

RULES

Introduction

You are one of the few survivors of a plane crash in the middle of a mysterious jungle. While searching for safety, you stumble upon a forgotten temple containing an ancient idol. Unbeknownst to you, the idol is protected by a curse that drives you and your party to madness and jealousy. To win this game, be the last to succumb to the dangers of the jungle and the attacks of your crazed companions.

Preparation:

To begin play, randomly place each player token on its own space marked by camp fires, being sure to only place one token on each space. (These are the camp spaces.) If playing with only two players, tokens should be placed on opposing sides of the board.

Next, take the deck of supply cards, that are neon green. The amount of cards you play with from this deck is decided based on how many players you have. Find the IDOL card and set it aside. Shuffle the supply cards. If you are playing with 2 players, draw 9. If you are playing with 3 players, draw 14. If you are playing with 4 players, draw 19. Add the IDOL card with those supply cards, putting the rest of the supply cards back into the box.

Shuffle the supply cards, along with the IDOL card and distribute 5 cards per player. The player who gets the IDOL card places it on the table and takes their turn first. Players take turns going clockwise around the table.

The Board:

The board is cyclical. Players must move in a clockwise fashion around the board, unless told otherwise by special cards. The path does split in several spots to allow a player to choose which path they'd like to take.

There are 16 unique hazard spaces on the board, which are darker orange than safe spaces. (These spaces are identified by the name on their space.) There are additionally 4 camp spaces throughout the board. Blue spaces denote shortcut spaces that will be explained later on. (These spaces are identified by the name along the dotted line touching them.)

Supply Cards:

There are 3 kinds of supply cards: Shortcut cards, which are blue, protection cards, which are yellow, and movement cards, which are green. The IDOL card does not fit into any of these categories.

Player Turn:

Drawing: At the beginning of the player's turn, that player draws a jungle card from the board. Jungle cards can do a variety of different things, but they usually change the rules in some way for that player's turn, so be sure to read them carefully. If there are no more jungle cards, shuffle the discard pile into a new deck of jungle cards.

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After following the rules of the jungle card, if the player has yet to move their token, they may choose to either spin the spinner or use a movement card to determine the player's movement for this turn. (If a player spins the spinner, they may not choose to use a movement card retroactively.)

Moving: If the player spins the spinner, they must advance their player token a number of spaces equal to one of the two numbers that the spinner lands on. (The player chooses which.) If the spinner lands on the Sacrifice space, the player must give the IDOL holder one of their cards from their hand if they have any. If the player is the Idol holder, the player gives the IDOL card to another player of their choice instead.

If the player chooses to use a movement card, the player advances the amount of spaces on the card. The four movement cards are: Walking stick (+1 space), fresh water (+2 spaces), compass (1 space backward), and tent (0 spaces). These cards are not discarded nor given to another player when used. Additionally, a player may not use the tent card two turns in a row or while sharing a space with another player. A player may use the tent, however, on a hazard space, but this acts as landing on the space another time.

Landing: When a player moves their token, if they land on a hazard space, they randomly pick a card from their hand and give it to the player of their choosing. However, if that player is holding a protection card that protects them from that specific hazard, they do not have to.

If a player moves their token and lands on another player or players, those players select 1 card each from their hands at random to give to the moving player. If the IDOL holder is landed on, that player must also give up the IDOL card to the moving player.

If a player lands on a shortcut space and has the corresponding shortcut card, the player may choose to either stay on that spot or follow the dotted line to a new space a bit further on the map.

Winning:

The last player remaining in the game is the winner. Once a player loses all their cards and does not have the IDOL card, the player is out of the game and does not win.

Helpful Notes:

- If a jungle card states that a player advances their token in any way, that uses the player's movement for that turn.
- If you land on a shortcut space that is occupied by another player but choose to use the shortcut card for that route to end up on a further space, you are not considered to have landed on that player.
- Sometimes, the number of spaces that a player moves is referred to as the player's movement.
- The player with the IDOL card is the IDOL holder.
- If you have only the IDOL card left and you land on a hazard, since that is your only card left, you must give up that card to another player. You are then out of the game.