

1

Go around the table clockwise, taking turns reading these cards aloud.

2

You were in good spirits when you boarded the small plane of flight 815.

3

Despite that silly Friday the 13th.

4

Even the small turbulences in between were by no means alarming.

5

But a blizzard in the middle of the Bermuda Triangle?

6

A short time later the engines fail.

7

First came the silence. Then the panic. Then came the darkness.

8

The fact that you survived the crash is a miracle.

9

You're on this island now.

10

Waiting.

11

Hoping.

12

On what?

13

When you've read the instruction cards, continue clockwise with the prompt cards. Take turns reading the questions out loud. Interpret the questions, and answer them, however you wish.

14

Other players may ask you questions or make suggestions on your turn, but whether you answer those questions or include those suggestions is entirely up to you.

15

If questions address "you", they mean you as a player character of this game.

16

Of course it can be fun to think about "how would I feel in this situation?". But it is highly encouraged to play an other character.

17

Who this person may be? That's what you and your group is going to find out while playing.

18

If you encounter a card, or an answer, that you don't want included in the game, tap the X-card. That content is removed from the game.

19

If you drew a card that is removed this way, simply draw another card. You can "X" a card you drew.

20

You can also pass on your turn. To do so, give the prompt card you drew to the next player, and say: "I'd like to hear your answer to this question."

21

A prompt card can be passed around the table until someone applies the X-card to it.

22

Shuffle the Prompt Cards and place them in the middle of the table.

23

Place the card "A ship peels out of the thick morning fog [...]" in the bottom half of the deck for a shorter game, in the bottom quarter for a longer game.

24

Continue answering, passing, or x-ing cards until "A ship peels out of the thick morning fog [...]" is drawn.

25

Each player answers that question in turn. Then, the game ends.

26

If you like, you can draw your experiences on a map of your imaginary island. That way you will have a nice memory of your game together.

27

The player who wishes to do so can draw the first Prompt Card.

You've been having the same dream at night for days now. Which one? Are you telling anyone about it?

What special plant have you discovered on the island?

Who was the last person you were thinking of when the plane plummeted to earth?

What topographical features characterize the west part of the island? How did you name this part?

You're secretly blaming yourself for that plane going down. Why?

Actually, there should have been someone else in your place on board the plane. Why?

On one of your exploration tours you discover an alien animal. What kind?

Which of you is the leader of your group? What has this person done to earn your respect?

In the third week you were sick with a high fever. Who nursed you? Why were you surprised that this very person was caring for you?

You discover signs of human existence on the island. Which ones?

Trying to build a raft out of the remains of your plane went wrong? Why? Who do you blame?

When the stars shine over the beach you think back to your family. What would you do now if you had arrived at your destination?

Something seems to attract you magically in the forest next to your camp. Are you telling anyone about your desire to answer this call?

Your group was about to split up. What did you fight about? How did you resolve your differences?

Someone in the group gave you a tattered copy of her favorite book. What in it resonated with you? What made she appear in a new light for you.

A personal item of yours has disappeared. Which one? Who do you blame?

After three days of unsuccessful hunting, you catch enough fish for the whole group. Who will you tell first about the good news?

In the crown of a tree you find another dead passenger of your flight? How do you bury her?

As so often you look out at the endless blue of the sea. Suddenly someone takes your hand in hers and smiles at you. Who is it?

High up, you think you see a plane. Who consoles you when even after a fortnight's waiting there is still no rescue?

Which characteristic of your fellow roommate is secretly driving you crazy?

At which part of the island did you set up your camp? Describe it.

In the sand you find a still working smartphone. Whose is it? What is the last message you can read before the battery dies?

It's the person on your left's birthday. How did you know? Do you have a present for her?

The smell of food lures a big animal one evening. How could you chase it away?

You sprain your ankle in search of edible berries and mushrooms. Why do you keep it to yourself?

When did you first realize that you might stay on this island forever?

The smell of the campfire reminds you of your childhood. What images come to your mind?

One day you meet a young woman who claims to have also been on board the plane. None of you can remember her. How do you include her in the group?

Something about the climate on the island makes you think back to your home town. What do you miss most about home?

How long does it take to cross the island from east to west and from north to south? Who led the expeditions?

You expand your camp with a clay oven. Who taught you to build one of those?

Lost in thought, you unconsciously hum a song. What song?

What is your favourite place on the island?  
Where is it?

Where is the highest elevation of the island? What is its shape?

You wear a religious symbol on your body. Which one?

During a rain shower, you and another person seek shelter under a rock ledge. Do you take the opportunity to tell her about your desire for physical closeness?

During an argument, you stand protectively in front of the person to your right. Why?

Do you feel that the island brings out the good or the bad in people?

The watch on your wrist has long stopped. Why haven't you taken it off?

What part of the island are you afraid of? Where is it?

It's the fifth night after the crash. What are you guys talking about?

Your fire gets out of control and sets the camp on fire. What do you save first? Where are you building the new one?

What favourite food do you long for most?

Do you believe in fate? A deeper meaning to your existence?

A ship peels out of the thick morning fog off the island. Finally, the longed-for rescue?