

ISLAND SIEGE

2 PLAYERS - 30 MINUTES

OBJECTIVE

Players build shore-side forts to defend their colonists from attack and to score points. Forts allow you to put colonists in play which in turn can safely build ships and buildings which provide abilities and points. Attacking allows you to chip away at your opponent's fort and to gain cubes which are used to build forts of your own. Your goal is to score 20 coins or get all of your colonists in play!

COMPONENTS



18 Colonists
(9 per Player)



9 Black Cubes
9 Gray Cubes
9 White Cubes



2 Fleet Tokens
(1 per Player)



8 "One" Coins
3 "Five" Coins
2 "Ten" Coins



4 Attack Dice

(Leadership, Black, Gray, Gray, White, Target)



2 Imperial Cards
(1 per player)

2 Starting Forts
(1 per player)

18 Fort Cards

6 Ship Cards

12 Building Cards

2 Reference Cards

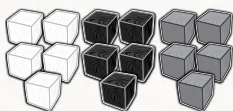
SETTING UP

Place the coins and cubes to the side of the table in the general supply.

Each player takes an imperial card and a starting fort card and places them in front of him.

Shuffle the rest of the fort, ship, and building cards together to form one face down deck.

YELLOW PLAYER



RED PLAYER



Each player places his fleet token and his nine colonists on his imperial card, with three colonists in each section.

Each player places one black, two gray, and one white cube onto the matching flag spaces on his starting fort.

Each player takes one black cube and one white cube into his personal supply.

Each player draws three cards, keeps two for his starting hand, and gives the other to his opponent (at the same time).

Randomly determine the starting player. **The starting player will start the game in the Action Phase.**



PLAYING THE GAME

Players take turns until one player is declared the winner. A player's turn consists of three phases, played in order:

- I. Victory Phase
- II. Colonize Phase
- III. Action Phase (starting player starts in this phase)

I. VICTORY PHASE

During the Victory Phase, the active player checks to see if he won the game. There are two ways to win:

COLONIST VICTORY

If the active player has no colonists on his imperial card at this time, he has successfully colonized the Caribbean and wins the game!

COLONIST VICTORY EXAMPLE:

I have no colonists on my imperial card (all nine are in play on forts, buildings, and ships) during the Victory Phase, so I win!



ECONOMIC VICTORY

If the active player has twenty or more coins **and** has more coins than his opponent, his prosperous colony dominates the New World and he wins the game!

ECONOMIC VICTORY EXAMPLE:

I build a fort which scores me coins. I now have 21 coins. My opponent takes a turn and builds a ship which moves his score to 20 coins. During my next Victory Phase, I will win!



Score piles should always remain available for all players to count.

II. COLONIZE PHASE

During the colonize phase, the active player places one colonist from his imperial card onto *each* of his forts. The colonists must be taken from the **bottom-most** spaces of his imperial card. Each fort has a limited number of spaces where a colonist can be placed — the round spaces at the bottom of the fort card. If there are no empty colonist spaces on a fort, then no new colonists are placed on that fort.

IMPERIAL CARD

The imperial card has three levels. When a level has no colonists on it, that player gains an ability:



If no colonists are on the top level, the player wins during the victory phase.



If no colonists are on the middle level, the player gains one extra die when attacking.



If no colonists are on the bottom level, the player gains one extra re-roll when attacking.

When forts, ships, and building are destroyed, colonists are returned to the imperial card. Similarly, if colonists are removed or destroyed, they are returned to the imperial card. These colonists are filled from the top most level first, no more than three colonists per level.

IMPERIAL CARD EXAMPLE:

After my colonize phase, I have four colonists remaining on my Imperial card. The Imperial card gives me the ability to re-roll one extra time when I attack. Next turn, if one or more colonists move off, I will clear the next level and gain an extra die when attacking.



III. ACTION PHASE

During the action phase, the active player returns his fleet token back to his imperial card and then must do one of the following actions:

- Draw Cards
- Build One Fort, Ship, or Building
- Attack One Fort

➤ DRAW CARDS

The active player draws three cards from the deck, chooses two to add to his hand, and gives the third card to his opponent. If at any time the deck runs out, shuffle the discard pile to create a new deck.



➤ BUILD A FORT

BUILDING: To build a fort, the active player chooses one fort card from his hand and places it next to his other forts (relative position doesn't matter). Each fort has a flag on one of its spaces showing either white, gray, or black. The player then takes one cube from the general supply that matches the color of the flag and places it on that space. Then he places any number and color of cubes from his personal supply onto the other spaces of the fort.

Note: You don't have to fill all of the spaces of a fort and you can even choose to contribute no cubes of your own. Each space can hold one cube.

Note: If no cubes of the flag color exist in the general supply, then treat that flag space as if it had no flag – you may contribute cubes to it as normal.

SCORING: For each cube used to build the fort from his supply, the active player scores one coin and adds it to his score pile. Players do not score coins for the free flag cubes.



FORT BUILDING EXAMPLE:

I build a fort that has a black flag. I put one free black cube from the general supply on that space.

I add one black, one white, and one gray cube to the fort from my personal supply. I leave one space empty.

I score three coins and put them into my score pile.



Note: Due to attacks, a fort will lose cubes over time. The only way to repair your fort is to build buildings or to just start over and build a new one.



➤ BUILD A BUILDING

BUILDING: To build a building, the active player chooses one building card from his hand and places it below one of his forts; that fort must have a number of colonists greater than or equal to the cost on the top left of the building card. The player then moves that many colonists from the fort onto the building.

SCORING: The active player scores a number of coins shown on the bottom of the building card.

REPAIR: In addition, the building allows the player to repair the fort. When built, he takes one cube (of the color shown on the bottom of the card) from the general supply and places it on an empty cube space on that fort. If there are no cubes matching that color, or if there is no empty space, the benefit is forfeited.

Note: A fort may hold any number of buildings. A building stays below the fort until either it or the fort is destroyed.

BUILDING BUILDING EXAMPLE:

I build a building that requires three colonists behind a fort that has three colonists.

I place the building below the fort, move three colonists from that fort onto the building, and score three coins.



In addition, I can add one black cube from the supply onto an empty space on that fort.



➤ BUILD A SHIP

BUILDING: To build a ship, the active player chooses one ship card from his hand and places it next to his imperial card; one of his forts must have a number of colonists greater than or equal to the cost on the top left of the ship card. The player then moves that many colonists from the fort onto the ship.

SCORING: The active player scores a number of coins shown on the bottom of the ship card.

Note: A player may have any number of ships. Ships can be destroyed by using the imperial card ability.

SHIP BUILDING EXAMPLE:

I build a ship that requires three colonists. I have a fort that has four colonists.


I move three colonists from that fort onto the ship.



I score four coins.





➤ ATTACK A FORT




To attack, the active player places his fleet token in front of one of his opponent's forts and rolls three dice. Then he may re-roll his dice one more time. To re-roll dice, he can choose one or more of any of the dice and re-roll them. Some ships in expansion sets have a  symbol. This allows one extra re-roll during an attack.

Note: The imperial card has a reminder that you roll three dice and have one re-roll.

RESOLVING THE ATTACK






Once the attacking player is done rolling the dice, he sees what damage he has done. Follow these steps in order:


1. LEADERSHIP: The imperial card and some ships have abilities that allow the attacker to use one or more  symbols on his roll to gain the effect to the right of the arrow. These abilities can be used more than once provided the attacker rolls the right amount of .

2. FIRST WAVE: Next, the attacker chooses **one** color amongst his dice to be his attack color. The attack color must appear on at least **one** of the dice and must be either , , or . **All dice of that color must be used in the attack.**

In the event that only  or  symbols are on the dice, it is not necessary to choose an attack color.

The attacking player chooses one cube from the defending fort for each of his dice matching the attack color. The chosen cubes must match the attack color. The chosen cubes are destroyed (returned to the general supply). Defensive Bonuses, which are explained later, can affect how cubes are chosen and destroyed.

3. REINFORCE: The attacking player may add one cube to his supply for each of the remaining dice (of the non-attack color). The cubes must match the color of the remaining dice of , , or . No cubes are gained from  or  dice. If there are not enough cubes in the general supply of a particular color, a player will forfeit those that are missing.

4. SECOND WAVE: If a player chooses to not gain reinforcements, a second wave attack occurs. For each target die , the attacker destroys any one cube in the defending fort.

5. DESTRUCTION: If the fort has no more cubes, the fort is destroyed. First, place the fort in the discard pile, then all of its buildings (in any order chosen by the owner). Then, all colonists from those cards are returned back to that player's imperial card. The active player returns his fleet token to his imperial card.

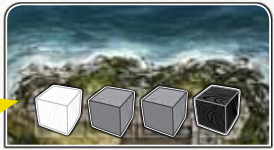


ATTACK RESOLUTION EXAMPLE:



I settle on my roll of this combination of dice:

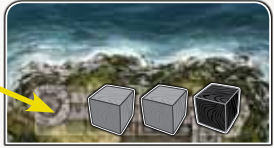


The defending fort looks like this:



I must choose either  or  to be my attack color ( cannot be chosen).


I choose . Because there is one  attack die, one white cube is removed from the fort.



I must now choose whether or not to gain reinforcements. I do and gain one black cube.

Since I gained reinforcements, I cannot perform a second wave. My target dice does nothing for me.






However, had I chosen not to take reinforcements, I could have then destroyed one of the black cubes in the second wave attack using the .

In any case, the fort survives because it still has cubes on it.

OPEN WATERS

In the event that the opponent has no forts that the active player can attack, he may still take an attack action. He just rolls the dice like normal, except only the Leadership and Reinforce steps occur.

OPEN WATERS EXAMPLE:

I am attacking my opponent who has no forts. I roll three dice, then re-roll one of them. My result is   . I take two black and one white from the general supply.






DEFENSIVE BONUSES

There are two ways to make your fort stronger against a **first wave** attack:

CONNECTED CUBES: Cubes that are connected horizontally or vertically to other cubes of the same color are considered connected cubes. Connected cubes cannot be destroyed in a first wave attack unless the number of dice matching the attack color is greater than or equal to the size of the group. Connected cubes can be destroyed in a second wave attack like normal without restriction.


CONNECTED CUBES EXAMPLE:


This fort has two connected black cubes.

If my roll result is    and during the first wave I choose black as my attack color, the first wave attack will fail.

If my roll result is    and during the first wave I choose black as my attack color, I can destroy the two black cubes.



Note: When trying to destroy a chain of four or more connected cubes with only three dice, the first wave attack will always fail to destroy any cubes so the second wave must be used to break up the connections using .

PROTECTED CUBES: A cube that has a cube in front of it in the same “column” is considered a protected cube. Protected cubes cannot be destroyed in a first wave attack. However, they can be destroyed in a second wave attack using .


A cube can be protected even if there are one or more open spaces between the “protector” and itself, just as long as they are in the same column and the “protector” is in front.

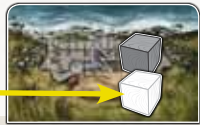
A protected cube may become unprotected during a first wave attack because its “protector” is destroyed. In that case, it becomes vulnerable to being destroyed during that wave.

PROTECTED CUBE EXAMPLE:

This fort has one white cube that is protected.




My roll result is    No matter what I choose for my attack color during the first wave, I won't be able to destroy the white cube.

However, during the second wave, I can choose to destroy the white cube with the .



CONNECTED & PROTECTED EXAMPLE:




This fort has three white cubes that are connected (one of which is also protected).

During a first wave attack, I need to roll    to be able to destroy any of the white cubes. Cubes are destroyed one at a time, so the protected white cube would still be destroyed.

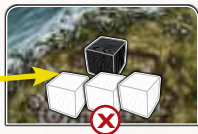


CONNECTED & PROTECTED EXAMPLE:

This fort has three white cubes that are connected (the middle one is also protected).


My roll result is   . During the first wave, I choose white as my attack color. Since I have enough white dice to bypass the connected rule, I am able to destroy the white cubes. However, the black cube prevents me from destroying the middle white cube.


The end result would be **this**:




NO BONUSES EXAMPLE:

None of the cubes in this fort are connected or protected.

My roll result is   .

During a first wave attack, I choose  as my attack color. Both gray cubes are destroyed.

The third  was still part of the attack, but doesn't add any benefit.



Note: Two Island Siege games can be combined to support up to four players. Some of the cards are worded so that they work with more than a single opponent. See apegames.com/siege for multi-player rules.

Design by Dan Manfredini

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Designer Dedication To Oscar, my little bear.

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QUICK REFERENCE

I. VICTORY PHASE

COLONIST VICTORY :



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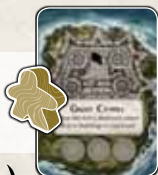
ECONOMIC VICTORY:



and most coins.

II. COLONIZE PHASE

Move one colonist onto each friendly fort.



III. ACTION PHASE (CHOOSE ONE)

DRAW: Draw three cards, then give one to an opponent.

BUILD: Build one fort, building or ship.

ATTACK: Move fleet to fort, roll, and re-roll dice. Resolve attack.

ORDER OF ATTACK

I. LEADERSHIP

Use Leadership abilities.



II. FIRST WAVE

Choose one attack color; destroy fort cubes.



III. REINFORCE

Gain non-attack color cubes.



IV. SECOND WAVE

Destroy 1 fort cube with each red die.

OR



V. DESTRUCTION

Discard fort with no cubes and its buildings.

Return colonists and fleet.

