Rulebook

VANUATU



The archipelago of Vanuatu, located 1750 kilometers east of Australia. An area of white sand beaches, coconut trees, an azure blue Ocean ... and meagre resources. Besides Fish and a few long-forgotten shipwrecks sunk off their coasts, the islands are not very rich and their resources are at risk of depletion.

To prosper out here in the middle of the ocean, you'll earn money by catching Fish and selling them at the best possible price. You'll gain prestige by recovering rare treasures from ships lost to the storms of yesteryear. Unless, of course, you'd prefer to guide Tourists around this island paradise, steering them towards your market Huts and introducing them to Vanuatu's traditional art form of sand Drawing. You might even try the export business, bringing native goods such as Kava, Copra, and Beef to meet the demands of foreign markets.

Ultimately though, whatever you decide, you'll not likely become very rich here. In Vanuatu, you see, wealth is not measured by how much one earns, but by how much one gives away. And actions are not taken by those who think of them first, but by those who want them the most.



OBJECT OF THE GAME

Each player attempts to prosper on the archipelago of Vanuatu. To do this, you will catch and sell Fish, recover sunken Treasures, create Drawings in the sand, build market Huts, transport Tourists, buy and export native Goods, and give away wealth in order to earn as many Prosperity Points as possible throughout the game's eight rounds.

COMPONENTS



1 Game Board



3 starting Archipelago Tiles



12 standard Archipelago Tiles, numbered from A to F (x2)



11 Character Tiles

This rulebook



10 Demand Tiles



14 Fish Tiles
(8x1, 4x2, 2x3)



10 Treasure Tiles
(4x1, 4x2, 2x3)



9 Tourist Tiles
(1x0, 2x1, 3x2, 2x3, 1x4)



4 Rest Tokens



9 Sand Drawing Tokens



1 First Player Pawn



1 Fish Price Marker



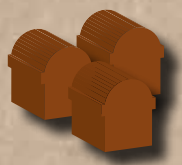
1 Game Round Marker



18 Tourist Pawns



14 Fish Tokens



10 Treasure Tokens



10 Kava Resource Cubes



8 Copra Resource Cubes



6 Beef Resource Cubes

In each of the 5 player colours:



1 Sailboat



5 Action Markers

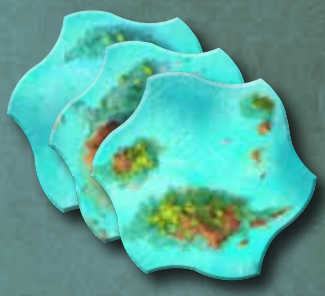


3 Player discs



8 Huts

Used only in the 'Rising Waters' expansion :



5 Submerged Island Tiles



20 Dike sticks



20 Water markers



1 six sided die

GAME SETUP

1. Place the **Game Board** in the center of the table. Place the three **Starting Archipelago Tiles** randomly on the locations highlighted on the board.
2. Make two separate piles with the **standard 12 Archipelago Tiles**, each pile containing one random Tile of each letter (A, B, C, D, E, F). Arrange each pile in alphabetical order ("A" being on top), and then combine them by placing one pile on top of the other. Reveal the first two Tiles and place them on the **Volcano**.
3. Sort the **Fish** and **Treasure Tiles** by value, and place them face up in separate piles near the board.
4. Shuffle the 10 **Demand Tiles** and place them face down next to the board. Draw the first three **Demand Tiles** and place them face up in the **Chamber of Foreign Trade**.
5. Depending on the number of players, return one **Tourist Tile** to the box :
   - With 3 players, return the **Tourist Tile** of value 4.
   - With 4 players, return one **Tourist Tile** of value 2.
   - With 5 players, return the **Tourist Tile** of value 0.

   Shuffle the eight remaining **Tourist Tiles** and place them, face down, on the **Paradise Hotel**. Reveal the first Tile and place it in the **Tourism Office of Vanuatu**.
6. Place the 4 **Rest Tokens** in a face-down stack on the Vanuatu stamp sign.
7. Place the 11 **Character Tiles** face up next to the **Game Board** in no particular order.
8. Place the **Fish Price Marker** on the first space in the **Fish Market** (value 3). Place the **Game Round Marker** on the first space of the **Game Round Track**.
9. Place 1 **Goods** Cube of each colour on the **Starting Island**. Allocate **3 Fish Tokens** and **2 Treasure Tokens** to the **Starting Ocean Tiles** based on the symbols present on those Tiles. Place as many **Tourist Pawns** on the face-up **Tourist Tile** as are indicated on the Tile. Place all other pawns, cubes, and discs next to the board to form a reserve.
10. Each player chooses a colour and takes all matching components (**1 Sailboat**, **8 Huts**, **5 Action Markers**, and **3 Player Discs**).
11. Each player places **one Player Disc** on the first position (0) of the **Prosperity Point Track**. Each player places a **second Disc** on location 3 of the **Bank Of Vanuatu Track**; this **Vatus Marker** is adjusted up or down when Vatus are gained or spent. The last **Disc** is kept in a player's reserve and may be used at the end of the game if a player scores over 50 Prosperity Points.
12. Each player places their **Sailboat** on the **blank Archipelago Tile** (containing no Fish or treasures).
13. Finally, randomly determine a **First Player** and give them the **First Player Marker**.



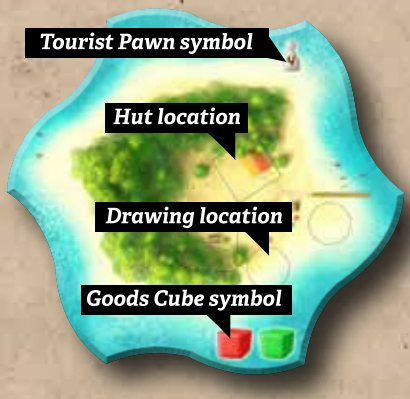

10
Tourism Office of Vanuatu
Paradise Hotel
Fish Market
3
3
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COMPONENT DETAILS

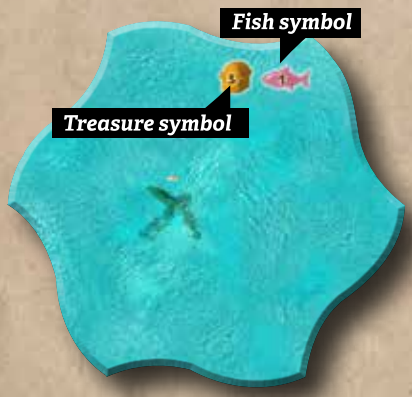
Archipelago Tiles

There are 2 types of **Archipelago Tiles** : **Island Tiles** (4) and **Ocean Tiles** (11).

Symbols present on the **Island Tiles** indicate possible locations for **Huts** and **Drawings**. On each tile, there will be 2 or 3 locations for **Huts** (depicted by squares), and 1 to 3 locations for **Drawings** (depicted by circles. The **Tourist Pawn symbol** indicates the maximum number of tourists that the island can hold. The **Goods Cube symbols** indicate the native goods produced by the island. Each island produces 2 goods, except for the starting island which produces 3.



The symbols present on the **Ocean Tiles** indicate the number of times a specific action can be played on that tile (**Fish** or **Explore**). The Fish symbol corresponds to the **Fish** action, and the chest symbol to the **Explore** action.



Fish, Treasure, Tourist, and Demand Tiles

Fish Tiles and **Treasure Tiles** are taken by players as they perform **Fish** or **Explore** actions. As new Fishing grounds or shipwrecks are discovered, the higher value tiles become available. As resources are depleted, the lower value tiles will be claimed.



A **Tourist Tile** is drawn at the beginning of each turn. The value on the tile, ranging from 0 to 4, indicates the number of tourists available for the turn.



The **Demand Tiles** (ships) represent the demands of foreign markets. The **Goods Cube** symbols indicate the specific native goods that are in demand. To fulfill these demands, players buy goods on the islands and place them on the ships. The price paid and **Prosperity Points** earned for each commodity are indicated on the game board next to the **Demand Tiles** in the **Chamber of Foreign Trade.**



GAMEPLAY

Vanuatu takes place over the course of 8 game turns. A game round consists of 5 phases. Each phase is completed by all players, in turn order, before moving onto the next Each phase starts with the **First Player** and proceeds clockwise around the table.

Phase I : Round setup (skipped on the first turn)

1. Advance the **Game** Round **Marker** to the next space on its track.
2. Remove any **Tourist Pawns** remaining on the current Tourist Tile, and remove the tile from the game. Draw the next Tourist Tile and place it in the **Tourism Office of Vanuatu**. Place a number of Tourist Pawns on the tile equal to the tile's value.
3. If any **Demand Tile** is entirely filled, discard it (returning cubes to the reserve), and move all tiles below it up one space. Draw the next **Demand Tile** in the stack and place it at the bottom of the **Chamber of Foreign Trade**. Repeat this process for all filled **Demand Tiles**. If the stack is ever exhausted, shuffle the discards into a new draw pile.
4. Fully replenish all **Island Tiles** that have zero **Goods Cubes** on them. Place **Goods Cubes** from the reserve as indicated by the tiles.
5. Reset the **Fish Price Marker** to indicate a market price of 3 Vatus.
6. The **First Player** places the two visible **Archipelago Tiles** on the board in any order, following these placement rules :

   - Each tile must be adjacent to 2 already-placed tiles.
   - An **Island Tile** cannot touch another **Island Tile**.
   - An **Ocean Tile** must touch an **Island Tile**.

   If a tile cannot be legally placed, then place the other tile first. If it still cannot be legally placed (this is very rare), then place it next to any 2 already-placed tiles.

   > *Note : During the last round of the game (8), there will be no **Archipelago Tiles** to place. The rest of the round proceeds normally.*

7. Place **Fish** and **Treasure Discs** as indicated on any newly placed **Ocean Tiles**, and place **Goods Cubes** as indicated on any newly placed Island Tiles.
8. Draw the next 2 **Archipelago Tiles** from the stack and place them face-up on the **Volcano**.

Phase II : Character Selection

Beginning with the First Player, each player chooses a Character

Tilefrom those available and places it in front of them, face up. The player then returns their previous Character Tileto the set of available **Characters** (except during round one). Play then passes clockwise to the next player. (see the chapter "**Characters**" on page 11 for details)

> ***Note:*** *it is therefore not possible to choose the same Character in two consecutive turns.*

The **Character** may be used to provide a bonus during that round, typically when the action related to it is performed.

> ***Note:*** *a player is not obligated to plan the action related to their* ***Character Card****, and is never obligated to use their bonus.*

When a player performs the action related to their **Character Card**, or otherwise uses its bonus, the card is turned face down. A player can only benefit once per round from a **Character**'s bonus.

PLAYING WITHOUT CHARACTER TILES

For a more difficult game, you can also play VANUATU without the **Character Tiles**. In this case, phase II is simply ignored. The rest of the rules are unchanged.

Phase III : Action Planning

Each player uses their **Action Markers** to plan one or more of the nine possible actions for resolution in the next phase (see "**ACTIONS**" on page 8 for details).

In turn order, each player places 2 of their 5 **Action Markers** on 1 or 2 **Action Spaces** of their choosing. The players then play a second, similar round, placing 2 more **Action Markers** on new spaces or on spaces already planned (to strengthen their positions).

Finally, in turn order, each player places their last **Action Marker**.

> ***Note :*** *A player may not plan an action that would be impossible to perform. For example, one cannot place a marker on the* ***SELL*** *Action Space if the player has no* ***Fish Tiles*** *and has not already placed a marker on the Fish action. If a player with no* ***Fish Tiles*** *wants to plan the* ***SELL*** *action, they must first plan the* ***Fish action*** *(and possibly even the* ***SAIL*** *action if their Sailboat is not in a Fishing area).*

Phase IV : Performing actions

In turn order, each player selects an **Action Space** where they have a "simple majority" of **Action Markers**. If possible, the player then performs the corresponding action (see "**ACTIONS**" on page 8 for details). Then, the player retrieves all of their markers from the **Action Space**, and play passes clockwise to the next player. Continue until no **Action Markers** remain on the board. If a player has no **Action Markers** remaining on the board, their turn is skipped.

To clarify, "simple majority" (i.e. plurality) is held by the player with the most **Action Markers** of their color on an **Action Space**. In the case of a tie, the tied player who is highest in turn order holds the majority.

A player who does not hold the simple majority on an Action Space cannot perform the corresponding action until they do.

Example



The PURPLE player has two Action Markers on the Fish Action Space ; the YELLOW and TEAL players each have one. PURPLE holds majority and can perform the action, while YELLOW and TEAL cannot at the moment.



Once PURPLE has played and retrieved their Action Markers from the Fish action, YELLOW and TEAL will be eligible to perform the Fish action in turn order.

A player with Action Markers still on the board may not pass their turn. If a player holds majority on an action that's impossible for them to perform, they must still remove those Action Markers. On the other hand, a player must perform their planned actions if possible. For example, a player selecting the SAIL action must move at least one space if they can afford it. If a player holds no majorities on their turn, they retrieve all of their markers from any one Action Space without performing the action. Finally, a player holding majority on multiple Action Spaces chooses which one of those spaces to resolve.

Phase V : Resolve Rest Tokens bonuses

Players who collected a **Rest Token** during the round reveal it and collect the associated bonus (see "**REST TOKENS**" on page 11 for details). They then return the token to the board, face down.

CONVERSION FROM VATUS TO PROSPERITY POINTS

Any time a player accumulates 10 Vatus, those Vatus are immediately converted to 5 Prosperity Points. The player places their Vatus marker at the beginning of the Vatus track, advances their PROSPERITY marker 5 spaces, and continues accumulating Vatus as normal.



Example : The PURPLE player has 3 Vatus. After selling 3 Fish for 3 Vatus each, PURPLE gains 9 Vatus for a total of 12 Vatus. PURPLE places their marker on the 2 Vatus space (12-10 = 2) and immediately scores 5 Prosperity Points.

> *Note : This conversion occurs immediately, even if the player still has actions to perform for which they would need the money.*

ACTIONS

General Note: *To take an action on a specific* ***Island Tile****, the player's* ***Sailboat*** *must be* ***ADJACENT to that Island Tile.*** *To take an action on an* ***Ocean Tile****, the player's* ***Sailboat*** *must be* ***ON the Ocean Tile*** *in question. Board spaces without Archipelago Tiles are not accessible.*

1) SAIL (Ocean)



To sail, the player pays 1 to 3 **Vatus** and moves their **Sailboat** an equal number of **Ocean Tiles** in any direction. The **Sailboat** may not move onto an **Island Tile**.





2) BUILD (Island)



To build a **Hut**, the player's **Sailboat** must be adjacent to an island with an available **Hut location**. The player pays 3 **Vatus** and places 1 **Hut** on the island location. **Huts** allow the player to perform certain other actions on the island, and may score **Prosperity Points** at the end of the game.

Note: *A player may have multiple Huts on the same island.*



3) EXPLORE (Ocean)



To explore a shipwreck, the player's **Sailboat** must be on an **Ocean Tile** with one or more **Treasure Discs** on it. The player takes a **Treasure Tile** of value matching the number of **Treasure Discs** on the **Ocean Tile**, and then returns one of the discs to the reserve. If saved until the end of the game, the **Treasure Tile** will be worth **Prosperity Points** (see "**END OF THE GAME**" on page 9 for details). Alternately, the player can sell the tile for **Vatus** at any time (no action required). If sold, the tile is removed from the game and the player gains **Vatus** equal to the tile's value.

Note: *A player is never obligated to sell* ***Treasure Tiles****.*

4) FISH (Ocean)



To fish, the player's **Sailboat** must be on an **Ocean Tile** with one or more **Fish discs** on it. The player takes a **Fish Tile** of value matching the number of **Fish discs** on the **Ocean Tile**, and then returns one of the discs to the reserve. **Fish Tiles** can later be sold for Vatus via the "**SELL" action**.



5) SELL FISH (Island)

To sell fish, the player's **Sailboat** must be adjacent to an **Island Tile** that has a **Hut** of their color built on it.



The player chooses one or more **Fish Tiles** in front of them to be sold. For each tile, the player gains **Vatus** equal to the value of the tile multiplied by the price indicated on the **Fish Market**. After all sales are made, the **Fish Price Marker** is moved to the next lower space (but never below 1). The sold **Fish Tiles** are removed from the game.



6) BUY & EXPORT GOODS (Island)



To buy and export native goods, the player's **Sailboat** must be adjacent to an island with a **Goods Cube** on it. The player takes any 1 **Goods Cube** from the island and pays the corresponding price in **Vatus** (1 for kava, 2 for copra, 3 for beef).

The player then places the cube on the topmost **Demand Tile** with unfulfilled demand for that good, scoring **Prosperity Points** based on the type of good (1 for kava, 3 for copra, 5 for beef), plus a bonus (+2) if this was the last good required on the Demand Tile.

> ***Note:*** *If the player buys a* ***Good*** *for which there is no current demand, the* ***Good*** *is immediately lost and no points are scored. Return the cube to the reserve.*





7) DRAW (Island)



To draw in the sand, the player's **Sailboat** must be adjacent to an island with an uncompleted **Drawing Site**. The player places a **Drawing Disc** on the site, completing it, and immediately scores 3 **Prosperity Points**.



8) TRANSPORT TOURISTS (Island)



To transport tourists, there must be a **Tourist Pawn** available at the **Tourism Office of Vanuatu**. In addition, the player's **Sailboat** must be adjacent to an island with room for a new **tourist** (each island's limit, from 3-5, is indicated by the **tourist symbol** on the tile). The player takes 1 of the available **Tourist Pawns** and places it on the island. The player then receives 1 **Vatu** for each **Hut** (of any color) present on the **Island Tile**.

At the end of the game, players will score points for **Tourist Pawns** on the same island as their **Huts**.

> ***Note:*** *A player may put a* ***Tourist Pawn*** *on an island without any* ***Huts*** *of their own color, or even on an island with no* ***Huts*** *at all.*





9) REST



A player who rests takes all of the available **REST tokens** and chooses one to place face down in front of them. The remaining tokens are returned to the board, face down (see "**REST TOKENS**" for details).

> ***Note:*** *the bonus associated with the token is not received until the end of the turn.*





END OF THE GAME

At the end of the 8th turn, the game ends and the players earn final Prosperity Points.

1. Players who possess a **Rest Token** collect the bonus associated with it.
2. Players who possess **Fish Tiles** receive **Vatus** equal to the sum of values on the tiles. Whenever possible, convert 10 **Vatus** into 5 **Prosperity Points**.
3. The player holding the **First Player Marker** scores 3 **Prosperity Points**.
4. In addition, each player then scores :
   - **1 Prosperity Point** for for every **3 Vatus**.
   - **Prosperity Points** equal to the sum of the values on their **Treasure Tiles**, multiplied by 2.
   - For each **Hut** on an island, 2 **Prosperity Points** for every **Tourist** on that island.

> ***Example:*** *A player with 2 Huts on an island where there are 4 Tourist Pawns scores 4 x 2 = 8 points per Hut, or a total of 16 Prosperity Points.*

The player with the most Prosperity Points wins the game.

In case of a tie, the player who placed the most **Huts** wins the game. If still a tie, the player who has the most **Vatus** wins the game. If still a tie, all tied players are declared winners.

> ***Note:*** *a player that earns more than 50 Prosperity Points leaves their* ***Prosperity Marker*** *on the shell labeled 50 and uses the reserved* ***Player Disc*** *in their possession to track the remainder of their points.*

RISING WATERS

"Rising Waters" is a small expansion for Vanuatu;
we recommend using this expansion only when you've mastered the base game.

Global warming threatens Vanuatu. Many islands are in danger of disappearing under the Ocean due to rising waters. Players will therefore have to unite to protect the islands by building dikes. However, the interests of one are not necessarily the interests of others.

RISING WATERS

In rounds 2, 4, 6 and 8, the threat of rising waters occurs. At the beginning of the round, the **First Player** rolls the **Die**. The value on the die indicates the number of actions that players can take before the "**RISING WATERS**" phase occurs.



Whenever a player takes an action, the value of the **Die** is reduced by 1. When the last authorized action is played, the game is halted temporarily and players perform the "**RISING WATERS**" phase. For each side of each island which borders an **Ocean Tile** not protected by a **Dike**, the players place a **Water Marker** on that **Island**.

Example



*It's the BLUE player's turn. The die shows 1 pip. After the BLUE player's turn, the waters rise. This **Island Tile** is protected from the flooding of only one **Ocean Tile**, but it's missing one **Dike** to proptect it fully. The other sides of the Island Tile are fine, since they don't border an Ocean Tile. The players must now add 1 Water token to this island.*

When the players place a fifth **Water Marker** on an island, that island is submerged and all items on the island are discarded. The players place the appropriate **Submerged Island Tile** on the island. This island is inaccessible for the rest of the game.

If 3 islands are submerged, the game is over and the players have lost (collectively).

> ***Note:** When an island is submerged, players don't need to place any more **Water Markers** on it for the rest of the game.*

Example



*During the ORANGE Player's turn, a fifth **Water Marker** is added to this **Island Tile.** It gets submerged. The resources and tourists that were left get taken off the island and are discarded ,and the PURPLE and TEAL Hut get removed from the game as well.*



DIKE BUILDING



When a player performs the "**BUILD**" action, he can build a **Hut** and/or a **Dike**. A **Hut** costs **3 Vatus** and a **Dike** costs **1 Vatu**. You can build a **Hut** on an island only if you have your Sailboat adjacent to the island. However, You can build a **Dike** on any side of an **Island Tile** as long as your **Sailboat** is adjacent to that **Island Tile**.

The player who builds a **Dike** must place that **Dike** on a side of the **Island Tile** adjacent to an **Ocean Tile**. If a player builds a **Hut** AND a **Dike**, he must place both structures on the same **Island Tile**.



END OF THE GAME

At the end of the game, after scoring as described in the base rules, each player **loses Prosperity Points** for every **Hut** they have on **Islands** that contain one or more **Water Markers**, depending on the number of water markers present :

- 1 Water Marker = -1 Prosperity Point
- 2 Water Markers = -3 Prosperity Points
- 3 Water Markers = -5 Prosperity Points
- 4 Water Markers = -7 Prosperity Points.

CHARACTERS



The Artist

When Drawing in the sand, scores 5 **Prosperity Points** rather than 3.



The Beggar

Can exchange up to 3 **Prosperity Points** for **Vatus** (1 **Vatu** per **Prosperity Point**). This can be performed at any time during the round.



The Builder

When constructing a **Hut**, pays only 1 **Vatu** rather than 3.



The Buyer

When buying a **Goods Cube**, receives & exports a second **Goods Cube** of the same type from the reserve for free.



The Diver

When recovering a treasure, immediately gains **Vatus** equal to the value of the **Treasure Tile.**



The Fisherman

When Fishing, gains **Prosperity Point**s equal to the value of the **Fish Tile**.



The Governor

Instead of playing an action, she can move all of her markers from one **Action Space** onto another **Action Space** of his choice. She must move all the **Action Markers** placed on this action.



The Guide

When transporting tourists, scores 2 **Prosperity Points** for each **Drawing** present on the island.



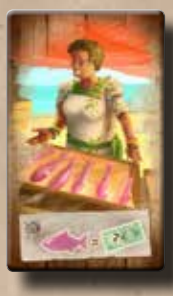
The Navigator

Sails 1 to 3 spaces for free.



The Preacher

Can perform one planned action where he does not yet hold majority, but only if he currently holds no other majorities.



The Vendor

Can sell **Fish** even if her **Sailboat** is not adjacent to an island with her **Hut**.

REST TOKENS



Gain the First Player Marker.



Gain 1 Vatu and 1 Prosperity Point.



Gain 1 Prosperity Point.



Gain 1 Vatu.

CREDITS

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