



My Island is a 2-6 player game that's simple and fun to play, yet challenging to win. Players take turns placing land and water tiles to form an island on the board. Each player must build off of existing tiles that have already been played by other players. Tiles only fit together by matching land with land and water with water when connecting tiles. Every tile has its own terrain and point total assigned to it. Each tile also has a road or network of roads running over it along with various types of communities. When placing a tile, a player scores points by connecting communities through the road network equal to the value of his tile plus the value of any tile or tiles he connects to. Point totals are multiplied by every road that connects across tiles and creates commerce between communities. Once the Island has been completed, the player with the most production points is declared the winner and Lord of **My Island!**

Every game and island are different. Shape the island to your advantage to score big points or to block your opponents from scoring big too!

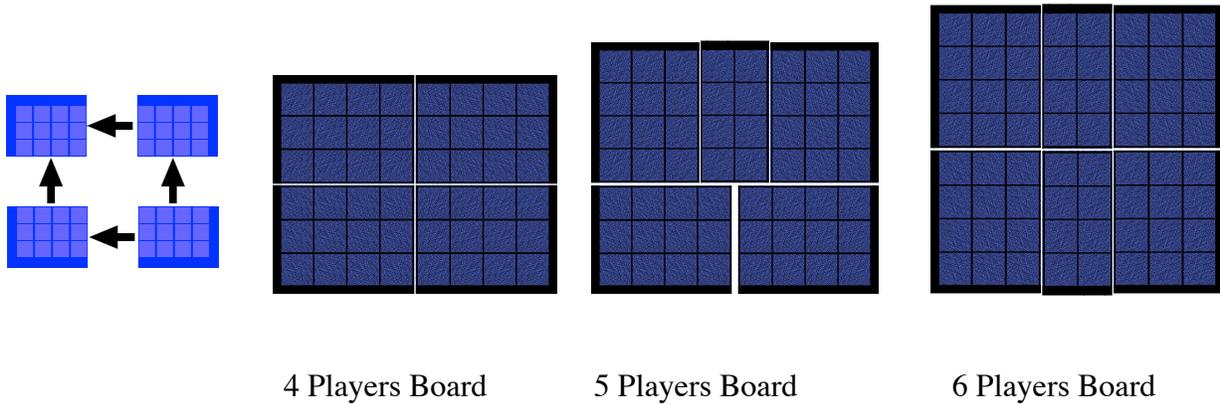
We are looking to put this up on Kickstarter in the month of February 2016. With your support we can get My Island off the ground and onto the kitchen table for gamers all over the country to enjoy. Help us make gaming history by pledging your support for My Island and become one of the first to own and play the game! Thanks for your support!

## DIRECTIONS FOR MY-ISLAND

GAME COMPONENTS	
6 Piece Set Up Game Board	(1) 8 Slot Tile Holder
72 Terrain Tiles (4 player game)	Production Point Certificates 5 denominations
4 Dice (3 white 1 black)	Territorial Markers - 6 colors and 12 markers per color.

### GAME BOARD

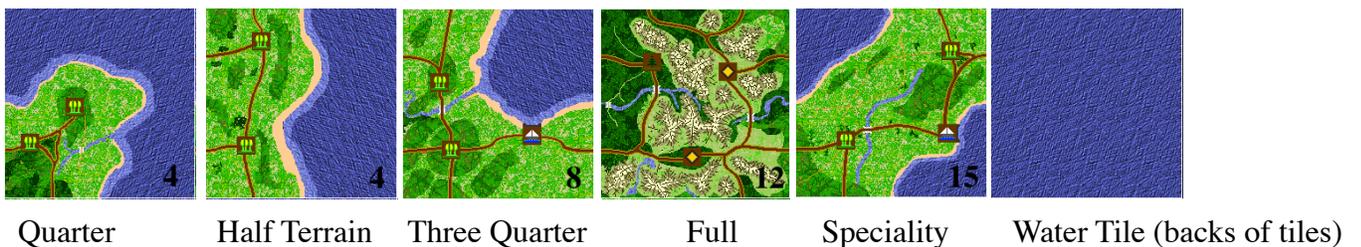
The four to six piece game board (for 2 to 6 players) must be assembled before beginning play. To assemble the board, take the four pieces (as shown) and place them so the frame creates the outer edge, as shown below.



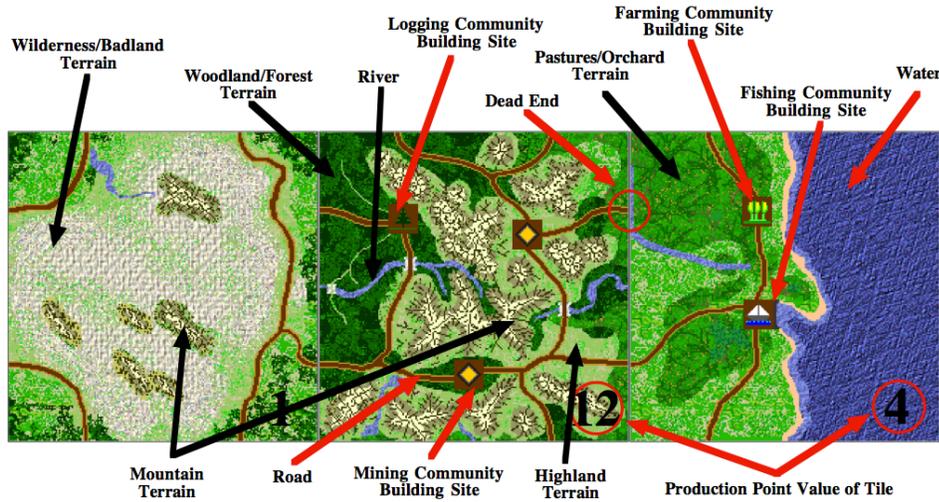
### THE TERRAIN TILES

My-Island is played by placing terrain tiles on the game board. Tiles must be played so they work together to create a complete map.

There are six types of terrain tiles. Below are examples of each type of terrain tile.



Each terrain tile has several parts, community sites, terrain, water, roads, production point values. The terms with the red arrows directly relate to the game's rules. The terms with the black arrows are informational only.

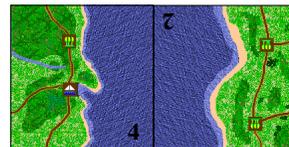
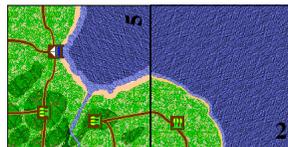


## TILE CONNECTIONS

To play a tile, place it on the game board in one of the marked squares. A tile must connect properly with its neighbors. Terrain must connect with terrain and water must connect with water. The tile can be rotated to make a good connection or maximize the number of points.

A road does not have to connect to a neighboring tile's road for the connection to be acceptable; it may "dead end" into adjoining tiles.

Playable connections:

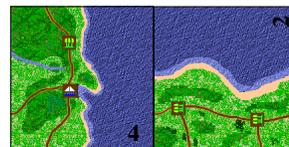


Full to Three Quarter

Three Quarter to Corner

Water Edge to Water Edge

Unplayable connections:



Terrain, Coastal Edge and Water do not align tile to tile

## COMMUNITY SYMBOLS



Fishing/Port



Farming



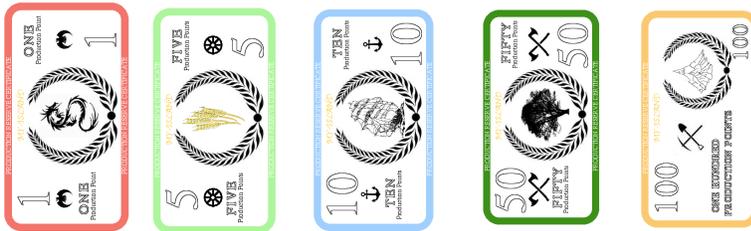
Logging



Mining

City

## PRODUCTION POINTS CERTIFICATES



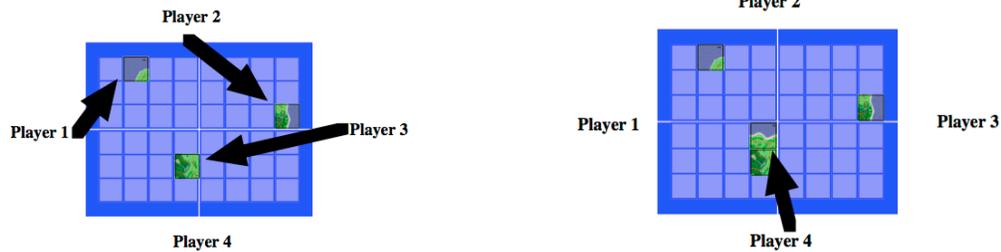
## PLAYING THE GAME

To start the game, set up the board based by the number of players playing. Mix the tiles and place them face down in the tile holder equally. Turn the top tiles facing up to begin the Tile Section Phase.

**Tile Selection Phase:** Each player selects one tile in turn until all have four tiles, that means there are four turns in this phase. Player One, then Two, then Three, and so forth will select a tile from the tile holder. After all Players have selected one tile the same process is repeated starting with Player 2. Each Player has the opportunity to select first from a complete selection of tiles from the holder.

**Set-up Phase:** In this phase, each player in turn, starting with Player One, plays from their inventory a tile on the board with the stipulation that Quarter and Half Terrain Tiles must be placed on the other edge of the board. All other tiles must be placed within the other edge of tiles. Players may play any kind of tile they determine will best give them an advantage over their opponents. The last player to play his tile in this phase must connect to a tile already played. In a 2 player game, each player takes turns selecting 5 tiles and playing 2 tiles in the *Set-up Phase*. In a 3 player game, only the Player 3 will be the only one to select 5 tiles and play 2 tiles. No production points are rewarded in the Set-up Phase. From here on out, all players must maintain three tiles in their possession with the exception of the rule “Playing Out”.

Below is an example of how the board appears after the Tile Section Phase (Round One).



### Order Of Play:

1. Play Tile: Play tile on game board within designated squares.
2. Establish Territory: Place Property Marker on tile played.
3. Count Production Points: Earned points through road connections.
4. Commerce Production: Roll dice per community connections to earn addition points.
5. Draw Phase: Players replenish their “hands” to 3 tiles.

1. **Play Tile Phase:** Round One begins with the player who was chosen to go first and is given the Pawn to indicate that.<sup>1</sup> Player One plays a tile that “works” with the existing tiles on the board connecting water parts with water and land parts with land. The object is to gain production points by connecting communities on the tile played to existing tiles on the board. This is accomplished by creating commerce between communities via the road network and therefore production points are rewarded. All players play one tile per round in a clockwise rotation and tally their production points based on the number of communities connected.

*Optional Rule:* If the Player places tile is adjacent to one of the 4 set-up tiles from the beginning of the game, the set-up tile may be purchased in an open auction where players bid with their production reserve certificates. The winning bidder purchases the tile with production reserve certificates to the bank. The winning bidder then places his property marker on the tile.

2. **Establishing Territory:** A player claims the tile he just played by placing one of his color property markers on it. A player establishes a territory or kingdom by having 2 or more connecting tiles and *may* build a Capitol by having 4 or more connecting tiles. A kingdom may also be extended by Port Connections. As long as the Ports follows the rule, establishing a territory or kingdom becomes important and is explained later in the production point section.

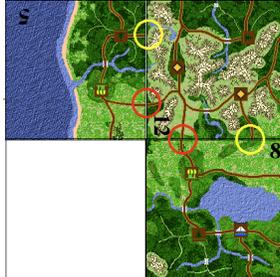
3. **Count Production Points:** A player earns production points by creating commerce between neighboring communities through connecting roads. There are four ways to earn production points.

A. Road Connections: Terrain tiles earn production points when their roads connect with roads on neighboring Terrain tiles. For each connecting road a player makes, he or she can generate commerce and receives the point value of both connecting tiles.

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<sup>1</sup> In a two player game, the player whose turn it is does not actually play his/her tile first. The opponent plays a defensive tile picked from the tile holder and plays it anywhere on the board as long as it follows the rules of play. No production points are awarded for this tile.

In the following example, a Full Terrain tile is rotated and played so that two of its roads connect with the roads on neighboring tiles. The player receives 17 points for each of the two road connections circled in red (12+5) plus (12+8) for a total of 37 points. Players do not receive points for roads that dead end like the ones circled in yellow.



B. Water Connections: Tiles with a water edge receive production points if the water edge is played next to another tile's water edge which belongs to that player. The player only receives the point value of the tile belonging to him, not the tile he or she plays. This rule also applies even if a tile was flipped during a prior play and is directly in alignment with the tile played and the other tile apart of the players kingdom or territory. Land connections are counted normally and added to the water-edge total.

In the following example, the player places a Corner Terrain tile so that it borders two land edge and two water edge tiles. The player receives 8 points for a connection to the neighboring tile to the left and 10 points for the connection to the tile below it. In addition, the player receives 5 points for the tile above it and 12 points for the tile to the right of the "flipped" tile. All the connections are circled in red (8+10+5+12) for a total of 35 points.



C. Commerce Dice: The third step of "Order of Play", additional production points are earned by rolling the Commerce dice. There are 4 Commerce dice, 3 white dice and 1 black dice. The white dice are rolled by the player who plays the tile and the black dice by player(s) who own tiles adjacent to and can conduct commerce with the newly played tile.

Dice Symbols

Mining Community (Tools Icon) =

Dice Values



5

Dice Symbols

Fishing Community (Boat Icon) =

Dice Values



4

Logging Community (Tree Icon) =	 3	Farming Community (Corn Icon) =	 4
Farming Community (Corn Icon) =	 2		
My-Island =	 0	(see optional rule for Kingdoms)	 10 or -10

The current player counts the number of communities on the newly placed tile to determine the number of white dice rolled. A maximum of 3 white dice can be rolled. Each dice has a community symbol with a point value that relates to the communities on the tiles. The player rolls the white dice and for each symbol rolled he checks to see how many of that symbol he has in his **territory** that can produce commerce via the road system to the new tile.

For example the player rolls three dice because he/she had three communities on the tile just played that generate direct commerce with adjacent tiles. The dice rolls and mining and fishing and logging symbols are displayed face up. The player determines that only 3 Fishing communities generated commerce (based on the dice roll). Therefore 3 Fishing communities multiplied by the point value on the dice for fishing 4, equals 12 production points. If other communities were able to generate commerce based on the rule stated above, production points would be added to the 12 points generated.

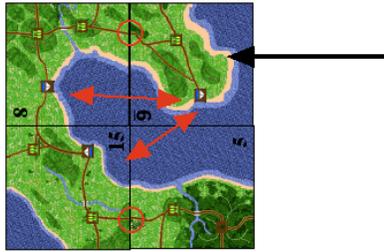
The Black Commerce Dice generate production points for the other players in the same manner as the white dice. Each player whose territory (one tile) or kingdom (2 or more tiles) follows the rules of generating commerce, get to roll the black dice once to generate production points.

D. Port Connections (*optional*): Players receive production points for imports and exports generated between fishing communities. If a tile is played that displays a fishing community icon adjacent to or catty cornered to another tile with the same icon, the player receives production points the same as if it were a road connection. The same rules applies when rolling the Commerce Dice. Kingdoms can be extended across water provided it follows the rule above.

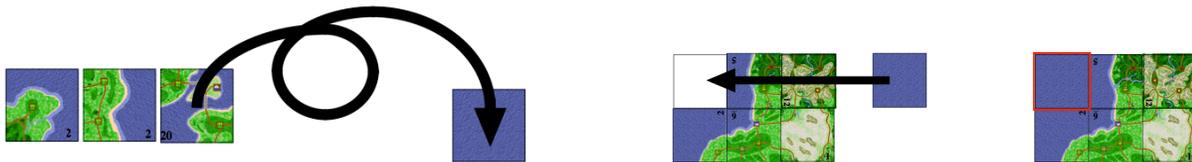
In the following example, the player places a Corner Terrain tile so that it connects to a Three Quarter Terrain Tile. The player has connected three communities via the road network. Both the Fishing and Farming Communities have created commerce with the Farming Community on the adjacent tile without traveling through an additional community. The player receives 6 points for the tile just played and 8 points for connecting the community on the adjacent tile; or 14 points. He/she receives 5 points for a water connection. Since the Corner Terrain Tile has a Fishing Community (Ports), it too generates production points by importing and exporting its commerce to other Fishing Communities (Ports) on an adjacent or catty cornered tile.

So in this example, the player receives an additional (6+15) or 21 points for the catty cornered tile, and (6+8) or 14 points for importing and exporting commerce to an adjacent Fishing Community. All the connections combined total 14 points for the road connections, 5 for a water connection, and 35 for the import/export connections; totaling 54 points plus any points

generated by the Commerce dice. In this case the maximum of 2 dice are used since there are only 2 communities generating commerce on the tile just played.



E. *Water Tiles (optional rule)*: A player is permitted to play a water tile at any time after the “Set-up Phase”. To play a water tile, flip over the tile and place it on a square bordered by water on all sides but not on the game board’s edge. The player will not receive points for the tile he or she plays but will receive points from each bordering tile like a regular play. In the example, the player chose one tile from his/her hand, flipped it, and received 7 points or the face value of all the bordering tiles to the water tile just played.



F. *Kingdoms (optional rule)*: A Kingdom is established when 4 territorial tiles are adjacent to one another and generate commerce via the roads. On the turn this occurs, the Player may decide to place his pawn on one of the tiles to “build” his Capitol City. The cost to build the Capitol is 20 production points, plus, if the Player so chooses, 5 production points per turn there after to protect against 2 losses by the black dice (explained below). Once a Capitol City is built it remains until the end of the game. The benefit, however, is every time the commerce dice rolls the *My-Island*, the player who has a Capitol will generate 10 production points per white dice and no matter whose turn it is. If more than one player has a Capitol, the production points will be divided evenly. The negative aspect is that if the black dice rolls the *My-Island*, the player(s) who rolls attacks one Capitol causes a 10 production point deduction. If there are no unprotected Capitols the roll merely generates no points.<sup>2</sup>

4. **Draw Phase:** Next, turn all tiles face up in the tile holder where players originally drew from. Each player, starting with player who started the round and in a *counter* clockwise rotation replenishes their inventory of tiles by choosing from the up turned tiles in the holder. Once all players have replenished their tile inventory to three, Player One passes the Pawn to the player on his/her left the Round is over.<sup>3</sup>

5. **Reshuffling:** After the sixth and every round there after, the remaining upturned tiles are placed on the bottom of the stack, then redistribute all the stacks evenly in the tile holder.

<sup>2</sup> The logic behind this rule is that commerce will always make its way to a metropolitan area. So the commerce dice rule does not apply to a Capitol City. A Player, if he so chooses, must assume responsibility as well as the benefits of a city therefore the assessed cost to build (20 production points) and the cost to maintain and protect (5 production points).

<sup>3</sup> Remember the player who plays first in a round, chooses first during the draw phase.

6. **Misplayed Tiles:** In the event players discover that a tile was played that does not conform to the rules, the following adjustments need to be made.

If the misplayed tile is just played during a player's turn, the tile is removed and a new or the same tile is played in a playable location with no penalty.

If the tile was misplayed at any other time during the game, the tile is removed from the board and returned to the guilty player. Since production points were already calculated, a penalty of 40 production points is assessed and the tile is discarded and the space is now vacant and can be filled by any player.

7. **Discard Tiles:** If Player is unable or does not want to play any of the tiles in his/her "hand", he or she may discarded a tile and choose another tile from the stack to maintain three tiles in their possession, and forfeit playing a tile.

8. **Playing Out:** This rule allows a player to declare he/she is going to play out their reserve tiles without maintaining the mandatory three. This rule can be enacted when in theory all players have an equal opportunity to play out their tiles, including any interior water tiles<sup>4</sup>. This is determined by counting the number of available spaces left to complete the island.

Number of Players	Available spaces
2	9 <sup>5</sup>
3	9
4	12
5	15
6	18

If a player can't play a tile during this phase of the game then he/she must choose a tile from the stack.

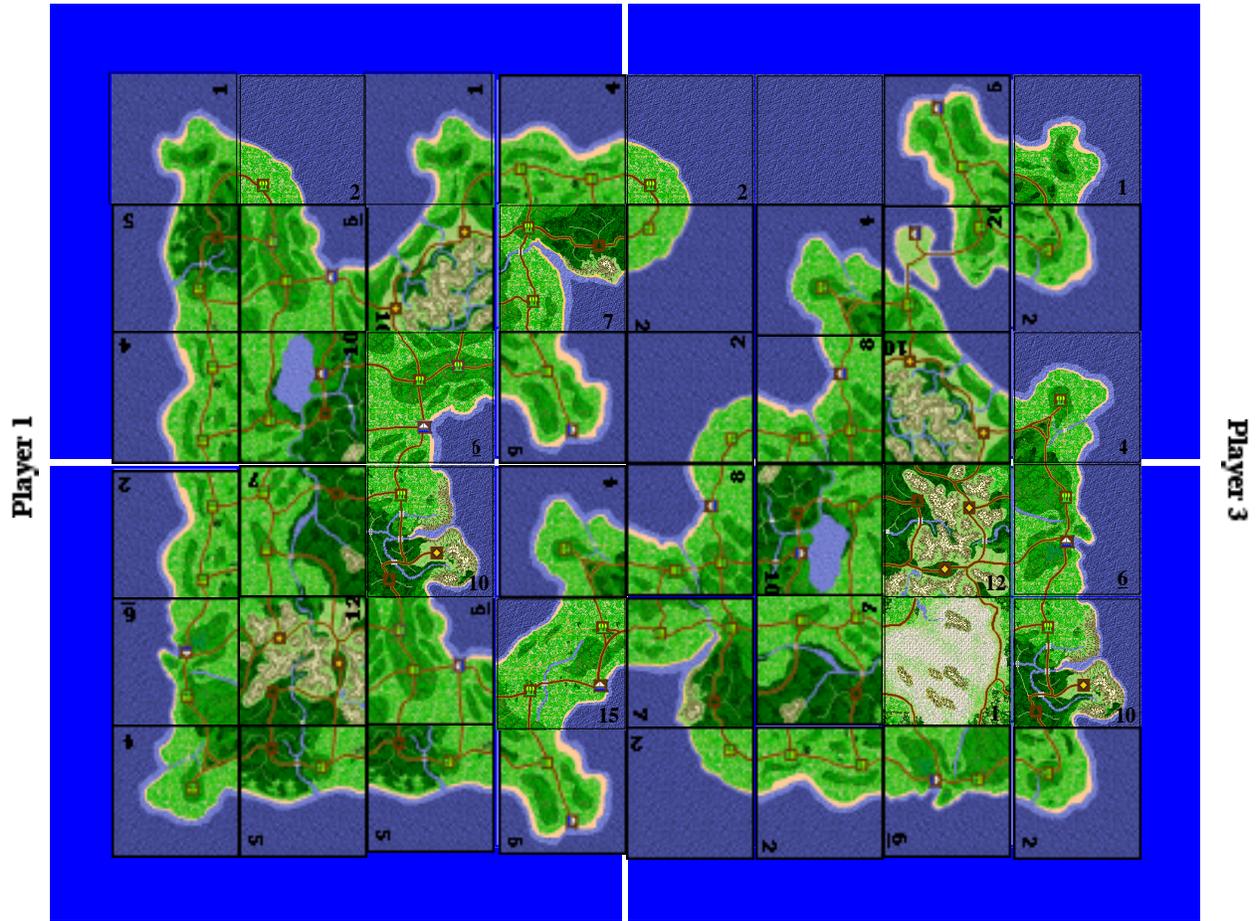
9. **Finishing the Game:** The game is complete when the island is completed (see example below). Each player must pay to the bank 30 production points per tile unplayed in their possession. Players count up their production points and the player with the highest production point total is the winner and Lord of My-Island.

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<sup>4</sup> Interior water tiles are tiles that are not located on the game board's edge.

<sup>5</sup> Remember in a 2 player game the opponent plays a defensive tile picked from the tile holder and plays it anywhere on the board as long as it follows the rules of play. This means that to "play out" there will be 9 spaces on the board to play tiles.

Player 2



Player 4