


Island Nations

 2-5
 12+
 90-120'

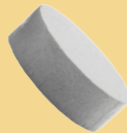
Components:

15 Player Score Tokens (3 each color)



30 Resource Cubes

1 Starting Player Token



5 Dice (1 each color)



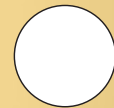
30 Explore Tokens



30 Wild Resource Tokens



20 Blank Tokens



48 Barbarian Tiles



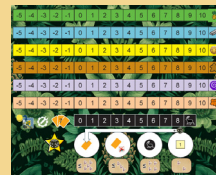
96 Building Tiles



96 Cards



5 Player Boards



1 Main Board



Overview:

You are the founder of an infant Island Nation that you will build into a great civilization! Your tasks will be to select the buildings you will construct, manage resources, fight off or convert intruders, and keep the highest surplus of goods to score points!

Set Up:

Place main board in the center of the table.

Separate cards into matching resources (I.e. All pineapple cards into one stack) and shuffle each deck of cards -- There will be 6 decks. Place the decks face up next to the main board.

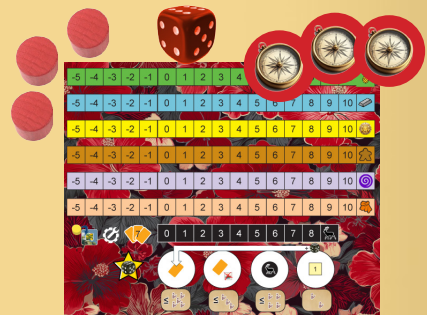
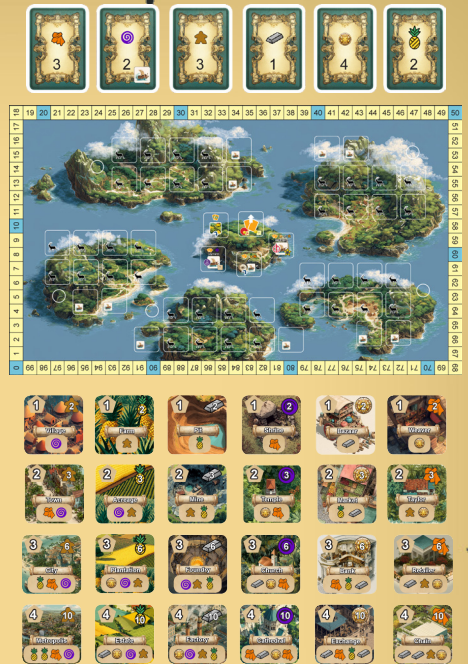
Make stacks of building tiles and place next to the main board. There should be one less tile of each kind than there are players. (I.e. For a 4 player game there will be 3 shrines in a stack). Place the level 1 tiles in the same row, level two tiles in the next lower row, level 3 tiles next, and level 4 tiles in the bottom row. Each stack of tiles should be in the same column as the other tiles that produce the same resource (I.e. All tiles that produce pineapples should be in the same column.)

Give each player explore tokens, dice, score tokens, and a player board of the same color. Give each player one resource cube of each color. Each player will place the cubes on matching rows of the player board on the 0 space. (I.e. The green cube on the 0 space of the pineapple row, the blue cube on the 0 space of the iron row, etc.)

Each player chooses the island on the main board closest to him/her and places a score token next to that island.

Each player now rolls his/her die and takes the 1st level building matching that number on the top row. (I.e. If the blue player rolls a two, he/she would count, left to right, 2 tiles in the top row -- let's say it's the farm -- and places it on the main board on his/her island covering up a space with the deer symbol). Each player places an explore token on a space showing the deer symbol.

Shuffle the barbarian tokens and place in several stacks with the white side up. Each player takes a barbarian token and places it - white side up - on one of the two barbarian spaces next to his/her island.



Choose a starting player at random and give that player the Starting Player token. Each player chooses 3 cards from the decks of face-up cards in turn order. The total numbers on the cards cannot add up to more than 6. For each faith card (with the purple swirl), he/she must also place another barbarian tile on or next to his/her island. Barbarian tiles go first on the barbarian spaces, then to blank island spaces with the deer symbol.

Each player places a score token on the 0 space of the score track of the main board. Each player places his/her die on his/her player board on the star space showing the die. The die is placed with the number one face up. This is the star track. Below the spaces of the star track are symbols showing the number of players in the game. Place blank tokens on any space that exceeds the number of players.

Each player moves his/her resource cubes on their respective player boards to match his/her island spaces. Note that each building tile requires one or more resources to use and produces two or more resources. (I.e. The red player has a farm, and an exploration tile on his/her island. He/She moves the pineapple cube right two spaces and the people cube left one space. For the explore token, he/she moves the "wild" or black right one space. The wild cube pays for any lacking resources on a player's island - in this case the people.)

The Turn:

On a player's turn, he/she places a score token (action token) on the center of the main board on one of the 5 action spaces there. Each turn each player must move to another space, except when on the Draw Card and Score space. Players may not move to a space they cannot use or afford.

If the player chooses a space where there is another player token, that player or players whose token is already on that space may choose any one card from the face-up decks next to the main board. If the player chooses a



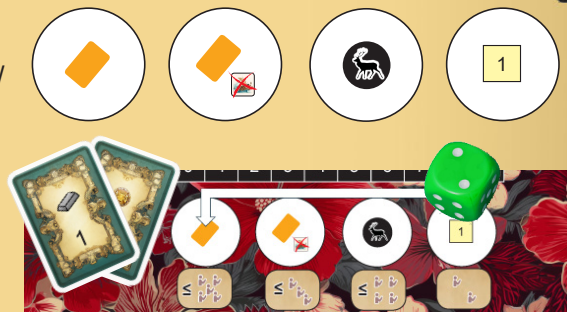
space with no other player token, he/she moves his/her die up one space on his/her player board star track and takes the reward shown there. If a blank token is on the space, there is no reward. The rewards are: Draw cards equal to the number on the player's die, Draw cards equal to the number on the player's die and add no barbarians for taking faith cards, gain "wild" tokens equal to the number on the die, gain points equal to the number on the die.



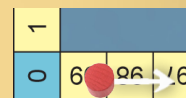
Wild tokens can be played instead of any card for any resource. When a value of a card is required for payment the wild token is always a 1.



When the player's die moves to the end of the track, the next move is back to the first space with the die adding one pip. (I.e. The green player's die has a one pip face up and is on the "gain points" space of the star track. He/She places his/her action token on an action space with no other players. He/She then turns the die to a two and places it on the first space of the star track, gaining two cards.) If a die reaches 6 pips, it stays on 6 for the rest of the game.



Each turn each player will adjust his/her player board according to what is produced and/or lacking for the buildings on his/her island. Wild resources make up for lacking resources. If the player has more lacking resources (in negative numbers) than he/she has wild resources, that player will lose 3 points per turn for each lacking resource. This is tracked on the point track of the main board. Players that fall below zero move accordingly on the point track (I.e. If a player is at 0 points and has 1 lacking resource he/she moves down 3 points to -3, which is also -3 on the point track).



Each turn players will count their cards at the end of the turn. Players must not have more than 7 cards. All cards in excess of 7 are discarded next to matching deck of cards by the main board. Players choose which cards to discard. Once a player's turn is over the next player, the one to his/her left, takes a turn - play goes clockwise.

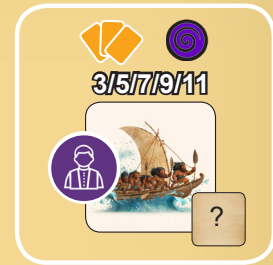


The Actions:

Convert Barbarians: In this action you are inviting barbarians to join your society. You pay faith cards in order to do this. All cards paid (as always) go to a discard pile of the matching resource.

Once a barbarian is converted, the tile is flipped to the opposite side and placed on the player's island. The player moves the counter matching the resource right one space on their player board. Converted barbarians must be placed in the following order: First on a blank island space. If there are no blank island spaces they must replace an explore token on a space (in this case the player loses 1 wild resource on the player board and gains whatever resource is on the barbarian tile). If there are no blank or explored spaces they may be placed on the shortest stack already containing a flipped barbarian token -- the player loses the covered resource gains the new one on top of the stack of tiles. This is tracked on the player's board. They may never be placed on a building token.

Only one barbarian may be converted per turn. The cost to convert **one** barbarian changes based on the number of barbarians on your island area (including barbarian spaces). The cost is 3 if there is only one barbarian present. (This is the number on the card or multiple cards you are spending), the cost to convert one barbarian if there are two present is 5, for 3 it is 7, and so on. These numbers are shown on the main board. The cost will never exceed 11. If you don't have the exact number you need on a card or cards, you may overpay but receive no cards back for the overpayment.



3/5/7/9/11



Explore: In this action the player is exploring his/her island. This attracts barbarians. The cost is 6 value of cards in cloth or pineapple in any combination or number of cards.

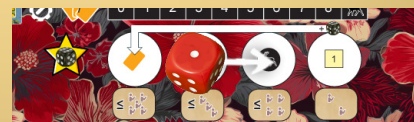
Place an explore token on any blank or “wild” space on the island. The player moves the black wild cube right one space on the player’s board. Whenever barbarians are placed on the main board they are placed in the following order: First on a blank barbarian space. Second on a blank space of the island, Third on an explored space (this removes any explore tokens and the player loses a wild resource on his/her player board for each token removed). Fourth on the shortest stack of buildings. This removes the buildings, adjust resources on the player board accordingly. If a barbarian removes any buildings it removes the entire stack for that space.

If there is an open space on an island the explore token must go there first. A player may place multiple explore tokens and gain multiple wild resources on a single space of his/her island, but when placing the explore token the player must choose the space with the fewest explore tokens present and all other spaces must be occupied.

War: This where the player spends money, people, and iron to remove one barbarian. The number needed on cards is based on the number of barbarians present. If there is one barbarian present, the player must spend 4 or more in any combination of money, people, and iron card(s). If there are two present the player must spend 6 or more. The numbers are shown on the main board. Never more than 12 will be spent.

Only one barbarian tile may be removed each turn. The barbarian token is removed from play and put into a discard pile. If ever there are no barbarian tiles available, shuffle the discarded tiles to form a new draw pile.

The player then moves up one on the star track and takes the matching reward. If the space on the star track is a blank token there is no reward.



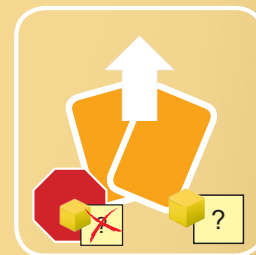
Build: This increases production and points at the end of the game. The player pays cards or wild tokens for any resource. The cards needed show at the bottom of the building tile he/she chooses. Values of the cards don't matter.

Then he/she places the tile on his/her island, and adjusts his/her player board resources accordingly. The resource cubes matching symbols at the bottom of the tile are moved left. These are resources needed to keep the building producing. Cubes matching the symbol at the top right of the tile are moved right equal to the number showing on the tile. This only applies to the top-most tile.

A level 1 tile may be played on a blank space of the island or to replace an explore token. A level 2 tile may be played on any other single tile, whether a building or converted barbarian. A level 3 tile may be played on any level 2 tile or any stack of two barbarian tiles, and so forth. Adjust the resource cubes on the player board to account for only the top-most tiles. Tiles may never exceed 4 in any stack on the island.

Draw and Score: On this space a player draws two cards from the top of the card draw piles and scores excess resources shown on his/her player board. This is the only space where a player may remain from one turn to another, but if the player does not move to this space, he/she only draws cards and does not score points. Once draw piles are exhausted, shuffle and place discard piles of the same resource in their place.

Any faith card drawn causes a barbarian tile to enter the player's island area in the same manner as described earlier. The player scores points for each resource produced as shown on his/her player board. (I.e. The yellow player is producing 3 coins with a market, and 3 pineapples with an acreage, has one converted barbarian producing people and has two explore tokens producing wild resources. His player board shows 3 coins, -1 iron (used in the market), -1 faith (used in the acreage), 0 people (because the one is being used on the acreage to produce pineapples), 2 wild resources,



and 2 pineapples (one of them is being used in the market.) The rest of the resources show 0. The wild resources and the iron and faith cancel out, so he/she has total of 5 with the coins and pineapples. He/She gains 5 points. This is scored on the main board score track.

Note: any single resource that is produced in excess of 10 becomes wild resources and is tracked on the wild resource track.

End of Game and Winning:

The end of the game occurs in one of 2 ways. If a player has 3, level 4 buildings the end of the game is triggered, or if a player has all of his/her 8 island spaces filled with tiles (not explore tokens) and at least 1 level 4 building. Once the end of the game is triggered play continues for the rest of the current round and then one more round until the final player takes a turn. The final player is the one to the right of the starting player.

Points: At the end of the game the following points are added: (points are only given for buildings if the building is at the top of a stack)

2 points for each level 1 building.

3 points for each level 2 building,

6 points for each level 3 building,

10 points for each level 4 building,

1 point for each wild token

1 point if 1 barbarian space is vacant

3 points if both barbarian spaces are vacant

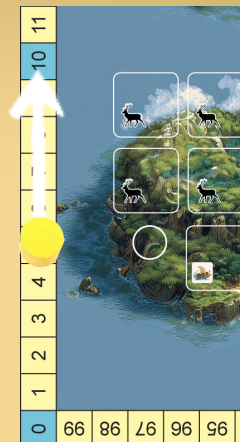
Add the value of cards in hand, 1 point for each 3 value points of the cards, rounded down.

1 point for each explore token on the main board

Tie Breakers:

The first tie breaker is the player with the most level 4 buildings

The second tie breaker is the with the most level 3 buildings, and so on.



Acknowledgments:

The amazing support of my beautiful wife Michelle.

The immeasurable contributions of Eric Bess, Jon DeYoung, Andrew Sayer, Jason Jones.

The play testing expertise of Brian Purvis, Craig Purvis, Ryan Tighe, and David Armstrong and Eric Merrill