

Small Islands

<https://tekeli.li/rogers-rules/>
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Goal

Have the highest point value at the end of the game

Setup

Each player picks a colour; then takes 4 Houses and 4 Bonus Tokens in that colour.

Random first player takes the four Starting Tiles (with seagulls) and arranges them in the middle of the table (following Placement Rules).

An **island** is an arrangement of landscape tiles connected by land edges.

A resource **bonus token** must be placed on top of an existing Resource: (pink, orange, green), including another resource token.

A **port** bonus token may only be placed on the coast of an island, and no more than two ports may exist on the same tile.

Only one **house** per player per island (of at least two tiles), only on a House symbol.

- Prestige rewards for Discovery Tokens

- 1 point for each Port in the 8 tile spaces surrounding your ship tile.

Tiebreak on most houses played; tiebreak on most ports around ship; tiebreak on last to place a tile.

Placement rules

A **tile** must be orthogonally adjacent to at least one existing tile.

It may be placed in any orientation, but its landscape/sea edges and corners must match any tiles to which it is orthogonally or diagonally adjacent.

of your objective. For each one validly placed, take the Reward.

- If you have fewer than 4 Houses in stock, take more from the reserve (if available) until you have 4.

- Return the objective to its stack.

If all ship tiles have been placed, the game ends. Otherwise, shuffle the objectives, pass the First Player token to the player who placed the ship tile, and play another round.

Game End

Add scores for:

- Prestige tokens gained during the game

- Place one or more houses on islands that fulfil the Mission part

- Reveal your objective for this round.

- Place one or more houses on islands that fulfil the Mission part

- Reveal your objective for this round.

Starting with the player who placed the ship tile:

- Reveal your objective for this round.

If on your turn there are no face-up Landscape tiles and you cannot place a ship tile, the game ends immediately.

- Place one or more houses on islands that fulfil the Mission part

- Or, if the Navigation tile is visible, you may Land by taking the ship tile of your colour (or a grey one) and place it on the map according to Placement Rules. This ends the round.

Play up to four Rounds.

Reward)

Each player draws one Objective card. (*Advanced: one each Mission and Reward*)

Round

First Player draws six landscape tiles

and places them face down on the

Navigation Tile. (If a tile is needed

and the Reserve is empty, the game

ends immediately.)

Each player draws two Objective

cards so as to have three. Then place

one face down for this round, one

face down for next round, and return

the other face down onto the stack.

(Advanced: use Mission and Reward

Shuffle the landscape tiles.

Place the ship tiles next to the

landscape stack (unplayed colours

grey side up).

Place the Navigation Tile next to

them, then draw three landscape tiles

face-up next to it.

Shuffle round Discovery Tokens and

place them face down.

Each player draws two landscape tiles from the stack.

Shuffle the Objective cards and make

a stack. (*Advanced: instead shuffle the*

Mission and Reward cards as two

separate stacks.)