

# tiggar islanote™

V1.0

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## Summary

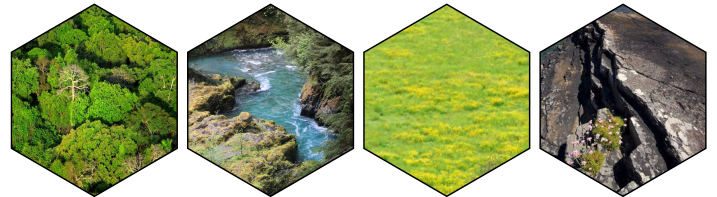
tiggar islanote™ is a two-player tile-placement game. Players alternate taking turns. On a player's turn, she must first add one tile to the island and then complete a single build action. If the active player cannot legally complete a build action, she immediately loses the game. Otherwise, the game ends at the end of the active player's turn in which she has played her last piece—the player with the highest score at the end of the game wins.

## Game materials and concepts

### 48 tiles



Each *tile* consists of three touching *hexes* and has 12 *edges*. One of those hexes depicts a *volcano*. The each of other two hexes depict a *habitable terrain*. There are four *habitable terrain types*: jungle, lake, grasslands, & rocky—permuting them yields 16 different kinds of tiles. There are 3 tiles of each kind for a total of 48.



## Pieces

Each player begins the game with a set of *pieces* in their player color:

- ▶ 20 *villagers* &
- ▶ 3 *totoro*

# Game concepts

A hex's *level* equals one plus the number of tiles directly under it.

A *settlement* is a set of maximally contiguous hexes inhabited by pieces belonging to a single player. A settlement's *size* is equal to the number of hexes it occupies. As a consequence of a build action taken during a player's turn, two or more of their settlements may become adjacent; it is only at the *end* of the player's turn, that those settlements are merged into a single settlement.

*Victory points* are scored at the time a piece is placed. A *villager* scores points equal to the *level* of the hex on which it is placed. A *totoro* always scores 200 points when placed.

## Game play

### Setup

The tiles are shuffled face-down and the starting *active player* is chosen.

### Active player's turn

The active player must:

- ▶ first draw a tile
- ▶ then place the tile drawn, and
- ▶ finally, complete a *single* build action

### Tile placement

The player causes a volcanic eruption by adding a tile to ~~tiger island~~ *tiger island*. The eruption either adds new hexes to the island or increases the level of three existing hexes.

#### The first tile placement

The active player, on the first turn of the game, places the tile in the center of the table.

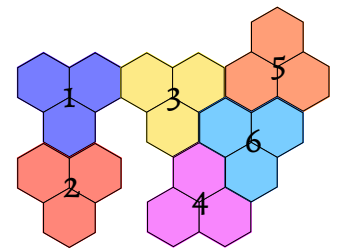
## Subsequent tile placements

All tiles placed after the first must conform to the following rules:

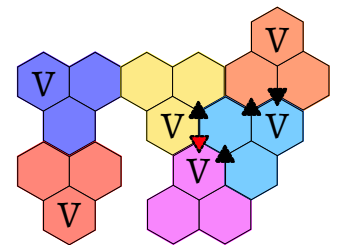
- 1) A tile may be placed directly on the table as long as *at least one* edge is touching any previously placed tile's edge and the full width of the touching edge must be touching.\*
- 2) A tile may be placed on top of other tiles as long as *all* of the following requirements are met with respect to the **three visible hexes** which will be covered by that tile:
  - ▶ the hexes are at the same level,
  - ▶ the hexes must be part of two or three different tile,\*\*
  - ▶ none of the hexes contains a size 1 settlement,
  - ▶ none of the hexes contains a totoro,
  - ▶ at least one of the hexes is a volcano,
  - ▶ when the tile is placed, it will be positioned so as to completely cover the hexes, and
  - ▶ when the tile is placed, its volcano hex must cover a volcano hex.

All *villagers* on hexes that will be covered by the tile are removed from the game.

\*—it is possible to create unfillable inlets and lakes. In the diagram to the left, tiles are labeled in the order they were placed on the table. The inlet created by tiles 1-4 can never be filled. When tile 5 was placed, it created an inlet that was filled when tile 6 was placed.



\*\*—placing a *tile* directly on top another *tile* (*i.e.*, covering the three hexes that comprise a *single* tile) is prohibited. Assuming all the tiles in the diagram to the left are at the same level and that **V** indicates a volcano hex, then the triangles mark the 5 legal places a tile could be placed on top (note: a tile placed on the three hexes indicated by the red triangle could be oriented *two* different ways because there are two volcanos hexes to chose from).



## Build actions

The active player must perform *exactly one* of the following build actions. If she cannot do so, she automatically loses the game.

- 1) found a new settlement on any empty, level-1, non-volcano hex, *or*
- 2) expand an existing settlement, *or*
- 3) build a totoro sanctuary.

## Found a settlement

The active player chooses *any* empty, level-1, non-volcano hex and places a villager on it. Immediately score the villager when it is placed.

Note: the player must *must* have at least one unplayed villager to in order to select this build action.

## Expand a settlement

The active player chooses one of her settlements and specifies a non-volcano *terrain* type—there must be at least *at least one* empty hex of the specified type adjacent to that settlement. In each empty hex adjacent to the settlement of the specified type, add as many villagers as the hex's level. Immediately score the villagers when placed.

Note: Partial expansions are not allowed: *all* empty adjacent spaces of the specified terrain type must be populated with the required number of villagers. As the settlement expands, more empty hexes of the specified terrain type may become adjacent to the newly enlarged settlement: they too must be populated!

Note: the player must *must* have sufficient unplayed villagers to complete the expansion in order to select this build action.

## Build a totoro sanctuary

The active player chooses any empty, non-volcano hex adjacent to a settlement of size 5 (five) or greater which does *not* already contain a totoro sanctuary. Places a totoro on that hex and immediately score it.

Note: building a totoro sanctuary may make the settlement to which the sanctuary was legally added to become adjacent to another settlement already containing a sanctuary—this is permitted because settlements do not merge until the *end* of a player's turn. Thus it is possible that a settlement may contain more than one totoro sanctuary.

Note: the player must *must* have at least one unplayed totoro to in order to select this build action.

## End of turn

If the active player is out of pieces at the end of her turn, the game ends immediately: the player with the highest score wins.

Otherwise, her opponent becomes the active player and begins her turn.