

Archipelago

Designed by Ellie Dix

1-6 players | 20-30 minutes | Age 8+

Aim:

Gain the most points by mapping out your archipelago.

Components

- 72 archipelago cards
- 27 scoring cards

Set up:

- Shuffle the scoring cards and place 4 in the centre of the table. Place the remaining scoring cards back in the box.
- Shuffle the archipelago cards and count the right number for your player count, returning the rest to the box.
 - 2 player game: 24 cards
 - 3 player game: 36 cards
 - 4 player game: 48 cards
 - 5 player game: 60 cards
 - 6 player game: 72 cards
- Deal 2 archipelago cards to each player. Place the remaining cards in a deck in reach of all players.

How to play:

Play is simultaneous.

Every turn, choose one of your two archipelago cards and place it within your archipelago. Cards may be placed next to other cards, or may be overlaid on top of other cards. Squares must always be lined up. Archipelago cards may be rotated and flipped in any way you wish before placing in your archipelago.

Take a new card from the archipelago deck and pass both cards to the player on your left.

End game & scoring:

The game continues until there are no more cards left and each player has 12 cards in their archipelago.

Score your archipelago according to the displayed scoring conditions. Highest score wins.