SMALL ISLANDS

RULES

8+ | 1-4 | 30'

Since the beginning of time, humans have lived in harmony on the coast of the Great Continent. Hostile fauna & flora prevented any exploration of the inland. Gradually, clans have turned to the sea and acquired new knowledge regarding nature, Sun & wind.

Recently, courageous explorers have discovered, far in the blue immensity, a magnificent archipelago, filled with vital resources for humans.

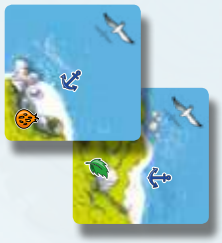
You are these explorers, sent by the clan leaders to bring back prestige and wealth. Find the natural resources, as well as the temples of an ancient civilisation, in the heart of these many islands:

the Small Islands.

CONTENT



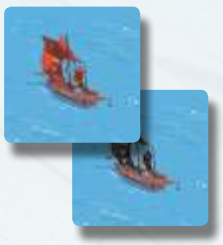
56 Landscape Tiles



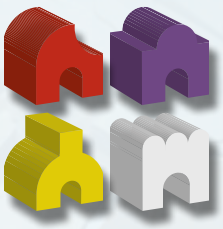
4 two-sided Starting Tiles
(with seagulls)



1 Navigation Tile



4 Ship Tiles
(colored on one side, grey on the other)



32 Clan Houses
(8 per player)



16 Bonus Tokens
(4 per player)



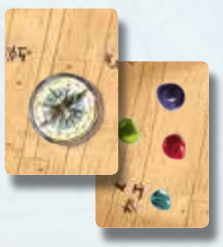
12 Discovery Tokens



45 Prestige Tokens



12 Objective Cards
(Normal Mode)



12 Mission Cards and 12 Reward Cards
(Advanced Mode)



3 Alexis Cards and 15 Expedition Cards
(Solo Mode)

OVERVIEW

A game of Small Island is played in maximum 4 Rounds.

At the beginning of each **Round**, each player secretly picks an **Objective Card**. This card indicates the objective to achieve at the end of the **Round** and the **Prestige Points (PP)** that can be earned.

In turn, players must perform **one of the 2** following actions:

Draw and place **1 Landscape Tile**



Draw and place **1 Ship Tile**



During the game, the **Landscape Tiles** will form islands with **Resources**, **Temples** and **Ports**.



When a **Ship Tile** is placed, all players place **Houses** on the islands and earn **Prestige Points** according to their **Objective Cards**, chosen at the beginning of the **Round**. Then, players start a new **Round**.

When the game ends, players receive additional **Prestige Points** for their **Ship Tiles**.

The player with the most Prestige Points is the winner of the game.



There are **2 game modes**:

Normal & **Advanced**.

In **Normal Mode**, ignore

the rules framed in blue.

SET UP

1. Each player picks a color and takes **4 Houses** and the **4 Bonus Tokens** of his color.
2. The **4 remaining Houses** are placed in the reserve.
3. The last player to have been on an island is the **First Player**. He takes the **4 Starting Tiles** (with seagulls) and places them as he wishes, in the center of the table, according to the **Tile Placement Rules** *(see page 5)*.
4. Shuffle the **Landscape Tiles** and create the **Reserve Stack**, face down.
5. Next to this stack, place the **Ship Tiles** of the players, colored Ship up. **With 2 or 3 players**, place the remaining **Ship Tiles**, next to the others, **Grey Ship** up. **Whatever the number of players, there must always be 4 available Ship Tiles**.
6. Place the **Navigation Tile**, then draw **3 Landscape Tiles** in the reserve Stack and place them **face up**, making them available to all the players.
7. Shuffle the **Discovery Tokens**, and place them **face down**, next to the players, along with the **Prestige Tokens**.
8. Each player grabs **2 Landscape Tiles** in the **Reserve Stack** without revealing them to the other players.
9. Shuffle the **12 Objective Cards** and form a **new stack**, **face down**.
10. Each player grabs **1 Objective Card**, without revealing it to the other players.

ADVANCED MODE

9. Instead of playing with the **12 Objective Cards**, use the **12 Mission Cards** and the **12 Reward Cards**. Shuffle them separately and form **2 stacks**, **face down**.
10. Each player draws **1 Mission Card** and **1 Reward Card**.

SET UP EXAMPLE FOR A 2-PLAYER GAME





LANDSCAPE TILES

The 3 Natural Resources:

- Lotus **Flower**
- Dragon **Fruit**
- Arka **Leaf**

Other symbols:

- **Temple**
- **Port**
- **Location for House**
- **Seagulls** to mark the **Starting Tile**

PURPOSE OF THE GAME

Earn the most **Prestige Points** for your clan and thus become the most renowned explorer.

GAME PLAY

A game of Small Islands is played in **maximum 4 Rounds**. A **Round** is divided into **3 phases**:

1. **Preparation**: set up for the new **Round**.
2. **Exploration**: players place **Tiles** (**Landscape** or **Ship**) in turn.
3. **Reward**: players place **Houses** on the islands and earn **Prestige Points**.

1. PREPARATION

Draw **6 Landscape Tiles** from the **Reserve Stack** without looking at them and place them **face down** on the **Navigation Tile** to form the **Navigation Stack**.



Then, each player secretly draws **2 Objective Cards** in order to have **3** of them, then:

1. Chooses **1 Objective Card for the Current Round**.
2. Puts aside **1 Objective Card for the Next Round** (place a House on it as a reminder).
3. **Returns the remaining Objective Card** face down **onto the stack**.



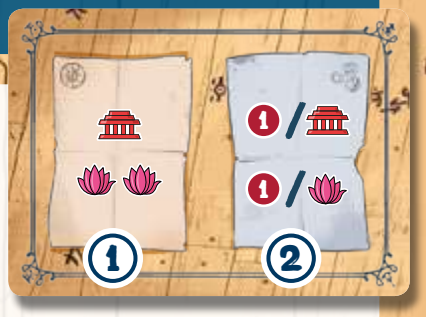
ADVANCED MODE

Each player secretly draws **2 Mission Cards** and **2 Reward Cards** in order to have **3 of each**.

An Objective is composed of 1 Mission Card and 1 Reward Card.

Each player:

1. **Creates 1 Objective** for the **Current Round**.
2. **Puts aside 1 Mission Card** and **1 Reward Card** for the **Next Round**.
3. **Returns the remaining 2 Cards**, face down onto their respective stack.



OBJECTIVE CARDS

An **Objective Card** is composed of a **Mission** (left part) and a **Reward** (right part). During the **Reward phase**:

1. The **Mission** determines **the condition that an island must fulfill in order to place a House on it**.
2. The **Reward** determines **how many Prestige Points** will be earned **for each island that receives a House**.

*(See the example of a **Reward Phase** on page 6, **Cards Explanation** on page 10).*

Choosing a good objective is important but the best sailors know that exploration is even more important...

2. EXPLORATION

Starting with the **first player**, and in clockwise order, each player must perform **only one** of the following **2 actions**:

- **Explore:** draw and place a **Landscape Tile**.
- **Land:** draw and place a **Ship Tile**. This action ends the **Exploration Phase**.

NOTE

As long as there are **Landscape Tiles** on the **Navigation Tile**, players **cannot Land**.

Indeed, many storms are hitting the coast, which is why the sailors often have to wait for the right time to bring their discoveries back to the Great Continent.

EXPLORE



1. Take **1 Landscape Tile** from the **3 available face up Landscape Tiles** and add it to your hand.
2. Place down **1 of the 3 Landscape Tiles in your hand** while respecting the **Tile Placement Rules**.
3. **Optional:** If you wish, you can place **one of your Bonus Tokens** as well (*See **Bonus Token Placement Rules***).
4. **Replace the Landscape Tile** taken **with a new Tile** from

   the **Navigation Stack**.

   If the Navigation Stack is depleted, replace the **Landscape Tile** with a **new Tile** from

   the **Reserve Stack**.

LAND



This action is **only available if the Navigation Stack is depleted**. Then:

- Take the **Ship Tile of your color** in the Reserve OR a **Grey Ship Tile** (with 2 or 3 players).
- Place the **Ship Tile** using the **Tile Placement Rules**.

If a **Ship Tile** cannot be taken or placed, then it is not possible to **Land**. **Exploring** is the only alternative.

When a player places a **Ship Tile**, the **Exploration Phase** is over. Move on to the **Reward Phase**.

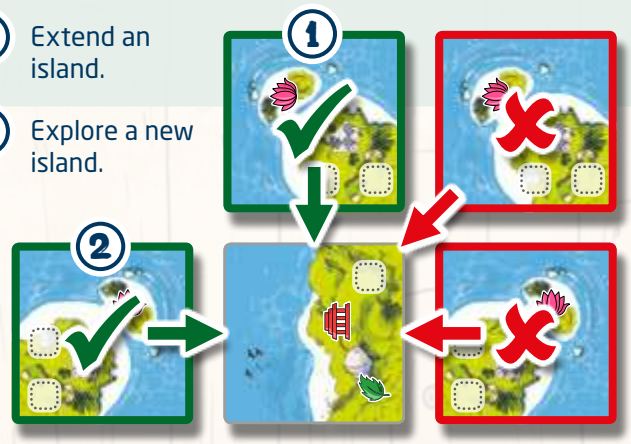


Only the experienced sailor knows how to choose the right time to land: neither too early nor too late...

TILE PLACEMENT RULES

- You can choose the orientation of the **Tile** you place.
- A **Tile** must be placed adjacent to at least one other **Tile** by its side, and aligned with it.
- A **Tile** must continue the landscape illustration in a coherent manner on all sides **AND** corners.
- An **island** is constituted by several **Landscape Tiles**, adjacent **by their sides only**.
- A **Landscape Tile** cannot go over the edge of the table. As everyone knows, the Earth is flat and the edge of the table represents the end of the world.

1. Extend an island.
2. Explore a new island.



BONUS TOKEN PLACEMENT RULES

During your turn, while performing the action **Explore** (and only this one), you can place **1 Bonus Token** (one **Token** per turn) **on any Landscape Tile** already in play. The **Bonus Tokens** are double-sided:



RESOURCE SIDE

- A **Resource Token** must be placed **on top of one of the other two Natural Resources** of the game.
- A **Resource Token** can hide another one.



PORT SIDE

- A **Port Token** must be placed on the coast of an island.
- There cannot be more than **2 Ports** on the same **Landscape Tile**.

1. **Port Token**
2. **Flower Token** hiding a **Leaf Resource**



3. REWARD

All players place **House** on islands and win **Prestige Point**. Starting with the player who placed the **Ship Tile** and moving in clockwise order, the players perform once, in turn, the **Reward Phase**.

1. Reveal your **Objective Card** for the current **Round**.

   Reveal your **Mission** and **Reward Cards**.

2. **Mission:** You can place **one or more Houses on the islands of your choice that fulfill your Mission**, while using the **House Placement Rules**.
   *(See below and page 10 for **Cards Explanation**).*

   Each player can only place **one House per island**. Placing a **House** is **not compulsory**.

3. **Reward: For each island** on which you place a **House**, take the **Prestige Points indicated by your Reward** (use the **Prestige Tokens**).

4. Take the **Houses** from the Reserve in order to have a**t most 4 Houses**.

5. Return the **Objective Card you used** to the **stack of Objective Cards**.

   Return the **Mission and Reward cards you used** to their respective stack.





EXAMPLE

Benoit (red color) performs his **Reward Phase**.

1. **Mission**: at least **1 Temple** and **2 Flowers**.
2. **Reward**: **1 Prestige Point** for each **Temple** and each **Flower**.

Island A does not fulfill the **Mission**, because **1 Temple** is missing. Moreover, Benoit has already placed a **House on this island** during the preceding **Round**.

Islands B and C fulfill the **Mission** and Benoit places **1 House** on each of the **2 islands**.

He wins **1 + 3 = 4 PP for island B** and **3 + 2 = 5 PP for island C**.

HOUSE PLACEMENT RULES

IMPORTANT: You can **only** place a **House on an island that fulfills the condition set by your Mission**.

- **Houses** of different colours can be placed on a same island, **but not Houses of the same colour**.
- A **House** can **only** be placed on an **available Location for House Symbol**.
- A **House** can **only** be placed on **an island made of at least 2 Landscape Tiles**.
- A **House** can be placed on an island, whether it is complete or not, and whether a ship is nearby or not.

REMINDER

You cannot place a second House of your colour on the same island.

Therefore, an island will only grant you points **once in the game**.



END OF THE ROUND

When each player has performed the **Reward phase**, **if the game is not over**:

- Shuffle **all the Objective Cards** to form a new stack face down.

> Shuffle separately **all the Mission and Reward Cards** to create **2 new stacks** face down.

- The next player in turn, after the player who just placed a **Ship Tile**, becomes the **First Player for the next Round**.
- Play a new **Round**, starting with the **Preparation Phase** *(see page 4)*.

END OF THE GAME

The game ends immediately after one of these 3 conditions occurs:

- During the **Preparation Phase**: if there are less than the **6 Landscape Tiles needed** in the **Reserve Stack** to form the **Navigation Stack**.
- During the **Exploration Phase**: at the beginning of your turn, if there are no more **Landscape Tiles available face up AND if you cannot place a Ship Tile**. Then the players move immediately to a last **Reward Phase**, starting with you.
- At the end of the **Reward Phase**: if **all Ship Tiles** have been placed.

PRESTIGE POINTS

Each player adds up all his **Prestige Points**:

- **Prestige Points** gained during the game.
- **+ the Prestige Points** indicated on the **Discovery Tokens**, if you have collected any through an **Objective** *(see page 11)*.
- **+ 1 Prestige Point for each Port** located on the **8 Landscape Tiles around his Ship Tile**.

> With 2 or 3 players, **Grey Ship Tiles** do not grant any **Prestige Points**.

> If a player has not placed a **Ship Tile** of his colour, he obviously does not received any **Prestige Point**s for it.

The Player with the most Prestige Points wins the game.

If there is a tie, the winner is, in order:

- The player who has placed **the most Houses**.
- The player who has **the most Ports** on the **8 Tiles around his Ship**.
- The last player who placed a **Tile** (**Landscape** or **Ship**).



EXAMPLE

At the end of the game, for their own **Ship**:

- Aurélie (**Purple Ship**) earns **8 Prestige Points**.
- Benoit (**Red Ship**) earns **6 Prestige Points**.

SOLO MODE

In **Solo Mode**, you play against a virtual player. **Alexis** is the game designer of **Small Islands** and he will be your opponent in this game. He has his own cards: **Alexis Cards** and **Expedition Cards**. Your goal is to beat **Alexis** at his own game. You can play in **Normal Mode** or **Advanced Mode**. Rules are identical but for a few changes, notably in the Set Up phase.

SET UP

Do a regular set up, with the following changes:

- You are the **First Player**.
- Choose **1 Alexis Card**. It will determine the difficulty level and the AI behavior. Watch out: Alexis is not a morning person. Take him by surprise during that time of day and you might have a chance of beating him.
- Among the **Expedition Cards**, pick at random the number of **Explore Cards** and **Land Cards** indicated on the **Alexis Card**. Shuffle these to create the **Expedition Stack**, face down. Put the remaining cards back in the box.
- Pick a color for **Alexis** and grab the **8 matching Houses** at the start of the game (Purple is Alexis' favorite).
- Next to the **Navigation Tile**, place **your Ship Tile** and **3 Grey Ship Tiles**.
- **Alexis** does not have any **Objective**, **Landscape Tiles**, or **Bonus Tokens**.

GAME SEQUENCES

PREPARATION

No Change, except for **Alexis** who does not take any **Objective Card**.

EXPLORATION

YOUR TURN

Play as you would normally in a multi-player game, whether for the **Explore** or **Land** actions. You can place either your **Ship Tile** or the **Grey Ship Tiles**.

ALEXIS' TURN

When it is **Alexis' turn**, perform the following actions:

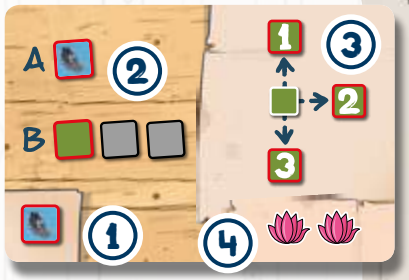
- Draw **1 Expedition Card**. If the stack is depleted, shuffle the cards again to form a new stack.
- Perform the action indicated on the **Expedition Card**. This will either be an **Explore** action or a **Land** action.
- Then, discard the **Expedition Card**.

ALEXIS CARD



1. **Difficulty level** (1 star = easy).
2. Number of **Explore Cards** for the **Expedition Stack**.
3. Number of **Land Cards** for the **Expedition Stack**.
4. **Prestige Points** earned by **Alexis** at **the end of the game**.
   Here: **40 PP + 1 PP for each House** he placed.

EXPEDITION CARD



1. Type of card:
   Explore or **Land**.
2. List of available action for **Alexis**. Here:
   - **Action A: Land.**
   - **Action B: Explore.**
3. Possible locations where **Alexis** will place his **Tile**.
4. **Alexis' Mission**. Here: **Alexis** must place **1 House** on each island with at least **2 Flowers**.

TILE PLACEMENT RULES FOR ALEXIS

In addition to the usual **Tile Placement Rules**, **Alexis** places his **Tile** in the spot indicated by the **Expedition Card**:

- **As close as possible** to the **Tile** (**Landscape** or **Ship**) that **you** have placed in the **previous turn**.
- On the **same** horizontal or vertical **line as your Tile**.
- As a priority, in **direction 1** as indicated by the **Expedition Card**, if not possible, then in **direction 2**, and then in **direction 3** if neither 1 nor 2 are feasible.
- **Alexis** never places a **Landscape Tile** if it would grow an island that already contains a **House of his color**.

If several orientations are possible, you can **choose the orientation** that suits you.

EXPLORE

- Grab the **Landscape Tile** indicated by the **Expedition Card** among the **3 face up Landscape Tiles**.
- Place the **Landscape Tile** in the spot indicated by the **Expedition Card**.
- If it is **impossible to place the indicated Landscape Tile** then **remove it from the game**.
  Alexis does not place a Tile, but receives 1 Prestige Point.
- If the indicated **Landscape Tile** is not available among the **face up Landscape Tiles**, then move immediately to the last **Reward Phase**, starting with **Alexis**.

LAND

The Land action is only available on the **Land Card type**.

Alexis can **only Land** if the **Navigation Stack is depleted**. If not, he performs **action B**: **Explore**.

- Grab a **Grey Ship Tile**. If your **Ship Tile** is the **last one available**, then take it but flip **it** on the **Grey Ship side**!
- Place the **Ship Tile** in the spot indicated by the **Expedition Card**.
- If it is **impossible to place the Ship Tile**, then **Alexis** performs **action B**: **Explore**.

REWARD

When **Alexis** has to perform his **Reward phase**:

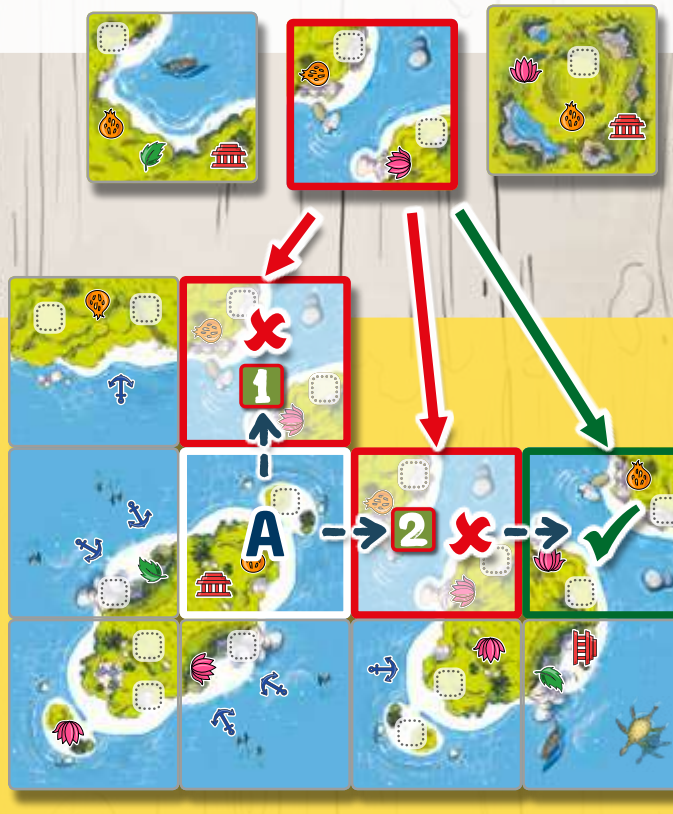
- Draw a new **Expedition Card**.
- Place **Alexis' House** on all the islands that fulfill the **Mission** indicated by the card, using the **House Placement Rules** *(see page 6)*.
- If multiple islands or locations are possible, you choose for **Alexis.**
- Shuffle **all** the **Expedition Cards** to create a new **Expedition Stack**.

END OF GAME

Ending conditions remain the same.

Add all **Prestige Points** for **Alexis**:

- **His Prestige Points** earned during the game.
- **+ 1 Prestige Point for each Port located on the 8 Landscape Tiles** around the **Gray Ship Tiles**.
- **+ the Prestige Points indicated** on the **Alexis Card.**



EXAMPLE

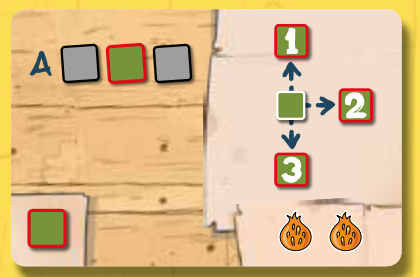
During your turn, you have placed the **Landscape Tile A**.

During his turn, **Alexis** performs **action A**: **Explore**.

He takes the **2nd Landscape Tile** available face up.

He cannot place it in **direction 1**.

In **direction 2**, he cannot place it next to **your Tile** but he can place it a little further. You can choose the orientation of the Tile.



MISSIONS



You can place **1 House** on each island that has **at least** all the symbols of the card.

Example for the first card *(1 Temple and 2 Flowers)**:*** On an island with **1 Temple, 3 Flowers and 1 Fruit**, there is indeed **at least 1 Temple and at least 2 Flowers**, so you can place **1 House** on this island.



You can place **1 House** on each island that has an **equal amount of 2 different Resources present on the island**.

Example*:* On an island with **3 Flowers, 2 Fruits and 2 Leaves**, there is an **equal amount of Fruits and Leaves**, so you can place **1 House** on this island.



You can place **1 House** on each island that has **strictly more of the first Resource than the second**.

Example for the first card *(more Flowers than Fruits)**:*** On an island with **4 Leaves, 3 Flowers and 0 Fruit**, there are **more Flowers than Fruits** so you can place **1 House** on this island.

ONLY IN ADVANCED MODE



You can place **1 House** on each island that has an **equal amount of the indicated Resource** with **one of the two other Resources present on the island**.

Example for the first card *(equal amount of Flowers and Fruits AND/OR Flowers and Leaves)**:*** On an island with **3 Flowers, 3 Fruits and 2 Leaves**, there is an **equal amount of Flower with one other Resource (Fruits)**, so you can place **1 House** on this island.

REWARDS



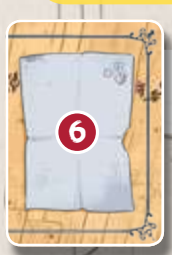
For each island where you place **1 House**, you earn **Prestige Points (PP)** for the symbols that are on the island, as indicated by the card.

Example for the first card *(1 PP / Flower + 2 PP)*: For **an island with 3 Flowers** and a **second island with 2 Flowers**, you earn **3 + 2 = 5 PP** and **2 + 2 = 4 PP**, therefore a total of **9 PP**.



For each island where you place **1 House**, pick the **Resource present on the island** with the **lowest count**. You earn **2 PP for each Resource of that type** on the island, **+ 2 additional PP**.

Example: For **an island with only 2 Fruits** and a **second island with 3 Flowers, 1 Fruit and 1 Leaf**, you earn **4 + 2 = 6 PP** and **2 + 2 = 4 PP**, therefore a total of **10 PP**.

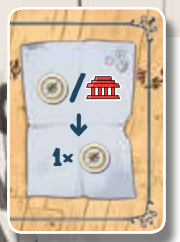


For each island where you place **1 House**, you earn **6 PP**.



For each island where you place **1 House**, count the number of **Landscape Tiles** that constitutes the island. You earn **Prestige Points according to the size of the island**: **3 Tiles = 4 PP, 6 Tiles = 6 PP, 9 Tiles = 8 PP, 12 Tiles or more = 10 PP**.

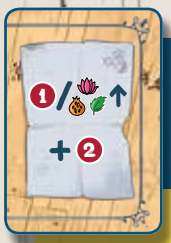
Example: For **an island made of 5 Tiles**, and a **second island made of 6 Tiles**, you earn **4 PP** and **6 PP**, therefore a total of **10 PP**.



Secretly draw at random 1 Discovery Token for each Temple located on the island. **Choose 1** and **start over for each island where you place a House**. Put the rest of the **Tokens** back in the reserve and shuffle it. Keep your **Discovery Tokens** hidden. Their value in **PP** is kept **secret** until the end of the game.

Example: For **an island with 2 Temples** and a **second island with 3 Temples**, you draw **2 Tokens** and you keep **1**. Then you draw **3 more Tokens** and you keep **1 among these 3**. Put back all remaining **Tokens** in the reserve. You have earned **2 Discovery Tokens** with a certain **PP** value on the hidden side, that you will add to your total **PP** at the end of the game.

ONLY IN ADVANCED MODE



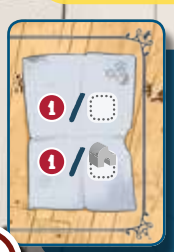
For each island where you place **1 House**, **pick a Resource** (Flower, Fruit or Leaf). You earn **1 PP for each Resource of the chosen type** on the island, **+ 2 additionnal PP**.

Example: for **an island with 3 Flowers and 2 Fruits**, and a **second Island with 4 Leaves and 3 Flowers**, you pick **the Flowers on the first island** and **the Leaves on the second**. You earn **3 + 2 = 5 PP** and **4 + 2 = 6 PP**. Therefore a total of **11 PP**.



For each island where you place **1 House**, **pick a Resource** (Flower, Fruit or Leaf). You earn **1 PP for each Resource of the chosen type** on the island, **+ 1 PP for each pair of Ports**.

Example: For **an island with 3 Flowers, 2 Fruits and 5 Ports**, you pick the **Flowers** and earn **3 PP for the Flowers + 2 PP for the Ports**. Therefore a total of **5 PP**.



For each island where you place **1 House**, you earn **1 PP for each Location for House without any House + 1 PP for each Location occupied by a House** on the island. Take into account the **House** you just placed and the **Houses** of your opponents as well.

GREAT EXPLORER

Hidden inside the heart of ***Small Islands*** (look well) there are **2 Stacks of Great Explorer Cards** that will allow you to explore the **Small Islands** in a different way. To earn the privilege of opening them and discovering their content, you must become a **Great Explorer** by earning a certain number of **Achievements**.

Only when you **win the game in Normal Mode**, check if you fulfill **one or several** of the following conditions:

- You have **60 PP** or more.
- You have **10 PP** of **Ship** or more.
- There are at least **12 islands** of **2 Tiles** or more.
- You have placed **all** your **Houses**.
- You have placed your **Ship first**.
- You have **4 Discovery Tokens**.
- You have played at **difficulty level 4** in **Solo Mode**.

Only after you have completed **at least 5** of these achievements, you will be allowed to open the **Great Explorer Deck** for the **Normal Mode**.

Only when you **win the game in Advanced Mode**, check if you fulfill **one or several** of the following conditions:

- You have **12 PP** of **Ship** or more.
- There is an **Island** of **13 Tiles** or more.
- You have placed a **maximum** of **6 Houses**.
- You have **not** placed your **Ship**.
- You have **not** used any **Bonus Token**.
- You have played at difficulty **level 6** in **Solo Mode**.
- You have **2 of your Houses** on the **same island** (joined afterwards).

Only after you have completed **at least 5** of these achievements, you will be allowed to open the **Great Explorer Deck** for the **Advanced Mode**.

FAQ

- After drawing a **Landscape Tile**, if you can't place any of your **3 Tiles** (extremely rare occurrence), put one of them back in the box and draw another **Landscape Tile** from the **Reserve Stack** or from the **Navigation Stack** if the **Reserve Stack** is depleted. If the latter is also depleted, draw form the remaining **face up Tiles**.
- You can place a **Ship** next to another **Ship**.
- A **Ship** does not have to be next to a **port**.

SUMMARY

1. PREPARATION

6 Tiles for the **Navigation Stack** OR Not enough **Tiles**

Choose an **Objective**

2. EXPLORATION *(placing Tiles)*

Place **1 Landscape Tile** then next player OR Place **1 Ship Tile** OR Impossible to play

3. REWARD *(placing Houses)*

There are **Ships** remaining OR All **Ships** placed

END OF THE GAME *(total points + Ships Points)*

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CREDITS

Game Designer: Alexis Allard
facebook.com/FreeterGames

Illustrator: Aurélie Guarino
facebook.com/aurelie.guarino.7

Development: Nicholas Bodart

Artistic Diretion: Nicolas Fedon
La-Ruelle.fr

English Translation: Benoit Turpin