Islebound

Prototype Rules Version 01

RYAN LAUKAT

Copyright Red Raven Games 2016

Welcome to the Archipelago

Set sail in a mystical archipelago filled with bustling towns, sea monsters, pirates, and gold! Compete to build the best sea-faring nation with up to three friends by collecting treasure, hiring crew, and conquering or befriending island towns.

In Islebound, you take command of a ship and crew. You sail to island towns, collecting resources, hiring crew, and commissioning buildings for your capital city. Each building has a unique ability, and your combination of buildings can greatly enhance your strength as a trader, builder, or invader. You also recruit pirates and sea monsters to conquer towns, which, once conquered, allow you to complete the town action for free, and charge a fee to opponents if they want to use it. Alternatively, you can complete events that give influence, which can be used to befriend towns.

There are many routes to success. Will you be a ruthless conqueror, careful diplomat, or shrewd merchant in your race to the top?

The player with the most the most wealth and most-impressive capital city will win the game!

How do you win?

The goal of the game is to earn more **RENOWN** than any player. During the game, players gain wealth, represented as coins, through many different paths. At the end of the game, each coin is worth one renown. Players also earn renown by owning building cards and by scoring on the reputation track.

Renown   **Coin**

Wood   **Fish**   **Book**

Build Symbol

Components

Copper Coin
(worth 1)

Silver Coin
(worth 5)

Fish

Wood

Reknown Tokens (12)

Sea Ports (4)

Sea Serpent

Pirate

Sea Boards (4)

Crew

Victory Board (1)
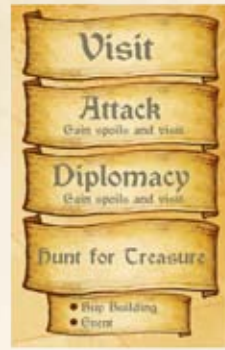
Player Aid Cards (4)

Event Cards (14)

Building Cards (35)

Reputation Cards (8)

Ship Boards (4)

Ships (4)

First-Player Marker (1)

Book Tokens

Event Markers (2)

Building Track Tokens (3)

Dice (10)

Cubes (80)

Setup

1. Assemble the sea boards in the middle of the table. Place the four sea boards together as shown in the image below (the order of hexagons can be random, but should match the basic shape below). Place the four sea ports in the corners of the board so that they fit correctly. All text on the board should be facing the same direction.

2. Give each player the following: one ship board, seven coins, one set of cubes of one color (20 cubes), a ship matching the player's cube color, and three starting crew. Starting crew have only one skill symbol, and each player should have two with "administer" and one with "work". Also give each player a player-aid card. Place any unused starting crew in the box.

Place the crew "on deck".

Place one cube just below the "2" on the movement track.

3. Decide who will be first player. Give this player the first-player token (the player will retain it for the remainder of the game). Turn order proceeds in a clockwise direction. Starting with the last player in turn order, and proceeding in reverse-turn order, each player chooses a home port by placing one of their cubes just to the right of the number on one of the sea ports. Each player also places his ship in his home port.

4. Place the victory board to the side of the sea boards. Shuffle the event cards. Separate the cards into two piles of seven and place the piles next to each other, face up, above the "waves" symbol. Shuffle the reputation cards, separate the cards into two piles of four and place the piles next to each other, face up, above the "trumpet" symbol. Take all the crew with two skill symbols, shuffle, and place in a pile face down next to the victory board. Draw the top three crew and place them in a row just below the "waves" symbol. Take the renown tokens, shuffle, and place them in a pile, face up, in the box at the bottom right corner of the board.

5. Shuffle the building cards. Place the deck, face down, off to the side of the board. Draw the top five cards and place them in a row off to the right of the deck. Place the building track token with three books above the left-most card (closest to the deck). Place the building track token with two books above the second card. Place the building track token with one book above the third card. The remaining two cards have nothing above them.

6. Place the two event markers on the sea boards in locations that match the two visible event cards on the victory board.

Place the copper coins, silver coins, wood tokens, fish tokens, book tokens, Sea Serpents, Pirates, and dice off to the side of the sea board in a place easily-accessible to all players. This is the "supply". Place the remaining, unused components in the box.

The Game

Overview

Starting with the first player, players take turns moving their ships and completing actions. Each turn, a player must move once and complete one action. Players may also complete as many free actions as they want before ending their turn.

A Player Turn

MOVE

The first thing a player *must* do on their turn is move their ship. The player may move up to the speed of their ship (indicated on the track at the top right of the player's ship board), but must move at least one.

Sea boards and ports and separated into regions. Each sea board contains three adjacent regions. Each port counts as one region. The edges of each sea board and sea port count as boundaries when moving.

If a player's ship ends its movement in a region occupied by another ship, the player must exhaust one of his crew with the "administer" symbol. To exhaust a crew, the player moves the crew token from "on deck" on his ship board to "resting", which is the area with hammocks below deck. If the player cannot do this, he cannot end his movement in a region occupied by another ship.

Example: It is Tom's turn and his ship has a speed of 2. He moves his ship from his sea port to Undervall, and then moves from Undervall to Sun's Rest. He cannot move further because he moved twice (which is the speed of his ship).

ACTIONS

After moving, the player may perform ONE action and any number of free actions. He may perform the action and free actions in any order. When the player has finished taking his action/free actions, he declares that his turn is over.

Action: Visit

The player may visit the island in the region where their ship is located and complete the action listed on the wooden sign. The player must pay an entry cost if he does not own the town. The entry cost is listed on the dark red banner hanging below the sign.

If the entry cost lists a coin, the player must pay one coin and place it on the treasure map on the victory board.

Note: Only coin entry costs are only ever paid to the treasure map on the victory board. Any other time that a player has to pay coins, they are paid to the supply.

If the entry cost shows a skill symbol followed by a curved arrow, this means that the player must exhaust one of his crew "on deck" that has the listed skill symbol. A player exhausts a crew by moving it from "on deck" to "below deck" in the hammock area.
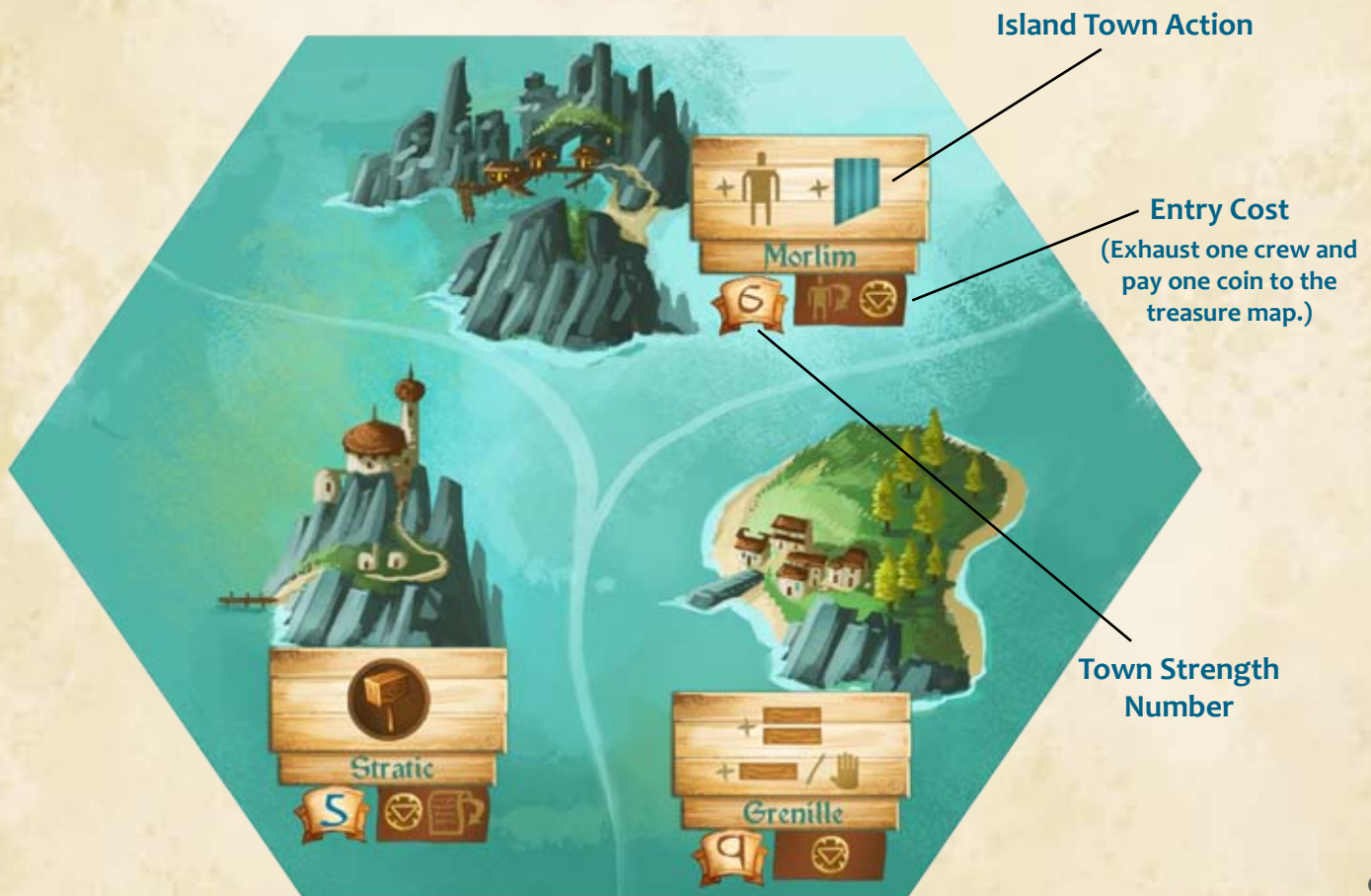
Some entry costs simply show a crew symbol instead of a specific skill. In this case, the player must exhaust any one of his crew.

If a player owns a town, he ignores the entry cost, including the requirement to exhaust any crew.

If a player visits a town that an opponent controls, he gives the coin entry cost to the opponent instead of to the treasure map.

Island town actions are detailed in the "Island Town Actions" on page XX.

Steps in an action must be performed in order. Players may choose to not perform part of an action if they do not want to do it.

Island Town Action

Entry Cost
(Exhaust one crew and pay one coin to the treasure map.)

Town Strength Number

Morlim

Stratic

Grenille

Action: Attack

The player may choose to attack the island town in the region where their ship is located in order to take control of it. The number of the town must be red (not blue). The number is the attack strength that the player needs to meet or exceed in order to take control of the town. The player uses pirates and sea serpents to attack the town.

First, the player chooses a number of pirates and/or sea serpents they own and places them off to the side to show that this is the group that will be attacking the town. The player then rolls one die for each pirate and each sea serpent in the attack. Dice are rolled all at once. The player may then decide where to place each die. Each pirate or sea serpent can hold one die. The die result dictates the total attack strength that the pirate or sea serpent contributes to the attack.

For example, if the player placed a three or four result on this sea serpent, the player would gain two attack strength. If the player placed a five or six on this sea serpent, the player would gain three attack strength. A result of one or two would not earn any attack strength.

After the player has finished assigning dice, if the sum of attack strength given by all attacking pirates/sea serpents is equal to or higher than the number on the town, the player takes control of the town.

If the player does not have enough attack strength, they may choose to injure crew in order to gain extra attack strength. To injure a crew, the player takes a crew that is "on deck" and places it "below deck" in area with hammocks. The player also flips the crew face down to show that it is injured. Each crew injured this way earns the player one extra attack strength.

If the player does not wish to injure crew, or chooses not to do so, the player may retreat. The player loses one pirate or sea serpent, returning the token to the supply, and reclaims the remaining pirates/sea serpents used in the attack. The player may complete additional free actions, but may not complete an action again this turn.

If the player takes control of the town, they place one of their cubes next to the number of the town to show that they own it. The player also takes an amount of coins equal to that number-- this is known as SPOILS. The player may then immediately visit the town as if they were taking a normal "visit" action, except that they need not pay the entry cost.

Attacking a Player-Owned Town

A player may attack a town that is owned by another player, but the attack strength needed to take control of the town is two higher than normal. If the player takes control of a town owned by another player, he returns the other player's cube and places his own cube there. He takes spoils equal to the number of the town (even though the strength needed was two higher than normal).

Action: Diplomacy

The player may choose to use Diplomacy at the island town in the region where their ship is located in order to take control of it. The strength number of the town must be blue (not red). The number is the influence that the player needs to pay in order to take control of the town. The player pays influence from the influence track by removing their cubes from the track.

Influence Track

Each cube is worth an amount of influence equal to the number below the slot where the cube is located.

If the player removes a sufficient number of cubes to pay influence equal to the strength of the town, the player takes control of the town.

If the player takes control of the town, they place one of their cubes next to the number of the town to show that they own it. The player also takes an amount of coins equal to that number-- this is known as SPOILS. The player may then immediately visit the town as if they were taking a normal "visit" action, except that they need not pay the entry cost.

Using Diplomacy on a Player-Owned Town

A player may use diplomacy a town that is owned by another player, but the influence needed to take control of the town is two higher than normal. If the player takes control of a town owned by another player, he returns the other player's cube and places his own cube there. He takes spoils equal to the number of the town (even though the influence needed was two higher than normal).

Action: Hunt for Treasure

The player takes all coins on the treasure map on the victory board. If there are no coin tokens there, the player takes one coin token from the supply (as shown by the coin symbol on the map).

Free Action: Event

A player may complete one or more active events in the region where their ship is located. Event tokens on the sea boards help players remember where active events are available.

Events allow a player to pay something or complete a specific requirement in order to place cubes on the influence track.

If playing with two players, do not place cubes in the first to slots on the influence track.

In the example above, if the player's ship were in Farwold, the player could exhaust one crew with the "work" symbol and pay four fish to the supply. The player would place three cubes on the influence track for doing this. Cubes placed on the influence track are placed in the first available, unoccupied slots from left to right.

After the player completes the event, they place the event card in a discard pile. A new event will now be available, and the player must move the event token to the appropriate region as specified on the card.

Influence Track

Free Action: Buy a Building

A player may purchase a building card in the building card track by paying the coin cost of the card. The coin cost is listed in the top left corner, on the renown banner hanging under the coin. The player pays the cost to the supply, and takes the card. The player places the card next to their ship board. Each building card grants a special ability, listed on the wooden sign at the top of the card. This ability applies to the player throughout the game.

At the end of the game, each building card is worth renown equal to the coin cost of the card.

Players may always choose to buy the fourth and fifth cards in the building card row. A player may choose to buy the third card in the row if they have at least one book. A player may choose to buy the second card if they have two books, and may choose to buy the first card if they have three books. The player need not pay books-- they only need to have the books in their possession.

Game End

When a player has seven building cards, this triggers the end of the game.

If playing with three players, the game end is triggered when a player owns eight building cards.

If playing with two players, the game end is triggered when a player owns eight buildings.

Each player finishes their turn in the current game round until it is the first player's turn. When this happens, starting with the first player, each player gets one more turn. When this final round of turns is complete, the game ends.

Players count up their total renown. The player with the most renown wins! If players are tied, the player with the most fish and wood is the winner.

Players gain renown from the following:

Each unspent coin is worth 1 renown.

Some Special Abilities

+ ▯ at game end per 🧍 with two skills.

Sailors Guild

Value of buildings.

Reroll one die in combat.

Blacksmith Shop

Location on the reputation track.

Renown tokens are each worth 7 renown.

14

Island Town Actions

Borsham

The player may pay wood to gain pirates (each pirate costs one wood). The player may also pay wood and a coin to gain sea serpents (each sea serpent costs one wood and one coin). The player may purchase a number of pirates equal to the number of crew they have on deck. The player may purchase a number of sea serpents equal to the number of crew they have on deck. *Example: Tom has two crew on deck, so he can purchase two pirates and two sea serpents.*

Crimsika (Home Port)

The player first rests their crew-- they move all crew tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

After this, the player may pay books to place cubes on the influence track. Each book gives one cube on the track.

Farwold

First, the player chooses one of the two face-up reputation cards to activate. The player gains any renown shown at the top of the card. The player marks this renown with a cube on the renown track at bottom of the victory board.

After this, all players gain the renown based on the condition specified at the bottom of the card. In the example to the right, all players would gain two renown for each town they own (including their home port), marking it on the renown track at the bottom of the victory board.

RENOWN TOKENS

If a player reaches seven renown on this track, the player retrieves their cube and gains the renown token on the top of the stack. Pictured on each token is an immediate reward that the player gains. *For example, if the player gains a renown token that pictures three wood, the player immediately gains three wood.* If the player gains more renown after reaching seven and gaining a renown token, they should place their cube on the appropriate place on the renown track.

As a last step, the player visiting Farwold can choose to gain one wood or two fish.

Brag of your reach.

per TOWN you own.

Fel's Garden

The player first rests their crew-- they move all crew tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

After this, the player may place one cube on the influence track (in the same manner as described on page 12).

Grenille

The player gains two wood. The player also gains one additional wood per crew with the "work" skill that is "on deck" on their ship board.

Krazk (Home Port)

The player first rests their crew-- they move all crew tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player may then gain one wood or one fish.

Marhaven (Home Port)

The player first rests their crew-- they move all crew tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player then gains one pirate.

Morlim

First, the player may hire a new crew. The player may choose from the three available crew on the victory board. The two left-most crew cost one coin. The third costs no coins. The new crew goes on the players ship board in the "on deck" area. The remaining crew on the victory board should shift to the right until the left-most space is empty. Draw a new crew from the crew tile stack and place it here.

The player also gains one renown on the renown track on the victory board.

Ratnest

The player immediately gains two pirates.

The player also gains one wood per crew with the "work" skill that is in the "on deck" area of the player's ship board.

Rockslide

The player immediately gains one book.

The player also gains one renown on the renown track on the victory board.

Stratic

The player may **BUILD** one of the available buildings in the building row. The player must pay fish and/or wood to build the building (the player does not pay coins).

In the example above, if the player wanted to buy the fifth building from the left, they would need to pay three fish and one wood.

The player pays the cost to the supply, and takes the card. The player places the card next to their ship board. Each building card grants a special ability, listed on the wooden sign at the top of the card. This ability applies to the player throughout the game.

At the end of the game, each building card is worth renown equal to the coin cost of the card in the top left corner.

Players may always choose to buy the fourth and fifth cards in the building card row. A player may choose to buy the third card in the row if they have at least one book. A player may choose to buy the second card if they have two books, and may choose to buy the first card if they have three books. The player need not pay books-- they only need to have the books in their possession. After purchasing the building, the player should slide cards in the building row to the right until the left-most slot is open. Draw the top card from the building deck and place it here so that five cards are available to purchase.

Sun's Rest

The player may pay two fish to gain sea serpents (each sea serpent costs two fish). The player may purchase a number of sea serpents equal to the number of crew they have on deck. *Example: Tom has two crew on deck, so he can purchase two sea serpents.*

The Grotto

The player immediately gains four fish. The player also gains one extra fish per crew with the "work" symbol that is "on deck" on the player's ship board.

Thundrake (Home Port)

The player first rests their crew-- they move all crew tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player may also pay books to gain renown. Each book paid gives the player two renown on the renown track on the victory board.

Undervall

The player first rests their crew-- they move all crew tokens that are "below deck" in the hammock area to the "on deck" area of their ship. If a crew is injured, the token is not moved to the "on deck" area, but is instead flipped face up and remains in the "below deck" area.

The player may also hire a new crew. If the player does this, he must pay one extra coin (as shown by the symbol below the crew symbol). The player may choose from the three available crew on the victory board. The two left-most crew cost one coin. The third costs no coins. The new crew goes on the players ship board in the "on deck" area. The remaining crew on the victory board should shift to the right until the left-most space is empty. Draw a new crew from the crew tile stack and place it here.

Zilliam

A player may purchase books. Each book costs one fish or one wood. For each book purchased, the player must also exhaust one crew by moving it from "on deck" to "below deck" (the area with hammocks).

The Ship Board

Crew "On Deck"

This is a good place to store coins.

Crew "Below Deck"
(Flip face-down if injured.)

Fish and wood go in the cargo hold area. A player cannot have more than 10 fish/wood at any time. A player can dump old cargo to make room for new cargo.

Store pirates and sea monsters below your ship board.

Place buildings you own to the right of your ship board. These buildings are in your "Capital City".
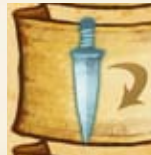
Crew and Resource Abilities

Administer

Crew with this skill must be exhausted when visiting certain island towns. Also, if a ship ends its movement in an occupied sea region, the player must exhaust a crew with this skill.

Combat

A player can exhaust a crew with this symbol when attacking, before rolling dice, to add one die to the attack.

Negotiate

A player can exhaust a crew with this symbol when using diplomacy to gain one additional influence (not one cube, just one influence value).

Sail

Each crew with this symbol "on deck" grant the ship +1 speed (up to a maximum speed of 4).

Visit an occupied location.

Roll +1 die in combat.

+1 influence.

+1 ship speed when on deck.

Reroll 1 Die   Move +1

These abilities are detailed on the player-aid cards.

Wood

A player may spend wood tokens to reroll dice when attacking. Each wood spent allows the player to reroll one die.

Fish

A player may spend fish tokens when moving their ship. Each fish token gives the ship a temporary +1 speed.

Combat	
Negotiate	
Sail	
Work	
Administer	
Exhaust	
Per	
Gain	
Book	
Build	
Coin	
Fish	
Renown	
Wood	
Crew	

Index

1. Move
2. One Action

Visit

Attack (Gain spoils and visit)

Diplomacy (Gain spoils and visit)

Hunt for Treasure

Free Action: **Event**
Free Action: **Buy Building**