GAME COMPONENTS AND TERMINOLOGY

1 Island Map (6x6 Tiles)

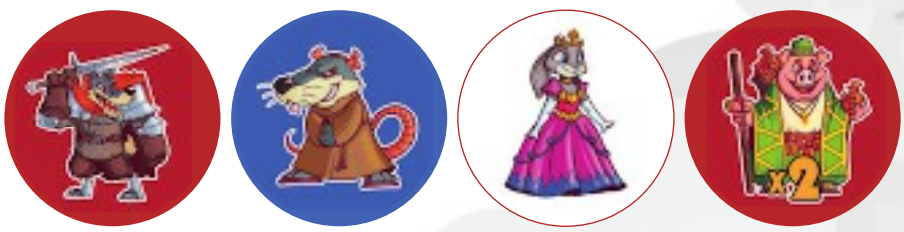
3 Fog Boards

1 Weather and Mercenary Board

8 Weather Cards

36 **Basic Character Tokens**

18 with the **blue** **shield** on the backside and 18 with the **red** **shield** on the backside:

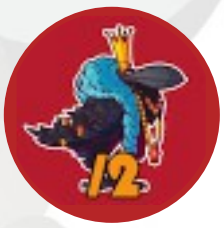


9 Wolf | 4 Rat | 3 Rabbit | 2 Pig

50 Coins with 1, 5, 10 value

24 **Mercenary Character Tokens**

12 with the **blue** **shield** on the back side and 12 with the **red** **shield** on the back side:

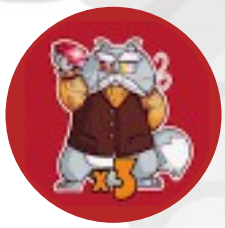

2 Crow

1 Mole

1 Prairie Dog

1 Hippo

1 Chameleon


1 Cat

1 Fox

1 Turtle

1 Frog

1 Mouses

1 Snake

Game Terminology

Adjacent Tiles

Adjacent Tiles in the game are tiles, that locate side by side horizontally and vertically (but not diagonally). Example: Adjacent tiles marked with red shields on the picture

The Line

The Line of 3 or more character tokens, that locate side by side horizontally, vertically or diagonally. The Line of tokens, that breaks by one or more white tokens (ex.: Rabbits) or enemy tokens does not consider as a Line.

Round

The game phase, that continues until all tiles of the “Island Map” will be filled with character tokens.

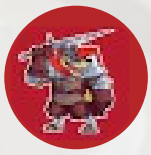
Thanks to all who helped me test and tune this game, specifically Roksolana Magas, Pavlo Mudryi, Oleksandr Nevskiy, Mykola Nosok, Michał Szewczyk, Miroslaw Byzdra, Mykhailo Kleimenov, Olga Ivanchenko, Danylo Rega, Kateryna Chaban

FOGGY ISLAND

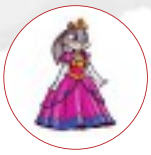
BASIC CHARACTERS DESCRIPTION
GAME COMPONENTS AND TERMINOLOGY

KOZAK GAMES

BASIC CHARACTERS DESCRIPTION



WOLF
Builds your Line. It does not have any special abilities.



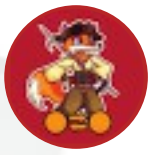
RABBIT
Does not bring victory points for any players. It does not have any special abilities.

PIG
Builds your Line. Victory points are doubled in lines, which contains Pig token.

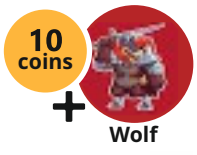
RAT
Enemy's spy. Builds the opponent`s Line.

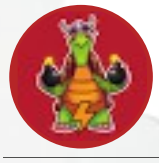
MERCENARY CHARACTERS DESCRIPTION

Cost and mandatory character replacement

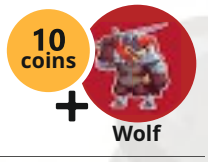


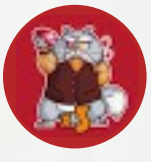
FOX
Builds your Line. Forces the player to change his character token on adjacent tiles to any character token from his hand.





TURTLE
Builds your Line. Gives additional action to place character token for the player and his opponent.





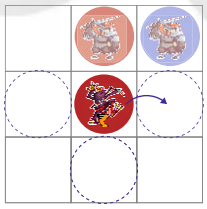
CAT
Builds your Line. Victory points are triplet in lines, which contains Cat token.

MERCENARY CHARACTERS DESCRIPTION

Cost and mandatory character replacement

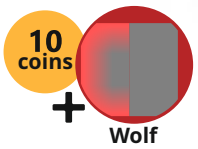
FROG

Builds your Line. Each turn player may move Frog to any empty adjacent tile, before placing a new character token.



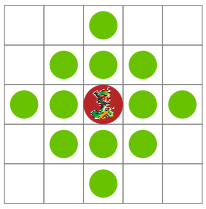
MOUSES

Build your Line. After placing Mouses, the player should swap it with his or her opponent's character token on adjacent tiles.



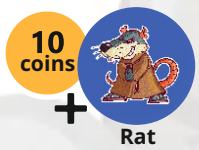
SNAKE

Builds your Line. After placing, opponents should change character token on your choice from Map to any character token from his hand.



CHAMELEON

Builds your or opponent's Line. When character token placed on adjacent tiles to Chameleon token, he changes his color accordingly.

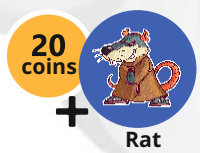


MERCENARY CHARACTERS DESCRIPTION

Cost and mandatory character replacement

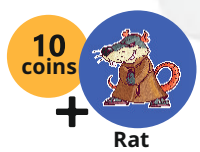
CROW

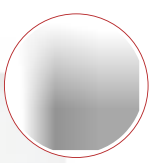
Enemy's spy. Builds the opponent`s Line. The player gets half of the victory points rounded down, from the line with Crow.



MOLE

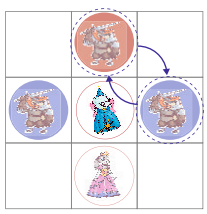
Enemy's spy. Builds the opponent`s Line. After placing Mole, the player should swap it with his or her opponent's character token on adjacent tiles.

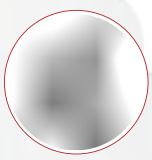




PRAIRIE DOG

Does not bring victory points for any players. After placing Prairie Dog, the player may swap two any characters on adjacent tiles.

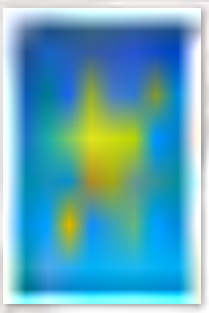




HIPPO

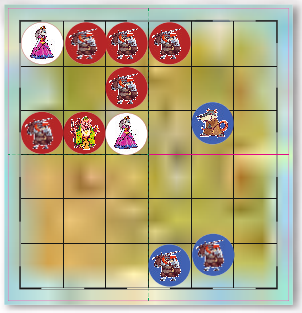
Does not bring victory points for any players. You should put Hippo between two tiles. Till your next turn Hippo occupies these two tiles. Next turn player must move Hippo to one of the occupied tiles. After that player puts his character token as usually.

WEATHER CARDS DESCRIPTION



SUNNY WEATHER CARD

Entire Island Map is available for players. All character tokens should be placed face up.



CLOUDY WEATHER CARD

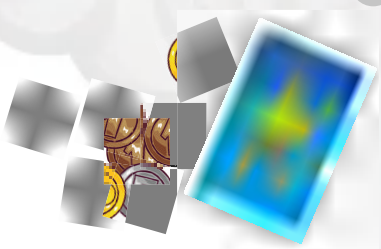
3 Fog Boards should be randomly placed on the Island Map. Only one uncovered square 3x3 area is available for players. All character tokens should be placed face up in this area. When the last tile there is occupied, the next player should remove any of Fog Boards to continue the game.

FOGGY WEATHER CARD

The rules for Foggy Weather Card is similar to Cloudy Weather Card rules. The only exception is that all character tokens should be placed face down. The player may place mercenary characters face-up, to use their special abilities. If the mercenary character is placed face down its ability is ignored. Players not allowed to check face down characters on the Island Map.

RULES

GAME SETUP



Put “Island Map” in the center of the table. Each player gets a pile of tokens with similar shields color on the back. (With red shields for one player, with blue - for another.). Each player should divide his pile of tokens for two smaller piles: basic characters (18 tokens) and mercenary characters (12 tokens).

Note: If you play Basic games, you do not need mercenary characters tokens. Return them back to the box. Take 5 tokens from the pile with basic characters. Do not show tokens to your opponent. Carefully shuffle the rest of the pile and put it near you face down. Put all coins in one pile near “Weather and Mercenary Board”. Choose the first player, who was on a trip recently or won the previous game.

Extended Game Setup: With Weather Cards. Place “Weather and Mercenary Board” near “Island Map”. Shuffle weather cards and put them near “Weather and Mercenary Board”. The Second player takes 2 top cards from the deck and chooses one from them. Other card returns to the bottom of the weather deck. The place was chosen weather card on “Weather and Mercenary Board” and apply its effect described in the weather cards page. This is your active weather for this round.

Extended Game Setup: With Mercenary Characters.
Note: The Weather Cards rules are also applied when you play with Mercenary Characters.

Each player gets a pile of mercenary characters tokens with similar shields color on the back. (With red shields for one player, with blue for another.) and put these tokens to the “Weather and Mercenary Board”. You are ready to start!

Game Play.The player always should have 5 character tokens at the beginning of his turn.

Note: The player may have characters, with a background color of his opponent's characters (spies). Try to use them carefully. The player chooses one token from hand and places it to any free tile on the “Island Map”. The player should try to build a line from his characters tokens on the “Island Map” and block lines of his opponent. The player takes one token from the top of his character tokens pile. The turn goes to the next player.

The End of the Round. The round ends, when no free tiles are left on the “Island Map”. After the end of the round players score their victory points. (See “Game End And Scoring”). Players note their score somewhere. Players remove their character tokens from the “Island Map”, and form the character tokens piles. Players choose 5 character tokens and shuffle their piles. The round starts again. The second player becomes first in this round.

Note: Game lasts 2 rounds. The winner of the game is the player who scores more victory points.

GAME WITH WEATHER CARDS

Use all rules and setup, that described in “Basic Game”. Additionally use the setup described in “Extended Game Setup: With Weather Cards”. At the beginning of each round, the second player takes 2 top cards from the deck and chooses one from them. Other card returns to the bottom of the weather deck. The player applies its effect described in the weather cards page. This is the active weather for this round.
When the currently active card is a Sunny Weather, the turn should follow by basic rules. When the currently active card is a Cloudy Weather or a Foggy Weather, at the start of the turn, the player, who must play his token and there are no free tiles, should remove any of Fog Boards from the “Island Map”. Next player continues his turn on the opened part of the map as usual.

GAME WITH MERCENARY CHARACTERS

Use all rules and setup, that described in “Basic Game” and “Game with Weather Cards”. Additionally use the setup described in “Extended Game Setup: With Mercenary Characters”. Players should apply the ability of mercenary character when placing token face up (happened on Sunny or Cloudy weather). Players cannot apply the ability of mercenary character when placing token face down (happened on Foggy weather). Exceptions are Pig, Cat, and Crow, their abilities work as usual. Note: All characters token with the white background are considered to be neutral. They cannot be moved by any of Mercenary character's effect. They do not bring any points to players. After scoring points, players get coins equal to the number of victory points. Players may hire mercenary character, exchanging basic character and pay a needed cost. (Costs described in “Mercenary Characters Description” page). Players add hired mercenary characters to their character piles. The number of character tokens in the player pile should always be equal 18, that's why players must exchange their basic character tokens to mercenary character tokens. **Note:** Game lasts 4 rounds. The winner of the game is the player who scores more coins. If there is a tie, players count the cost of all hired mercenary characters. If still a tie, players should play an additional round.

TEAM GAME VARIANT

This is a variant of the game for 4 players. (2 teams with 2 players in each team). Use all rules and setup, that described in “Game with Mercenary Characters”. In this variant, players should choose one weather for the entire game. In this variant only Sunny Weather is possible. In a team divide 18 character pile between 2 players (9 characters for each player in a team). The player should take character tokens only from his own pile. It is not allowed to take characters from a teammate pile. Players from one team should not discuss their tactics or give pieces of advice to each other. The players from one team should not have a turn immediately after his teammate. They have to sit one against each other.
Additional turn rules for “Game with Mercenary Characters”
Players from one team have a common pile of coins. Only one player from each team in a round may be responsible for hiring mercenary characters. Those players cannot discuss, which character to hire, with their teammates. Players from team shuffle all hired mercenary characters and dived a pile between players.

QUICK GAME VARIANT

Use all rules and setup, that described in “Game with Mercenary Characters”. In this variant, players should choose one weather for the entire game. Note: Game lasts 2 rounds in this variant. Players get 80 coins each at the beginning of the game. Players can buy Mercenary characters for these coins. All coins that left, should be returned to the coin's general pile. Play game by “Game with Mercenary Characters” rules, but use the weather, that was chosen at the beginning of the game.

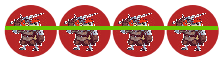
GAME END AND SCORING

Basic Game and Game with Weather Cards ends after 2 rounds.
Game with Mercenary Characters ends after 4 rounds.
Player scores all horizontal, vertical and diagonal lines of his color by next rules:

Number of Tokens in Line Number of Victory Points

3 Tokens – **3 points**

4 Tokens – **5 points**

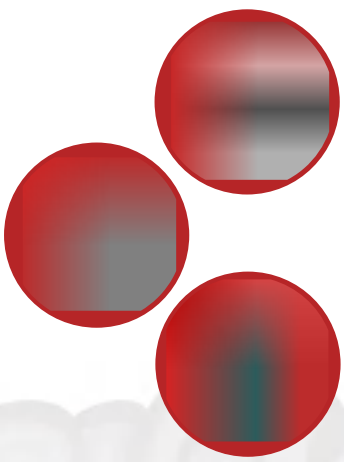


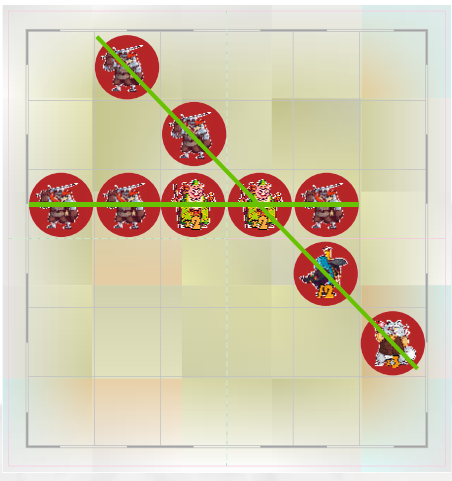
5 Tokens – **7 points**

6 Tokens – **10 points**

Character scoring clarification

If character token builds a couple of lines, it scores in each of these lines. If 2 Pigs builds one line, victory points are doubled (ignore one Pig ability). If Pig and Cat build one line, victory points are tripled (ignore Pig ability). If Pig/ Cat and Crow King build one line, use Cat or Pig abilities first, and then Crow ability.





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