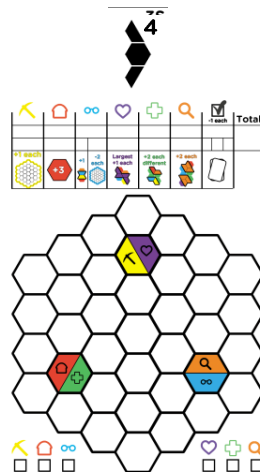
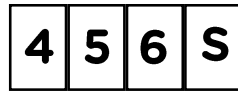


The First Island



The Setup:

- Give each player a game board and either a single writing utensil or 6 different colored ones (red, orange, yellow, green, blue, purple).
- Place 5 six-sided dice (either color-dotted, numbered 1-6 or custom with the tribe symbols on them) in the center of the table.
- Separate the camp cards into 4, 5, 6 and S decks and shuffle them.
- Deal each player 1 card from the 6 deck, face up, and return the rest of that deck to the box.
- Draw 1 card from the S deck and place it face up in the center of the table.
- Place the 4 and 5 decks in the center of the table, face down.

Notes:

For an easier game, remove the 6-point cards from the S deck and play only with the remaining S cards and the 4 deck. Each player is dealt a 4 card during setup, and every time that card is replaced, it is done from the 4 deck.

When playing your first game, you may want to consider playing without the camp cards.

The Gameplay:

In The First Island, you are tasked with creating a map of a newly colonized island, deciding the best locations for each of your society's 6 tribes on the island. You will roll dice representing the 6 tribes and mark the board with some of the tribes that were rolled. Continue until the map is complete, keeping in mind that a camp must contain at least 3 placements to be inhabitable.

For the purpose of these rules, there are three terms you need to know:

Hex: A hex is a single pre-marked hexagon space on the board.

Placement: A placement is the area within a hex that contains a single tribe. When populating the board, hexes will **usually** be split into 2 equal placements.

Camp: A camp is an inhabitable area for a single tribe. A camp consists of **3 or more** contiguous placements, each containing the same tribe.

The Turn:

Each turn, one player will roll all 5 dice. Then each player will separately choose 4 tribes to mark on their board.

Rolling the dice: Players will take turns each round rolling the dice. To start each turn, roll all 5 dice. If 3 or more dice have the same value, you may choose to reroll those dice once, keeping the new value.

Marking the map: Each player will independently choose dice from the 5 that were rolled. The dice a player chooses have no effect on what is available to other players.

- Choose 2 dice to mark in a single hex of the board.
 - If you chose dice showing 2 different tribes, draw a line from any corner of the chosen hex to the opposite corner, creating 2 equal placements. Mark the 2 placements, each with one of the chosen tribes.
 - If you chose 2 dice with the same tribe for this hex, just mark the tribe in the center of the hex. This counts as a single placement.
- Finally, choose 2 tribes from the 3 remaining dice and repeat the process, selecting a hex and marking it.

The Tribe Override:

Along the bottom of the board, there are 6 boxes marked with each of the 6 tribes. On any turn you may choose to use 1 of these. When choosing the tribes to place, you may mark off one of these squares to mark down the coinciding tribe instead of one of the tribes rolled. When using these specials, there will be 2 dice you don't use instead of 1. You may use this special up to 3 times per game. You will lose 1 point at the end of the game for each one used.

The Tribal Requests:

Each tribe has specific ways that they would like to be placed on the island. Placing camps in ways that fulfill these requests will give bonuses. These are marked on the scoring area with a separate scoring space for each. Each one is detailed below:



1. **Scavengers:** Scavengers need to be able to jump to the world below to search. Score 1 point for every scorable Scavenger placement that touches the outside edge of the board.



2. **Builders:** Builders need large spaces to store supplies. Score 3 points for every hex that contains only a large scorable Builder placement.



3. **Scholars:** Scholars depend on the things found by Scavengers, but they do not wish to be so close to the edge. Score 1 point for every scorable Scholar placement that is adjacent to a scorable Scavenger placement. Lose 2 points for every scorable Scholar placement that touches the outside edge of the board.



4. **Matriarchy:** Matriarchy are highly social and family-structured. Score double for your largest Matriarchy camp.



5. **Healers:** Healers need to be set up in convenient places to offer their services to other tribes. Score 2 points for every tribe (other than the Healer tribe) which has a scorable placement that shares a hex with a scorable Healer placement.



6. **Scientists:** Scientists need to perform research on various parts of the island. Score 2 points for every Scientist camp.

The Camp Cards:

Camp cards give bonuses for laying out camps in particular ways. Layouts can be rotated any direction and mirrored, if necessary. Before the dice are rolled each round, each player may score either the card in their hand or the one on the table if they have a camp that is of the correct shape. Draw a line around the camp on your board to indicate that it was used for that card. If there are any additional placements of the same color connected to that camp, they are no longer considered part of that camp, and the camp cannot be extended. Immediately score the points shown at the top of the card. At this point, if any player has scored their third camp, the game ends immediately.

- If you completed the card from your hand, discard that card to the bottom of the deck and draw the top 2 cards from the next-lower deck (example: If you completed a 6, draw from 5). Choose one of the cards drawn and place it in front of you, face up. Discard the other card.
- If you completed the S card, discard it to the bottom of the deck and draw a new card to replace it from the S deck. The S cards may be completed by more than 1 player at the same time. If so, make sure all players who wish to have scored for it before discarding it.

You may also choose, at any time, to skip the camp card in your hand. If so, discard the card and draw from the next-lower deck just as if you were scoring it.

The End:

The game continues until the board is full or any player has completed 3 camp cards. Calculate your scores to determine the winner.

The Score:

Mark off placements that aren't part of a camp to note that they aren't scorable for requests.

Use the score area of the board to calculate your score.

- For each tribe score area, add 1 point for each placement within a completed camp (at least 3 contiguous placements) and subtract 1 point for each placement that is not in a completed camp
- Any tribe that has no completed camps will score -5 points.
- For the tribe requests score area, score according to the rules on the previous page
- For each tribe override used, score -1 point
- Camp cards should have already been scored during the game

Add up all scores in your score area to determine your total. The player with the highest score wins.

The Solo Game:

When playing the game solo, the rules are the same with the following exceptions:

- The game ends after 12 rounds
- You must complete a set number of camp cards
- You must score a set number of points for each tribe (camps - non-camp placements + tribe requests)

Casual:

- Score 3+ points per tribe
- Play with only the 4 deck and the 4-point S cards
- You must complete 3 cards (you may complete and score a 4th, if possible)

Standard:

- Score 6+ points per tribe
- 4, 5, 6 and S decks
- You must complete 4 cards
- You must score at least 100 points

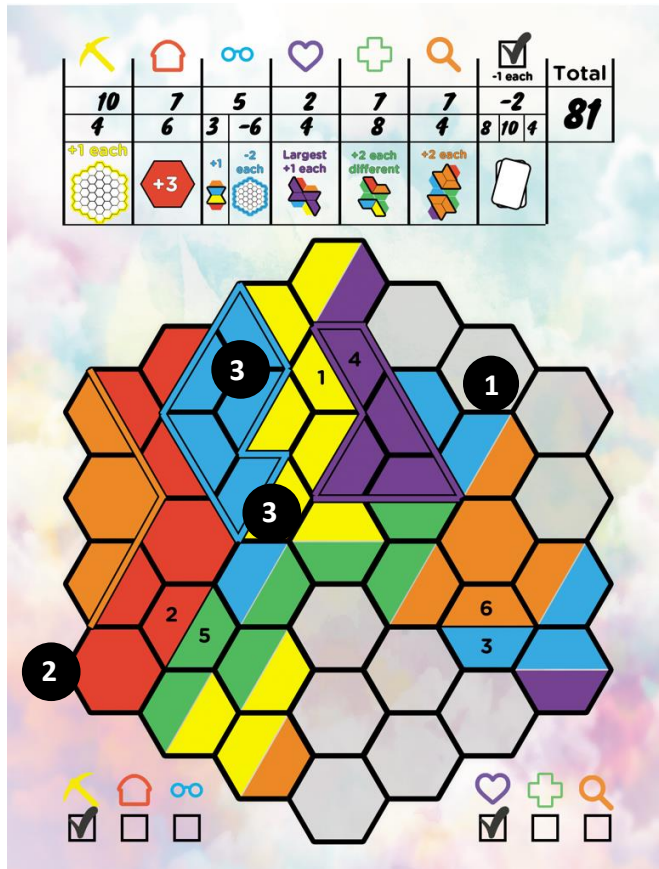
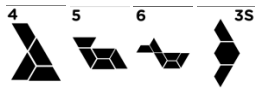
Hard:

- Score 8+ points per tribe
- 4, 5 and 6 decks and a single 5-point S card
- You must complete 4 cards
- You may not use tribe overrides
- You must score at least 110 points

Impossible:

- Score 8+ points per tribe
- Play with only the 6 deck and a single 6-point S card
- You must complete 4 cards
- You may not use tribe overrides
- You must score at least 120 points
- At least 4 of each tribe's points must be for the tribal request (for blue, this is after subtracting any penalty from the bonus)

Scoring Example



I ended my game with the island above.

I have **10** scorable Scavenger(yellow) placements

I have **7** scorable Builder(red) placements

I have 11 Scholar(blue) placements, but only 8 are scorable as areas of 2 or 1 are not large enough for a camp **1**

I score **5** Scholar points (8 – 3)

I have 6 Matriarchy(purple) placements, but only 4 are scorable

I score **2** Matriarchy points

I have **7** scorable Healer(green) placements

I have 9 Scientist(orange) placements, but only 8 are scorable

I Score **7** Scientist points

I have 4 Scavenger placements on the outside of the island, giving me a total of **4** Scavenger bonus points

2 There are 2 hexes which contain a only a Builder placements, giving me **6** Builder bonus points

I have 3 Scholar placements adjacent to Scavenger placements, giving me **3** Scholar bonus points **3**

I have 3 Scholar placements along the edge of the board, giving me **6** Scholar penalty points

My Matriarchy placements are all in a single camp, so my largest camp is 4, giving me **4** Matriarchy bonus points
















Healers share a hex with Matriarchy, Scientists, Builders and Scavengers, giving me **8** Healer bonus points

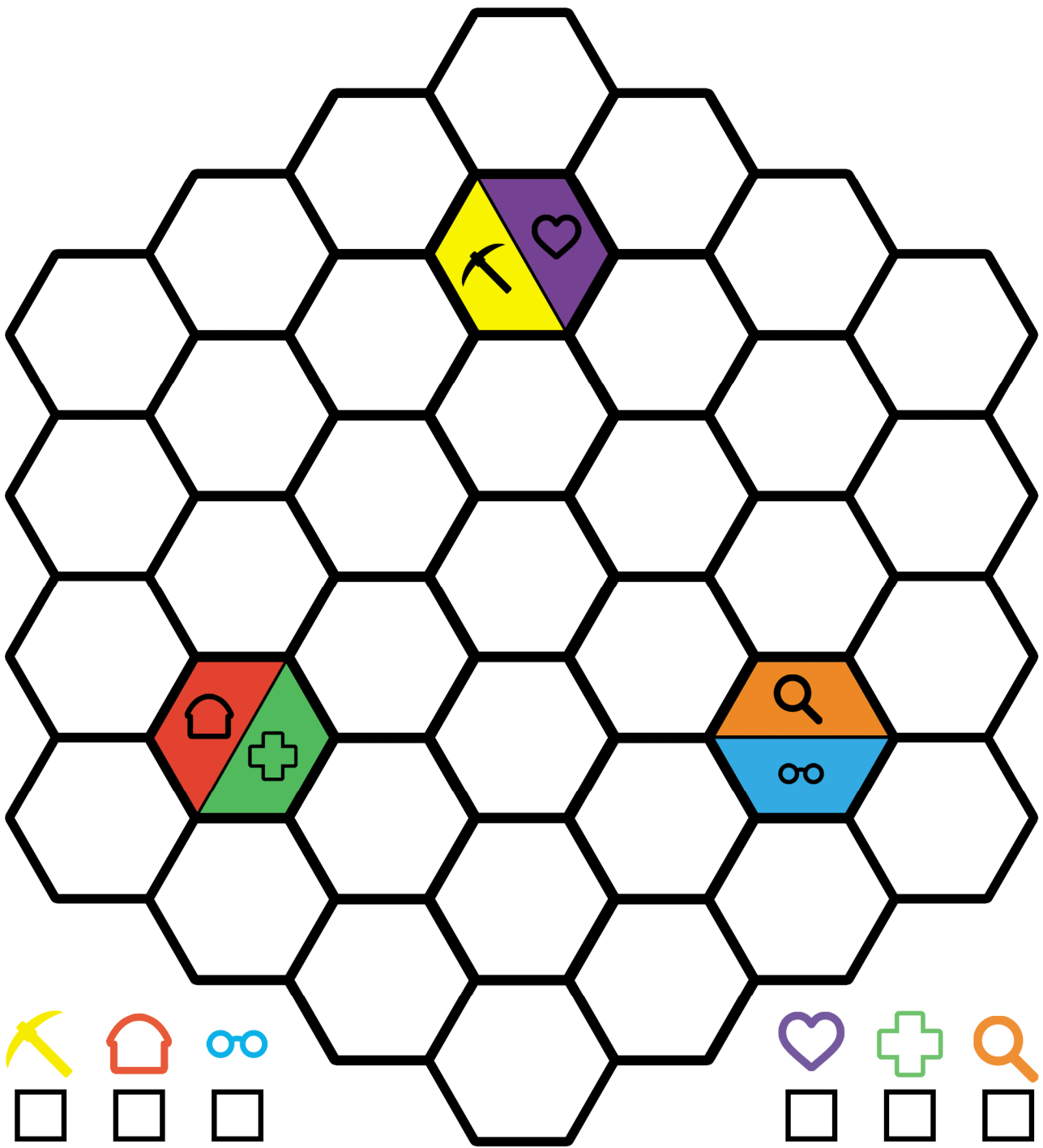
Scientists are split into 2 camps, giving me **4** Scientist bonus points







I used 2 tribe overrides, giving me **-2** points









I completed an 8-point, 10-point and 4-point grid, giving me a total of 22 camp card points

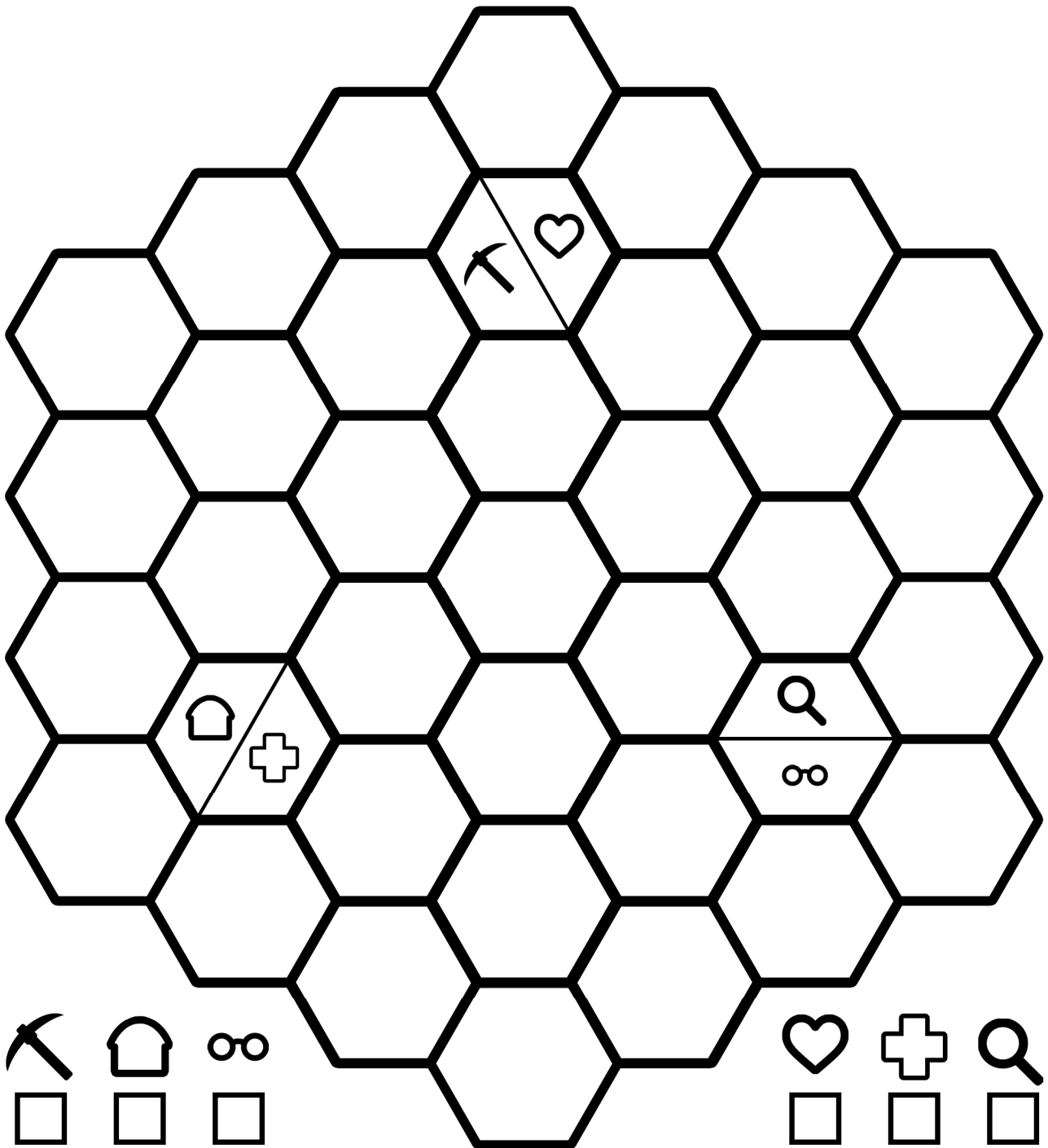
My total score is: **81 points**







						 -1 each	Total
+1 each 		+1 	-2 each 	Largest +1 each 	+2 each different 	+2 each 	











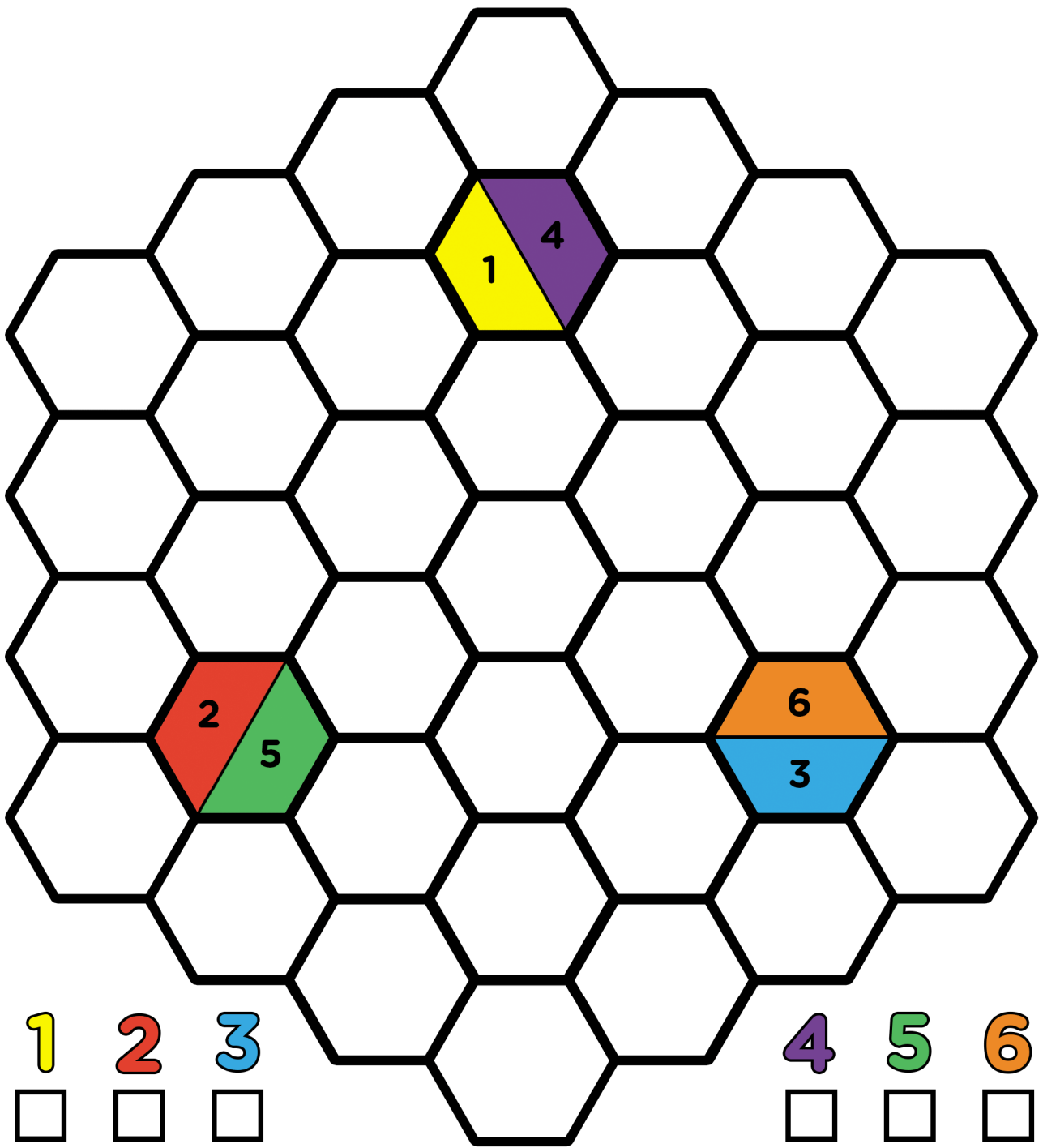
     


						 -1 each	Total
							

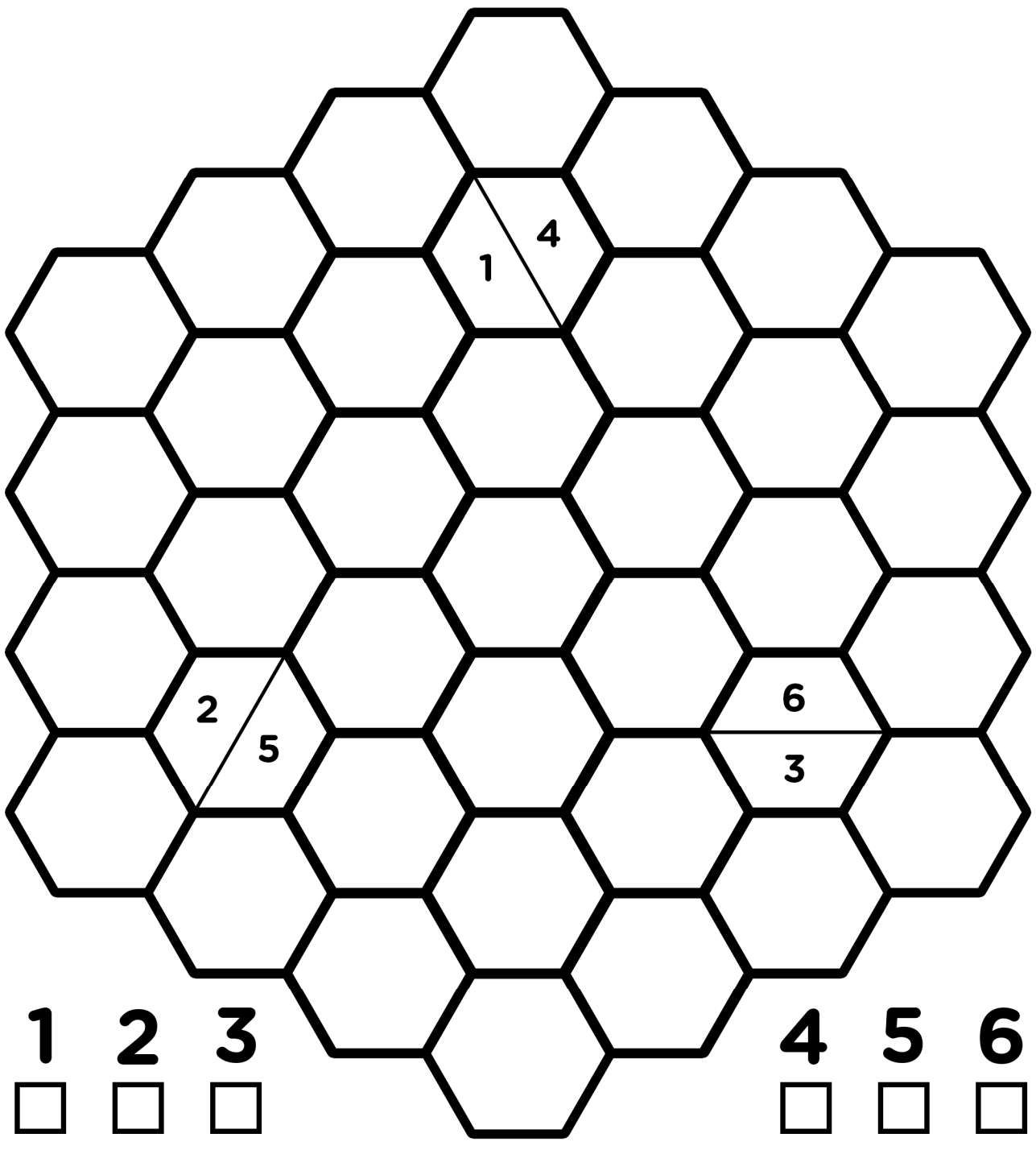


1	2	3	4	5	6	<input checked="" type="checkbox"/> -1 each	Total
+1 each 	+3 	+1  -2 each 	Largest +1 each 	+2 each different 	+2 each 		









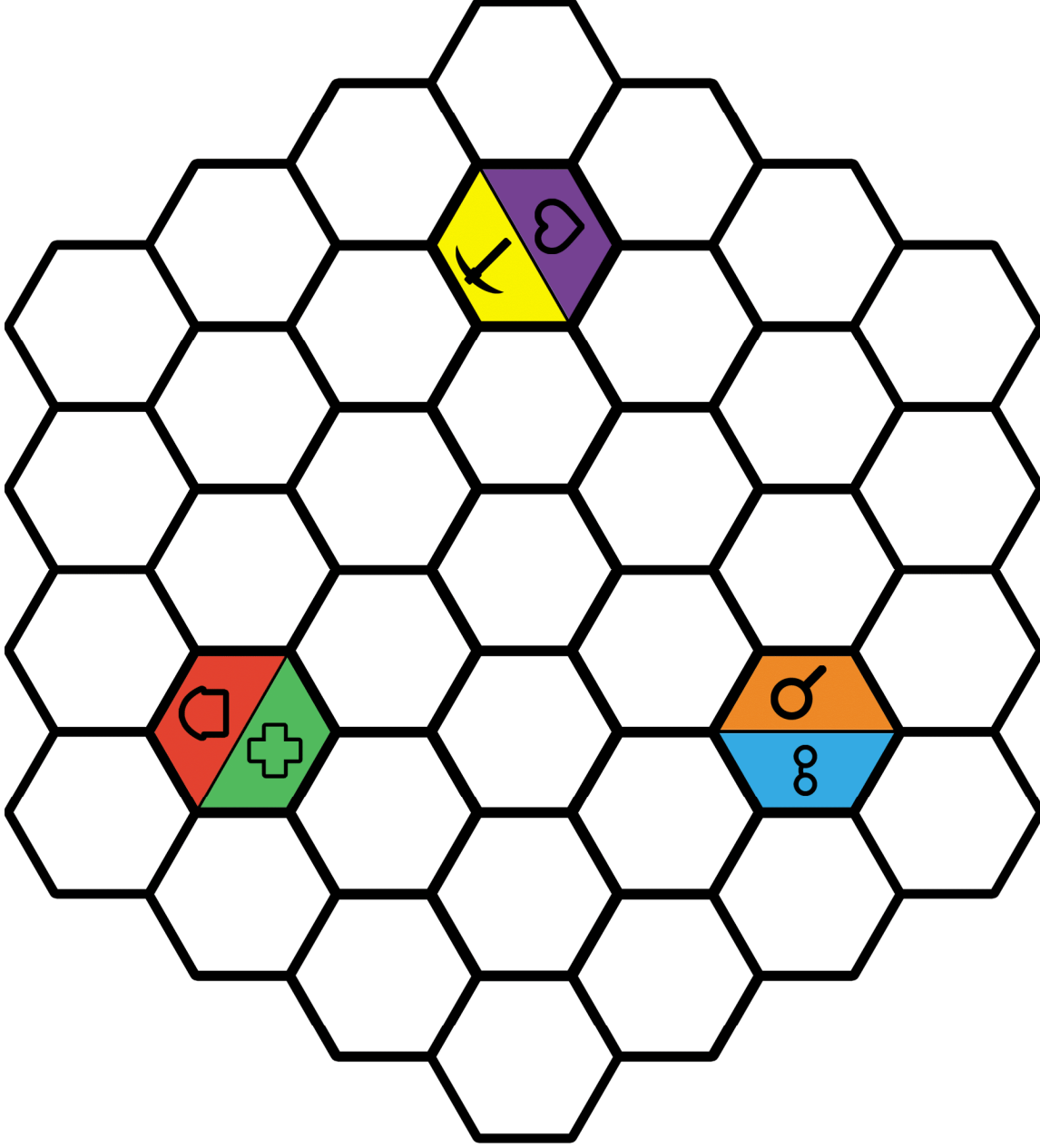
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











Rounds

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12

					
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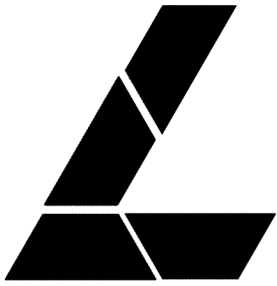
																Total

+1 each
 +3
 +1
 -2 each
 +1 each
 Largest
 +1 each
 +2 different
 +2 each
 -1 each

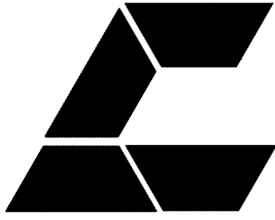
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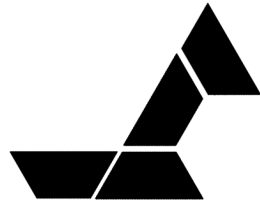
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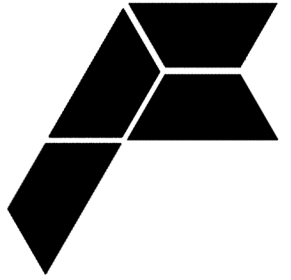
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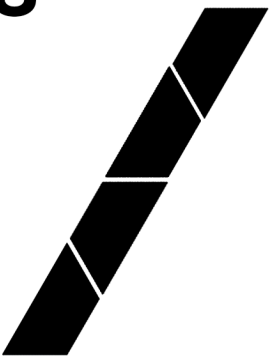
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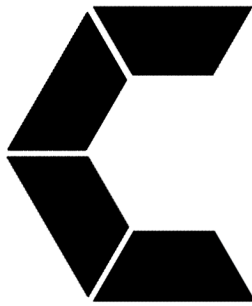
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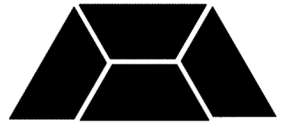
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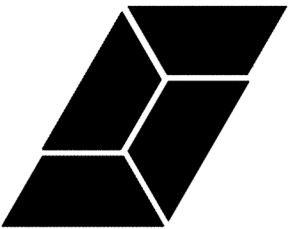
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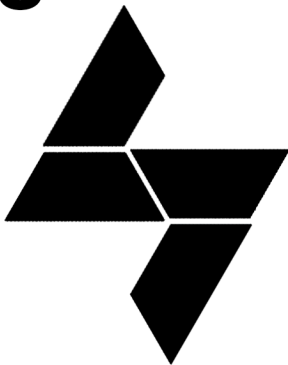
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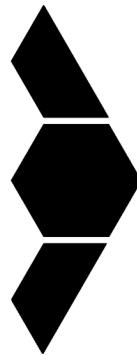
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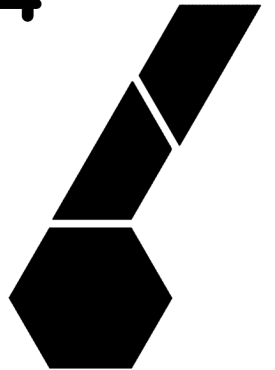
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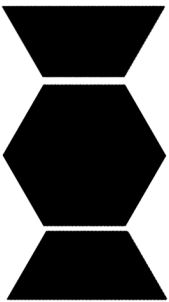
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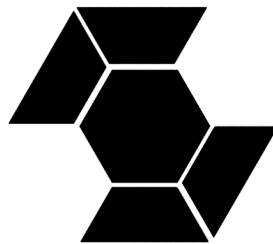
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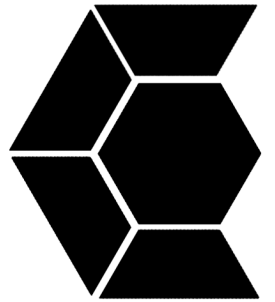
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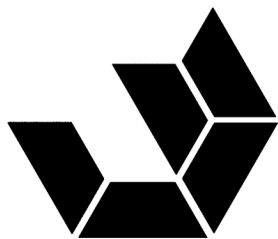
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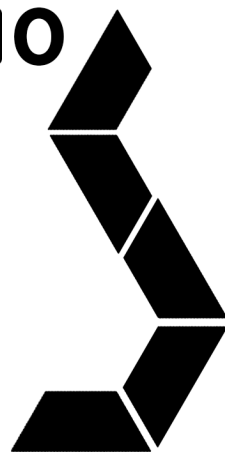
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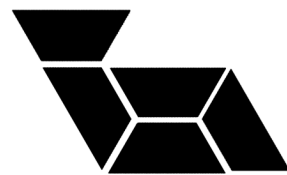
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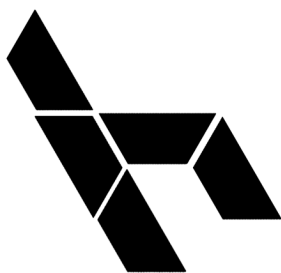
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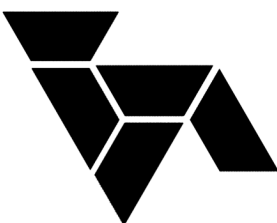
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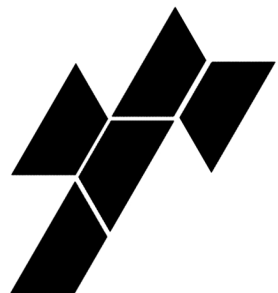
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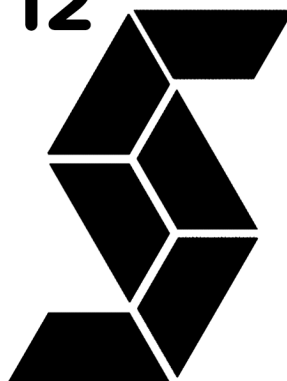
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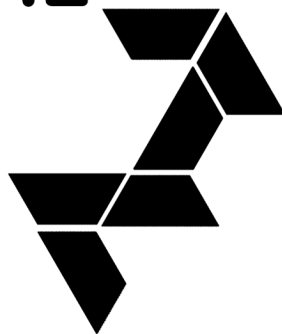
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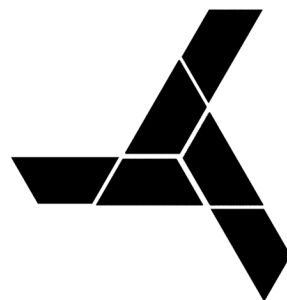
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