



players: 3 - 6

age: 10+

time: 30 min

components	120 <b>Island</b> cards, 20 <b>Award</b> cards, 60 <b>Request</b> cards
set up	<ol style="list-style-type: none"> <li>1. Shuffle the <b>Request</b> cards. Reveal 4.</li> <li>2. Shuffle the <b>Award</b> cards. Reveal 4.</li> <li>3. Shuffle the <b>Island</b> cards. Deal 10 to each player.</li> </ol>
game play	<ol style="list-style-type: none"> <li>1. Gameplay is simultaneous. All players select 1 <b>Island</b> card from their hand and place it onto their <b>Island</b>. <ol style="list-style-type: none"> <li>i. After the first card, all subsequent <b>Island</b> cards must overlap or border other <b>Island</b> cards.</li> </ol> </li> <li>2. Players simultaneously pass their hands to the next player. <ol style="list-style-type: none"> <li>i. In round 1, pass to the player on your left.</li> <li>ii. In round 2, pass to the player on your right.</li> </ol> </li> <li>3. At any point, if your <b>Island</b> fulfills a <b>Request</b> card, take it, then reveal another one.</li> <li>4. When players run out of <b>Island</b> cards, determine which <b>Island</b> earns each of the <b>Award</b> cards. <ol style="list-style-type: none"> <li>i. In the case of a tie, no player takes the <b>Award</b>.</li> </ol> </li> </ol>
round reset	<ol style="list-style-type: none"> <li>1. Players keep their <b>Island</b>, <b>Request</b> cards, and <b>Award</b> cards.</li> <li>2. Keep the unclaimed <b>Request</b> cards.</li> <li>3. Keep any unclaimed <b>Award</b> cards and reveal 4 more.</li> <li>4. Deal 10 <b>Island</b> cards to each player.</li> </ol>
special	<ol style="list-style-type: none"> <li>1. The playing area is the "ocean" and counts as <b>water</b> for the purposes of <b>Request</b> cards.</li> <li>2. When placing a double-<b>water</b> card, OPTIONALLY remove an existing <b>Island</b> card (not covered by another). Place the double-<b>water</b> card where it was, then move the displaced <b>Island</b> card anywhere.</li> <li>3. On a <b>Request</b> card, <b>?</b> can be anything, including ocean.</li> </ol>
end-game	<ol style="list-style-type: none"> <li>1. After the second round, count up points. <ol style="list-style-type: none"> <li>i. <b>Request</b> cards are worth 1 point per <b>Island</b> tile (not <b>?</b>).</li> <li>ii. <b>Award</b> cards are worth 10 points.</li> </ol> </li> </ol>
goal	The player with the most points wins.
alternatives	1. Play only one round. Optionally reveal additional <b>Award</b> cards.

play-testing: Liz, Ayelet, Dan, Max

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