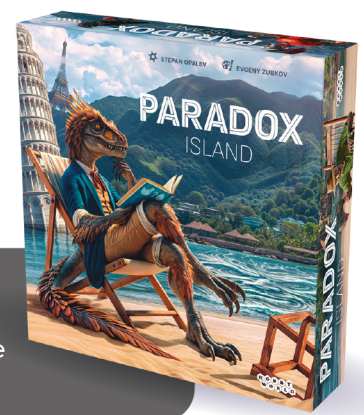




# PARADOX ISLAND

**Game Design:** Stepan Opalev

**Artwork:** Evgeny Zubkov



## GAME OVERVIEW

**Paradox Island** is an adventure deduction game, in which all players except one will be exploring the island that only that one player can see. By moving blindly across the island players will be recreating the map and try to complete their missions.

## GAMEPLAY

### OBJECTIVE

One of the players takes on the role of the Omnipotence Paradox (OP) – the only player who sees the island and other players' movements. Their mission is to have captives perished 5 times.

The rest players become captives of the island. Their missions are connected with movement across the island, visiting certain spaces or fulfilling certain conditions 5 times. The one to complete their mission first wins.

### GAME FLOW

Captives take their turns one by one going clockwise with the OP finishing the circle.

On their turn, a captive can perform up to 2 actions, announcing them and getting feedback from the OP:

- 1) move 1 space in any of the six directions automatically activating it. However, they can spend 1 energy to
  - move 1 space over;
  - move safely, which means you decide whether to activate the space or not after they know what it is.

- 2) restore energy.

After a captive announced their movement, the OP names the destination point aloud. Everyone hears the movements of the other players and can take notes on the map. However, they only know *their own* starting point, so during the game they need to think and put pieces together to have a better view of the map.

Spaces have good and bad effects, making players get some bonus actions and movements or lose their health and energy instead.



The OP controls 3 pieces on the island — the Rock, the Bush and the Wave. On the OP's turn they can move the pieces around the island meddling into captives' plans by making them harm or pushing to unwanted spaces.

## KEY SELLING POINTS

- ▶ 'One vs All' and 'Every Man For Himself' gameplay.
- ▶ Asymmetrical characters with different goals.
- ▶ Blindly exploring the map using deductive reasoning.
- ▶ Replayability: each game the map is new and different.

## PRACTICAL INFO

### CONTENTS

Screen, 6 player boards, 3 reference cards, 3 dry-erase markers, 9 pieces with stands, 30 character markers, 6 island frames, 39 tokens, Game rules

### BOX

Size: 298x298x71 mm

RIGHTS except