



# Islands

Gary Kacmarcik

54 cards  
2 players  
15 minutes  
8+ years

# Setup

Shuffle all cards together:

2~players = 1 deck

3~players = 1.5 decks

4~players = 2 decks

1) Deal a card face~up to each player. This is your *Piracy Card*.

Deal a new card if it:

- \* is a Joker

- \* contains a *Port* (6JQKA)

- \* matches the *suit* or *rank* of another player's card

Each player should now have a unique *suit* & *rank*. Keep this card face~up throughout the game.

Re~shuffle any rejected cards back into the deck.

2) Deal 5 cards to each player.

3) Deal a starting card face~up in the center of the table.

## Gameplay

Each turn, you must either:

- \* Play a card that connects properly to an existing card.
- \* Discard one or more cards from your hand and shuffle them back into deck.

At the end of your turn, draw your hand back up to 5 cards.

If you played card with a Port, you score points (see “Scoring” card).

Keep track of points by taking cards from the deck and keeping them in a pile face-down in front of you.

Game ends with the deck runs out of cards.

Winner is the player with the most points.

## Scoring

You score when you play a Port card (6JQKA).

- \* Score 1 point for the Port.
- \* Score 1 point for each matching resource connected to the Port.
- \* If there are multiple Ports on the Port card, you must choose which 1 to score.

...but

Piracy cards prevent scoring.

- \* You do not score points on cards that match the *suit* of your Piracy card.
- \* You may not connect through (or score) cards that match the *rank* of your Piracy card.

# Scoring Example



Play ♣A and score 🐢.

Points are determined by your Piracy card.



If your Piracy card is

♦ 8	🐢 🐢 🐢 ....	= 3 pts
♠ 4	🐢 .... ✖	= 1 pt
♠ 9	🐢 .... 🐢 🐢 🐢	= 4 pts
♥ 7	🐢 🐢 .... 🐢 🐢	= 4 pts
♣ 2	... 🐢 🐢 🐢 🐢	= 4 pts
♣ 5	... ✖	= 0 pts

