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Inseln toppen!
Island competition!
The fascinating island game

RULES

Player:	2 - 5
Age:	8 years and older
Playing time:	30 - 40 min.

Game material:

- 128 island cards
- 20 „blind cards"
- 5 folded paper strips with 6 categories
- rules (in German)

(Please download the foreign-language rules on our website: www.dreihasenspiele.de)

Note: Sort out the cover card and the following 5 advertising cards before playing!

GAME IDEA AND GAME TARGET

The game target is to take the most tricks by selecting the island cards skillfully. But taking tricks alone is not enough! If you want to win you have to split the cards of your tricks cleverly to get the most points in the end.

ISLAND CARDS

Important information:

Right at the top of the island cards you will find the corresponding sea. In addition you will see the islands' location (in green) on the world map.

Below the six categories for each island or archipelago are indicated as on the folded paper strips.

CATEGORIES

- ▪ area (indicated in square meters)
- ⛰ highest peak (in meters above sea level)
- 🌡 average annual temperature (in °C, measured in the respective capital respectively the biggest city of the island)
- 🌧 precipitation amount (in millimeters)
- 👥 number of inhabitants
- ▦ Population density (inhabitants per square kilometer)

BLIND CARDS

The blind cards are used to fill in all fields with cards in each round so no gaps remain. By that, the players shouldn't be able to take any advantages when placing the cards. The information on the blind cards will not be used in the course of the game.

Cards for each continent (in the game)

Sea
Island
Principal town | Mountain
National borders

Nord-, Ostsee / North-, Baltic Sea 18

Usedom
Swinemünde | Golm
Staatsgrenzen: 1 – Deutschland, Polen

Worldmap
Section,
Island in green,
Principal town (point)

Categories

▪ Fläche	445
⛰ höchste Erhebung	69
🌡 Temperatur	9,7
🌧 Niederschlag	716
👥 Einwohner	76.500
▦ Bevölkerungsdichte	172

The meaning of the "national borders" is explained on the back side of the rules.

As additional information only you will also find the principal town of the island and the name of the highest mountain below the country name, then the corresponding flag and the English name of the island. This has no influence on the course of the game.

GAME PREPARATION

Each player gets a **folded paper strip** which he places in front of him. Everybody needs enough space for **12 card area fields:**

- 6 cards above the strip
- 6 cards below the strip

All island cards are shuffled well to make a **face down drawing pile.** The blind cards are put next to it as a second pile.

The oldest player deals the cards.

The number of **players** determines how many rounds will be played as well as how many **hand cards** everybody gets per **round**!

2 players	10 island cards + 2 blind cards	6 rounds
3 players	10 island cards + 2 blind cards	4 rounds
4 players	8 island cards + 4 blind cards	4 rounds
5 players	8 island cards + 4 blind cards	3 rounds

Placing of the 12 cards before turning them over. No one knows where the blind cards are placed.

COURSE OF THE GAME

PLACING CARDS

Afterwards all players place their hand cards (island and blind cards) **face down** to the categories on the paper strip

– **the highest value above** the paper strip and
– **the lowest value below** the strip

According to the number of players, a varying number of categories would remain free. The players put their blind cards (also face down and without letting the others know) in these places so no free spaces remain. In this way the other players cannot tell in which categories one hasn't got much to offer.

The challenge is to place your cards skillfully according to the related categories, to "sacrifice" unfavourable cards where needed and to place blind cards unnoticed.

TURNING OVER THE CARDS

As soon as all players have placed their cards they turn over the card of the first category simultaneously – **from left to right, beginning with "Area"** – and always first above, then below the folded paper strip.
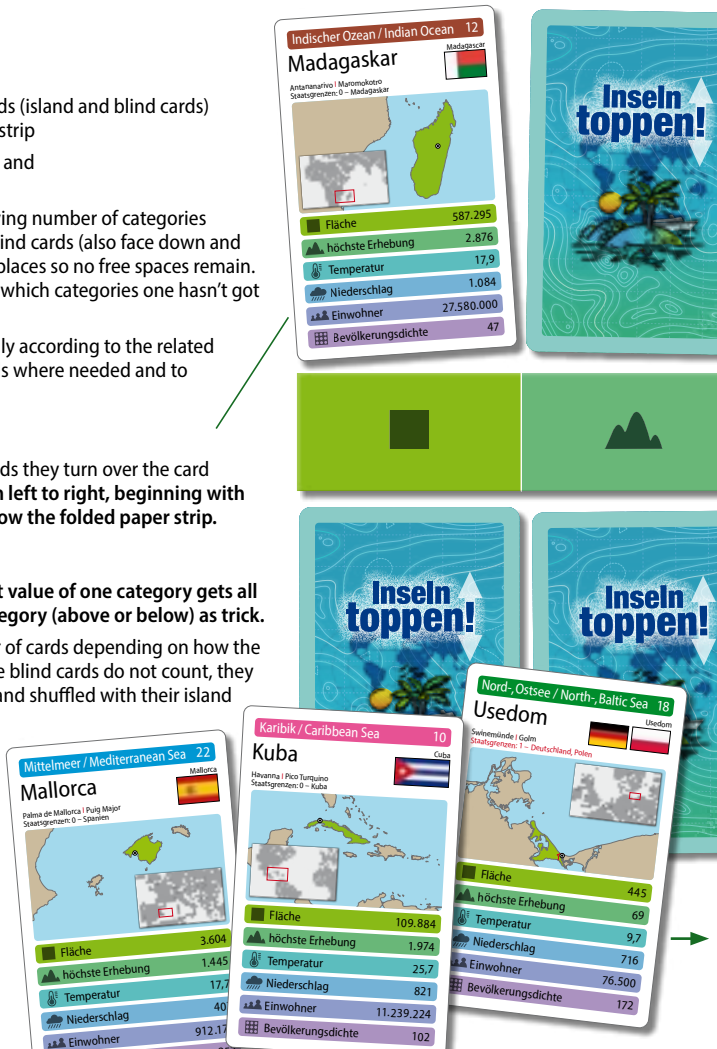
TRICKS

The player who got the highest or lowest value of one category gets all island cards that were placed for this category (above or below) as trick.

Hence, a trick consists of a various number of cards depending on how the players placed their cards on the fields. The blind cards do not count, they are taken back by the players und added and shuffled with their island cards after each round.

Example with 4 players for the area above the paper strip (Area):

Player A's card shows "Mallorca, 3.604 km2", player B's card "Madagaskar, 587.295 km2", player C's card "Kuba, 109.884 km2", player D's "Usedom, 445 km2".

Player B's card is of the highest value. He takes the trick (= all four cards).

Indischer Ozean / Indian Ocean 12

Madagaskar
Antananarivo / Maromokotro
Staatsgrenzen: 0 – Madagaskar

▪ Fläche	587.295
⛰ höchste Erhebung	2.876
🌡 Temperatur	17,9
🌧 Niederschlag	1.084
👥 Einwohner	27.580.000
▦ Bevölkerungsdichte	47

Mittelmeer / Mediterranean Sea 22

Mallorca
Palma de Mallorca / Puig Major
Staatsgrenzen: 0 – Spanien

▪ Fläche	3.604
⛰ höchste Erhebung	1.445
🌡 Temperatur	17,7
🌧 Niederschlag	40
👥 Einwohner	912.17

Karibik / Caribbean Sea 10

Kuba
Havanna / Pico Turquino
Staatsgrenzen: 0 – Kuba

▪ Fläche	109.884
⛰ höchste Erhebung	1.974
🌡 Temperatur	25,7
🌧 Niederschlag	821
👥 Einwohner	11.239.224
▦ Bevölkerungsdichte	102

Nord-, Ostsee / North-, Baltic Sea 18

Usedom
Swinemünde | Golm
Staatsgrenzen: 1 – Deutschland, Polen

▪ Fläche	445
⛰ höchste Erhebung	69
🌡 Temperatur	9,7
🌧 Niederschlag	716
👥 Einwohner	76.500
▦ Bevölkerungsdichte	172

SPLITTING THE TRICKS

If a trick consists of two or more Island cards it needs to be split.
To do this each player builds one face down pile and for each sea one face up pile (see **SCORING**).

face down pile

Lampedusa

Hispaniola

Island

Teneriffa

Sri Lanka

Gotland

face up pile for each sea

Each player needs space for a maximum of 9 piles.

• At least one card of a trick will be placed on the face down pile.
• At least one card of a trick will be placed on a corresponding face up sea pile.

It is the player's choice how he splits the rest of the cards of one trick, if applicable, on his piles. Which piles he chooses depends on the course of the game and the tactics.

If a trick exceptionally exists of only one card (because all other players played blind cards), the player may choose where he puts this card.

Example (sketch above): Player D has several possibilities to split his trick:

He could put the cards **Island** and **Teneriffa** on the Atlantic pile, **Lampedusa** on the Mediterranean pile and **Sylt** on the face down pile. He could also put **Sylt** on the North and East Sea pile and the remaining 3 cards on the face down pile – or **Island** and **Teneriffa** on the Atlantic pile and the other two cards on the face down pile.

In the rare case of several players having the highest or lowest value of one category each of these players only gets his own island card.

It is their choice where they put it.

In this exceptional case nobody gets the remaining island cards. They are taken out of the game.

"NATIONAL BORDERS"

Only a few islands of the world have **national borders** – for this reason national borders are indicated only on a few cards. If this special field is tagged red and shows a "1", the player who has taken the trick with such a card, may take a face up card from a sea pile from another player of this choice and take it to one of his own piles.

There is even one island card with 2 national borders in the game. Who takes the trick with this card may even take 2 island cards from one or two player(s).

ROUNDS

As soon as the last trick (category lowest value "population density") has been split the **first round ends.**

Now new cards from the face down drawing pile are dealt to the players and placed in the categories on the folded paper strip as before in the first round. Each player shuffles his blind cards again (see GAME PREPARATION, green box)

All further rounds are played like this – the discard piles of the players are filled with more and more cards during the course of the game.

SCORING AND EVALUATION

Scoring is done as follows:

1. Points for face up sea piles

Every player counts his island cards per sea pile in the following order and announces the number:

North-, East Sea, Mediterranean Sea, Atlantic, Caribbean, Indian Ocean, Southeast-Asian Seas, Pacific, Arctic Ocean, Antarctic Ocean

Only the one who has taken the most cards per sea gets points – exactly one point for each island card of the corresponding sea pile.

2. Points for the face down pile

You get one point for each card.

Then the figures for the face up ocean piles and for the face down pile are added up.

Examples:

Player A has 7 face up Pacific cards, player B 6 and player C 2 face up Pacific cards. Player A gets 7 points, players B and C don't get any points.

If several players have the most cards for the same sea the points are split. If needed, whole points will be rounded up (7 : 3 = 2,33 -> 3 P.)

Player A and B both have 7 Pacific cards.
Each one gets 4 points (7 : 2 = 3,5 -> 4 P.).

Players C, D and E each have collected 7 cards for the same sea. Each of them gets 3 points.

WINNER

The winner is the one who has collected the most points after the given rounds!

Whoever has split his tricks cleverly – by keeping an eye on the other players' ocean piles – may win, even though he may not have played the most cards in total.

In case of equal points there will be several winners.

Have fun playing "Island Competition!"

VARIANTS FOR A FASTER GAME:

Simple evaluation:

The game may be played without splitting the tricks. In this case every player collects the cards he has won on a face down pile – and the one with the most cards in the end wins the game.

Game to go:

It is also possible to take only the cards with you to play Island Competition on the road without any additional space requirements in the car, on the train or in the plane.

Please note:

Island card „Alexander Island"

There is only a dash in the cate-gory "population density" on this exceptional card.
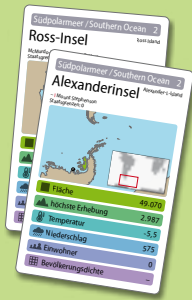
There is no data given as this part of the world is not permanently inhabited. Therefore the card must **not** be placed at the folded strip in this category.

The two Southern Ocean Islands have no flag because they belong to the stateless Antarctic.

The island card "Great Britain" includes only the main island.

The island card "Greenland", "Spitsbergen", "Ross Island" and "Ellesmere Island"

Here the world map differs a bit from the section – this is of no importance!

Island card "Liberty Island"

This island is extraordinary small, that is why it is shown graphically.

This card also has no data given for "population density" and must **not** be placed at the folded strip in this category.

Southeast Asian Seas

We created this term, adding an additional category to group together the many islands in the seas of

Southeast Asia. Some of them are located in the Pacific and/or in the Indian Ocean.

Archipelagos

On some island cards you find archipelagos like "The Seychelles", "Cape Verde Islands", "The Bahamas".

It applies in principle:

Some islands, such as "Greenland", "Iceland", "Tasmania", "Great Britain" and "Tierra del Fuego" are not 100% assignable to a sea, which is why the author has chosen one of the two seas.

Further information:

The figures for area and population were rounded up and down to a few decimal places which may cause slight fluctuations concerning the indication for population density. For very small islands more decimal places are indicated.

Sources:

Information from wikipedia.de, climate-data.org, laenderdaten.de, statista.com, factfish.com, countrymeters.info, lexas.de, umweltbundesamt.de, knoema.de, maps.google.de
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Use this link to see the real size of the countries, which often can't be shown in the right proportion due to the flat display on paper: thetruesize.com

You will find further information around "Island competition" on our website.