Big Box

Isle of Skye
From Chieftain to King

The award-winning tile placement game for 2 to 5 players by Andreas Pelikan & Alexander Pfister

Welcome to the Isle of Skye

Five clans are fighting for dominance over the island. Only the chieftain who best develops their clan territory and trades most cleverly will become king of the Isle of Skye. Next time everything will be different though, so play again and have revenge!

Components (Carefully punch out the cardboard pieces before your first play!)

1 double-sided game board

16 scoring tiles

73 landscape tiles
(green backs)

43 x gold coins
20 x
20 x
12 x

gold coins

1 starting player marker

5 landscape tiles with a castle
(differently colored backs)

5 player screens
(must be assembled before play)

1 round token

5 scoring tokens
(1 in each player color)

1 rule book

1 cloth bag

5 discard markers

Objective

Over 6 rounds *(5 in a 5-player game)*, collect the most victory points and become the king of the Isle of Skye.

Setup

I   Place the **game board** in the middle of the table. Use the front side in a 2 to 4-player game *(as indicated)* and the back side in a 5-player game.

II   Shuffle the **scoring tiles** and place a random scoring tile face up on each of the spaces marked "A" to "D". Put the remaining scoring tiles back into the game box – you will not need them.

Use the pictured **scoring tiles** for your first game.

number of players

III   Place the **round marker** on the first space of the round track.

IV   Place the **coins** in a supply next to the game board, easily accessible to all players.

V   Each player chooses a color and takes: a **player screen**, a **landscape tile** with a **castle**, a **score token**, and a **discard marker** in the chosen color. *(Put the components in the colors that are not in play back into the game box.)*

A   Place your **score token** on space "0" of the **scoring track** on the game board.

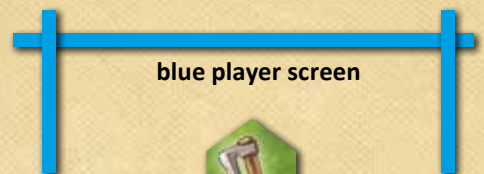Place your landscape tile with your castle face up in front of you. This is the first tile in your clan's territory.

If you are the youngest player, take the **starting player** marker and place it in front of yourself. You get to go first.

blue starting castle tile

blue player screen

VI   Put the **landscape tiles** into the **bag** and shuffle them thoroughly.

discard marker

Course of Play

The game is played over **6 rounds** *(5 rounds in a 5-player game)*. Each round goes through the following six phases:

1. **Income**
2. **Draw Tiles and Set Prices**
3. **Discard a Tile**
4. **Buy a Tile**
5. **Build**
6. **End of Round and Scoring**

After the final round, there is a **final scoring.**

1. Income

Each player receives income: You receive **5 gold** for your castle. You receive **1 additional gold** for each **tile with barrels of whisky** connected to your castle via roads.

Beginning in round 3, you receive additional gold for **each** player whose token is ahead of yours on the scoring track *(i.e. who has more victory points than you)*. The amount of gold you receive per player increases from round to round and is displayed next to the round track.

You can make change from gold at any time, if need be.

This tile earns no gold as the road is not connected to the castle.
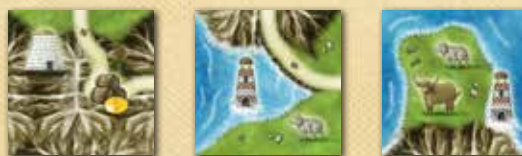
Example: *tile income*

Example: *In round 5, the round track shows 3 gold. Two players have more victory points than blue – blue receives an additional 2x3 gold. (Red receives an additional 1x3 gold.)*

2. Draw Tiles and Set Prices

Each player draws **3 landscape tiles** from the bag and places them **face up in front of their player screen**. Behind your screens, simultaneously assign your discard marker to one of the tiles you drew *(which will go back into the bag later)*, and assign **at least 1 coin** from your supply to each of the other two tiles. If you have gold left, you should keep it in your hand to hide the amount from the other players.

Once all of you have finished assigning gold and marker to the tiles, remove your player screens and place them aside.

Example: *The tile in the middle has been marked with the discard marker. In the next phase, it will go back into the bag.*

3. Discard a Tile

Each player puts the tile marked with their **discard marker** back into the bag. Then shuffle the contents of the bag thoroughly.

4. Buy a Tile

Beginning with the Starting Player, each player in clockwise order can buy **exactly one tile from another player**. To do so, pay an amount of gold from your remaining supply equal to the assigned amount at the tile you want to buy. As the selling player, you not only receive the proceeds from the sale, but you also immediately take back the gold you assigned to that tile. As the buying player, place the tile you purchased beside your screen – in phase 5, you will add it to your clan territory.

If you cannot or do not want to buy a tile, you must pass. After all players have either bought a tile or passed, you receive the remaining tiles in front of you, **but you lose all of the gold you assigned to those tiles. Put the lost gold into the general supply.**

5. Build

All players must add all of the tiles they received during this round to their clan territory, according to the following placement rules: Each tile you add must share an edge with another tile in your display *(this can be a tile you just placed, too).* If two tiles share an edge, the **terrain** on that edge must be the same *(pasture, mountain, water).* **Important: Roads DO NOT need to be continued.**

Some scoring tiles award victory points for completed areas. An area is considered completed if it is fully enclosed by areas of a different terrain type. Again, roads do not count.

completed area

legal tile placement

illegal tile placement (water next to pasture)

If you cannot place a tile according to the placement rules the tile goes back into the bag *(you do not get back any money).*

6. End of Round and Scoring

All players receive victory points according to the scoring tiles of the current round. Which of the four scoring tiles apply in which round is indicated on the scoring track by letters A to D. For each victory point you receive, advance your token on the scoring track by one space.

Each scoring tile will only be used three times per game. See page 6 *(as well as pages 10 and 11)* of this rule book for an explanation of what each of them does.

After scoring, pass the Starting Player tile to the next player in clockwise order. The new starting player moves the round token one space forward. After the final round, there is a final scoring.

End of the Game and Final Scoring

After the final round, you receive victory points *(VPs)* for tiles with a scroll you placed in your clan territory. There are the following tiles with a scroll:

1 VP
for every **2 sheep**

1 VP for every **2 tiles with barrels of whisky**

1 VP
for every **2 ships**

You do not receive 0.5 VPs for these scrolls.
Example: You receive 2 VPs for 5 objects of the same type.

1 VP
per **cattle**

1 VP
per **broch**
(round tower)

1 VP
per **farm**

1 VP
per **lighthouse**

If a scroll is in a **completed area**, you receive **double** the victory points for it.

Finally, you receive victory points for gold you have: **5 gold are worth 1 victory point.**

These icons on the game board are to remind you of the final scoring values.

The player with the most victory points wins.
In case of a tie, leftover gold breaks the tie.
If still tied, there are multiple winners.

SCORING TILE SUMMARY

2 VPs for each square of **4 landscape tiles**. Landscape tiles can be part of multiple squares.

1 VP for each **completed area** in the clan territory.

1 VP for **each sheep** in the clan territory.

3 VPs for each **completed area of at least 3 landscape tiles** in the clan territory.

1/3/6 VPs for each **mountain area** in the clan territory with 1/2/3 **brochs**.

A single mountain area with more than 3 brochs is still only worth 6 VPs.

5 VPs for each **set of broch, farm, and lighthouse** in the clan territory. Each building can only be part of one set.

5 VPs for the player with **the most tiles with barrels of whisky** in their clan territory, and 2 VPs for the player with **the second most tiles with barrels of whisky**. The barrels need not be connected to the castle via roads.

In case of a tie, each tied player receives the full 5 VPs, and the 2 VPs are not awarded. If it is a tie for the 2nd place, each tied player receives 2 VPs. You must have at least 1 barrel of whisky in your clan territory to receive any VPs for this scoring tile.

5 VPs for the player with the **most ships** in their clan territory, and 2 VPs for the player with the **second most ships**.

In case of a tie, each tied player receives the full 5 VPs, and the 2 VPs are not awarded. If it is a tie for the 2nd place, each tied player receives 2 VPs. You must have at least 1 ship in your clan territory to receive any VPs for this scoring tile.

1 VP for **each sheep and each cattle** that is orthogonally or diagonally adjacent to a farm in the clan territory. Also, 1 victory point for **each sheep and each cattle** that is on a farm tile.

*5 VPs for the player with **the most gold**, and 2 VPs for the player with the **second most gold**.*

In case of a tie, each tied player receives the full 5 VPs, and the 2 VPs are not awarded. If it is a tie for the 2nd place, each tied player receives 2 VPs. You must have at least 1 gold to receive any VPs for this scoring tile.

2 VPs for each **cattle** that is **connected to the castle via roads**.

3 VPs for each **water area** in the clan territory with **at least 1 ship and at least 1 adjacent lighthouse**.

1 VP for each tile in the clan territory that is **connected to the castle via roads**.

3 VPs for each **vertical line of at least 3 contiguous landscape tiles** in the clan territory.

2 VPs for each landscape tile in your **largest completed water area**.

2 VPs for each **completed mountain area** in the clan territory.

Isle of Skye — DRUIDS

One cannot win the struggle for dominance over the island without powerful allies. As every wise king knows, power is not measured in strength and gold alone … Having the support of the spiritual leaders of the country can be the decisive factor. Win the Druids over to your cause and harness the power of their mystical sacred sites for your benefit!

COMPONENTS

1 dolmen board

10 stone tablets

5 "50/100 victory points" tiles

Take a "50/100 Victory Points" tile and turn it to the appropriate side as soon as you achieve 50 and 100 victory points.

6 new scoring tiles

36 Druid tiles
(with a purple back side)

Important! Do **not** put the landscape tiles from this expansion into the bag; keep them separate from the base game tiles!

OVERVIEW

The Druids expansion introduces a small change to the base game rules in that the Buy phase *(phase 4)* is split into two **buy turns**. In the **first buy turn**, you buy a tile from an opponent as usual. In the **second buy turn**, you can buy a tile from the dolmen board. These so-called **Druid tiles** are just like regular landscape tiles, except almost all of them either show a **stone tablet** or **scroll**. Stone tablets provide special effects that you can use until the end of the game; scrolls follow the normal base game rules.

Setup

Place the **dolmen board** next to the base game board. Shuffle the **Druid tiles** and place them in multiple face-down piles nearby. Fill the **5 spaces** of the dolmen board *(showing gold costs of 0 to 4 gold above the spaces)* with Druid tiles drawn from random stacks, placing the tiles **face up** on the spaces.

Set the **stone tablets** and **"50/100 victory points"** tiles aside for now. Shuffle the new **scoring tiles** with the base game ones.

The Buy Phase

Play the buy phase of each round as follows *(also shown on the right "foot" of the dolmen board)*:

- Play a **first buy turn** by buying a tile from an opponent, as detailed in the base game rules.

- At the end of the first buy turn, as usual, receive the remaining tiles in front of you by returning the gold you assigned to them to the general supply.

- Then play a **second buy turn**, beginning with the start player once again. In the second buy turn, each player gets exactly one turn to either buy a Druid tile from the **dolmen board** or, **alternatively**, buy a landscape tile from the **bag**.

You are not required to buy a tile in any of the buy turns. Even if you do not buy a tile in the first buy turn, you can buy one in the second buy turn.

Buying a Druid Tile from the Dolmen Board

The tiles sold on the dolmen board have a specific cost, which is comprised of two values:

- a **fixed cost** printed in the top left corner of the Druid tiles on a stone icon *(0-8 gold)* as well as
- an **additional cost** based on the position of the Druid tile on the dolmen board *(0-4 gold)*.

The illustrations above the five spaces of the dolmen board remind you of that. *(The arrows that are also printed above the spaces mean nothing for this.)*

Example: The tile on the leftmost space costs 3+4=7 gold. The tile on the rightmost space is free of cost, because its fixed cost is 0 gold and the rightmost space does not have an additional cost.

Pay the cost of the tile *(if any)* by discarding gold to the general supply and place the tile behind your screen. Tiles gained in the buy phase are added to your clan territory in phase 5, as usual.

Finally, move the remaining tiles on the dolmen board to the right, as shown by the arrows. Draw a new Druid tile from a random stack and place it on the leftmost space *(showing an additional cost of 4 gold).*

Buying a Landscape Tile from the Bag

Instead of buying a Druid tile from the dolmen board, you can pay **5 gold** *(as shown on the left "foot" of the dolmen board)* to draw **two tiles** from the **bag**. If you do, keep one of the drawn tiles and return the other to the bag. *(Buying Druid tiles from the stacks is strictly impossible.)*

End of Round

At the end of each round, i.e., after phase 6, remove the tile from the **rightmost** space of the dolmen board *(showing an additional cost of 0 gold)* from play. Move the other tiles to the right as usual and place a new tile on the leftmost space, drawn from a random stack.

Overview of All New Tiles

Druid Tiles with Stone Tablets

Select a scroll in your clan territory and score it exactly one additional time. Whether or not the scroll is in a completed area does not matter. Even if it is, score the scroll again as if it were in an uncompleted area. If you have both of these stone tablets, you can choose the same scroll for both. *(This way, you can score a scroll up to four times: twice if it is completed, and once per stone tablet.)*

When it is your turn in the **first buy turn**, you can immediately buy one of the tiles you are offering by returning the gold you assigned to that tile to the general supply. Additionally, you can buy a tile from an opponent as usual. These stone tablets stack if you have both: If you do, you can buy up to two of the tiles you are offering, when it is your turn.

Whenever you decide to forgo buying from the dolmen board in the **second buy turn** in order to instead buy a landscape tile from the bag, you pay 2 gold less *(i.e., only 3 gold)* and you may draw **three tiles** to choose one from. Return the other two to the bag. These stone tablets stack if you have both: If you do, this action costs you only 1 gold and you can choose one from four tiles.

Whenever you buy a tile from an **opponent**, you pay them 1 or 2 gold less. This does not apply when buying your own tiles nor during the second buy turn. If you have multiple of these stone tablets, their effects stack and you pay even less *(but not less than 0).* Your opponent always gets at least the gold they assigned to their tile.

Druid Tiles with Scrolls

The scrolls follow the base game rules.

1 VP per **completed pasture** or **mountain** or **water area**

2 VPs per **set of broch, farm, and lighthouse**

Each building can be part of only one set.

1 VP for every **2 tiles in your longest road**

Only one continuous road counts. It does not need to originate at the castle. Junctions from this road do not count. Each tile can only be counted once, even if the road passes through twice.

1 VP per **water area with lighthouse and ship**

The water area does not need to be completed. Each such water area is only counted once, even if it contains multiple sets of lighthouses and ships.

1 VP per **5 gold**

This scroll scores your gold again, on top of the regular gold scoring at the end.

1 VP per **set of sheep and cattle**

Each animal can be part of only one set.

3 or 4 VPs **flat**

These VPs can be doubled as usual.

1 VP per **row** or **column containing at least 3 adjacent tiles**

The New Scoring Tiles

½ VP for each **open water edge** in your clan territory *(rounded down)*.

2 VPs for each **cattle in the largest herd** of your clan territory. A herd consists of all cattle within the same pasture area.

5 VPs for the player with the **most lighthouses**, and 2 VPs for the player with the **second most lighthouses**.

Ties are resolved according to the usual rules *(see similar scoring tiles in the base game)*.

2 VPs for each tile in the **longest diagonal** of your clan territory. It does not matter whether the diagonal goes up ↗ or down ↘. The diagonal may have gaps.

2 VPs for each tile in your **largest completed mountain area**.

Lake House: 3 VPs for each **farm** in your clan territory printed on a tile that is part of a **completed water area**.

Isle of Skye — TUNNELS

Mysterious tunnels are running through the mountains. Who knows these hidden paths best and can use them to their advantage?

COMPONENTS

12 tunnel tiles
(with a dark gray back side)

TUNNELS

Setup: Add the tunnel tiles to the bag with the base game landscape tiles and shuffle them.

Rules: The twelve tiles show one or more **tunnel entrances** each. When placed, all tunnel entrances within the same mountain range are considered connected with each other *(underground)*. Roads leading into a mountain through a tunnel are considered connected.

Example: The illustration shows two mountain ranges. Tunnel #1 belongs to one mountain range, tunnels #2 and #4 belong to the other. The roads at #2 and #4 are connected. Roads #3 and #5 going over the mountain are not connected with each other, nor are they connected with roads #2 and #4.

Whisky Barrels with Victory Points
Every income phase, these barrels provide 1 victory point if they are connected to your castle via roads *(and/or tunnels)*. Those victory points are scored at the beginning of the income phase before players get additional gold due to their position on the scoring track.

All other rules remain unchanged.

Isle of Skye — BONUS SCORING TILES

Add these tiles to the pool of scoring tiles, before selecting four for the game at random. All other rules remain unchanged.

3 VPs for each **horizontal line of at least 3 contiguous landscape tiles** in the clan territory.

Choose a **scroll** in your clan territory and **score it based on its current value**. If the scroll is in a **completed area**, it scores **double** as normal.

We recommend you use these scoring tiles only if you are familiar with the game, as they might have a considerable impact on the game balance.

Clan territories cannot expand endlessly, for some things constitute final frontiers: the open sea, insurmountable mountains, or simply the stone fence between your territory and your sneaky neighbor's. These somewhat secluded places, however, have their own stories to tell …

COMPONENTS

front side (with in the 5 player colors)

back side

30 borderland tiles
(5 identical sets of 6 tiles each)

SETUP AND COURSE OF PLAY

Each player takes a set of borderland tiles of their chosen color and places them, front side up, beside their player screen.

In the *Build* phase, you can place *(at most)* <u>one</u> borderland tile of your choice together with the other tiles you bought, in any order. *(In a 5-player game, at least one borderland tile will not be used, as there are only 5 rounds.)*

Normal placement rules apply. Additionally, a borderland tile's curved edge is never allowed to touch a tile's straight edge.

Place the borderland tile with its front side facing up. It stays this way until both of its straight edges touch other tiles. When this happens, flip the tile to the back side, showing more symbols. *(If you place the tile in a way that both straight edges already touch other tiles, flip it immediately.)*

The curved edges complete an area from that side.

Borderland tiles are considered regular tiles for scoring purposes, e.g., they count towards squares. If in doubt, decide together, before the game begins, whether borderland tiles apply for a particular scoring tile or not.
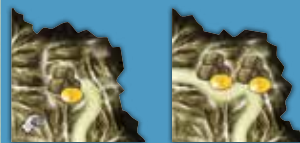

You cannot place these tiles there because, otherwise, curved edges would touch straight edges.

THE BORDERLANDS

Settlers establish a sheep farm on the island. The island is considered a completed area.

There is a new distillery in the mountain.

The lighthouse attracts traders from all over the world. The whisky barrel does not provide income, but it counts for scrolls and scoring tiles.

The farmer switches from cultivation to animal husbandry.

Your cousin opens a pub in a broch.

Better roads facilitate transporting more cattle.