

Small Islands

<https://tekeli.li/rogers-rules/>

Last edited 2025-04-12

Goal

Have the most treasure at the end of the game.

Setup

Assemble the map from the three segments in any combination of sides. Use the smaller tiles as edge clips.

Each player chooses a colour and gets that vehicle and 15 compass roses.

Collectively place 4 huts, 3 trees and 3 statues. Maximum one per space, no closer than 4 to another object or the same type,

each statue must face a hexside and not be adjacent to the ocean.

Extract the two Curse cards from the Treasure deck. Shuffle the remainder and make a 12-card initial deck; shuffle the rest with the Curses to make the main deck, which goes underneath it. Stack these on their connector tile.

Stack the amulets on their connector tile.

Place the volcano approximately in the middle of the board. Place the four lava tiles by the board.

In reverse player order, each player takes one terrain triad and places it such that one terrain space goes over a matching space, one lava space goes over a terrain space, and the other terrain space goes over the sea. Place their vehicle on that new hex.

If not already placed, each player places their vehicle on any island hex.

Set up four piles of cubes by colour. Each player draws a clue card and places it by one pile, with one of their compass roses on it.

Deal 4 (②: 6) clue cards to each player. Remainder go on their connector tile.

Take turns in rotation.

Turn

If you start your turn sharing space with an amulet, you may take it.

Either (a) play a clue card. Add it to bottom of the column for one of the treasures. It must reduce the search space, but not to zero. Then draw a replacement

clue card. If the number of possible spaces is small enough to allow them all to be marked with cubes, do so. When only one cube is left on the board, the location of the treasure is known.

You may play and discard an illegal clue card to take and place one of the four Lava tiles instead. Treat this as a treasure card except that it returns to the reserve once the treasure is raised.

Note that an “adjacent” or “1-2 spaces from” clue implies that the treasure is *not in* a terrain of that type; “not adjacent” or “not 1-2 spaces from” *may* be in that terrain.

If you find yourself in the same space as the last treasure cube, you may Raise the treasure.

Or (b) move your vehicle. You may take up to three bounds; in each one either (i) move as far as you like within your current terrain type or (ii) cross into an adjacent different terrain type. You may not enter the Ocean.

You may not enter Lava or the volcano. If you spend an Amulet, or if you have no Amulets discard your highest treasure card, you may move across Lava, but you may never end your move on it.

You may pick up an Amulet at the end of each bound. If you end a bound sharing space with the one cube that represents a known treasure, you may end your move and raise the treasure.

Whenever you pick up an Amulet, place a Lava tile adjacent to existing Lava or the

volcano; not on a statue, vehicle or amulet. This destroys anything in that space and may change which area(s) is/are the largest of a type; replace clue markers as needed.

If you find yourself in the same space as the last treasure cube, you may Raise the treasure. This ends your move.

Or (c) discard all your clue cards and draw a new set.

At any time during your turn you may spend an amulet to:

- play an extra clue card (action (a))
- take an extra move (action (b), but you may not pick up amulets during this move)
- swap clue cards (action (c))

- remove one cube from the board

Raising Treasure

The player whose vehicle is on the last treasure cube places one of their compass roses at the bottom of the column.

Each player with roses in the column takes one card per rose and inspects them. All cards go unseen to the raising player, who adds another and shuffles.

If the treasure deck runs out, shuffle the Treasure Discard to make up the needed numbers, and end the game once this treasure is distributed.

Turn up one card at a time. From the bottom of the column, each player with a rose may choose to claim that card. If they claim it, they also take back that rose. If

nobody claims a card, it goes to Treasure Discard.

If a Curse is revealed, each player with a rose still in play must either spend an Amulet or discard their highest-value treasure card. All remaining treasure cards are discarded and roses are returned.

The player who claimed the last treasure, or the raising player if nobody did, places a new clue card for that colour of treasure.

Discard all clue cards. If the clue deck runs out, reshuffle the discards.

Each statue produces an amulet, on the most distant hex directly ahead of it if there is no amulet there already. Then each statue turns one hexside clockwise.