

Assemble your island

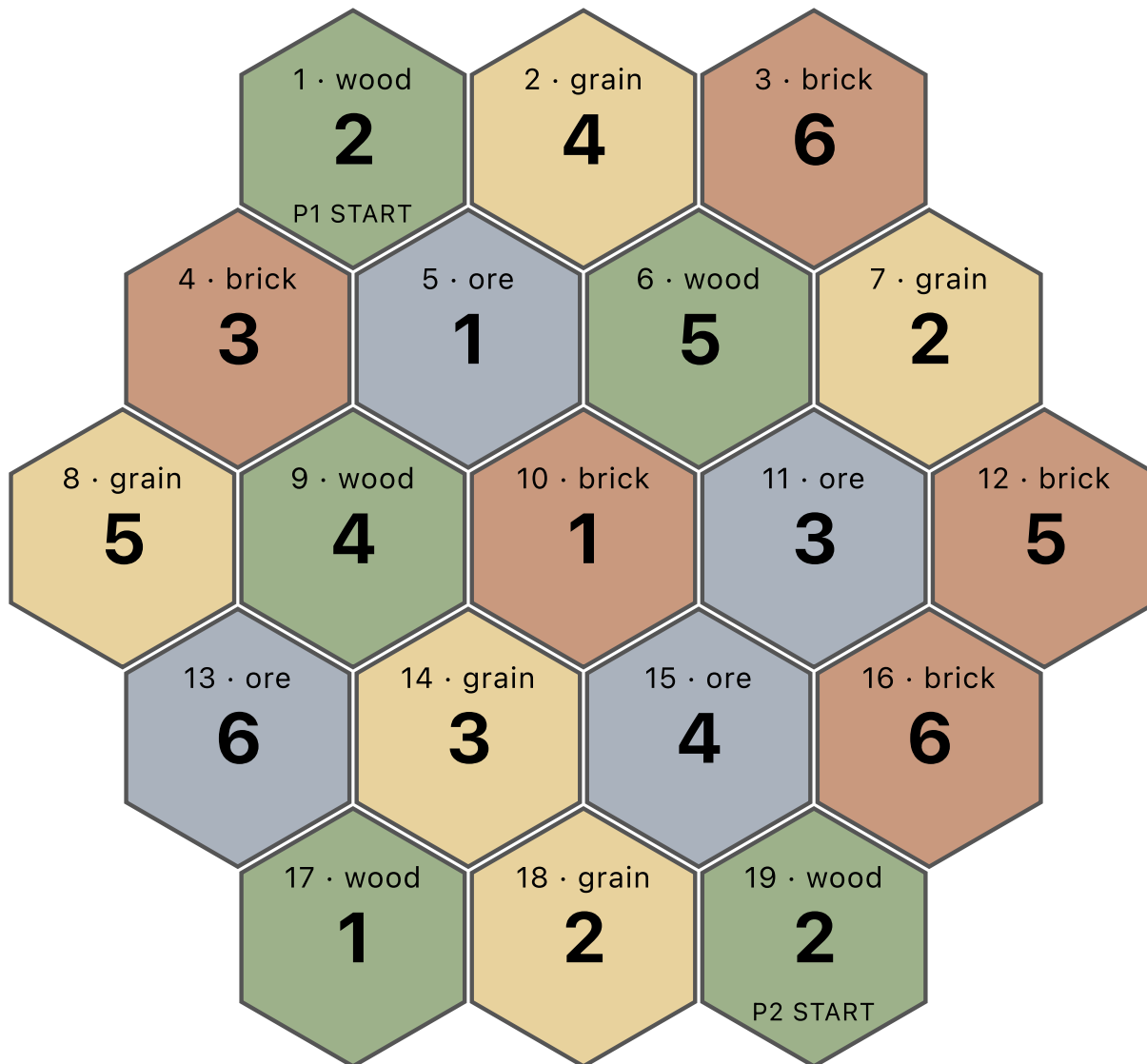
2 players · First to 6 points · Original island-settlement rules

1. Print at 100% on Letter or A4. Keep the island board intact.
2. Cut the colored building markers. Use the side marked 1 for a settlement; replace it with a 2 marker when upgraded to a city.
3. Place one settlement per player on their marked starting hex. Buildings occupy hex centers. New settlements must share an edge with your settlement or city.
4. Use a household six-sided die. Track resources and turns in pencil on the ledger. The bank is unlimited.
5. Start with 2 wood, 2 brick, 2 grain and 1 ore each. Read the quick reference and play one practice round before resetting.

1 inch / 25.4 mm

3D scenery is decorative; the paper board contains everything needed to play. Optional printable 3D pieces can replace the paper building markers.

Island board



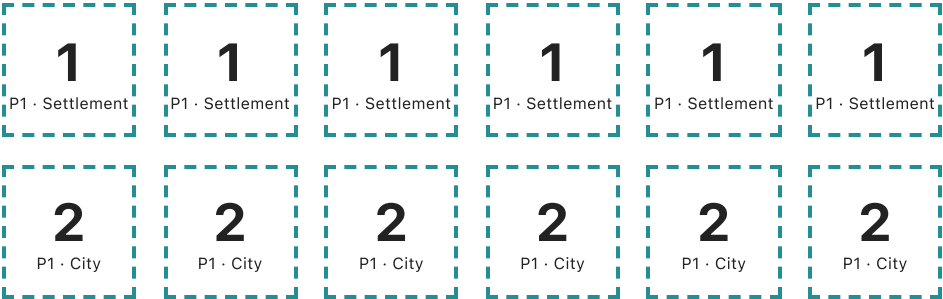
P1: Turquoise · P2: Marigold.

Large numbers are production rolls. Small numbers identify hexes. Resource names make the board readable in grayscale.

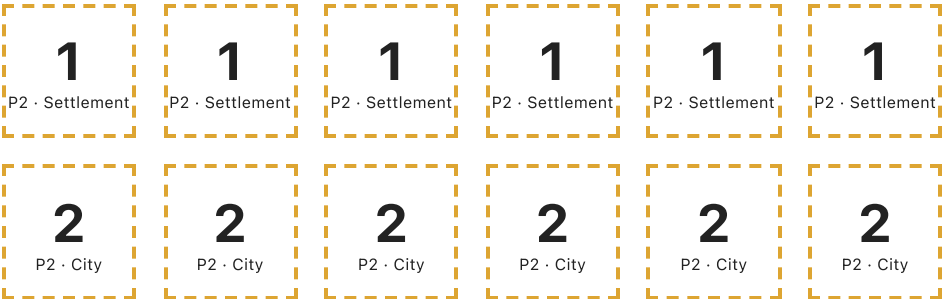
Building markers

Cut on dashed lines. Every building occupies a hex center. Ownership does not change.

Turquoise



Marigold



Need more markers? Use scrap paper with a player initial and 1 or 2.

Resource ledger & quick reference

Player	Wood	Brick	Grain	Ore	Points
Turquoise	2	2	2	1	1
Marigold	2	2	2	1	1

Every turn

1. Roll d6. Every matching occupied hex produces for its owner (city: 2).
2. If the active player received nothing, choose one resource from the bank.
3. Take ONE action: settle, upgrade, trade, or pass.
4. Check victory, then switch players.

Costs

Settlement + connecting road: 1 wood + 1 brick + 1 grain.

City upgrade: 2 grain + 2 ore.

Bank trade: 3 identical resources for 1 different resource.

Completed turns

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐
15 ☐ 16 ☐ 17 ☐ 18 ☐ 19 ☐ 20 ☐ 21 ☐ 22 ☐ 23 ☐ 24 ☐ 25 ☐ 26 ☐ 27 ☐
28 ☐ 29 ☐ 30 ☐ 31 ☐ 32 ☐ 33 ☐ 34 ☐ 35 ☐ 36 ☐ 37 ☐ 38 ☐ 39 ☐
40 ☐

Rules manual

Setup

Two players: Turquoise and Marigold. Place the numbered hexes as shown. Each player starts with one settlement on their marked hex (1 and 19), worth 1 point. Give each player 2 wood, 2 brick, 2 grain and 1 ore. Use a pencil ledger for an unlimited resource bank. Buildings occupy hex centers, not corners. A settlement gives 1 point and produces 1 resource; a city gives 2 points and produces 2. Turquoise starts. You need one household six-sided die.

Turns

At the start of every turn roll one six-sided die. Every occupied hex matching that number produces its named resource for its owner, even on the rival's turn. Cities produce two. If the active player received no production, they choose one resource from the bank. Then take exactly ONE action: build a settlement on an empty hex sharing an edge with a hex containing your settlement or city (pay 1 wood + 1 brick + 1 grain); upgrade your own settlement to a city (pay 2 grain + 2 ore); trade 3 identical resources for 1 different resource at the bank; or pass. A new settlement includes its connecting road, so roads do not need a separate action or cost. Trading uses the entire action. Resources and pieces are unlimited; use additional paper markers if needed. No robber, player-to-player trades, distance rule or intersection building is used in this original island game.

Scoring

Settlements are worth 1 point each, cities 2. Building or upgrading adds 1 point. Resources and roads do not score. Ownership stays until the end. Keep each player's resource counts public.

Victory

The first player to reach 6 points wins immediately after their action. Otherwise finish after 40 total turns; the higher score wins and tied points share victory. Swap first player for a rematch. The digital game applies these same rules; target duration is a design estimate until tested with people.