Islebound

Rule Book

Welcome to the Archipelago

Set sail in a mystical archipelago filled with bustling towns, sea monsters, pirates, and gold! Compete to build the best sea-faring nation with up to three friends by collecting treasure, hiring crew, and conquering or befriending island towns.

In Islebound, you take command of a ship and crew. You sail to island towns, collecting resources, hiring crew, and commissioning buildings for your capital city. Each building has a unique ability, and your combination of buildings can greatly enhance your strength as a trader, builder, or invader. You also recruit pirates and sea monsters to conquer towns, which, once conquered, allow you to complete the town action for free, and charge a fee to opponents if they want to use it. Alternatively, you can complete events that give influence, which can be used to befriend towns.

There are many routes to success. Will you be a ruthless conqueror, careful diplomat, or shrewd merchant in your race to the top?

The player with the most wealth and most-impressive capital city will win the game!

How do you win?

The goal of the game is to earn more **RENOWN** than any player. During the game, players gain wealth, represented as coins, through many different paths. At the end of the game, each coin is worth one renown. Players also earn renown by owning building cards and by scoring on the reputation track.



Renown



Coin



Wood



Fish



Book



Build Symbol





Components



Copper Coin (32) *(worth 1)*



Silver Coin (8) *(worth 5)*



Book Tokens (12)



Fish (28)



Wood (26)



Renown Tokens (16)



Sea Ports (4)



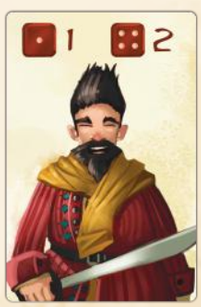
Sea Serpent Cards (14)



Ichor Serpent Card (1)



Sea Boards (4)



Pirate Cards (15)



Crew Members (22)

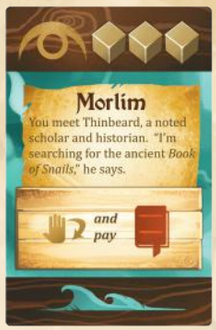
Note: All components are limited in game by quantity except for coins, books, fish, and wood. If you run out of one of these, use something else to keep track.



Renown Board (1)



Player Aid Cards (5)



Event Cards (15)



Building Cards (35)



Reputation Cards (8)



Ship Boards (4)



Dice (10)



Ships (4) and Ship Standees (8)



Building Track Tokens (4)



First-Player Card (1)



Event Markers (2)



Cubes (4 sets of 20)

Setup

1. Assemble the sea boards in the middle of the table to make the map. Place the four sea boards together as shown in the image below (the order of hexagons can be random, but should match the basic shape below). Place the four sea ports in the corners of the map so that they fit correctly and there is one of each port name (you may have to flip them over). All text on the board should be facing the same direction.





Note: *The front of each sea board should be used in your first game. On the opposite side of each sea board, the towns have the above symbol next to the name. This is the "Advanced" side, and should only be used when playing the "Advanced" variant, listed on page 22 of this rule book.*

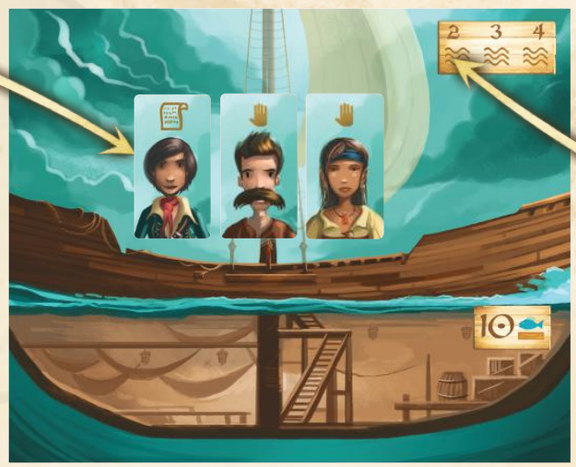
2. Give each player the following: one ship board, seven coins, one set of cubes of one color (20 cubes), a ship matching the player's cube color (*each player should place their ship token in one of the ship standees so that it stands upright*), and three starting crew members. Place one cube just below the "2" on the movement track as the ship's starting movement. Starting crew have only one skill symbol, and each player should have two with "administrate" (the paper) and one with "work" (the hand). Also give each player a player-aid card. Place any unused starting crew in the box.

Place the crew "on deck".

Front Back



Note: *Crew members have different symbols on each side. The front of each token (above left) is for use with Islebound. The back of each token (above right) is a bonus expansion for use with the* **Above and Below** *board game. Ignore these symbols when playing Islebound (pg 23).*



Place one cube just below the "2" on the movement track.

3. Decide who will be first player. Give this player the first-player card (the player will retain it for the remainder of the game). Turn order proceeds in a clockwise direction. Starting with the last player in turn order, and proceeding in reverse-turn order, each player chooses a home port by placing one of their cubes just to the left of the red banner on one of the sea ports. Each player also places their ship in their home port. A player's home port is always on a sea port (corner, triangular board).

4. Place the renown board to the side of the sea boards. Shuffle the event cards. Separate the cards into two roughly-equal piles (7/8) and place the piles next to each other, face up, above the "waves" symbol. Shuffle the reputation cards, separate the cards into two roughly-equal piles (4/4) and place the piles next to each other, face up, above the "trumpet" symbol. Take all the crew with two skill symbols, shuffle, and place in a pile face up next to the victory board. Draw the top three crew and place them in a row just below the "waves" symbol. Take the renown tokens, shuffle, and place them in a pile, face up, in the box at the top right corner of the board.



Note: *If playing with 2 players, place a cube of a player color not being used on the two left-most cube symbols.*

5. Shuffle the building cards. Place the deck, face down, off to the side of the map. Draw the top five cards and place them in a row off to the right of the deck. Place the building track token with three books above the left-most card (closest to the deck). Place the building track token with two books above the second card. Place the building track token with one book above the third card. The remaining two cards have nothing above them. Place the building track token with four books in the box-- *this token is used in the "Six Buildings"* variant on page 22.



6. Place the two event markers on the map in regions that match the two visible event cards on the renown board.

Place the copper coins, silver coins, wood tokens, fish tokens, book tokens, Sea Serpent Cards, Pirate Cards, Ichor Card, and dice off to the side of the map in a place easily-accessible to all players. This is the "supply". Place the remaining, unused components in the box.

The Game

Overview

Starting with the first player, players take turns moving their ships and completing actions. Each turn, a player must move at least one space and complete one action. Players may also complete as many free actions as they want before ending their turn.

A Player Turn

MOVE

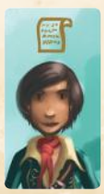
The first thing a player ***must*** do on their turn is move their ship. The player may move up to the speed of their ship (indicated on the track at the top right of the player's ship board), but must move at least one space. Each speed allows the player to move from one region to an adjacent region. A player may not return to the region in which they started on the same turn.

Sea boards and ports are separated into regions. Each sea board contains three adjacent regions. Each sea port counts as one region. The edges of each sea board and sea port tile count as boundaries when moving. The light line running through the middle of each sea board counts as a boundary of regions.

If a player's ship ends its movement in a region occupied by another ship, the player must exhaust one of their crew with the "administrate" symbol. To exhaust a crew, the player moves the crew token from "on deck" on their ship board to "below deck", which is the area with hammocks below deck. If the player cannot do this, they cannot end their movement in a region occupied by another ship. A player may, however, move through a region occupied by another ship, as long as they don't end their movement there.

Example: It is Tom's turn and his ship has a speed of 2. He moves his ship from his sea port to Sun's Rest, and then moves from Sun's Rest to Undervall. He cannot move further because he moved two spaces (which is the speed of his ship).





A player must exhaust a crew member with the "administrate" skill to end their movement on a region occupied by one or more other ships.

ACTIONS

After moving, the player may perform ONE action and any number of free actions. They may perform the action and free actions in any order. When the player has finished taking their action/free actions, they declare that their turn is over.

Action: Visit

The player may visit the town in the region where their ship is located and complete the action listed on the wooden sign. The player must pay an entry cost if they do not own the town. The entry cost is listed on the brown banner hanging below the right half of the island's name placard.

If the entry cost lists a coin, the player must pay one coin and place it on the treasure map on the renown board.

Note: Only coin entry costs are ever paid to the treasure map on the renown board (and only when the town is "neutral"-- unowned by any player). Any other time that a player has to pay coins, they are paid to the supply, or to an opponent.

If the entry cost shows a skill symbol followed by a curved arrow, this means that the player must exhaust one of their crew members "on deck" that has the listed skill symbol. A player exhausts a crew member by moving it from "on deck" to "below deck", to the hammock area.

Some entry costs simply show a crew symbol followed by a curved arrow, instead of a specific skill. In this case, the player must exhaust any one of their crew members. The player may choose which active crew member is exhausted for this purpose.



If a player owns a town, they ignore the entry cost, including the requirement to exhaust any crew.

If a player visits a town that an opponent controls, they give the coin entry cost to the opponent instead of to the treasure map. If required, they still exhaust a crew as normal.

Island town actions are detailed in the "Island Town Actions" on page 15.

Note: Steps in an action must be performed in order. Players may choose to not perform part of an action if they prefer.



Action: Attack



The player may choose to attack the island town in the region where their ship is located in order to take control of it. Towns with a red banner (not blue-green) below the name can be attacked. The number on the banner is the attack strength that the player needs to meet or exceed in order to take control of the town. The player must use pirate cards and/or sea serpent cards to attack the town.

First, the player chooses a number of pirates and/or sea serpents they own and places them off to the side to show that this is the group that will be attacking the town. The player must use at least one pirate or sea serpent to attack. The player then rolls one die for each pirate and each sea serpent in the attack. Dice are rolled all at once. The player may then decide where to place each die. Each pirate or sea serpent can hold one die. The die result dictates the total attack strength that the pirate or sea serpent contributes to the attack.



For example, if the player placed a three or four result on this sea serpent, the player would gain two attack strength. If the player placed a five or six on this sea serpent, the player would gain three attack strength. A result of one or two would not earn any attack strength.

After the player has finished assigning dice, if the sum of attack strength given by all attacking pirates/sea serpents is equal to or higher than the number on the town, the player takes control of the town.



If the player does not have enough attack strength, they may choose to injure crew members in order to gain extra attack strength. To injure a crew, the player takes a crew member that is "on deck" and places it "below deck" in the area with hammocks. The player also flips the crew member face down (so that the Islebound skill symbols are hidden) to show that it is injured. Each crew member injured this way earns the player one extra attack strength.

If the player does not have sufficient attack strength and does not wish to injure crew, or cannot do so, the player may retreat. To retreat, the player loses one pirate or sea serpent, returning the token to the supply, and reclaims the remaining pirates/sea serpents used in the attack. The player may complete additional free actions, but may not complete an action again this turn.

If the player takes control of the town, they first discard all pirates and sea serpents that participated in the attack. The player then places one of their cubes next to the numbered banner of the town to show that they own it. The player also takes an amount of coins equal to the strength number on the banner-- this is known as SPOILS. The player may then *immediately* visit the town as if they were taking a normal "visit" action, except that they need not pay the entry cost because they now own the town.

Attacking a Player-Owned Town

A player may attack a town that is owned by another player, but the attack strength needed to take control of any town controlled by a player is two higher than normal. If the player takes control of a town owned by an opponent, the player returns the opponent's cube and places their own cube there. The player takes spoils equal to the number of the town's strength from the supply (even though the strength needed was two higher than normal).

Action: Diplomacy



The player may choose to use diplomacy at the island town in the region where their ship is located in order to take control of it. A player may use the diplomacy action on towns with a blue-green banner (not red) below the name. The number is the influence that the player needs to pay in order to take control of the town. The player pays influence from the influence track by removing their cubes from the track.



Each cube is worth an amount of influence equal to the number shown below the slot where the cube is located.

If the player removes a sufficient number of cubes to pay influence equal to the strength of the town, the player takes control of the town. A player can remove influence cubes in any order.

If the player takes control of the town, they place one of their cubes next to the numbered banner of the town to show that they own it. The player also takes an amount of coins equal to that number-- this is known as SPOILS. The player may then *immediately* visit the town as if they were taking a normal "visit" action, except that they need not pay the entry cost because they now own the town.

Using Diplomacy on a Player-Owned Town

A player may use diplomacy on a town that is owned by another player, but the influence needed to take control of any town controlled by a player is two higher than normal. If the player takes control of a town owned by an opponent, they return the opponent's cube and place their own cube there. The player takes spoils equal to the influence strength number of the town (even though the influence needed was two higher than normal).

Note: *The diplomacy action is sometimes also referred to as "allying with a town" in the text of some cards.*

Action: Hunt for Treasure

The player takes all coins on the treasure map on the renown board. If there are no coin tokens there, the player takes one coin token from the supply (as shown by the coin symbol on the map). If there are coins on the board, a player does not collect the +1 coin printed there. The coin printed on the map is a reminder of what a player takes when there are no coin tokens there.

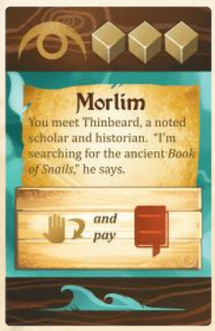




Free Action: Event

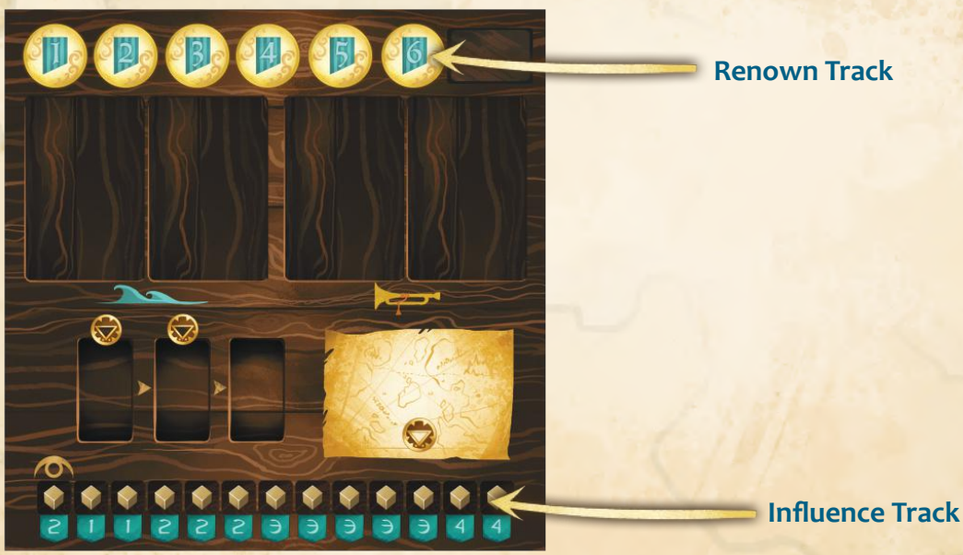
A player may complete one or more active events in the region where their ship is located. Event markers on the map help players remember where active events are available.

Events allow a player to pay something or complete a specific requirement in order to place cubes on the influence track.



In the example above, if the player's ship were in Morlim, the player could exhaust one crew with the "work" symbol and pay one book to the supply. The player would place three cubes on the influence track for doing this. Cubes placed on the influence track are placed in the first available, unoccupied slots from left to right.

After the player completes the event, they place the event card in a discard pile. A new event will now be available and the player must move the event token to the appropriate region as specified on the new card.



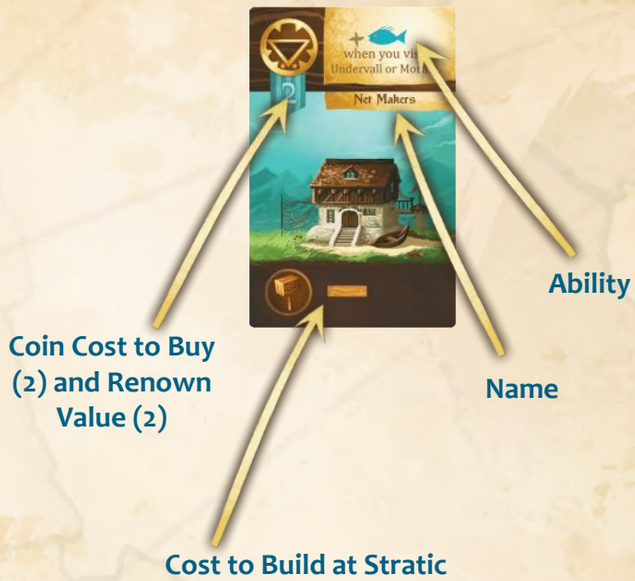
Reminder: If playing with two players, do not place cubes in the first two, left-most slots on the influence track. They are unavailable.

If one of the two decks of event cards runs out, slide the top card of the remaining deck over so that two event cards are showing.

If all event cards have been used, shuffle the discarded event cards and make two piles again.

Free Action: Buy a Building

A player may purchase a building card in the building card track by paying the coin cost of the card. The coin cost is listed in the top left corner, on the renown banner hanging under the coin. The player pays the cost to the supply, and takes the card. The player places the card next to their ship board. Each building card grants a special ability, listed on the paper at the top right of the card. This ability applies to the player throughout the game.



A player can buy more than one building card each turn. At the end of the game, each building card is worth renown equal to the coin cost of the card.



Players may always choose to buy the fourth and fifth cards in the building card row. A player may choose to buy the third card in the row if they have at least one book. A player may choose to buy the second card if they have two books, and may choose to buy the first card if they have three books. The player need not pay books--they only need to have the books in their possession. After purchasing the building, the player should slide cards in the building row to the right until the left-most slot is open. Draw the top card from the building deck and place it here so that five cards are available to purchase.

Note: Buildings can also be obtained by building them through the "Build" action, by paying wood and/or fish. The build action is available when a player visits the town Stratic, as described on page 17.

Game End

When one player has a certain amount of building cards (listed below), this triggers the end of the game.



*If playing with four players, the game end is triggered when one player owns **seven** buildings.*



*If playing with two or three players, the game end is triggered when one player owns **eight** buildings.*

Alternative ending: When the last renown token is taken, the last round triggers. Players should keep track of renown points gained beyond 7 with an additional cube to track additional renown gained. (They will not gain any more bonuses for reaching 7 renown-- they will just leave the cube(s) on the 7 space).



Each player finishes their turn in the current game round until it is the first player's turn. When this happens, starting with the first player, each player gets one more turn. When this final round of turns is complete, the game ends.

Players count up their total renown. The player with the most renown wins! If players are tied, the player with the most fish and wood is the winner.

For a player's final renown score, add up the following:

Each unspent coin is worth 1 renown.





Some special abilities on buildings the player owns give extra renown at "game end."

Note: *If a card says to gain renown during the game, mark the renown on the renown track. If a card says to gain renown at "Game End", do not mark it on the renown track-- just count it up for end game scoring.*



Value of buildings a player owns.



A player's location on the renown track.



Renown tokens a player owns are each worth 7 renown.

Island Town Actions

Borsham



The player may pay wood to gain pirates (each pirate costs one wood). The player may also pay wood and a coin to gain sea serpents (each sea serpent costs one wood and one coin). The player may purchase a number of pirates equal to the number of crew they have on deck. The player may purchase a number of sea serpents equal to the number of crew they have on deck. To clarify, each active crew member can be used to purchase both a pirate and a sea serpent. *(These crew members do not need to be exhausted.) Example: Tom has two crew on deck, so he can purchase two pirates and two sea serpents.*

Crimsika (Home Port)



The player first rests their crew-- they move all crew tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew member is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

After this, the player may pay books to place cubes on the influence track. Each book spent gives one cube on the track.

Farwold



First, the player chooses one of the two face-up reputation cards to activate. The player gains any renown shown hanging below the sign at the top of the card. The player marks this renown with a cube on the renown track at the top of the renown board.

After this, all players gain the renown based on the condition specified at the bottom of the card. In the example to the right, all players would gain one renown for each building they own, marking it on the renown track at the top of the renown board.



RENOWN TOKENS
If a player reaches seven renown on the renown track, the player retrieves their cube and gains the renown token on the top of the stack. Pictured on each token is an immediate reward that the player gains. If the player gains more renown after reaching seven, they should remove their token off the track and place their cube on the appropriate place on the renown track. *Example: Bob has 6 renown and gains three renown. He moves one space onto 7, and gains a renown token and takes the reward. He then moves his token off the track alongside the board and continues moving the remaining spaces, in this case moving to the renown space with the value "2."*
If multiple players gain renown, the active player scores first, followed in clockwise order by any others.

As a last step, the player visiting Farwold can choose to gain one wood or two fish.



Players can use either attack or diplomacy.

The player gains one renown.

Then, *all players* gain one renown per building they own.

If one of the two decks of reputation cards runs out, slide the top card of the remaining deck over so that two reputation cards are showing. If no reputation cards remain, do not shuffle the discard pile-- reputation cards are no longer available.

Note: If a reputation card says "limit 7", it means that a player cannot gain more than 7 renown for the specified item at the bottom.

Fel's Garden

The player first rests their crew-- they move all crew members that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew member is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

After this, the player may place one cube in the first available slot on the influence track (in the same manner as described on page 12).

Advanced Side: The player may pay a wood to gain one renown and place one cube on the influence track. Each time the player does this, they must exhaust a crew member with the "Administrate" skill



Grenille

The player gains two wood. The player also gains one additional wood per crew member with the "work" skill that is "on deck" on their ship board. *(These counted crew members do not need to be exhausted.)*



Krazk (Home Port)

The player first rests their crew-- they move all crew members that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew member is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player may then gain one wood or one fish.



Marhaven (Home Port)

The player first rests their crew-- they move all crew members that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew member is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player then gains one pirate card.



Morlim

First, the player may hire a new crew member. The player may choose from the three available crew members on the renown board. The two left-most crew members cost one coin each. The third costs no coins. The new crew member goes on the player's ship board in the "on deck" area. The remaining crew members on the renown board should shift to the right until the left-most space is empty. Draw a new crew member from the crew tile stack and place it here.

The player also gains one renown on the renown track on the renown board.



Advanced Side: The player may gain one crew member. The player may also gain one wood per crew member with the "work" skill that is on deck on the player's ship board, including (if applicable), the new crew member.

Ratnest

The player immediately gains two pirate cards.

The player also gains one wood per crew member with the "work" skill that is in the "on deck" area of the player's ship board. *(These counted crew members do not need to be exhausted.)*

Advanced Side: The player immediately gains two pirate cards. The player may then rest their crew members.



Rockslide

The player immediately gains one book.

The player also gains one renown on the renown track on the renown board.

Advanced Side: The player may pay two coins to gain one book and two renown. The player may do this a number of times equal to the number of crew members they have on deck.



Stratic

The player may **BUILD** one of the available buildings in the building row. The player must pay fish and/or wood to build the building (the player does not pay coins).





In the example above, if the player wanted to build the building furthest right, they would need to pay two fish and two wood.

The player pays the cost to the supply, and takes the card. The player places the card next to their ship board. Each building card grants a special ability, listed on the wooden sign at the top of the card. This ability applies to the player throughout the game.

At the end of the game, each building card is worth renown equal to the banner value on the card in the top left corner.

Players may always choose to build the fourth and fifth cards in the building card row. A player may choose to build the third card in the row if they have at least one book. A player may choose to build the second card if they have two books, and may choose to build the first card if they have three books. The player need not pay books-- they only need to have the books in their possession. After building the building, the player should slide cards in the building row to the right until the left-most slot is open. Draw the top card from the building deck and place it here so that five cards are available to build.



Sun's Rest

The player may pay two fish to gain sea serpents (each sea serpent costs two fish). The player may purchase a number of sea serpents equal to the number of crew members they have on deck. *(These crew members do not need to be exhausted.) Example: Tom has two crew members on deck, so he can purchase two sea serpents.*

Advanced Side: The player may pay two fish to gain a sea serpent and one renown. Each time the player does this, they must exhaust one crew member.



The Grotto

The player immediately gains four fish. The player also gains one extra fish per crew with the "work" symbol that is "on deck" on the player's ship board. *(These counted crew members do not need to be exhausted.)*

Advanced Side: The player immediately gains three fish and one renown. The player also gains one extra fish per crew member with the "work" symbol that is on deck on the player's ship board. (These crew members do not need to be exhausted.)



Thundrake (Home Port)

The player first rests their crew-- they move all crew member tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew member is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player may also pay books to gain renown. Each book paid gives the player two renown on the renown track on the renown board.



Undervall

The player first rests their crew-- they move all crew member tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew member is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player may also hire a new crew member. If the player does this, they must first pay one extra coin (as shown below the crew symbol on the sign). Then the player may choose from the three available crew members on the renown board. The two left-most crew members cost one coin. The third costs no coins. The new crew member goes on the players ship board in the "on deck" area. The remaining crew on the renown board should shift to the right until the left-most space is empty. Draw a new crew member from the crew tile stack and place it here.

Advanced Side: The player firsts gains one renown. The player may then purchase a crew member as normal.



Zilliam

A player may purchase books. Each book costs one fish or one wood. For each book purchased, the player must also exhaust one crew by moving it from "on deck" to "below deck" (the area with hammocks).



The Ship Board

This is a good place to store books.

Crew "On Deck".

This is a good place to store coins.



Crew "Below Deck"
(Flip face-down if injured).

Fish and wood go in the cargo hold area. A player cannot have more than 10 fish/ wood at any time. A player can dump old cargo to make room for new cargo.



Store pirate cards and sea serpent cards below your ship board.

Place buildings you own to the right of your ship board. These buildings are in your "Capital City".

Crew, Pirate, and Sea Serpent Limit: there is no limit to the number of crew members a player may have, except as limited by components. There is no limit to the number of pirates and sea serpents a player may have, except as limited by components.

Crew and Resource Abilities

Administrate

Crew members with this skill must be exhausted when visiting certain island towns. Also, if a ship ends its movement in an occupied sea region, the player must exhaust a crew member with this skill.

Combat

A player can exhaust a crew member with this symbol when attacking, before rolling dice, to add one die to the attack (players may still only place one die per Pirate/Serpent).

Negotiate

A player can exhaust a crew member with this symbol when using diplomacy to gain one additional influence (not one cube, just one influence value).

Sail

Each crew member with this symbol "on deck" grants the ship +1 speed (up to a maximum speed of 4). When below deck, the crew member does not give this speed bonus.

Wood

A player may spend wood tokens to reroll dice when attacking. Each wood spent allows the player to reroll one die. The player may choose to do this after rolling his dice.

Fish

A player may spend fish tokens when moving their ship. Each fish token gives the ship a temporary +1 speed.



These abilities are detailed on the player-aid cards.

Other Symbols

Exhaust/Spend Symbol

When this symbol follows a skill symbol, it means you must exhaust one of your crew members with the specified skill. When this symbol follows the basic crew member symbol, it means you must exhaust any one of your crew members. When this symbol follows wood, fish, or books, it means you must pay a wood, a fish, or a book.

Basic Crew Member Symbol

Work

Pay to Gain Something

This symbol means you may pay something to get something else. The thing you must pay is depicted to the left of the arrow. The thing you gain is depicted to the right of the arrow. If the arrow has no symbol above it, there is not limit to the number of times you can perform this action when you visit. If there is a symbol above the arrow, you may perform the action a limited number of times, as explained to the right.

If there is a crew member symbol above the arrow, you can perform the action a number of time equal to the number of crew members you have "on deck".

If there is a crew member symbol followed by an exhaust symbol above the arrow, you must exhaust one crew member each time you pay to gain something.

Building Clarifications

Note on Towns and Capital Cities

When a card refers to a "town", it can mean a neutral or controlled island town on a sea board, or a home port. A player's city or capital city refers to a player's collection of building cards. A player's home port and capital city are different-- the capital city is further inland and is not pictured on the map.

When to Gain Renown on the Renown Track

If a card says to gain renown during the game, mark the renown on the renown track. If a card says to gain renown at "Game End", do not mark it on the renown track-- just count it up for end game scoring.

Academy of Builders
"Gain" means you can buy or build the building.

Bridge
You gain one renown and one fish when you build (not buy) a building card.

Butcher
When visiting a town that gives an amount of resources based on the number of crew members with the "work" skill that are "on deck", also count your crew members "below deck" that have the "work" skill.

Combat Arena
"Town" refers to any island town and any sea port.

Fishing Guild
Gain one fish when you rest at a town (visit a town that has the bed symbol).

Gambling Hall
Gain one coin when you rest at a town (visit a town that has the bed symbol).

House of Commons
You may not skip one space for every cube you place in the same action-- you skip the left-most empty space only once when placing cubes due to a visit or event. *Example: Tom completes an event that lets him place three influence cubes. He skips the left-most open space and places his three cubes in the next three available spaces. After this, on the same turn, he visits a town that lets him place two more influence cubes. He may now again skip the left-most empty space when placing cubes, and places the two cubes in the two next available, empty spaces on the influence track.*

Jeweller
Each time you hunt for treasure, you gain one extra coin.

Library
If you gain multiple books at the same time, gain one renown per book.

Mansion
"Ally" means using the diplomacy action to take control of a town.

Market
"Ally" means using the diplomacy action to take control of a town.

Mausoleum
"Town" refers to any island town and any sea port. You gain three renown if another player takes the town from you via attack or diplomacy.

Mercenary Guild
When you buy (not build) a building, you immediately gain one pirate card.

Miracle Hut
Flip the injured crew member over so that it is face-up when you move it "on deck".

Monster Trainers
To gain the Sea Serpent, you must visit any home port you control. If you do not control a home port (taken over by another player), you cannot use this ability.

Museum
"Town" refers to any island town and any sea port.

Palace
Gain one renown at the end of the game per unused wood you own. Also gain one renown at the end of the game per two unused fish you own.

Sailors Guild
At the end of the game, you gain one influence per crew member you own that has two skill symbols.

School of War
If you gain multiple books at the same time, gain one pirate card per book you gain.

Sword Academy
"Town" refers to any island town and any sea port.

Trade Office
"Town" refers to any island town and any sea port.

Underriver Gate
This is the only way to gain the "Ichor" sea serpent card. You gain the card immediately when you gain this building. You lose the card when you use it to attack. You gain the card back again any time you gain at least one sea serpent card.

Variants

Advanced Sea Boards

When setting up the game, you can use the opposite side of the sea boards for more variety. The towns on the "advanced" side have this symbol to the right of their names:



Some of the towns are unchanged, but most have a slightly-altered action and/or a different strength number.

When setting up this variant, you should use the "advanced" side of all the sea boards (and not a mix of "advanced" and "standard").

Sea ports do not have an "advanced" side.

Once you play with this variant, it doesn't mean you shouldn't play with the "standard" setup again. The word "advanced" merely suggests that you should have at least one play under your belt before trying out the alternate sides. It's best to use both setups continually for more variety.

Trading

When playing with this variant, on a player's turn, they may trade **fish, wood, books, pirates, and sea serpents** back and forth with players whose ships are in the same region. Each player in the trade must agree to the trade. ***Players may not trade coins, buildings or renown/renown tokens.*** A player may never give something and gain nothing in return-- each player must gain something in the trade, and each player in the trade must gain something different than the other player in the trade (*players could not trade one wood for six wood, for example*). The number of things traded can be uneven (*a player could trade one wood and one book for three pirates, for example*).

Note: Ichor may not be traded.

Close Quarters

When playing with two players, this variant makes the board feel tighter. When moving your ship to a region and the other player's ship is on any region of the same hexagonal sea board, you must exhaust a crew member with the "administrate" skill.

Action: Raid

When playing with this variant, as your main action on your turn (after you move), you may raid one other player's ship that is on the same region as your ship.

First, you declare which ship you are attempting to raid. You then roll one die per crew member with the "combat" skill you own that is "on deck", plus one die per pirate card you own. All die results higher than three count as hits.

Next, the player whose ship is being raided rolls one die per crew member with the "combat" skill they own that is on deck, plus one die per pirate card they own. All die results higher than three count as hits.

Players compare hits. The winner is the player that has the most hits. The winner may take coins from the other player equal to the difference of both players' hits. If the loser does not have any coins, the winner gains nothing. Regardless of the outcome, neither player discards pirates or sea serpents. They are kept by both players in a raid (Ichor is also kept).

If players are tied for hits, there is no winner, and the action ends.

Six Buildings



Instead of five building cards available to buy or build in the building row, you can play with six. Use the building track token with four books and one coin. When setting up the game, place it to the left of the token with three books-- this token will now be above the first card. To purchase the card, a player must have at least four books. If a player buys or builds this first card, they also gain a coin (as indicated on the tile). Six buildings should always be available, and the fifth and sixth from the left should require no books (as normal).

Architect Variant

Place book tokens and building track tokens in the box. You will not need them.

At the start of the game, deal seven building cards to each player. Players take turns drafting these cards by selecting one card and passing the rest to the player on the left, repeating until all players have a drafted hand of seven cards each.

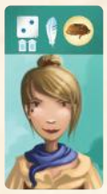
After the draft, each player keeps their drafted building cards as a hand of cards.

Players may buy or build only the building cards they have in hand. Any time an ability in the game says to gain a book, draw a building card instead. Any time an ability in the game says to pay a book, instead pay a building card from hand.

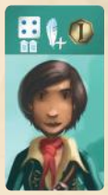
When playing with the Metropolis expansion, players do not draft Metropolis cards. When players gain a building card in the game, they may draw from either building deck (standard or Metropolis).

Crew in Above and Below

The back of each crew member has symbols for use in the Above and Below board game. These symbols should be ignored when playing Islebound. When this side of the crew member is face up in Islebound, it indicates that the crew member is injured.







Islebound takes place in the same world as Above and Below, and crew members can be recruited to explore the depths!



To use Islebound Crew as Villagers in Above and Below:

1. When setting up Above and Below, put all Islebound villagers in a plastic cup or cloth bag (randomized, so that you can't see them).

2. Set up everything in Above and Below as normal. Do not yet place any Islebound villagers in the "available villagers" row on the reputation board.

3. At the end of each round (third step of the end of round phase, after moving the round marker and placing cider), when you must replenish available villagers on the reputation board and the "5 coin cost" slot is open after sliding the villagers to the left, draw an Islebound villager and place it there. If an Islebound villager isn't purchased in a round, it will slide to the left at the end of the round like a normal villager.

Islebound Villager Abilities

1. Islebound villagers that have the symbol of a specific good are worth +1 village points at the end of the game per good of that type that a player owns.

2. Islebound villagers that have a village point symbol on the token are worth that many village points at the end of the game.

3. Islebound villagers that have the symbol of a potion or cider are worth +1 village points at the end of the game per potion or cider that a player owns.


Combat


Influence/ Negotiate


Sail


Work


Administrate


Exhaust


Pay


Gain


Book


Coin


Fish


Renown


Wood


Crew


Build


Building Card

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Turn Structure

1. Move (Required)

2. One Action

Visit

Attack (Gain spoils and visit)

Diplomacy (Gain spoils and visit)

Hunt for Treasure

***Free Action:* Event**

***Free Action:* Buy Building**

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2nd Printing Rulebook (2nd Edition Rules Edit: Andrew Frick)

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