Small Islands

Goal

Have the highest point value at the end of the game

Setup

Each player picks a colour; then takes 4 Houses and 4 Bonus Tokens in that colour.

Random first player takes the four Starting Tiles (with seagulls) and arranges them in the middle of the table (following Placement Rules).

Shuffle the landscape tiles.

Place the ship tiles next to the landscape stack (unplayed colours grey side up).

Place the Navigation Tile next to them, then draw three landscape tiles face-up next to it.

Shuffle round Discovery Tokens and place them face down.

Each player draws two landscape tiles from the stack.

Shuffle the Objective cards and make a stack. *(Advanced: instead shuffle the Mission and Reward cards as two separate stacks.)*

Each player draws one Objective card. *(Advanced: one each Mission and Reward.)*

Play up to four Rounds.

Round

First Player draws six landscape tiles and places them face down on the Navigation Tile. (If a tile is needed and the Reserve is empty, the game ends immediately.)

Each player draws two Objective cards so as to have three. Then place one face down for this round, one face down for next round, and return the other face down onto the stack. *(Advanced: use Mission and Reward*

cards, and create an objective by combining one Mission and one Reward card.)

Play turns in rotation from First Player. Do exactly one of:

- Explore: choose a landscape tile from the three face-up ones, and add it to your hand; place a landscape tile onto the table in accordance with Placement Rules. Optionally place a Bonus Token anywhere on the map. Take a tile from the Navigation stack, if available, or the main stack if not, and place it face-up by the stacks.

- Or, if the Navigation tile is visible. you may Land by taking the ship tile of your colour (or a grey one) and place it on the map according to Placement Rules. This ends the round.

If on your turn there are no face-up Landscape tiles and you cannot place a ship tile, the game ends immediately.

Starting with the player who placed the ship tile:

- Reveal your objective for this round.

- Place one or more houses on islands that fulfil the Mission part

of your objective. For each one validly placed, take the Reward.

- If you have fewer than 4 Houses in stock, take more from the reserve (if available) until you have 4.

- Return the objective to its stack.

If all ship tiles have been placed, the game ends. Oterwise, shuffle the objectives, pass the First Player token to the player who placed the ship tile, and play another round.

Game End

Add scores for:

- Prestige tokens gained during the game

- Prestige rewards for Discovery Tokens

- 1 point for each Port in the 8 tile spaces surrounding your ship tile.

Tiebreak on most houses played; tiebreak on most ports around ship; tiebreak on last to place a tile.

Placement rules

A **tile** must be orthogonally adjacent to at least one existing tile.

It may be placed in any orientation, but its landscape/sea edges and corners must match any tiles to which is is orthogonally or diagonally adjacent.

An **island** is an arrangement of landscape tiles connected by land edges.

A resource **bonus token** must be placed on top of an existing Resource: (pink, orange, green), including another resource token.

A **port** bonus token may only be placed on the coast of an island, and mo more than two ports may exist on the same tile.

Only one **house** per player per island (of at least two tiles), only on a House symbol.