SCUTTLER'S ISLAND

*by Toby Fairclough*

Players: 2–8   **Ages:** 8 +   **Time:** 30 minutes

Scuttler's Island is an easy-to-learn, 2–8 player, table-top game of paths, pirates and treacherous traps that transforms as you play.

Players take on the role of buccaneering cartographers (map-makers) marooned on the infamous *Scuttler's Island*. Eager to claim the revered treasure for yourself, you must take in your surroundings, outsmart your opponents and build a path to the booty, before someone else gets there first!

Evolving as you play, what might start off as an all-against-all competition can quickly turn into a co-operative challenge as traps are laid, paths get blocked and unlikely allegiances are formed in the race to the treasure of *Scuttler's Island*.
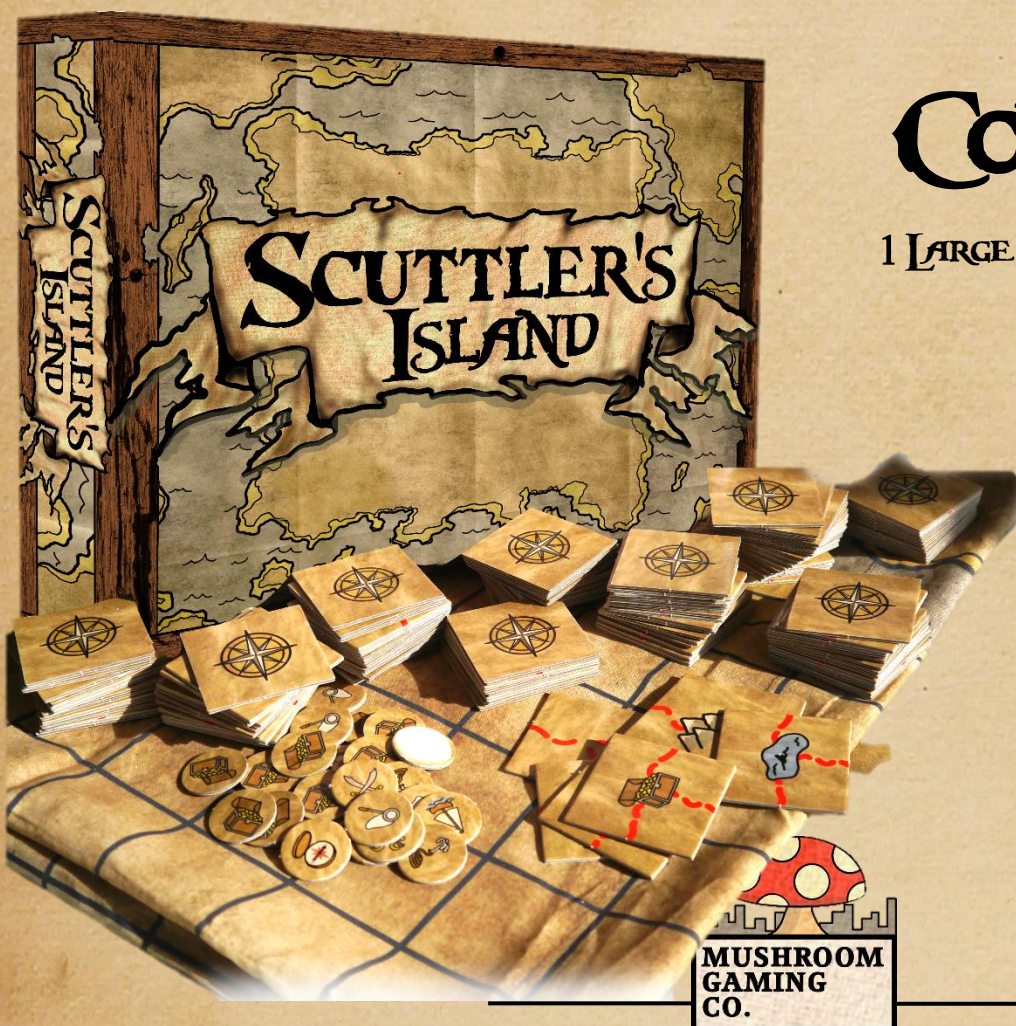
CONTENTS

1 Large Fabric Pirate Map
8 Player Totems
36 Item Tokens
74 Path Tiles
36 Item Tiles
30 Trap Tiles
Rulebook

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The Basics

Set Up

1. Lay out the map on a table or flat surface
2. Each player takes a Totem piece and places it on a different starting square
3. Shuffle the Tiles and place them in random piles (**rose face up**) around the edge of the map
4. Shuffle the Item Tokens and place them (**treasure chest face up**) within reach
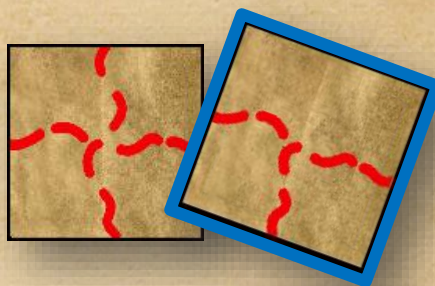
Win

Be the first player(s) to reach the X in the centre with a clear path and discover the hidden treasure.

Play

Starting with the player with the best pirate impression, players take it in turns to do **ONE** of the following actions:
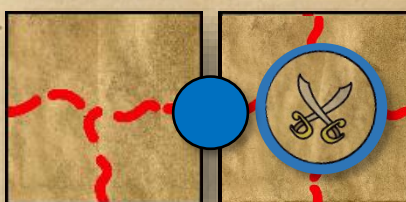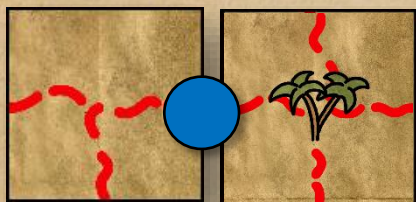
1. Draw a Tile and place it on the map, extending **any** existing path
2. Place an Item Token from your collection onto a Trap Tile along **your** path

1

OR

2

In Detail

Totems

Totems represent our pirate cartographer adventurers as they craft their maps and explore the island. These pieces act as a visual aid to help you navigate your path.

- Players may move their Totem along their path, in any direction, at any time – even during another player's turn!

In this scenario, Orange places a dead-end Item Tile on Blue's path. Although it is not Blue's turn, they may now move their Totem to the Item Token and pick it up.
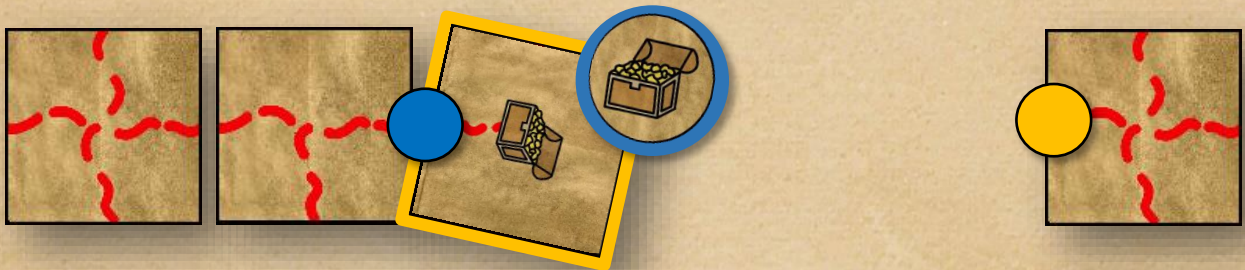
Joining Paths

While most pirates that land on *Scuttler's Island* are out for themselves, occasionally unlikely allegiances will be formed (by choice or by force) as paths are crossed and joined.

- If a clear path is formed between two or more players, all Totems on that path may move along the joined path freely
- If a path reaches the centre, all players on that path win

In this scenario, Blue sees that Orange is getting close to winning, so lays a connecting Tile that joins their paths together.
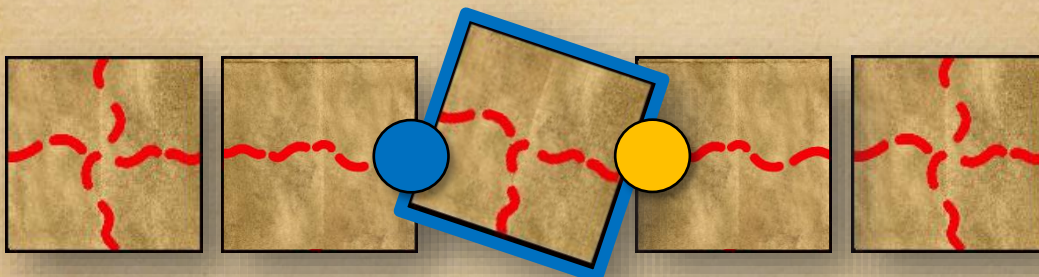
TILES & TOKENS

Tiles make up the core of the *Scuttler's Island* experience – representing the challenges, dangers and twisting paths that litter the island.

There are **three** different categories of Tiles, each with unique abilities and rules. However, the following rules apply to all types of tiles:

When laying a Tile:

- It must be adjacent to an existing Tile or Starting Square
- It must extend an existing path – yours or someone else's
- It must be compatible on all sides

*You may extend a path that your Totem cannot reach
*Paths may lead off the map

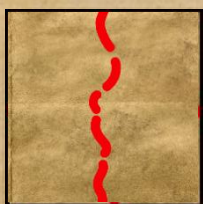**CORRECT** – the new Tile is adjacent to another Tile, extends a path and is compatible on all sides

INCORRECT – the new Tile is not compatible on all sides

INCORRECT – the new Tile is not adjacent to another Tile

PATH TILES

These Tiles come in five varieties and make up the majority of the Tiles in the deck.

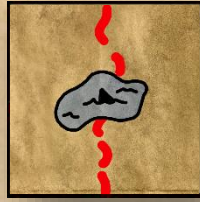| STRAIGHT	BEND	FORK	CROSS-ROAD	DEAD-END

TRAP TILES

Trap Tiles represent the dangers and obstacles that face our adventurous cartographers.

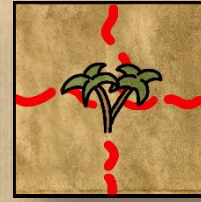There are four different types of Trap Tiles in the game:

MOUNTAINS SWAMP CRABS JUNGLE

- Trap Tiles obstruct paths and prevent Totems from moving past them
- Trap Tiles can only be passed by placing a corresponding Item Token on top (**see pages 6-8**)
- Trap Tiles must be placed following the general Tile placement rules (**see page 4**)
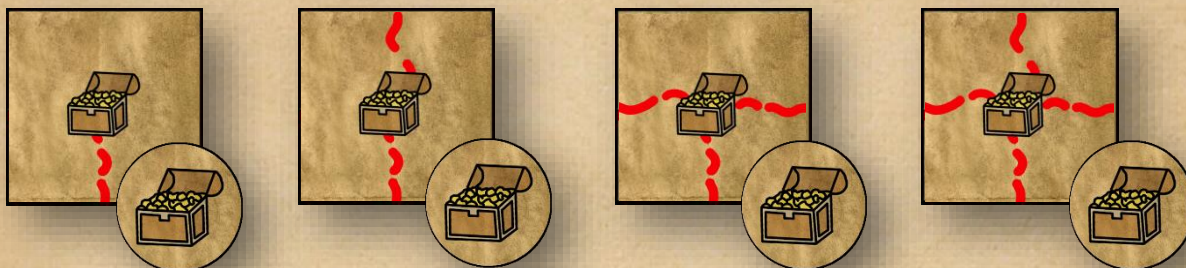
In this scenario, Orange noticed that Blue was getting close to winning, so placed a Trap Tile in the way to block their path.

On Blue's turn, they could either try to go round – or play a corresponding Item Token to pass the Trap Tile…

ITEM TILES

Item Tiles reveal the locations of the lost tools past adventurers have left behind in their attempts to conquer the island.

- When an Item Tile is laid, place an Item Token on top of it **(treasure chest face up)**
- The first Totem to reach the Item Tile with a clear path may pick up the Item Token and add it to their collection
- If multiple players would reach the Item Token at the same time, the player whose turn it is (or who is next in line to have their turn) picks up the Item Token
- Item Tiles must be placed following the general Tile placement rules **(see page 4)**

In this scenario, Orange places a dead-end Item Tile to block Blue and Green who are on a joined path. Blue is next in line to have their turn, so Blue picks up the Item Token.

Item Tokens

Item Tokens are the lost tools of adventurers past that our fortunate cartographers can use to navigate the treacherous terrain.
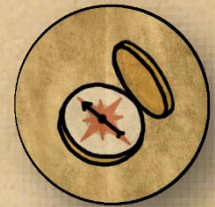
There are five varieties of Item Token:

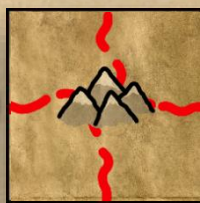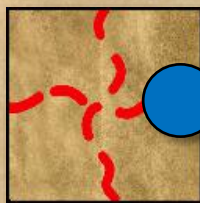**Rope**   **Net**   **Boat**   **Cutlass**   **Compass**

- You may only lay an Item Token on your turn and in place of drawing/laying a Tile
- You may only lay an Item Token on a Trap Tile if it correctly corresponds (**see page 8**)
- You may only lay an Item Token on a Trap your Totem can reach
- Once played, an Item Token stays in play on the map and any Totem can now traverse that Trap Tile
- You may not swap Item Tokens with other players, even if you share the same path
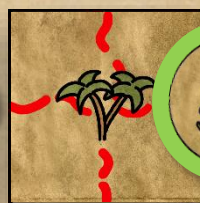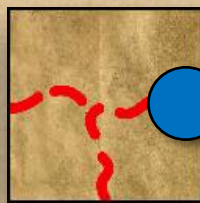
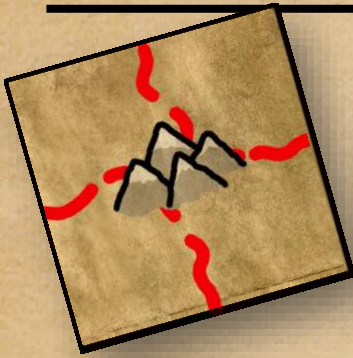**CORRECT** – the Item Token corresponds to the Trap Tile and is within reach of Blue's Totem
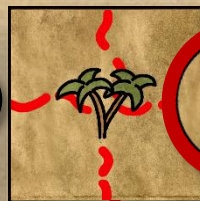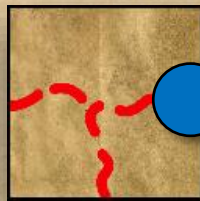
INCORRECT – the Trap Tile is within reach of Blue's Totem, but the Item Token does not correspond

INCORRECT – the Item Token corresponds to the Trap Tile, but the Trap Tile is out of reach

Trap Tiles | Item Tokens

Trap Tiles

Mountains

Swamp

Crabs

Jungle

Item Tokens

Rope

Boat

Net

Cutlass

Compass

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