



# TORIKI

THE CASTAWAY ISLAND



## INTRODUCTION



It is the 19th century. You are a group of gifted children from all around the world who were given a once in a lifetime opportunity to take part in a scientific expedition led by a famous biology professor. He takes you on a cruise to the semi-legendary island of Toriki. This remote, uninhabited scrap of land is said to be home to various plants and animals that can't be found anywhere else in the world. No scientist has ever visited the island, and all the information about its flora and fauna is based on accounts from sailors who ventured into these remote waters and whose credibility is much disputed.

After several weeks at sea, finally getting close to your destination, you got caught in a terrible storm! Your ship crashed on underwater rocks. With the last of your strength, you swam to shore. Here's where your adventure begins!

**Toriki: The Castaway Island** is a cooperative game where players try to survive by exploring various locations, obtaining resources, and crafting new items. The ultimate goal of the game is to find a way to leave the island; but it is also important to discover new places and species, and to craft items along the way. The players work together and are scored as a group at the end of the game.

# COMPONENTS





**THE MAP**  represents the island of Toriki, where you are marooned. It consists of 4 modules. The first one, , is revealed at the beginning of the game, and the remaining 3 are hidden in separate envelopes.

Each Map module is divided into several hexagonal Locations. Each Location is individually numbered.

**THE COMPASS ROSE** will help you navigate the Map. Attach it to the lower left corner of Map module 1.




**33 ITEM CARDS**  represent various objects in your possession. You can use them in Locations or combine two of them to craft a new Item.

**18 MISSION CARDS**  describe Missions assigned to the players. Players complete Missions to make the story unfold.





**4 PLAYER MEEPLES** represent each player character and are used to track their movement on the Map. The Buffalo Meeple comes to play later in the game after the app informs you about it.

**20 FOOD TOKENS**  represent Food – a resource you can spend to increase your movement range.






**THE CAMP BOARD** represents your Main Camp. As the game progresses, you'll be placing Special Tokens there to mark the upgrades you made. The icons at the top remind you that Food  and Item Cards  left in the Main Camp should be placed beside the Camp Board.



**THE TOKEN BOARD** contains hidden Special Tokens that will come into play during the game.



**THE DIARY** contains information revealed later during the game. Do not read it unless the app instructs you to!

**THE WILDLIFE CATALOG**  is a collection of drawings of Toriki's supposed flora and fauna based on sailors' reports. It contains some important visual clues, so it's advised to study it carefully.



**COIN BOARD** and **9 COIN TOKENS**  are used to keep track of Coins  you find on the island (see **FINDING COINS** on page 11).

## GAMEPLAY

**Toriki: The Castaway Island** is played as a single continuous game that lasts about 6–8 hours, but you can pause and save your gameplay at any time (see **SAVING THE GAME BETWEEN SESSIONS** on page 14). It is possible to replay the game after finishing it (see **REPLAYING THE GAME** on page 15), but you'll already know the whole Map and most of Toriki's secrets.

## THE GOAL OF THE GAME

### Toriki: The Castaway Island

is a cooperative game, meaning that all players work together towards a common goal. Their ultimate objective is to find a way to leave the island, but additionally they can complete various side quests during their stay on Toriki. These are important for final scoring, which depends on the number of Missions completed, new Species discovered, and Coins found.

It is impossible for a player character to die, there are no dead ends, and you are never forced to restart the game from the beginning.

**Toriki: The Castaway Island** requires a free app, which you can download from Apple's App Store, Google Play, or Steam (currently requires **Android 6.0** or newer, **iOS 13** or newer; this may change in the future). You only need the app installed on one device with a camera to play. It is not possible to play without the app. Once downloaded, no Internet connection is required to play. The language can be changed within the app.



GET IT ON



Download on the  
**App Store**



**STEAM**



## SETUP

Place the following components on the table:




- 1 Map module  1  
(attach the compass rose)
- 2 Item  Card deck  
**(DO NOT SHUFFLE IT OR LOOK AT THE CARDS)**
- 3 Mission  Card deck  
**(DO NOT SHUFFLE IT OR LOOK AT THE CARDS)**
- 4 Wildlife Catalog 
- 5 Camp Board
- 6 Coin Board
- 7 Player Meeples (one for each player)
- 8 Food  Tokens to form a supply

Leave the remaining components in the box; take them out only if the app instructs you to.

You start the game by launching the app. If this is your first game, press the **NEW GAME** button on the main menu screen (otherwise see **RESUMING A SAVED GAME** on page 14). Choose the number of players (from 1 to 4). For each player, enter their name and choose a picture of a Meeple. Press **NEXT** to confirm your choice and move on to another player. Give each player their wooden Meeple in their selected color. For the rest of the setup process, follow the guided instructions provided by the app.





## GAME ROUNDS

The game is divided into Days. Each Day consists of three rounds, called morning , midday , and afternoon . During each round, each player takes 1 turn.

The current Day and time of day are shown in the bottom left corner of the screen. The app keeps track of the rounds and tells you which player should be currently taking their turn as the active player.

## BASIC CONCEPTS

### ITEMS AND FOOD

During the game, each player will have their own personal supply of Item  Cards and Food  Tokens. However, you can trade with other players and/or with the Main Camp (see page 10).



#### ITEMS

Each Item is unique. There is 1 copy of each Item Card in the deck; this means that multiple players can never have the same Item at the same time.

Each player can hold any number of Items.




#### FOOD

Food Tokens are all equivalent. The game has 20 Food Tokens; if the supply runs out, you cannot gain any more. A player cannot discard Food Tokens just to make them available in the supply for another player to gain the Food at a different Location.

If the app instructs you to get a Food Token, but there are no more available in the supply, then you do not gain the Food.

### MISSIONS

**MISSIONS**  are tasks that you complete to progress in the game and to increase your score. They may give you access to new Locations, resources or information! The app will instruct you when to gain specific Mission Cards.

*TIP: WHILE YOU ARE FREE TO DO WHATEVER YOU WANT ON TORIKI, MISSIONS PROVIDE SOME GUIDANCE ON WHAT IS IMPORTANT FOR YOU TO SURVIVE AND GET OFF THE ISLAND. YOU CAN GET HELP FOR MISSIONS IF YOU NEED IT (SEE PAGE 9).*

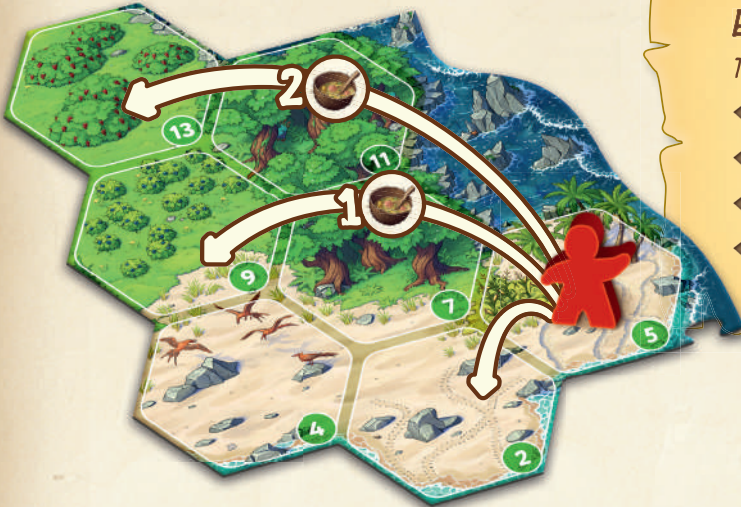
### A PLAYER'S TURN

On your turn, perform these 2 steps in this exact order:

- 1 Move your meeple to a different Location on the Map (or decide to stay in the same Location).
- 2 Perform any desired actions available in your Meeple's Location.

## MOVING TO A DIFFERENT LOCATION

You can move 1 space for free. You can move any number of additional spaces, but you must pay 1 of your Food 🍄 Tokens for each additional space you move. The Food spent by a player goes back to the supply. You do not have to move; you can stay in the same Location for your turn.



**EXAMPLE:** THE RED PLAYER IS IN LOCATION 5. THEY CAN, FOR EXAMPLE,

- ◆ MOVE 1 SPACE TO LOCATION 2 FOR FREE, OR
- ◆ PAY 1 🍄 TO MOVE 2 SPACES TO LOCATION 9, OR
- ◆ PAY 2 🍄 TO MOVE 3 SPACES TO LOCATION 13, OR
- ◆ SIMPLY NOT MOVE AND STAY IN LOCATION 5.

After moving (or if you decided to not move this turn), enter the Location number into the app where your Meeple currently is (using the keypad displayed on the screen).

**NOTE:** ENTER ONLY THE LOCATION NUMBER WHERE YOUR MEEPLE CURRENTLY IS (NOT THE LOCATIONS YOU MIGHT HAVE PASSED THROUGH TO GET THERE).

## PERFORMING ACTIONS

After you enter your Location number into the app, the Location's description and available actions appear on the screen.



- 1 – Location number
- 2 – available actions
- 3 – **SAVE** button
- 4 – the active player's name and Meeple
- 5 – **MENU** button
- 6 – current round (morning, midday or afternoon)
- 7 – current Day
- 8 – **END TURN** button

## ACTION: USE AN ITEM

The most basic action which is available at every Location except the Main Camp in Location 1.

If you choose the  option in the app:

- ◆ The app instructs you to scan an Item Card, then you choose one of the Item Cards **YOU ARE CURRENTLY HOLDING** to scan its printed QR code.

After you scan an Item:

- ◆ The app describes the effects of using the chosen Item in the current Location.
- ◆ An Item's effect depends on context (e.g., one can easily suppose the effect of using an axe in a forest).

**NOTE:** SOME LOCATIONS HAVE MULTIPLE ACTION OPTIONS AVAILABLE. IN THESE CASES, YOU CAN CHOOSE TO PERFORM ONE, SOME, ALL, OR NONE OF THEM, AND IN ANY ORDER.



MAKE SURE THE QR CODE IS INSIDE THE INDICATED SQUARE AND HOLD THE PHONE STILL, AND NOT SO CLOSE TO THE QR CODE THAT THE CAMERA CAN'T FOCUS. IF THE CAMERA STILL CAN'T FOCUS, TRY PASSING YOUR HAND IN FRONT OF IT TO RESET THE FOCUS. THEN TAP AND HOLD ON THE SCREEN TO SCAN THE QR CODE.

**NOTE:** IN SOME RARE CASES, SCANNING MAY NOT WORK BECAUSE OF:

- ◆ THE ROOM'S LIGHTING (TRY TO AVOID DARK SHADOWS)
- ◆ SLEEVED CARDS (SLEEVES CAUSE REFLECTIONS AND GLARE)
- ◆ THE PHONE'S CAMERA (DIRT ON THE CAMERA LENS, ETC.)



## MAIN CAMP

The **MAIN CAMP** (Location 1) is a special Location with two unique actions represented by the icons shown both on the Map and in the app.



While in Location 1, you can ask the professor for a hint about a Mission by scanning the QR code printed on a Mission Card. First, you receive a general hint, but the next time anyone chooses this action, the professor will offer more detailed instructions. Completing Missions raises your final score, but receiving hints lowers your score.

Scan 2 of your Item Cards (one after the other) to try and create a new single Item.

*NOTE: ONLY 2 ITEM CARDS ARE EVER NEEDED (EVEN IF IN REAL LIFE MORE ITEMS WOULD BE NECESSARY). IF YOU TRY TO COMBINE 2 ITEMS THAT DO NOT WORK, YOU CANNOT TRY CRAFTING AGAIN THIS TURN (BUT YOU KEEP THE 2 ITEMS; THEY ARE NOT DESTROYED BY THE FAILED ATTEMPT).*

## TRADING ITEMS AND FOOD

You can trade with **A) OTHER PLAYERS**, and/or the **B) MAIN CAMP**.

Trading with the **MAIN CAMP** or other players is **IS A FREE ACTION**; trading is done in addition to anything else you do during your turn. You can trade anytime on your turn (before and after moving, before and after performing Location actions). You can trade any number of times with any number of players and/or the Main Camp when eligible, as follows:

- A** To trade with **OTHER PLAYERS**:
- ◆ You must be at the **SAME LOCATION** as the other player;
  - ◆ **TAKE FROM** and/or **GIVE TO** the player any number and combination of Item Cards and/or Food Tokens, if the other player agrees.

- B** To trade with the **MAIN CAMP**:
- ◆ You must be at the Main Camp Location;
  - ◆ **TAKE FROM** and/or **LEAVE** at the Main Camp any number and combination of Item Cards and/or Food Tokens.

WHEN LEAVING FOOD AND ITEMS, PUT THEM BESIDE THE APPROPRIATE FOOD  AND ITEM  ICONS PRINTED ON THE CAMP BOARD.




**NOTE:** YOU CANNOT TRADE IF JUST MOVING THROUGH THE LOCATION WITH THE PLAYER OR THE MAIN CAMP. YOU CAN TRADE ONLY IN THE LOCATION YOU STARTED OR FINISHED YOUR MOVEMENT IN.


## END OF TURN

Your turn ends when you decide to end it by pressing the **END TURN** button. You can end your turn at any time, but usually after you perform all available actions. The next player then takes their turn (the app reminds you of this).

## END OF A DAY


After 3 rounds (so each player has taken 3 turns), the Day ends; then all player Meeples are automatically transferred to a Campsite  for free (i.e., no Food is spent to do this, no matter how far the Campsite is from the Meeple).

## CAMPSITES

At the start of the game, there is only 1 Campsite  available (at the Main Camp on Location 1). Later, you will discover new Campsites, and the app will explain how they work.



## DISCOVERING NEW SPECIES

Each time you find a new unknown Species  of a plant or animal, the app will instruct you to give it a scientific name, then you will write this down in the Wildlife Catalog. You can also write down the Location where you found it, as well as other useful information about its characteristic traits and possible uses. If you want to replay the game in the future, you can write with a pencil so you can later erase it. Alternatively, you can download and print another copy of the Wildlife Catalog (see **REPLAYING THE GAME** on page 15).

The more Species you discover, the higher your final score!


## FINDING COINS

There are golden Coins  hidden in different places on Toriki. Are you curious why there are Coins on a supposedly uninhabited island? Keep playing to find out! You can find Coins by using specific Items in particular Locations. Then the app will ask you to put a Coin Token on the corresponding place on the Coin Board. The artwork on the Coin Board serves as a hint about the Coins' Locations.





Gold is of no use on Toriki, but it will be worth a fortune once you go back to civilization, so finding Coins increases your final score!



## ACHIEVEMENTS

Achievements  are additional goals you might complete while playing. Unlike fulfilling Missions, unlocked Achievements don't make you progress in the game, nor do they affect your final score. Instead, they are an incentive for the players to do additional things beyond what is necessary to leave the island. Achievements are tracked collectively for the whole group, not for separate players.





To open the Achievements display, press the **MENU**  button and then choose **ACHIEVEMENTS** . Here you see a scrollable list of Achievements. Each Achievement has a name, fulfillment conditions, and a bar showing the players' progress toward its completion. Once you meet the fulfillment conditions, the app will inform you that you unlocked an Achievement.

## COMPONENT TRACKER


The app constantly tracks what components the players (as a whole group) have in their possession (except for Food Tokens). If you suspect that you might have mistakenly taken a Card or any other component (or not taken one when supposed to), you can always press the **MENU**  button and then choose **COMPONENT TRACKER**  to display a complete list of the components that should be in your collective possession.



## HISTORY

By pressing the **MENU**  button and then the **HISTORY**  button, you can view your game history. All the texts displayed so far are stored there, and you can browse them if you suspect you missed or forgot something.

## SAVING THE GAME BETWEEN SESSIONS

Finishing the whole game usually takes about 6–8 hours, so you may break it into a number of separate playing sessions. It is recommended to finish a game session **AT THE END OF AN IN-GAME DAY**, but you can save the game whenever the **SAVE**  button is visible on screen. Press it, and the app will ask you to enter each player's current Location number. The app also saves the game progress automatically in case your session ended unexpectedly (e.g., if your app device's battery ran out), but in this case, it won't store the players' Location numbers.

Next, each player should put their Meeples (including the Buffalo Meeple if they own it), Item Cards, and Food Tokens into a separate ziplock bag. In a separate "common pool" bag, put the rest of the elements revealed so far: assigned Mission Cards, obtained Special Tokens and Coin Tokens, and all Item Cards and Food Tokens from the Main Camp.

## RESUMING A SAVED GAME

Launch the app and press the **RESUME LAST GAME** button in the main menu. Give each player the contents of their bag and put all the elements from the "common pool" bag where they belong. The app will remind you where to put the players' Meeples and all the Special Tokens that are in play.

## PLAYER PROFILES

By pressing the **PROFILES** button in the main menu, you open the profiles menu. You can create several player profiles there, e.g., if you want to have separate playthroughs with different groups. You can also **BACKUP** your profiles into a single file. This file can be used to **RESTORE** profiles on the same or another device and continue the gameplay.



## GAME END AND SCORING

The game ends once you leave the island. Then the app will rate your performance on a scale from 1 to 10 stars. You can increase your score by:

- ◆ completing Missions,
- ◆ finding Coins,
- ◆ discovering new Species.




Asking the professor for hints, on the other hand, lowers your score.

The number of Days you spend on Toriki doesn't affect your score, so you are encouraged to take your time, explore the island, and have fun!

## REPLAYING THE GAME

Once you finish the game, it's possible to replay it if you would like to relive the adventure again, perhaps to try doing some things differently or to complete Achievements you didn't complete during your first play.

To replay the game, do the following:

- ◆ Put all the Cards back in their respective decks (keeping them ordered by number will make the gameplay smoother).
- ◆ Put all the Special Tokens back into their respective slots in the Token Board (make sure that the numbers on the back of each Token match the numbers printed on the Board).
- ◆ Put Map modules ,  and  in their respective envelopes.
- ◆ Fold back the Diary.
- ◆ Download the Wildlife Catalog in PDF format from [HTTPS://QUACK.AT/TORIKI-WILDLIFE-CATALOG-PDF](https://quack.at/toriki-wildlife-catalog-pdf) and print it, or erase your pencil writing from your original Wildlife Catalog.
- ◆ Start the app and press the **NEW GAME** button.

**THE NEXT 4 PAGES CONTAIN RULES REVEALED  
LATER IN THE GAME. DON'T READ THEM UNLESS  
THE APP INSTRUCTS YOU TO!**

## APPENDIX: ADDITIONAL RULES REVEALED LATER IN THE GAME

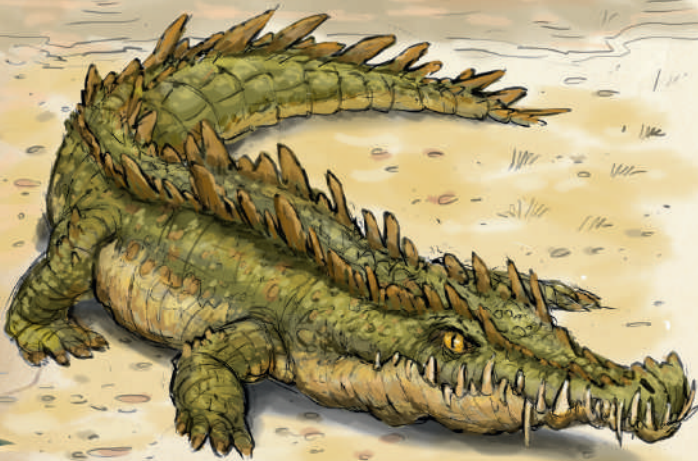
DON'T READ THIS APPENDIX UNLESS THE APP INSTRUCTS YOU TO, AND EVEN THEN READ ONLY THE PART THE APP TELLS YOU TO!



### THE RAFT

(READ THIS PART ONLY AFTER YOU CRAFTED THE RAFT!)

The Raft enables you to travel through sea Locations on Map module 2. These are the only Locations the Raft Token can be placed on, and using the Raft is the only way to visit them.



### BOARDING AND DISEMBARKING THE RAFT

Boarding and disembarking the Raft each count as moving a single space.

**TO BOARD:** move your Meeple from a coastal Location (Locations 1, 2, 4, and 5) onto the Raft Token which is on a **NEIGHBORING** (adjacent) sea Location.


**IMPORTANT:** OTHER PLAYERS PRESENT IN THE SAME LOCATION **MAY** BOARD OR DISEMBARK THE RAFT TOGETHER WITH THE ACTIVE PLAYER, **DURING THE ACTIVE PLAYER'S TURN**, WITHOUT SPENDING ANY ADDITIONAL FOOD.

**NOTE:** THE RAFT CAN SIMULTANEOUSLY HOLD ANY NUMBER OF PLAYERS.



**TO DISEMBARK:** move your Meeple off the Raft onto a **NEIGHBORING** (adjacent) coastal Location.

### MOVEMENT ON THE RAFT


On your turn, if on the Raft (regardless if any other players are on the Raft with you), you can move the Raft Token **THROUGH SEA LOCATIONS** the same as you would move your Meeple on land (i.e., moving 1 space is free, and each additional space costs 1 ).

- ◆ The Raft Token moves with all Meeples on it, so other players in the Raft move too, even though it's not their turn.
- ◆ It is possible for a player to travel both on land and on sea in the same turn (see example).





### THE DOLPHINS

**(READ THIS PART ONLY AFTER THE DOLPHINS TOKEN HAS BEEN REVEALED!)**

As long as the Dolphins are pushing the Raft, you can reach any sea Location in one move, without spending any .

**DON'T READ THIS APPENDIX UNLESS THE APP INSTRUCTS YOU TO, AND EVEN THEN READ ONLY THE PART THE APP TELLS YOU TO!**




**EXAMPLE:** THE RED PLAYER MOVES FOR FREE FROM LOCATION 9 TO LOCATION 4 AND THEN SPENDS 1  TO BOARD THE RAFT IN LOCATION 16. THE YELLOW PLAYER, WHO IS IN LOCATION 4, CHOOSES TO BOARD THE RAFT FOR FREE DURING THE RED PLAYER'S TURN. FINALLY, THE RED PLAYER SPENDS 1 MORE  TO MOVE THE RAFT WITH BOTH MEEPLES TO LOCATION 20. THAT ALL HAPPENED IN A SINGLE TURN OF THE RED PLAYER.

**DON'T READ THIS APPENDIX UNLESS THE APP INSTRUCTS YOU TO, AND EVEN THEN READ ONLY THE PART THE APP TELLS YOU TO!**

## DECIPHERED TEXT FROM THE WILDLIFE CATALOG


(This part is a reminder of the text the app displays to you after the professor gets back his glasses and is




finally able to decipher the text about Species  14, from the Wildlife Catalog.)

*"DIG A PIT AND COVER IT TO MAKE A TRAP. ONCE THE BEAST IS CAUGHT, FEED IT TO TAME IT. A GREAT RIDING ANIMAL."*

## ALTERNATIVE CAMPSITES

(READ THIS PART ONLY AFTER YOU DISCOVERED AN ALTERNATIVE CAMPSITE!)


The Location you transformed into an alternative Campsite is now covered with a Special Token with the Campsite icon . From now on, at the end of a Day, each player can **CHOOSE** which of the Campsites they want to spend the night in, and each player's Meeple instantly moves to their selected Campsite. Different players may go to different Campsites.

**NOTE:** THE MAIN CAMP IN LOCATION 1 IS STILL THE ONLY PLACE WHERE YOU CAN CRAFT NEW ITEMS OR ASK FOR A HINT, AS MARKED BY THE  AND  ICONS PRINTED ON LOCATION 1. IT'S ALSO THE ONLY PLACE WHERE ITEMS AND FOOD CAN BE LEFT FOR LATER USE, AS  AND  ICONS ON THE CAMP BOARD REMIND YOU.

## THE TENT

(READ THIS PART ONLY AFTER YOU CRAFTED THE TENT!)



The Tent enables you to spend the night outside a Campsite .

During the Day, the Tent is carried by a player. It may be traded to another player in the same Location, and it may be left or picked up at the Main Campsite (the same way as Items).

**ONCE THE DAY ENDS:** If a player holding the Tent is on a **LAND LOCATION**, they **MAY** use the Tent by placing it on their current Location. (The Tent cannot be used on the Raft.) **ALL THE PLAYERS PRESENT IN THE LOCATION WITH THE TENT** may spend the night there (instead of moving to a Campsite).

**THE NEXT MORNING:** The players who spent the night in the Tent start their turn in the Location with the Tent. One of them takes the Tent with them (and may use it again, or trade it away).



## THE BUFFALO

(READ THIS PART ONLY  
AFTER YOU CAUGHT AND  
TAMED THE BUFFALO!)

The Buffalo, represented by the Buffalo Meeple, is a riding animal that helps you travel faster across the island.

Put the Buffalo Meeple on Location 32 where you caught and tamed it. Now a player who shares a Location with the Buffalo can mount it by putting their player Meeple on the back of the Buffalo Meeple. As long as a player is riding the Buffalo, they can move twice as far for the same amount of Food. So they can move up to 2 spaces (instead of only 1 space) for free, up to 4 spaces (instead of 2) for 1 🍷, up to 6 spaces for 2 🍷, and so on.

The Buffalo cannot board the Raft.

- ◆ If you are on the Buffalo, you may move onto the Raft, but you must leave the Buffalo in the Location from where you boarded the Raft.
- ◆ You may continue moving this turn, but start paying the normal cost for any additional movement you make from now on this turn, i.e. 1 🍷 for each additional space.

At nightfall, the Buffalo is instantly transferred with its rider to a chosen Campsite 🏕️.

- ◆ If the player uses the Tent, the Buffalo can stay in the Location with the player.

A player can get off the Buffalo at any time, even during movement, but start paying the normal 1 🍷 cost for each additional space you move this turn.

If no one is riding the Buffalo, it stays where it is until a player mounts it and moves.



**DON'T READ  
THIS APPENDIX  
UNLESS THE  
APP INSTRUCTS  
YOU TO, AND  
EVEN THEN  
READ ONLY THE  
PART THE APP  
TELLS YOU TO!**



## CREDITS

**DESIGN:** Wojciech Grajkowski

**WRITING:** Wojciech Grajkowski

**ILLUSTRATIONS:** Inês Toczyska, Kary Jane,  
Ania Przybyłko, Tomek Larek,  
Paweł Marchwicki

**ART DIRECTION:** Urszula Markuszewska-Siwiek

**GAME DIRECTION:** Wojciech Grajkowski

**PROJECT MANAGEMENT:** Karolina Pietras,  
Dominika Kijuć

**PRODUCER:** Vincent Vergonjeanne

**DEVELOPMENT:** Grzegorz Szczepański

**GRAPHIC DESIGN:** Aga Jakimiec, Magdalena  
Płoszaj, Urszula Markuszewska-Siwiek,  
Kasper Piórkowski

**APP UI:** Mateusz Komada, Klaudia Skrodzka

**APP SOUNDS:** Barry Doublet & The Balance  
Of Power

**DTP:** Aga Jakimiec

**MANUFACTURING MANAGEMENT:** Radosław  
Milewski

**PLAYTESTING MANAGEMENT:** Dominika Kijuć,  
Tomasz Napierała, Karolina Pietras

**QUALITY ASSESSMENT AND BUG HUNTING:**  
Łukasz Zep

**LEAD PROGRAMMING:** Marcin Musiał

**PROGRAMMING:** Paweł Bogustawski,  
Simon Fournier, Macéo Vivier

**PROOFREADING:** Russ Williams

**RULES EDITING:** Jonathan Bobal,  
Grzegorz Szczepański, Tomasz Napierała

Imported and Distributed in the UK by: Vivid Toy Group Ltd, GU3 1LS, UK