SKYLANDS

An intricate tile-laying game, for 2-4 players ages 8 and up
by Shun and Aya Taguchi

Components

- 88 Islands


Back

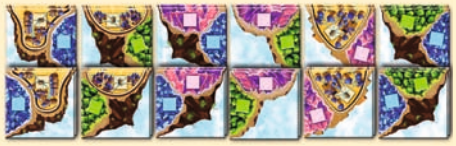

Small island fragments, 4 of each kind


Half island fragments, 4 of each kind


Large island fragments, 1 of each kind

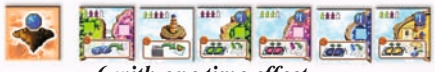

Long island fragments, 1 of each kind


Opposing island fragments, 4 of each kind


Neighbouring island fragments, 2 of each kind plus 2 mirror images of each

- 32 Special islands


12 with no effect


6 with one time effect


6 with ongoing effect


8 with scoring effect

- Action boards

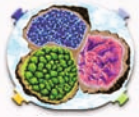

Discover islands


Deploy inhabitants


Create islands


Convert energy

- 1 Supply board



- 60 Inhabitants


20 each in purple, green and blue

- 4 Player boards - ***double-sided:***


One side has starting islands pre-printed (4 different versions).

One side is without islands.

- 4 Starting islands - ***double-sided***



- 4 Player tokens

One in each player color



- 4 Player markers


Passive side


Active side

- 24 Victory point markers

6× 

18× 

- 1 Scoring pad



- Rulebook

Game Concept and Object of the Game

The world of Skylands has failed, leaving behind only the fragments of floating islands. However, using their skills as mystics, the inhabitants can rebuild the islands and cities of their home world. To do so, they will need to harness the energy of the woods, mountains, and crystals, enabling them to create special new islands and supply energy to their cities.

Each player creates their own world of islands by placing island tiles on their player board, forging new islands made entirely of woods, mountains, or crystals; or cities used for scoring victory points. On their turn, a player will take one of the four possible actions. Not only will that player perform the action, but also the other players, although the active player will gain a bonus. The actions allow players to place new island tiles, fill completed islands with inhabitants, construct special islands, and generate victory points by powering their cities with crystals.

The game ends after one player has covered the penultimate square on their board or when the supply of islands or victory points has been exhausted. All players will add together their victory points (VPs), and whoever scored the most wins the game.

Setup

Common Components:

- Place the **supply board** in the center of the playing area and add the **4 action boards** like a jigsaw puzzle. Place the **60 inhabitants** on the supply board, according to their color.

- Assemble the stack of **islands**: Depending on the number of players, remove island tiles with these symbols:

4	None
3	
2	

Return all unused tiles to the game box.

Mix all remaining island tiles well, face down, and stack them next to the action board ■ **Discover islands**.

- Place the following number of **Victory point markers** in a common supply next to the board ■ **Convert energy**:

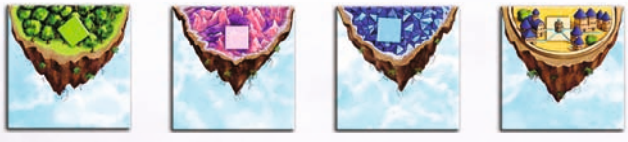
4	all (48)
3	42
2	32

Return all unused markers to the game box.



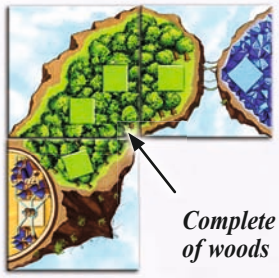
The islands of Skylands:

- There are **four different types** of islands in Skylands:



Woods *Mountains* *Crystals* *Cities*

- A **complete island** is made of adjacent tiles of the same type in which a complete border can be drawn around the terrain type.



Complete island of woods



Individual player components:

- Each player takes a **player marker** and a **player token** of a chosen color. All players turn their player marker on its active side.
  Each player chooses a **player board**:

  → Place the board on the table with the side with the **pre-printed islands** facing up. These squares count like 3 tiles already placed for the complete game.

  → **Variant: Tactical start**
  Use the **empty side** of the player board. Each player takes one **starting island tile** and **3 islands tiles** from the supply, keeping two of these. Then, all players place their starting island tiles and the other two islands on their player board, according to the rules (see Building rules, page 4). Each player may freely choose which side of their starting island to use. Form a discard pile from the unused island tiles.

- Assemble the display of **special islands:**

  Sort the special island tiles by the color shown on the back of the tiles and mix each stack separately. Then draw 4 tiles from each stack forming a display of 16 tiles placing them next to the board **Create islands,** as shown in the illustration.

  Return all unused special island tiles back into the game box.

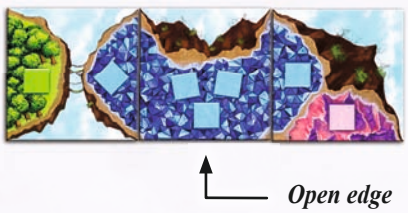
  The details of all the different special island tiles are described in detail on page 8 in the special islands overview.

  For your **first game** of Skylands, or if playing with new players, the **16 tiles depicted** in the set-up picture are recommended as an introductory game.

- Fill in the names of all players into the first row of the chart on the **scoring pad**, according to their chosen player color.

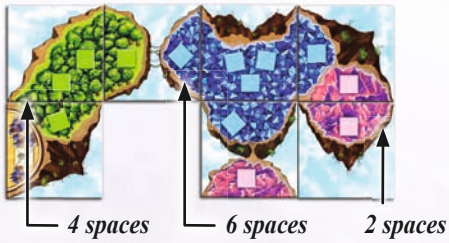
Setup is complete and the game is ready to start.

- If there are any open edges, the island is **incomplete.**



- The actions **Deploy inhabitants** and **Convert energy** can only be performed on complete islands, and only complete islands will score victory points according to the number of their spaces at the end of the game.

- Depending on their structure, the islands have differing **numbers of spaces**.



Rules for placing tiles

The rules for placing tiles apply to all island and all special island tiles. Once placed, tiles are not allowed to be turned or relocated.

- **Placing Tiles:**
  Tiles may be placed on any empty square of a player's own player board.



- **Tile Orientation:**
  Before adding the tile to their player board, the player may rotate it to any orientation.



- **Adjacent Tiles:**
  Each edge of a placed tile must match the type (woods, mountains, crystals, city, or clouds) of adjacent tiles.



- **Edge of the board:**
  There is no restriction for tiles placed at the edge of the player board, any type of island or clouds fit here.

!! **Important:** Islands that are placed with an open edge adjacent to the edge of the player board can never be completed!



Example: This picture shows 5 examples of tiles placed adjacent to the edge of the player board.

Playing the Game

First, choose a starting player at random.

Skylands is played over a series of game rounds. During each round, the starting player begins, and the other players follow in clockwise direction. A player performing their turn is referred to as the **active player.**

When starting their turn, the active player relocates their player token from its current position on one action board to one of the three other action boards.

First game round: During the first round, the active player puts their player token on any action board of their choice.

Any number of player tokens may be on the same action board.

Next, **all players** perform the active player's chosen action, beginning with the active player, and continuing clockwise. The **active player** will receive a **bonus** that the other players will not.

After all players have completed the action, play continues to the next player.

After all players have been active player once, a new round begins.



Example:
Felix's player token is standing on the action board **Deploy inhabitants.** ***He can now choose one of the other three actions and move his token to the corresponding board.***

Special action:
Once per game, a player may repeat their previous action and keep their token on the same action board. They must flip their player marker to its passive side to do so.



Example:
Laura is the active player. In the first game round she has chosen to **Discover Islands.** ***To repeat this action in the second round she flips over her player marker and does not move her player token.***

The Actions in Detail:

Discover islands



The active player **reveals** as many **island tiles** as the number of players plus one, displaying them in good view of all players.

Starting with the active player, each player takes one of the revealed islands and adds it to their player board, according to the rules for placing tiles (see page 4).

In case a player cannot place an island according to the rules, or does not want to, they pass and take no island from the display.

The active player's bonus:
After all players have taken one island tile, or have passed, the active player may take one more island tile or pass.

Return any remaining islands from the display to the discard pile.



Example: In a game of four players, Maria reveals 5 tiles from the stack. She then has the first pick, choosing the large wood island fragment. She immediately places it on her player board.

Deploy inhabitants



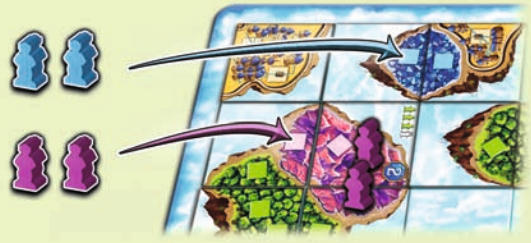
Starting with the active player, each player chooses one **complete** island of woods, mountains, or crystals on their player board with at least one space not occupied by an inhabitant (you cannot choose cities).

Then, the player places one inhabitant of the matching color from the common supply on **each unoccupied space** of that complete island. If the number of required inhabitants in the common supply is insufficient, any remaining spaces are left empty.

The active player's bonus:
The active player may choose **two complete islands** instead of one and deploy inhabitants immediately on both islands.



Example:
Max can deploy two green inhabitants on his complete island of woods. He may choose neither the incomplete island of mountains nor the city island.



Example:
Felix choses the action **Deploy inhabitants.** ***As he is the active player he chooses two of his complete islands and puts one inhabitant of the corresponding color on every unoccupied space of theses islands.***

Create Islands



Starting with the active player, each player may choose one special island tile from the display.

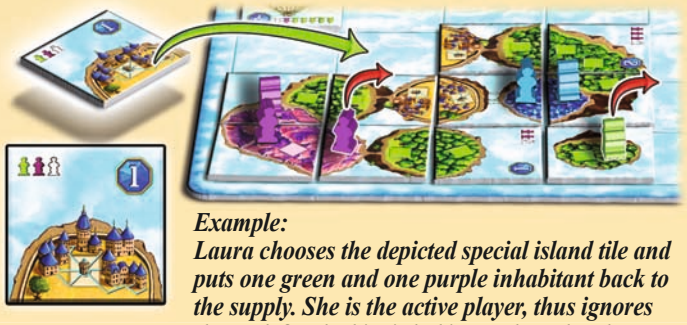
In order to take a special island, the player must return the inhabitants shown on that tile from their player board to the supply. The white inhabitant represents one inhabitant of any color (green, purple, or blue).





Example:
Max puts the depicted inhabitants from his board back into the supply, using a blue one for the white inhabitant of any color. Then he places the chosen tile on his player board.

The tiles must be placed on the player's board according to the rules for placing tiles (see page 4). If a player does not have the required number and/or types of inhabitants to return, cannot place any tile according to the rules or does not want any, they must pass.



Example:
Laura chooses the depicted special island tile and puts one green and one purple inhabitant back to the supply. She is the active player, thus ignores the undefined white inhabitant. Then she places the special island tile on her player board.

The active player's bonus:
The active player does not have to return the undefined white inhabitant when taking the special island.

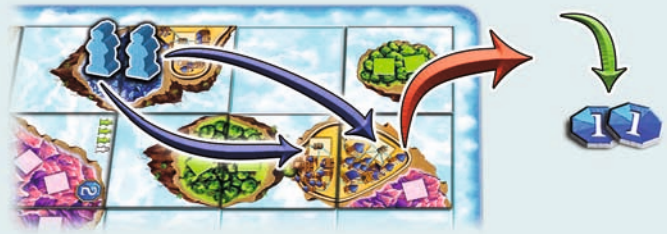
There are 4 different types of special islands (see page 8: Overview of special islands):

- **No effect:** These tiles count like any other island you get from the from the ■ **Discover islands** action.
- **One time effect:** Each tile has a one time effect that is either triggered when placed on the board, or if a certain condition is met.
- **Ongoing effect:** As soon as the tile is placed on the board, the player gains the effect for the rest of the game.
- **Scoring effect:** Each tile shows a condition that scores victory points to the player for each time it is met.
  Important: The condition can be met multiple times.

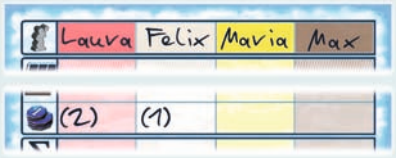
■ Convert energy

In given player order, each player selects **one** of their **completed crystal islands** with at least one inhabitant, and one of their **completed city islands**. Then, the player moves the inhabitants from the crystal island to the spaces of the city island until each space on the city island is occupied or until all inhabitants from the crystal island have been moved. Finally, the player gains **1 VP** from the supply **for each occupied space on the city island**, and **all inhabitants of the city are returned to the supply**.

Important: If the supply of victory point markers is exhausted during this action, players record all victory points that couldn't be rewarded to the players with markers on the scoring pad in the section matching their player color (put them in brackets). The game ends after this action.



Example: Felix puts two inhabitants from his crystal island onto the two spaces of his city islands. He gains 2 VP from the supply for this. Then he removes the two inhabitants from the city.



Example:
Write down victory points that couldn't be awarded with markers like this.

The active player's bonus:
The active player may ***either*** move inhabitants

- from **one** or **two crystal islands** to **one city island**



or

- from **one crystal island** to one or **two city islands**.



The active player also receives **2 additional VPs** (at least one blue inhabitant must have been moved to get these VPs).



Example:
Max is the active player: He chooses two of his crystal islands (two spaces each) to ■ **Convert energy** *in his city island (six spaces) and places the four inhabitants there. He earns 6 VPs from the supply for that: 4 for the inhabitans and 2 as his active's player's advantage. Then the inhabitants are put back to the supply.*

Game End and Scoring

The game ends after a player's turn, if:

- at least one player has **only one or no empty square left** on their player board.
- the **supply of VP markers** is exhausted.

Game end exception:
If the required number of island tiles cannot be revealed from the stack in the action ■ **Discover islands,** the game ends at once without performing the action.



Example: Laura chose the action ■ **Discover islands** *and placed two tiles on her board, leaving only one empty square remaining. The game will end after her turn and scoring will commence.*

Now the final scoring takes place:

The players gain VPs for the following categories, recording them on the scoring pad:



Scoring example: This is Maria's board at the end of the game.



For each **empty square** on their player board the player **loses 2 VPs** (- 2 VPs).



For two empty spaces on her tableau she looses 4 VPs.



For every **2 inhabitants** on their player board the player gains **1 VP** (+1 VP).



For 9 inhabitants left on her board she gains 4 VPs.



Each **space on completed islands** is worth **1 VP**.



For the spaces on her completed islands she scores 28 VPs.



Each **special island tile** that is part of a complete island is worth as many VPs as shown in the **upper right corner** of the tile. A special island that is surrounded by clouds on its tile is complete in itself. For special islands showing a "**?**" a variable amount of VPs is awarded (see page 8: Special islands with scoring effect).

She gains 11 VPs for her special island tiles:



1 point for the small wood island fragment, as it is part of a complete island.



2 VPs for the Hostel, as it is a complete island in itself.



For the Shrine of the Woods she gains 2 VPs for every complete wood island, of which she has 4, thus 8 VPs.



Players add up the following points:

- **VPs** collected in form of **markers**.
- **2 VPs**, if their **player marker** is still on its **active side**.
- **VPs** written down **in brackets** here, if any.



For the VP markers collected during the game and her player marker, which is still on the active side, she gains a total of 10 VPs.



In total Maria gains 49 VPs.



Add up the points of all categories for each player. The player with the most victory points is the winner of the game! In case of a tie for the most points, the tied players share the victory.

Overview of the Special Islands

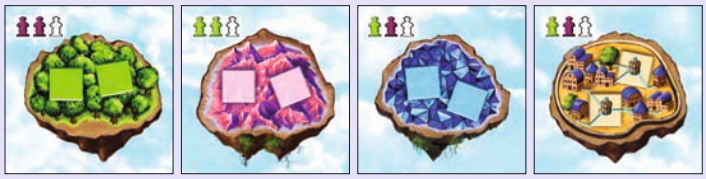
Special Islands with no effect



Small Special Island fragments*



Half Special Island fragments*



Complete Special Islands

Special Islands with one time effect



Worth-while Find
The player immediately gains 2 VPs from the supply.



Outpost
The player immediately draws one island and either places it on his/her board or on the discard pile.



Fruitful Terrain*
As soon as an island with one of these tiles is completed, the player immediately places one inhabitant from the supply on every space of the completed island.



Profitable City*
As soon as the city with this tile is completed, the player immediately gains 1 VP from the supply for every two spaces in the completed city.

Special Islands with ongoing effect



Generator
Every time the action ■ **Convert energy** is chosen, the player gains 1 VP from the supply.



Hostel
Up to four inhabitants from completed islands can be placed onto the Hostel. These inhabitants can be used during the actions ■ **Create islands** and ■ **Convert energy**. Empty spaces on the Hostel can always be filled by new inhabitants during the whole game. *(The Hostel spaces do not award VPs at the end of the game, but placed inhabitants are counted.)*



Merchant District*
During the action ■ **Create islands** and ■ **Convert energy**, the player may exchange two of their inhabitants of the same kind for one inhabitant of any kind from the supply to use immediately in the action.



Mountain / Wood District
The player returns one fewer inhabitant of the designated color to the supply in order to create a special island during the action ■ **Create islands**.



Power Station
The player gains 2 additional VPs every time they place inhabitants within the city containing this tile to ■ **Convert energy**.

!/ Important: At least one inhabitant has to be placed within the city in order to get the 2 VPs.

Special Islands with scoring effect



Shrines
Each Shrine awards 2 VPs for every completed island of the depicted type on the player's board at the end of the game. *(The shrine itself does not count as a completed island of the depicted type!)*



Sky Haven
The Sky Haven awards 1 VP for every two inhabitants still on the player's board at the end of the game.



Sanctum
The Sanctum awards 1 VP for every tile that is placed adjacent to the Sanctum, straight and diagonal, for a maximum of 8 VPs at the end of the game.



Academy of Creators
The Academy of Creators awards 2 VPs for every special island placed on the player's board at the end of the game, including the Academy of Creators.



Villa
The Villa awards 1 VP for every space in the complete island containing the most spaces on the player's board at the end of the game.

***The depicted victory points are awarded at the end of the game only if the tile is part of an complete island.**

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