

Setup

In a game with 2 or 3 players, take 12 tiles of each type.

With 4 players, take 16 tiles of each type.

With 5 players, take all 20 tiles.

Without looking at them, put the unused tiles back in the box.

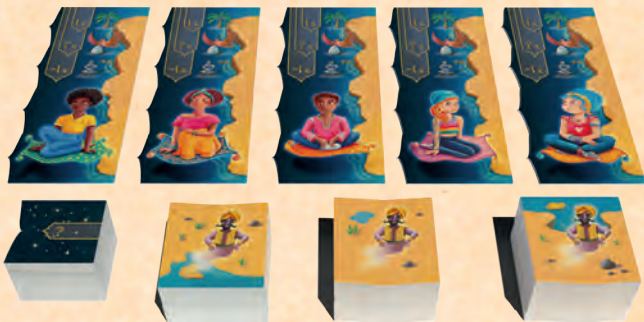
Shuffle each of the 4 stacks of tiles.

Place the 4 stacks at the center of the table, Genie and Starlit Sky faces up.

Choose a Character and take the matching board game.

Randomly choose the first player, called the Lookout.

That's it! You can now start playing.



Goal of the game

The goal is to have the most points at the end of the game. Here's how:

The 4 Dream tiles you chose during the game will give you points depending on the elements — animals, gems, genie — visible on your Island at the end of the game.

Try to have matching Dream and Island tiles. For example, having a Fennec Fox Dream tile is useless if there are no Fennec Foxes on your Island tiles.

Dream tiles will be different for each Island, and so will how you score points.

Roc Birds and their giant Eggs have marked your imagination... Pair them up to score points. Palm Trees also give you points, so a luxurious island really is the perfect place for your adventures.

Bandits are your worst nightmare. Have too many of them and you will lose points.



Gameplay

Principle of the game

A game is played over 16 rounds.

Each round, each player adds a tile to their personal board to build their Island or get Dream tiles.

After 16 rounds, all boards are complete. The game ends with the scoring of the points.

For a 2-player game, see page 6.



Game turn (for 3, 4 or 5 players)

• 1. Drawing the tiles

At the beginning of the round, the Lookout chooses one of the four stacks and takes, in that stack, one tile per player.

The Lookout sets the tiles on the table, Island or Dream face up.



4-player example

• 2. Choosing a tile

The Lookout chooses one of the tiles and adds it to their board. An Island tile is placed on the right side; a Dream tile on the left side.

The Lookout then chooses one of the other players around the table.

That player chooses one of the remaining tiles.

That player adds the tile to their board and chooses one player who hasn't yet chosen a tile.

Repeat the same procedure until each player has chosen and added a tile on their board.



• 3. Changing the Lookout

The last player only has one tile left on the table, but becomes the Lookout for the next round. The new round starts with the first step (Drawing the tiles).



Construction rules

- Each type of tiles must be placed on a dedicated line. Follow the drawing and shape of the tiles to put them at the right place.
- During the first round, you must place your first tile on one of the edges of your Character board.
- During next rounds, the tiles must always be adjacent to the Character board or to a tile already placed.



- The 16 tiles must form, with the Character board, a rectangle.
- Tiles cannot be moved once they are set.

Note: there are two copies of each Dream tile. A player can have both of them on their board.



- 1 possible position for the next upper Island tiles
- 2 possible positions for the next central Island tiles
- 3 possible position for the next lower Island tiles
- 4 possible positions for the next Dream tiles





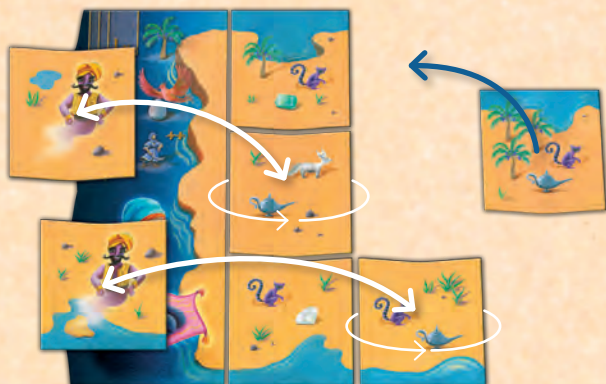
Beware the Magic Lamps!

Some tiles have Magic Lamps drawn on them, but beware! You only have three wishes.

Your Island can have one or two Magic Lamps without any problem. But add a third Magic Lamp and you must **immediately** flip, Genie face up, the two tiles of your board with a Magic Lamp already on your Island. The third Lamp you have just added becomes the only visible one on your Island.

Elements hidden under flipped tiles will not grant you any points at the end of the game.

You can then keep on adding tiles with a Magic Lamp, but each time you add a third Lamp, you must flip the last two tiles with a Lamp.



End of the game and scoring points

The game ends when each player's Island is complete. A complete Island means that 4 Dream tiles and 12 Island tiles (3 rows of 4 tiles) have been placed.

Calculate your score by adding:



+ points given by each of your 4 Dream tiles (see last page for details on Dream tiles),



+1 point for each Palm tree on your Island,



+ 7 points per combo of Egg/Roc Bird on your Island
Roc Birds and Eggs cannot be used for 2 different combos,

—points lost to Bandits.



The player with the **most** Bandits loses 1 point for each Bandit on their Island. All players tied for most Bandits lose points.

Win the challenge you have set yourselves with your siblings and amaze them with beautiful discoveries. You win the game when you have the most points.

If two or more players tie, the player whose Island has the least Bandits wins. If there is still a tie, all tied players win.

Scoring example



1 **The tile Column of Gems** gives 8 points = 6 points (2 different Gems—1 Emerald and 1 Ruby—in the first column) + 2 points (2 identical Diamonds in the second column) + 0 points (no Gems in the third and fourth columns).

2 **The Magic Lamp tile** gives 4 points = 4 x 1 Magic Lamp.

3 **The Elephant tile** gives 5 points = 5 x 1 Elephant.

4 **The Snake tile** gives 10 points because you only have 1 Snake on your Island.

⬡ **Palm Trees** give you 8 points = 1 x 8 Palm Trees.

○ **The Egg/Roc Birds combos** give 7 points = 7 x 1 Egg/Roc Bird combo.

□ **Bandits** (only if you are the player or one of the players with the most Bandits) make you lose 7 points = 1 x 7 Bandits.

Total: 35 points



2-player game



Randomly choose the Lookout for the first round.

Each round:

1. The Lookout chooses 1 of the 4 stacks and takes 3 tiles from that stack without showing them to the other player.
2. The Lookout looks at the 3 tiles — still not showing them to the other player —, chooses 2 and reveals them face Island/Dream up. The third tile is not disclosed and is put face Island/Dream down.
3. The second player chooses 1 of the 3 tiles and adds it to their board.

Note: you can choose the tile face down, but you cannot flip it beforehand.



4. The Lookout chooses 1 of the 2 remaining tiles and adds it to their board.

The last tile is discarded, face Island/Dream up.

A new round starts with the other player becoming the Lookout.



Credits

Game Designers

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How to
Play Video



Dream tiles

For each element shown on your Island, Dream tiles award:



2 points per
Roc Bird



2 points
per Monkey



3 points per
Fennec Fox



4 points
per Camel



5 points
per Elephant



For each column, 2, 6 or
12 points respectively for
1, 2 or 3 different Gems
on that column.



For each line, 2, 5 or
10 points for respectively
1, 2 or 3 different Gems
on that line.



4 points for a single
Magic Lamp
12 points if you have
exactly 2 Magic Lamps



10 points if you have a
single Snake
5 points if you have
exactly 2 Snakes
0 point if you have 3 or
more Snakes



4 points per
Island tile flipped,
Genie face up

