# Taboo Atoll Express – v. 20110811 Playtest – Jacob Peck – paperparachute games (http://games.suspended-chord.info/)

## Map

|  |  | 5 Breakneck Dive | 5 Copper Fields |  |  |
|---|---|---|---|---|---|
|  | 6 Wave Fortress | 3 Water Sanctuary | 3 Ghost Stone | 6 Lunar Peak |  |
| 4 Forgotten Swamp | 2 Evenfall Forest | 1 Temple Reef | 1 Solar Palace | 2 Lookout Hill | 4 Earth Sanctuary |
| 4 Sands of Despair | 2 Wind Sanctuary | 1 Secret Eden | 1 Dark Pit | 2 Blood Woods | 4 Starsight Hill |
|  | 6 Windswept Plains | 3 Bender's Crossing | 3 Flame Sanctuary | 6 Dwelling of Sparks |  |
|  |  | 5 Foggy Knoll | 5 Idiot's Platform |  |  |

## Claimed track

| | | | | | | |
|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | Claimed |
| 0 | 1 | 2 | 3 | 4 | 5 | Claimed |
| 0 | 1 | 2 | 3 | 4 | 5 | Claimed |
| 0 | 1 | 2 | 3 | 4 | 5 | Claimed |

## Roles

| Role | Special Actions |
|---|---|
| 1. Explorer | 0 |
| 2. Engineer | 1 |
| 3. Diver | 2 |
| 4. Pilot | 3 |
| 5. Navigator | Special Actions |
| 6. Messenger | |
| No Role | |

## Difficulty track

| Newbie | | Normal | | | Elite | Crazy | | Insane | Idiotic | | | | ☠ |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2 floods/turn | | | 3 floods/turn | | | | | 4 floods/turn | | | 5 floods/turn | | |

**Taboo Atoll Express** (based on *Infection Express* and *Forbidden Island*)
version 20110811 Playtest – Jacob M. Peck – paperparachute games (http://games.suspended-chord.info/) – please leave any comments you may have in my inbox: suschord@suspended-chord.info

*Taboo Atoll Express is a single-player game inspired by Forbidden Island and Infection Express.*

**What you need**:

- The map and tracker sheet
- 24 purple cubes
- 24 black cubes
- 2 red cubes
- 2 green cubes
- 2 yellow cubes
- 2 blue cubes
- 3 cubes of any color (information markers)
- 1 player pawn
- 3 color dice (6 sided dice with colored faces: red, blue, yellow, green, black, white)
- 1 standard 6 sided numbered die

**Role chart**:

| | | |
|---|---|---|
| 1 | Explorer | May move and shore up diagonally |
| 2 | Engineer | May shore up two cubes for one action |
| 3 | Diver | May swim through multiple flooded or sunk spaces for one action |
| 4 | Pilot | May fly to any space for one action once per turn |
| 5 | Navigator | May move two spaces for one action |
| 6 | Messenger | May change one treasure search die to a color of your choice |

You have no role until the end of your first turn.

**Rolling spaces**:
Roll a color die, re-rolling black or white.
Roll the number die.
The space rolled is the space with the number matching the number die in the color matching the color die.

**Setup**:
Separate the cubes into corresponding colored piles.

Roll for 6 spaces, placing a purple cube on each space rolled.  The same space may not be rolled twice during this phase of the game.
Now roll the number die four times, once for each treasure (red, blue, green, yellow cubes), starting with red, then blue, then green, and finally yellow.  Each roll, take one of the corresponding cubes, and

place it in the space delimited by the number die in the corresponding color.  Reroll if the space is "Idiot's Platform".  Then place the other color cube on the corresponding treasure search tracker's "0" space.

Now place one of the information cubes on the water level tracker in the square appropriate to the desired challenge level (recommended to begin at "newbie").  Place another cube in the "0" space of the special action track.  Place the final information cube on the "No Role" space of the role tracker, as you start the game with no role.

Roll all three color dice, rerolling any black dice until none remain.  For each white die, move the special action tracking cube up by one space.  For each colored die, move the appropriate treasure search tracker up by one.  After this, reroll another two color dice, following the same procedure.

Lastly, place the player pawn on the "Idiot's Platform" space.

**The turn**:
On your turn, you may take 3 actions.  The actions are:

| | |
|---|---|
| Move | Move your pawn one space to an adjacent (up, down, left, right), unsunken space. |
| Shore Up | Remove one purple flood cube from either the space you are on, or an adjacent space. |
| Claim Treasure | If your pawn is on the space containing the treasure, and you have accumulated 5 search points for that particular treasure, you may claim the treasure for one action.  Take the treasure cube and place it next to the treasure search tracker in the "claimed" space. |
| Pass | Do nothing. |

After taking your actions, you begin to search for information about the location of the treasures.  Roll all three colored dice at once, and pick one or two to keep.  If you only picked one to keep, reroll the other two and select one more to keep.  Discard the rest.  Any colored dice that may not be immediately used  must be re-rolled (i.e., reroll any blues after you've claimed the blue treasure).  Black and white dice are never re-rolled in this fashion.  If you have the Messenger role this turn, you may change any one die (color, black, or white) to any color you wish after rolling and keep it, along with one other die rolled normally.  Any black die must be kept, and if two show up in the same roll, you must discard any dice you have saved previously and keep them both.  For each black die saved, move the water level tracker up by one square.  For each white die saved, move the special action tracker up by one, up to a maximum of 3.  For each colored face (red, blue, green, or yellow) saved, move the corresponding treasure search tracker up by one.

After this, you must flood the number of spaces shown by the water level tracker.  Roll spaces equal to the flood number, rerolling any duplicates (spaces may only be flooded once per turn).  If you have already flooded all the spaces you possibly can without duplicates, continue rolling, now counting duplicates.

- Any rolled space without a purple or black cube on it has flooded--place a purple cube on the space.
- Any rolled space that already contains a purple cube has sunk completely--replace the purple cube with a black cube. If the player pawn is on a space to be sunk, move it to any adjacent unsunken space. If they have the Diver role, they may swim any number of adjacent flooded or sunken spaces to reach an unsunken space. If they have the Explorer role, they may move to a diagonal unsunken space. If they have the Pilot role, they may fly to any unsunken space. If there is not such a space, the player drowns, and the game is over. If a space to be sunk contains a treasure, the treasure sinks with the space, rendering it unclaimable, and the game is over. Any time a space sinks, move the water level tracker up by one space.
- Any rolled space that already contains a black cube has already sunk, so reroll the space.

Finally, roll the number die to determine your role for the next turn. Move the role marking cube on the role tracker to remind yourself of your new role.

**Special actions**:
Special actions may be spent at any time during the action phase of the turn, and do not consume any of the 3 player actions per turn. To perform a special action, expend one special action point from the tracker, and choose an action from the following table:

| | |
|---|---|
| Air Support | Fly to any space on the map. |
| Get Digging | Shore up any flooded space on the map. |
| Quick Schooling | Change your current role to any other role. |

**Winning and Losing**:
You must claim all 4 treasures, make it back to Idiot's Platform, and spend a special action point ("Air Support") to win the game.

You can lose, however, in several ways.

- If the water level tracker reaches the skull and crossbones icon.
- If the player drowns due to sinking.
- If a treasure sinks before it can be claimed.
- If "Idiot's Platform" sinks, trapping the player on the island.

**Scoring**:
Regardless of how the game ends, your final score is calculated as follows:
+50 for winning
+15 for each treasure claimed
+5 for each space left on the water level tracker
+2 for each unflooded space
+1 for each flooded, unsunken space
+1 for each unused treasure search point (points are used if a treasure is claimed)