

THE ISLAND

Version 1.0.0

By Robert Hornbek

On an island forgotten by the world a magic was discovered capable of manipulating the earth itself. From this magic's power a prosperous civilization was forged, and lasted many generations until a civil war erupted between the inhabitants. Now, the power that once built great cities has shattered THE ISLAND driving the natives against each other as the very ground they stand on crumbles into the unforgiving sea.

COMPONENTS

THE ISLAND game contains the following components:

8 Orange Natives



8 Purple Natives



- There are a set of eight pawns, or **Natives** for each participating player.
- Each Native is the same, and functions in the same way.

38 Island Pieces



- Each block, or **Island Piece**, has a specific top and bottom.
- The top of each Island Piece contains three clearly marked **spaces**, used for the movement of Natives.



- The bottom of each Island Piece contains a symbol that will be explained in greater detail later on.

HOW TO WIN

You win the the game by eliminate all of your opponent's Natives from THE ISLAND!

There are three core ways Natives can be removed from THE ISLAND:

1. Using the movement of your own Natives, you can **Push** opposing Natives off THE ISLAND.
2. When you **remove** Island Pieces from THE ISLAND any Natives occupying the Island Pieces will be removed as well.
3. Using unique actions called **Geomancy** you will also have the power to directly remove opposing Natives from THE ISLAND.

These methods will be explained in greater detail later in this manual.

SETTING UP THE ISLAND

Using the 38 loose Island Pieces, there are limitless ways you can set up THE ISLAND!

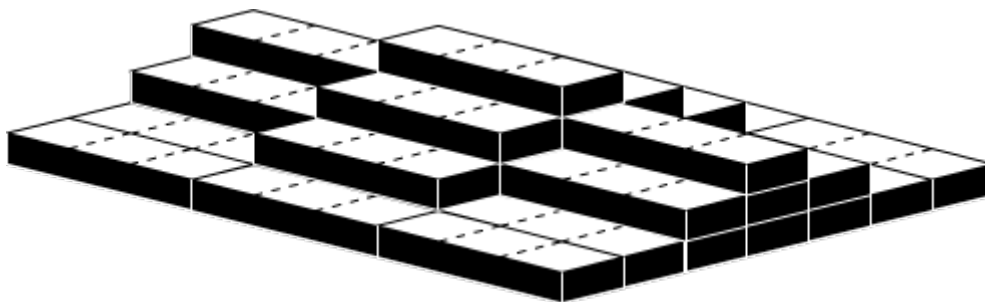
- Until you are familiar with how the game is played it is advised that you use the **Standard Island Set Up** described below.

Before setting up THE ISLAND make sure:

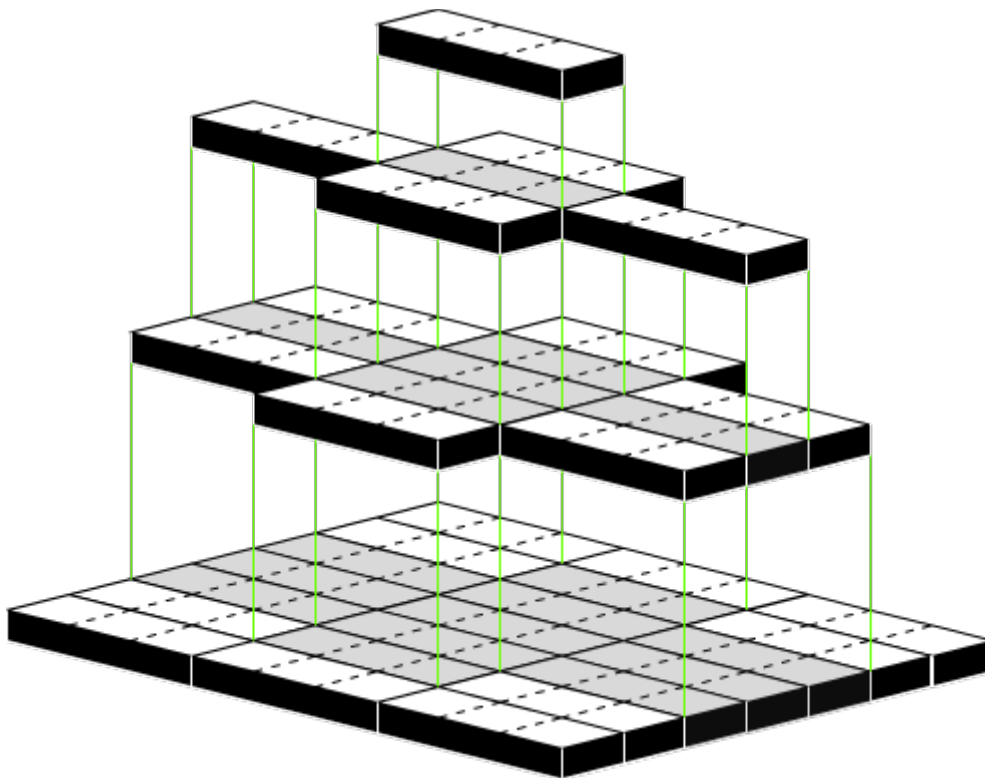
- All of the Island Pieces have been layed out flat, **bottoms down**, and shuffled so the Geomancy symbols are unknown to each person playing.
- You and your opponent must agreed with how THE ISLAND will be set up. If you are unable to reach an agreement the Standard Set Up method should be used.

Standard Island Set Up

The Standard Island Set Up uses all 38 of the Island Pieces and looks something like a pyramid as shown in the diagram below.



The Standard Island Set Up is made of four layers, shown separated in the image below. After placing the bottom layer, continue to add each layer above it until THE ISLAND is complete.

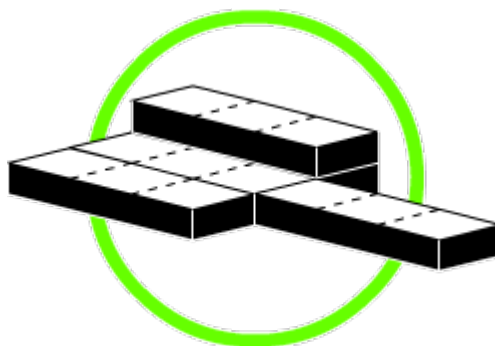


- The bottom most layer contains 21 Island Pieces; 3 long and 7 wide.
- The second layer contains 11 Island Pieces; 3 long by 3 wide with 1 additional on each side.
- The third layer contains 5 Island Pieces; 3 long by 1 wide with 1 additional on each side.
- The top layer is a single Island Piece.

Advanced Island Set Up

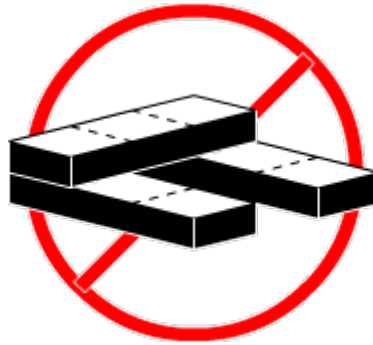
You may set up THE ISLAND any way you choose as long as it follows these core guidelines. Deviating from any of these guidelines may result in a break in the game's mechanics, which may ruin the balance and overall experience. Deviate at your own risk, but always have fun!

- All of the Island Pieces should be placed in the same direction, directly on top of, or to the side of each other as shown in the image below.



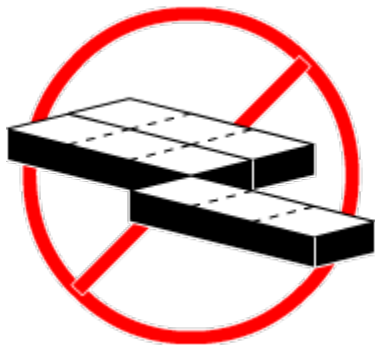
All of the Island Pieces in this image are placed in the same direction and connected completely by a single side include the pieces stacked on top of each other.

- Stacked Island Pieces should always be placed directly on top of one another.

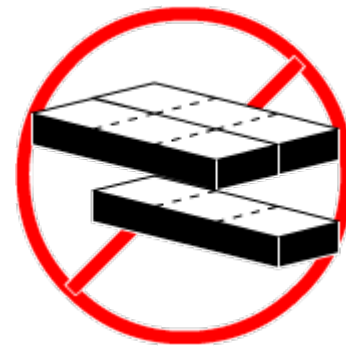


In this image an Island Piece has been placed incorrectly over the top of two others.

- Island Pieces should be connected by at least one side. Any Island Pieces not connected to another in this way, or only connected by a corner, should be removed.



The Island Piece in this image connected to the others only by a corner should be removed.



Island Pieces not connected to THE ISLAND in any ways should be removed.

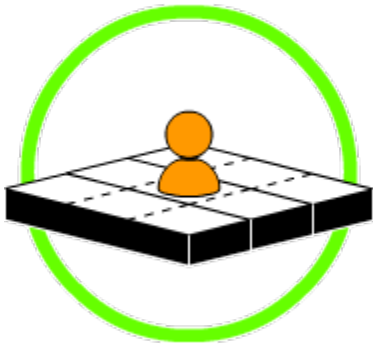
- At no time should Island Pieces be stacked higher than 5. This keeps THE ISLAND from becoming unwieldy and toppling over.

There is no need to use all of the Island Pieces, as long as you and your opponent agrees. You should then decide which Island Pieces will be omitted from the game keeping in mind that they do not all contain the same Geomancy symbol.

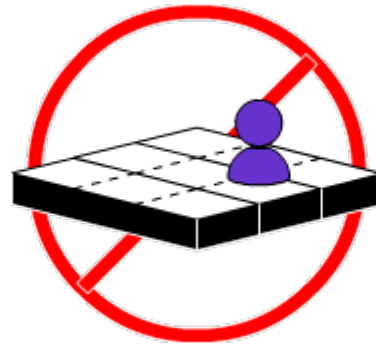
SETTING UP THE NATIVES

After setting up the Island Pieces, you and your opponent can begin placing Natives onto THE ISLAND following these guidelines:

- All Natives must be centered onto a single space when placed onto THE ISLAND. Natives not properly placed inside of a space may cause confusion as to where it is actually standing. Keep things tidy for everyone's sake.



It is clear to both you and your opponent that the Orange Native occupies the middle space of the middle Island Piece.



It is unclear which space or Island Piece the Purple Native is occupying and should be centered into a single space.

- You and your opponent must decide who will place the first Native onto THE ISLAND.
- If you are the first to place a Native onto THE ISLAND you will only place **1** Native.
- After the first Native has been placed, each player will take turns placing **2** Natives onto THE ISLAND until only one Native is left.
- You can only place your Natives onto unoccupied Island Pieces. This means, none of the 3 spaces on the Island Piece can have your or your opponent's Natives on it.
- If at any point there are no unoccupied Island Pieces and you still have Natives to place onto THE ISLAND you may place the remaining Natives onto any Island Pieces occupied by your own Natives.
- You cannot have more than two Natives on a single Island Piece until all of the Island Pieces have two Natives on them, in which case the limit would increase to three and so on.

HOW TO PLAY

You and your opponent will take turns until all of the Natives of a single color have been eliminated from THE ISLAND.

- The turn order can remain the same after the last Native is placed onto THE ISLAND, or you and your opponent can decide who will take the first full turn.

Turn Overview

Each turn has 3 parts, each of which can be played in any order you desire:

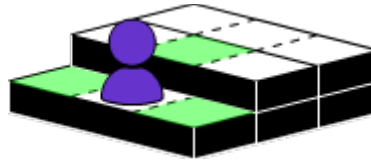
- **Move Native:** allows you to move a single Native a single space as indicated by the top of the Island Pieces. This allows Natives to move around THE ISLAND and push opposing Natives to other spaces or off THE ISLAND.
- **Remove Island Piece(s):** as a requirement, you must remove at least 1 Island Piece from THE ISLAND each turn. This changes the shape and size of THE ISLAND as the game progresses, but also grants you Geomancy actions.
- **Perform Geomancy:** allows you to perform additional actions by discarding the Island Pieces you have collected. Geomancy actions are described in greater detail later.

Move Native

During your turn you may move any one of your Natives for free. You may choose not to move any of your Natives if it is in your best interest.

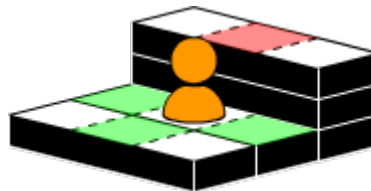
You should follow these guidelines when moving your Natives:

- Natives can move a single space in any direction except diagonally.



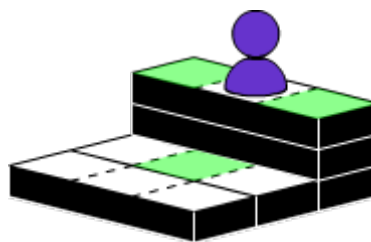
The Purple Native in this image may move into any of the spaces highlighted in green.

- Natives can only jump up a single Island Piece vertically.



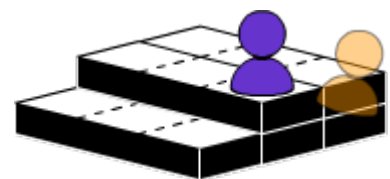
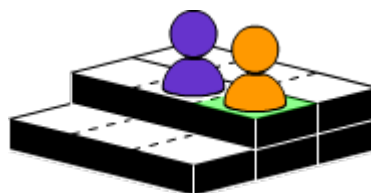
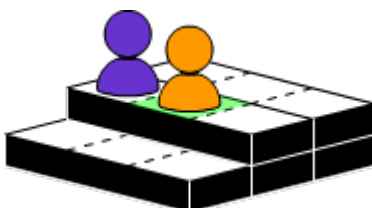
The Orange Native in this image may move into any of the spaces highlighted in green, but can not jump to the space highlighted in red because it is too high (two Island Pieces high).

- Natives can jump vertically down any number of Island Pieces without penalty.



The Purple Native in this image may move into any of the spaces highlighted in green including the one that is two Island Pieces below him.

- Natives can move into, or Push, opposing Natives forcing them into the adjacent space or off of THE ISLAND removing them from the game.



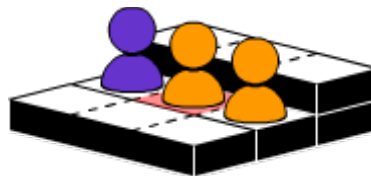
The Purple Native in the first image can Push the Orange Native when he moves causing a result as shown in the second image. On a following turn the Purple Native can Push the Orange Native off THE ISLAND completely removing it from the game.

- Natives cannot be Pushed if they do not have an unoccupied space to move into. In other words, if you cannot normally move the Native into the adjacent space it cannot be Pushed.



The Purple Native cannot Push the Orange Native because the Orange Native could not normally jump up the wall of two Island Pieces.

- Natives cannot Push more than **1** Native at a time.



The Purple Native cannot Push the Orange Native because there is another behind him. Even if the other Native was Purple he would be unable to Push the Orange Native.

- Natives cannot Push Natives of the same color.

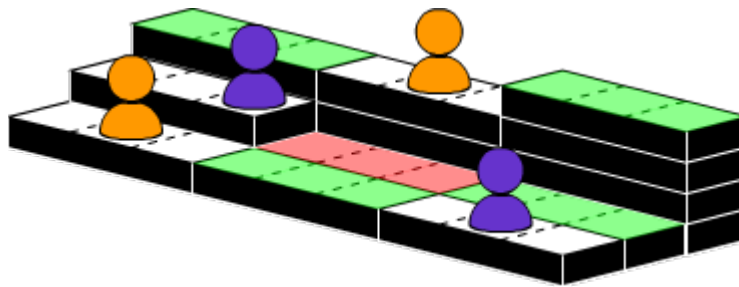
It is very important to note that if you Push an opposing Native, that Native cannot Push back the following turn. This is called the Rule of Momentum. The Native may however Push your Native back if he is positioned in a way that would allow him to Push your Native a different direction. This rule is intended to prevent stalemates where two Natives Push each other back and forth indefinitely.

Remove Island Pieces

As a requirement, you **must** remove **1** Island Piece from THE ISLAND each turn, in addition to any Island Pieces removed by your elected Geomancy. Collected all Island Pieces removed in this way and observed the bottoms to identify what Geomancy symbols they contain. You should keep the details secret until you choose to use them.

Make sure to follow these guidelines when removing Island Pieces:

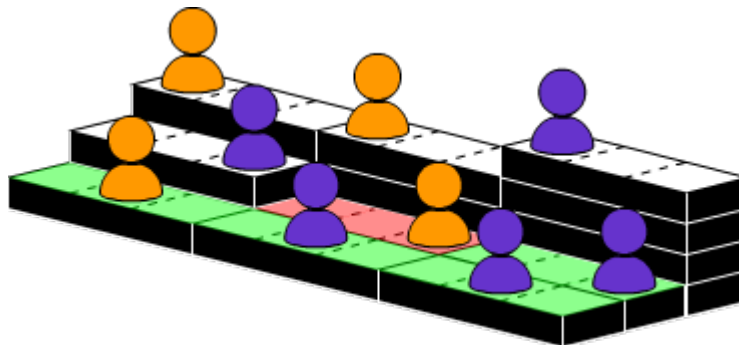
- You can only remove **unoccupied** Island Piece from THE ISLAND.
- You can only remove Island Pieces that have **1** or more sides showing, excluding their top.



Only the Island Pieces highlighted in green can be removed in the image above. The Island Piece highlighted in red, while unoccupied does not have enough sides showing to be removed.

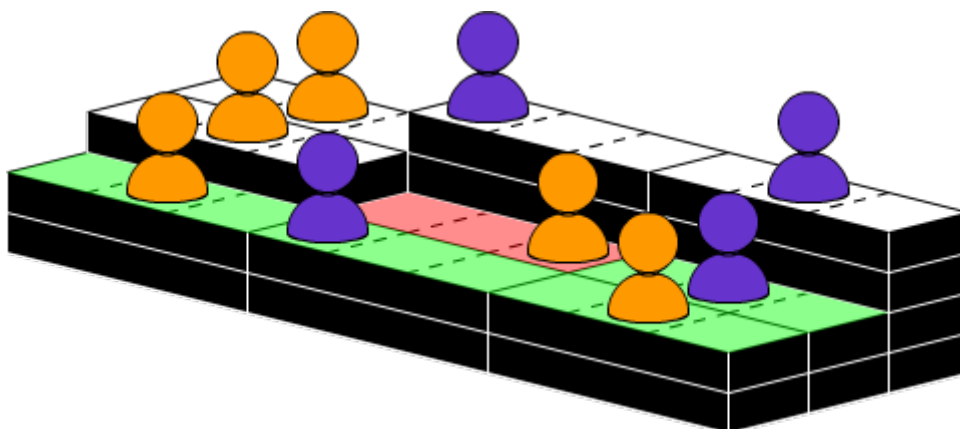
- You cannot remove Island Pieces that have other Island Pieces stacked on top of them.
- If all Island Pieces are occupied you may only choose to remove an Island Piece from the **lowest layer**, even if it is occupied by your own Natives.

Natives are removed from the game when they are on Island Pieces that are removed from THE ISLAND.



Only the Island Pieces highlighted in green can be removed in the image above. Removing any of these pieces will also remove the Natives that occupy it.

- If all of the Island Pieces are occupied, and the lowest layer of THE ISLAND only contains stacks of two or more Island Pieces the entire stack is removed and collected.



In this Image, all of the Island Pieces are occupied and the lowest layer contains stacks of two Island Pieces. When removing Island Pieces in this scenario the entire stack should be removed and collected, removing any occupying Natives in the process.

- If at any time you remove an Island Piece that causes other Island Pieces to not properly connect with THE ISLAND they should be removed and collected as well.



Removing the Island Piece highlighted green in the left image would cause the Island Piece highlighted green in the right image with the Orange Native to be removed and collected as well.

Geomancy

On your turn you may discard any number of Island Pieces you have collected to perform their associated Geomancy action as indicated by their symbol.

You should follow these guidelines when performing Geomancy actions:

- You must always reveal and discard the Island Piece containing the Geomancy before performing the action.
- Each Geomancy Power must be completed before playing the next.
- You may save your Geomancy for later turns, and at no point are you required to use them.

GEOMANCY

Each of the Geomancy actions and their symbols are described in greater detail below:

Move Native



This Geomancy allows you to move any one of your Natives again in the same Turn, including Natives you have already moved. All of the rules when moving Natives apply in this case.

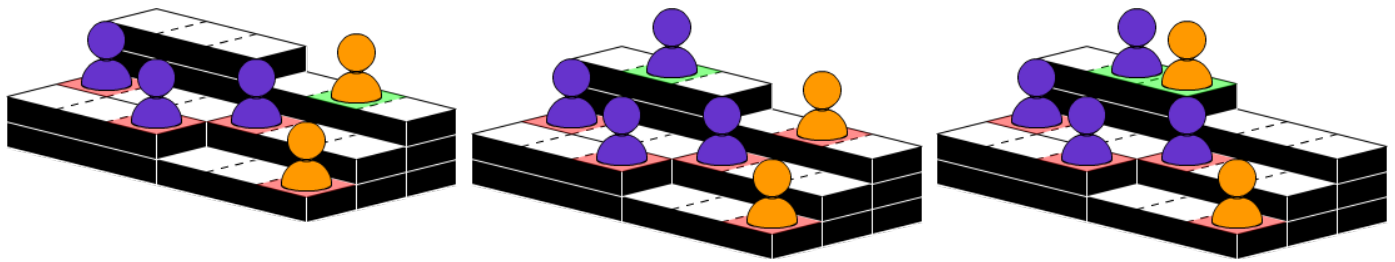
There are 10 Island Pieces that have this Geomancy.

Remove Native



This Geomancy allows you to remove a single Native from THE ISLAND.

- You may only remove the highest Natives on THE ISLAND, relative to the other Natives.



In the images above, Natives in the spaces highlighted green may be removed.

- If there are multiple Natives on high ground, relative to the other Natives, you will choose which Native is removed.
- If only your Natives are standing on the high ground you may not choose Natives from a lower layer.

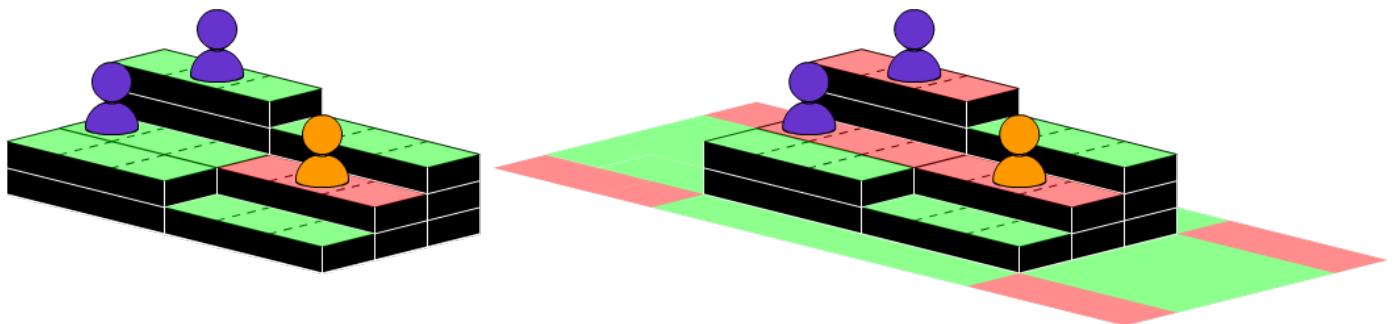
There are 4 Island Pieces that have this Geomancy.

Move Island Piece



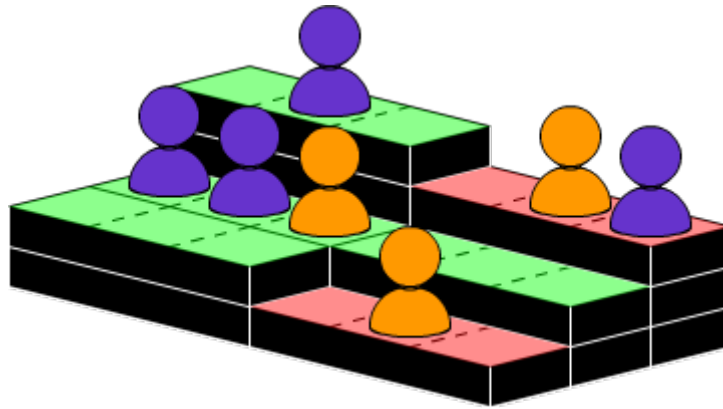
This Geomancy allows you to move a single Island Piece from one space to another.

- You may move any one Island Piece to another unoccupied space as long as at least one of its sides is touching THE ISLAND.



Purple may move any of the Island Pieces highlighted green in the left image to any of the spaces highlighted green in the right image. You cannot move Island Pieces into spaces occupied by Natives.

- You cannot move Island Pieces that have more opposing Natives than your own.



You can only move unoccupied Island Pieces or Island Pieces contain more of your own Natives than your opponent's as shown in the image above.

- You may rotate the position of the Island Piece 180° when it is moved, or only rotate the Island Piece without moving it.
- Island Pieces cannot be stacked any higher than 5 at any time.

There are 10 Island Pieces that have this Geomancy.

Remove Island Piece



This Geomancy allows you to remove and collect additional Island Pieces in the same Turn. All of the rule when removing and collecting Island Pieces apply in this case.

There are 4 Island Pieces that have this Geomancy.

Move Native or Island Piece



This Geomancy counts as a Move Native **or** Move Island Piece Geomancy, but never both at the same time. All of the rules when moving Natives and Island Pieces apply respectfully. This Island Piece must be discarded after use and can never be used twice.

There are 9 Island Pieces that have this Geomancy.

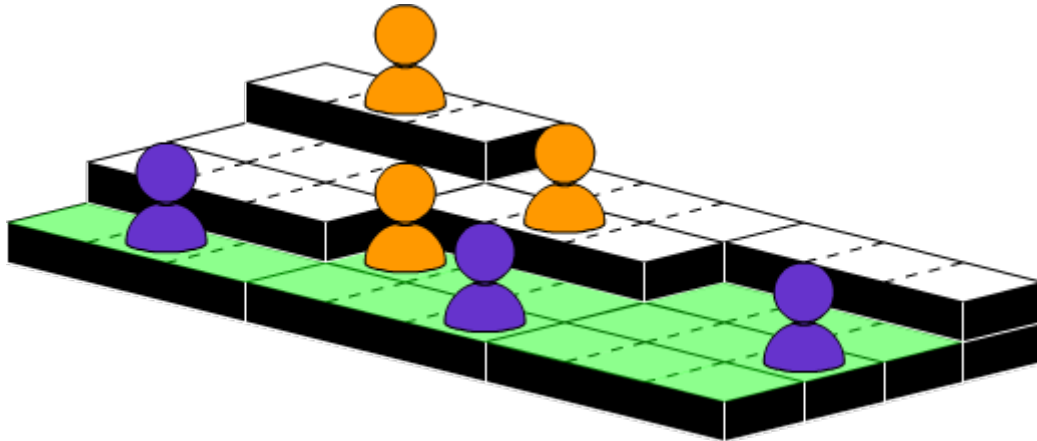
Cataclysm



This Geomancy allows you to remove all of Island Pieces on the lowest layer including any and all Natives

that occupy it.

- If you use this Geomancy, you must remove all Island Piece from the lowest layer of the Island, even if they contain your own Natives.
- You can only remove Island Pieces that have 1 or more sides showing, excluding the top. If when removing Island Pieces additional Island Pieces become eligible for removal you should remove them as well, as long as they are still part of the lowest layer.



All of the Island Pieces highlighted in green should be removed when the Cataclysm Geomancy is played. Even though the Island Piece containing the Orange Native does not have 1 or more sides showing it is still part of the lowest layer, and once all the other pieces have been removed it will be exposed.

- You cannot remove Island Pieces that have other Island Pieces on top of them, unless the lowest layer only contains two or more Island Pieces stacked on top of one another. In this case all of the stacks of the same height should be removed.
- You will immediately discarded all of these Island Pieces without collecting them.

There is only 1 Island Piece that has this Geomancy.

You should now know everything necessary to begin playing THE ISLAND. For additional clarification please read the Golden Rules and Nomenclature section for details.

GOLDEN RULES

Here are a few golden rules to keep in mind when playing under any circumstance:

- At no point should you take back an actions during your turn after you have made them, unless your opponent allows you to. That said, take your time when making each decision.
- A Native cannot be Pushed into a space it would not normally be able to move into on its own turn.
- Pushing Natives can cause them to fall or tumble around THE ISLAND. To keep things in order, use two hands to guide the Pushing and Pushed Native into their new positions.
- You should always discard the Island Piece and announce the Geomancy action you are going to

perform before doing so.

- It is very important to note that if you Push an opposing Native, that Native cannot Push back the following turn. This is called the Rule of Momentum. The Native may however Push your Native back if he is positioned in a way that would allow him to Push your Native a different direction. This rule is intended to prevent stalemates where two Natives Push each other back and forth indefinitely.
- If you find that two or more large portions of THE ISLAND have been separated from one another and you are unsure which should be removed, follow this simple guideline: the portions of THE ISLAND that contains less Island Pieces should be removed, if both contain the same number of Island Pieces the portion with the least Natives should be removed. If both portions contain the same number of Island Pieces and Natives the person whose turn it is picks which portion is removed.

NOMENCLATURE

The following list is intended to disambiguate any terms that have been used in this document:

THE ISLAND	The playing board formed by layering Island Pieces, or blocks, that come with the game.
Native	The orange and purple pawns used by each of the two players.
Island Piece	The individual blocks used to play the game and build THE ISLAND.
Space	There are two types of spaces referenced in the game, but in each case they are simply called spaces. When referring to a Native, a single space is represented by one of the three spaces found on the top of each Island Piece. When referring to Island Pieces a single space is the entire area a block would occupy and in a location where Island Pieces could be properly connected to THE ISLAND.
Symbol	The image or icon on the bottom of each Island Piece that indicates which Geomancy Power the Island Piece contains.
Push	When a Native physically displaces and moves an opposing Native into a different space or off THE ISLAND.
Occupied	A space or Island Piece that contains Natives.
Unoccupied	A space or Island Piece that does not contain any Natives.
Remove	Referse to when Natives or Island Pieces are taken off of THE ISLAND.

Collect	Refers to when you removes an Island Piece from THE ISLAND and keeps it to use its Geomancy action later.
Geomancy	The unique mechanic that allows Players to perform additional actions each turn.
Action	Any choice made during the game, such as: moving, pushing, removing etc.
Reveal	Refers to when Geomancy symbols are used and shown to everyone playing.
Discard	This typically referse to when you chooses to use Geomancy requiring you to remove the Island Piece from the game.
Friendly	Referse to your own Natives .
Opposing	Referse to your opponent's Natives.
Layer	Referse to a hoizontal set of Island Pieces which can be stacked on one another.
Lowest Layer	The layer of Island Piece, or blocks, set closest to the table with their tops exposed.

CREDITS

DESIGN & ART

Robert Hornbek

PLAY-TESTERS

Aaron Smith
Carlos "Coach" Gray
Corbet Weller
Jaron Denson
Marissa Oberhelman
Rishon Wagner
Ryan Just
Sanjay Vasandani
Sonja Just
Steven Hornbek

SPECIAL THANKS

Dave Fraiser