



1 - 2



8+



30 - 45

# GRAVITIX GAMES

## Introduction

The ocean is full of little islands that need supply. Use your ship in order to bring them the supply they want, this will gain you the island support and resources that will help you provide resources for the other islands.

The game map is randomly generated every game so a new challenge awaits you every time. The layout of the map can also set the difficulty of the game.

The game can be played with a single player. When played like this it is a puzzle, where the player tries to reach all the islands.

## Components

24 map tiles  
 Per player:  
 32 resource/movement cards  
 12 markers  
 1 ship

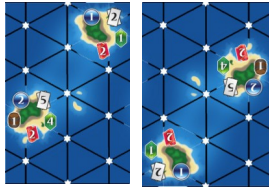
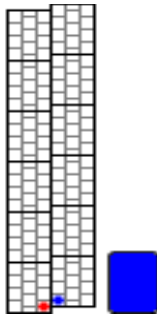
## Setup

Select the set of islands you will be playing with. There are four sets. The island set is marked at the lower right corner of the card by the number of white points:

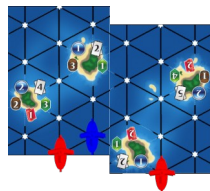


Set 0: Regular set, no special action or scoring.  
 Set 1: Island actions focused on resources management.  
 Set 2: Island actions focused on special abilities.  
 Set 3: Color set collection for scoring at the end of the game.  
 Sets 1 & 2 can be mixed.

The map is created randomly from the 12 map tiles. The map tiles are shuffled and placed face down in a 2 by 6 formation. Note the right column is positioned with a slight shift as shown. Place players decks next to the map.



Each map tile can be placed in one of two orientations. This is set randomly as the tiles are turned face up.  
 The last player who visited an island plays first.



Each player takes their deck, shuffles it and places it face down (in basic mode). Each player takes 8 cards from their deck as their starting hand.  
 Allow the less skilled player start with 1 or 2 more cards. This can help balance the game between the two players.

The ship markers are placed on the map's bottom row. The first player (blue) places their ship in the empty space closest to the center line of the map. The second player places their ship on the next closest position. If more than one position is available the players can choose between them.

## The Island

Upper left number on the island is the number of victory points the player earns at the end of the game for the island. (2)  
 Upper right number is the number of cards the player collects when he supplies the needed resources to the island. (4)  
 The needed resources (rum, fabric, and gems) are shown at the bottom. (2, 1, 3)



## The Card

There are two types of values on the player cards. The sail value of the card and three resources values.

The sail value is the upper number that will appear on every card (next to the picture of the boat). It is the number of movement squares allowed when using this card.

In the lower three numeric sections, up to two resource values may appear. These are the resource values of the card, used to supply resources for the islands.



## A Turn

On their turn the player can either play a card or take cards:

**Play a card:** Select a card from your hand and move your ship along the connected triangles on the map up to the sail value on the card.

Discard the card. Discarded cards are no longer available for the player. You can not move into a partial triangle. You can move into triangle made of two sections..

If a ship lands on an unclaimed island (see claiming below), the player may supply the island with its needed resources by using cards held in their hand.

The resources values appear in the lower part of the card. Each card may have up to two resource values. The players can use as many cards as they need. There is no refund in case the resources provided by the cards exceed the needed resources of the island. The player can not pay partial needed resources at one turn and then complete the demand at another turn. After the player pays the needed resources the player claims the island by placing their token on it, and collects cards as indicated on the island.

**Take Cards:** Instead of playing a card to move the ships, the player can take the top two cards of their the deck.

## Game end

The game ends in one of three cases:

All islands are marked by the players.

Or

When BOTH players have ran out of cards to play. It is possible that one player will run out of cards while the other player continues playing for several turns.

Or

One player finished their 12 markers.












## Scoring

Each player counts the victory points on their claimed islands. If playing with set 3 (color islands) each player score points for sets of islands with the same color:

Islands	1	2	3	4	5	6
Points	1	3	6	10	15	21

The player with most victory points is the winner. In case there is a tie, then the player with more unused cards in their hand and deck is the winner. In case there is still a tie, they share the victory.

### Islands Abilities

	Exchange Resource	When paying resources for the island, one resource paid by one card can be used as any other resource
	-1 Resource	When paying resources, one resource cost one resource less, player choice.
	+2 for each resource	Use 2 resource of each type when supplying resources for an island, BUT lose control of this island
	-1 Resource next island	Next island will need one less resource to supply
	-2 Resource next island	Next island will need two less resource to supply not same type
	+1/-1 Resource	Pay one resource less and one resource more
	Double sail	When leaving the island the sail action enable you to sail twice the distance marked on the card
	-1 card	The other player lose one card from his hand (his choice)
	Swap 2 card	Discard two cards of your choice from your hand and take two cards from the deck
	Wind	Move other player boat 2 spaces in any direction
	Double	Pay twice the resources on the next island and place two control cubes to gain twice the points.

### Variants

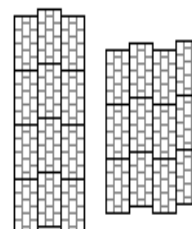
#### One player puzzle mode

Arrange the map as in two players' game. Mix the two decks of cards together and take 15 cards. Place your ship in the starting player position as in the two player game. The goal is to place a marker on every island on the map with the fewest number of played cards.

#### Calm Mode

Map setup:

For harder maps you can start in 4 x 3 or even 3 x 4 formations, keeping the small shift as shown. The less narrower the map the less confrontational the game is since the players ships are less likely to cross each other's path.



#### Hard Mode:

Do not allow "Take Cards" action on players turn. This limits the number of available cards and requires a lot more planning.

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