANO IS GOING TO ERUPT SOON. YOU NEED TO ESCAPE BY MAGICAL RAFT. YOU NEED MAGICAL HAMMER (• ••) TO GET TREES FROM OLD TREE, ROPE FROM MAGICAL BOW (• ••), GOOD PILLOW (• •) TO HELP YOU SURVIVE HEAT FOR GETTING FLIP DIAMOND, AND YOU NEED ENOUGH WOOD (12 SEARCH TOKENS)

FLIPPING RELIC

YOU NEED TO FIND MAP FOR 3 SEARCH TOKENS YOU CAN DRAW FROM MAP DECK. YOU NEED 3 PARTS TO WIN. FOR MAP PART YOU GET TOKEN AND RETURN MAP PART TO DECK.

YOU CAN BUY MAX 1 PART FOR (III) ITEM FROM HERMIT

• HAMMER I
+1 PUSH

• GRAPPLING HOOK I
RAISE 2 ELEVATION

• BOOTS II
+1 MOV

• HAMMER I
+1 PUSH

• GRAPPLING HOOK I
RAISE 2 ELEVATION

• LADDER I

VOLCANO ERUPTS

MAP PART

NOTHING

MAP

PILLOW II
-2 DMG FROM FALL →

TORNS
1 DMG

LOG
MOVE ←

SLOW 2
-2 MOVE 2 TURN

DEEP PIT
2 DMG

VOLCANO ERUPTS

SWICH W/ FLIP
SWICH ↑ THEN FLIP

EVENT I

NO EVENT

FLIP
THE MAP

PILLOW II
-2 DMG FROM FALL ↓

BOOTS II
+1 MOV

SLOW
-1 MOV 2 TURNS

BEARTRAP
1 DMG
-1 MOV 2 TURN

TRAP II

STRONG GLUE
1 TURN CANT MOVE
2 TURNS -2 MOV

FLIP W/ MOVE
FLIP THEN MOVE ↓

WIND x 3
MOVE 3 ↗

WIND
EVERY ONE MOVES
↗ 2

WIND
EVERYONE
MOVES 1

GRAPPLING HOOK II
RAISE 3 ELEVATION →

LADDER II
→

PIT
FALL ONE ELEVATION

LOG
MOVE ↓

BEAR TRAP
1 DMG
-1 MOV 2 TURN

GLUED PIT
1 TURN CANT MOVE
1 TURN DIG

SWICH POSITIONS
↑

SWICH W/ SWICH
SWICH POSITIONS

SWICH
POSITION WITH PLAYER ACCROSS

WIND
EVERYONE
MOVES 1

GRAPPLING HOOK II
↓

LADDER II
RAISE 3 ELEVATION ↓

GLUE
CANT MOVE
1 TURN

LOG
MOVE ↑

SNAKES
2 DMG

SPIKED PIT
2 DMG
DIG

NO EVENT

FLIP
MAPS

SWICH
POSITION WITH PLAYER ↑

WIND
EVERYONE
MOVES

LADDER II
RAISE 3 ELEVATION ↓

FRUIT II
DISCARD TO REST FOR FREE

TRAP

LOG
MOVE →

SLOW 2
-1 MOV 4 TURNS

GLUE x2
CANT MOVE
2 TURNS

EVENT III

FLIP W/ SWICH
FLIP THEN SWICH ACCROSS

FLIP
MAPS

WIND
EVERYONE
MOVES 1

EVENT

I

FLIP

THE MAPS

WIND

EVERYONE

MOVES 1 ↓

WIND

EVERYONE

MOVES 1 ←

WIND

EVERYONE

MOVES 1 →

WIND

EVERYONE

MOVES 1 ↑