Island of Plohst

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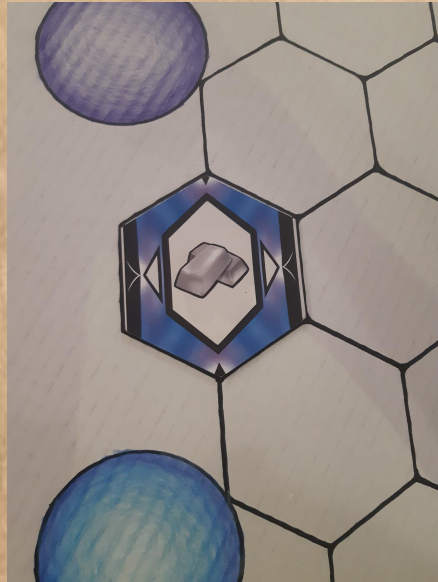2. Pieces
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Overview

In the game of Island of Plohst you and 4 to 6 players have all discovered a new piece of untouched land that is abundant in resources. Your goal is to push the other players off the island by taking control of their main settlement located on the edges of the board and be the last on the island and end when all players have been removed from the board. Players will take turns of up to 1 minute or more if desired trading, moving their armies, and building up their kingdom to collect more resources and eventually defeat the other players in combat.
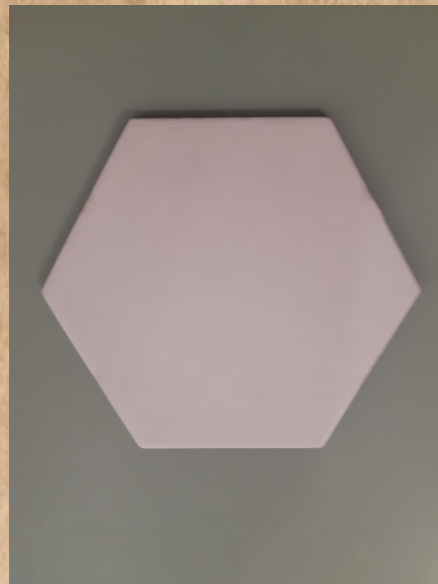
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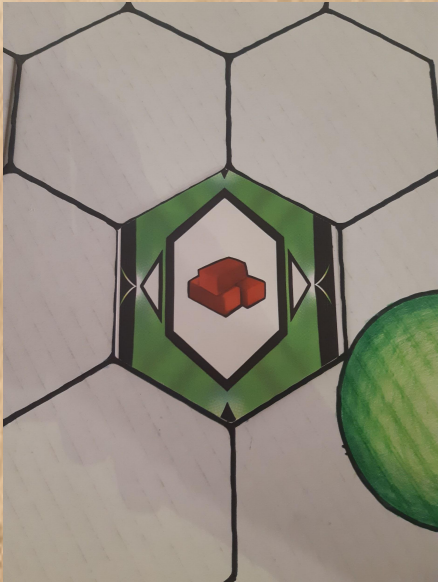
Brick Tile

Iron Tile

Wood Tile

Food

Ruin Tile

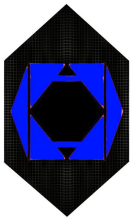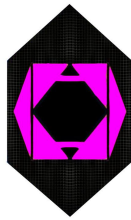

Wood

Pieces

Capital

Army

City

Brick

Road

Iron

Pieces

Iron token
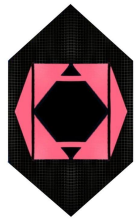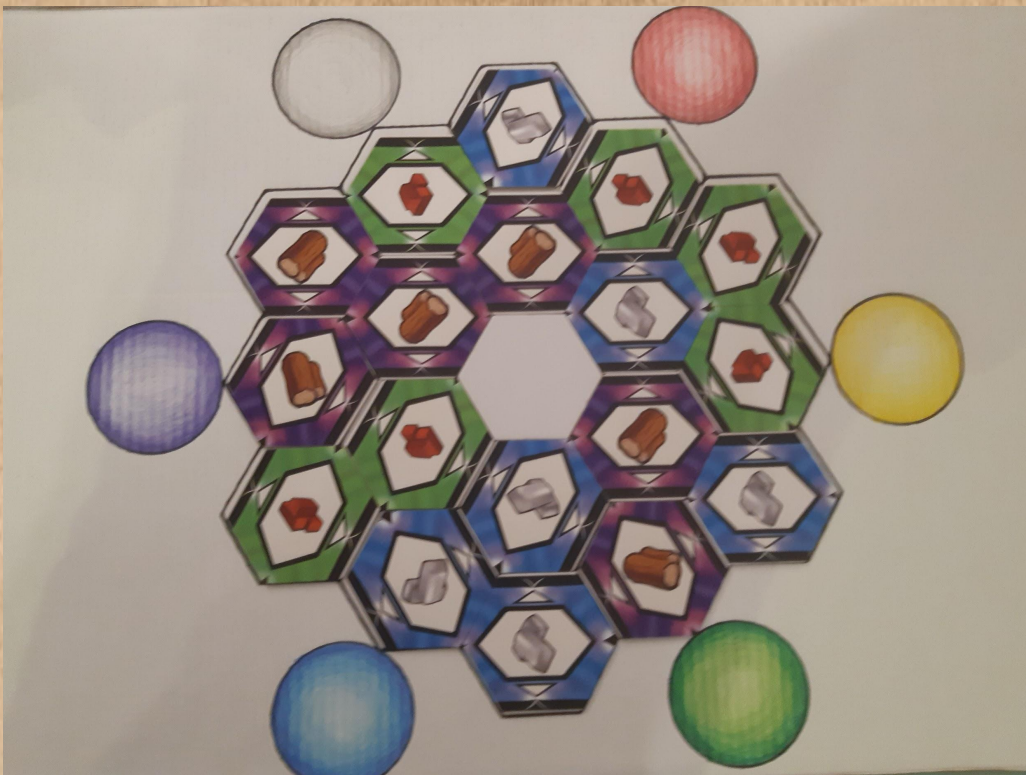
Wood token

Food token

Brick token

Setting up the game

The Board: To set up the board players must first take all hexagonal pieces and randomly distribute the tiles around the board leaving the ruins tile to be placed at the center of the board.

Tiles: The game has three tile types with a single ruin tile that provide player with that resource when worked.

Typical game layout

Setting up the game

Starting pieces: After the board has been set up players then must decide on which color they will be for the game and then place in an open spot on any of the corners of the map their capital city (denoted via the black block attached to their colour square) as well as a single soldier placed adjacent to their city. Players will also receive a cheat sheet on resources required for building structures.

Banker: After each player has chosen their starting position players must then pick and choose one player to be the banker who will keep track of and hand out resources as needed.
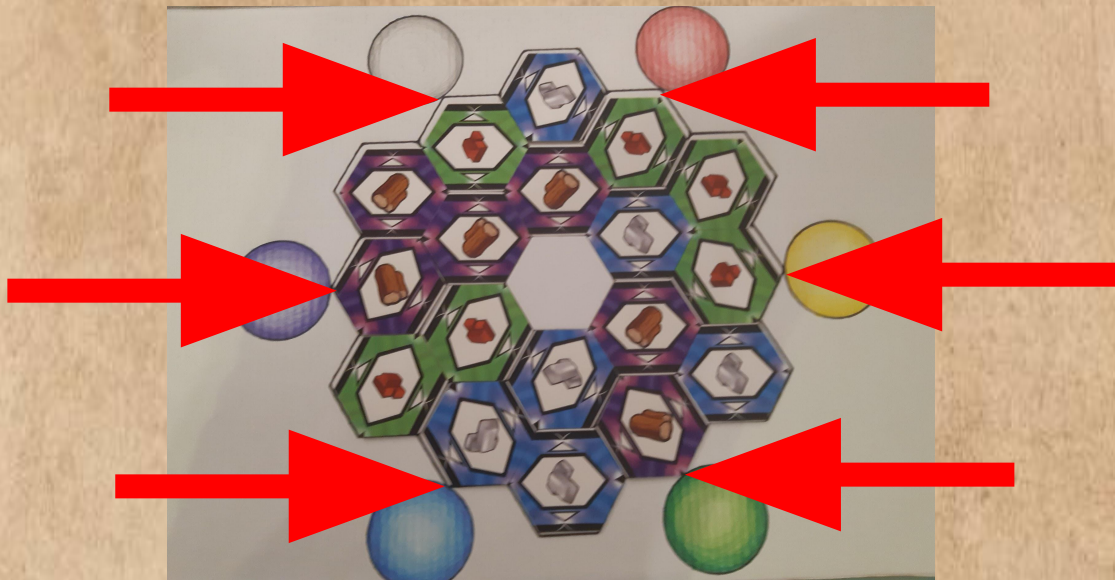
Starting positions

Playing the game

Turn Order: To decide the turn order players each take turn rolling one six sided die with the player who rolled the highest going first.

Player Stockpile: Each player begins the game with enough cards to produce one settlement(2 food, one wood) and players hands are limited based on the amount of players playing the game, 4 player limit: 15, 5 player limit: 12, 6 player limit: 10.

Turns: During each players turn you will have 1 minute to build structures, trade with players(can be done during others turn), and move your armies and playout combat. Before starting the player's time the banker must hand the player his resources which is 1 resource of that type for the amount of settlements connected to it. Players also receive 1 food cards for each settlement they have built. After all previous steps are completed the player then discards any cards if they are over the hand limit and pays 1 food for each army they control, time starts and the player begins there turn.

Playing the game

Ruins: The ancient ruins located at the center of the board yield great power to those who settle near it if connected by a settlement they receive a ruins token at the start of their turn if any of the four are left the banker takes the tokens makes sure the player cannot see which one is which then the player chooses. Each token matches the color of a resource and reduces the cost of that resource to build something by one so it could take one less food to build an army.

Build: During their turn players can build structures that provide different benefits on the corners of the hexagons..

Roads (2 bricks): Roads can be built as long as they are connected to Any road or Any settlement they do NOT have to be apart of your team. They allow any army that moves along a road to move one more space, this effect does not stack if the player lands on another road they do not gain another movement.

Playing the game

<u>Settlements (2 food, 1 wood):</u> Settlements allow the player to gain resources from connected tiles and are built on the corners of the hexagons. Settlements provide two food as well for ech one built.

<u>Armies (2 iron 2 food):</u> Armies a pieces players can move around the board and use to attack and capture other players settlements. Armies move one space per turn unless a road is present then they may move two. Armies can fight other armies to remove them and each army requires 1 food for upkeep per turn if a player cannot pay they lose the army the furthest from their capital.
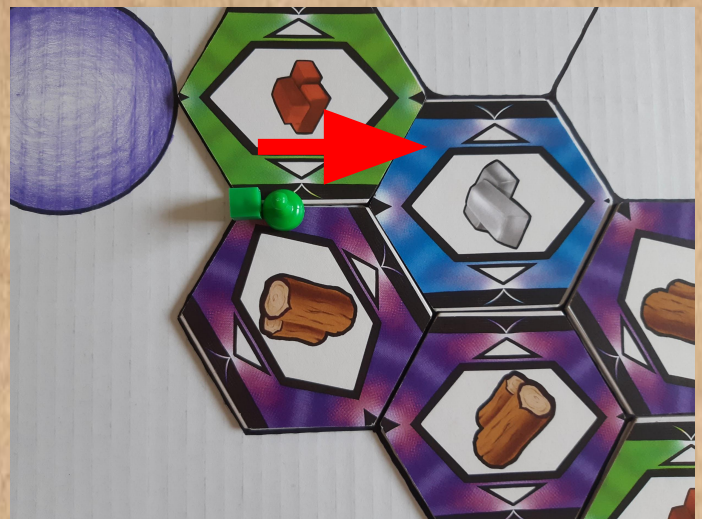
Playing the game

<u>Moving:</u> During each players turn they may move their army 1 space or 2 with a road present (refer to road for more information).

<u>Combat:</u> If players move their piece onto another players settlement or army combat begins where both player roll a certain number of dice depending on the situation and the player with the higher sum wins if they tie they reroll. Certain pieces add dice to your amount or the opposing players if they are present, a settlement provides one dice and an army provides two dice so if a defending player has an army on their settlement they get three dice to roll or if they have two armies present they get four dice to roll.

Citations

Klaus Teuber. The Settlers of Catan : Award-Winning Game of Discovery, Settlement & Trade. [Skokie, IL] :Mayfair Games, 2007.