

ORIGAMI ISLANDS



ages
10+



1-5
players



30
minutes

Welcome to Origami Islands, uncharted and untouched by a tip of a marker pen. Listen to the whisper of paper waves as you paint the islands with the seasons' colors – the scarlet flame of autumn, the lush green of spring and summer, and the winter's blue glow. Choose your islands wisely, make proper bets, find a middle way between speed and quality – and lay your path to victory in this roll-n-write game. Conquer the infinite ocean of Origami islands!

Game Contents

Playing board

240 sheets with islands
(12 varieties of 20 copies each)

6 marker pens (2 sets of 3 colors:
blue, red, and green)

Auction die (numbered 1-6)

Color die (numbered 1-6)

15 coal pit tokens

15 gold mine tokens

15 volcano tokens

100 money tokens
(in 1, 3, 5, and 10 coins)

First player marker

Season marker

2 reference sheets

6 science sheets and 2 "+2" tokens
(to be used in a Science vs. Carrambah
variant only, see p. 15)



Science

You may use each researched Technology once in a round, and you must choose a single researched level when doing so. The levels of each Technology are researched in order, from the first to the third. As soon as you research the first level of a Technology on the left, cross out the corresponding Technology on the right, and vice versa.

Auctions

Use immediately after determining the results of a bidding. Gain:

- 1. 5 coins if you win the bidding with a bid of 6 or less
- 2. 3 coins if you win the bidding with a bid of 7, 8 or 9
- 3. 7 coins if you don't win the bidding with a bid of 9 or more

Re-Color

Use before painting the auctioned shape to alter it:

Expanding

Use each level immediately after researching it, and cross it out after using it according to the usual painting rules using the season color:

- 1. Any 3-square shape on your first island
- 2. Any 5-square shape on your second island
- 3. Any 3-square shape and any 5-square shape on your third island

Economic

Use at the end of the Action step. Gain:

- 1. 3 coins if you have surrounded at least one landmark this round
- 2. 3 coins if you have painted at least 5 squares this round
- 3. 5 coins if you have painted at least 7 squares this round

Re-Roll

Use after any die roll.

- 1. Pay 5 coins to reroll one die
- 2. Pay 5 coins to reroll two dice

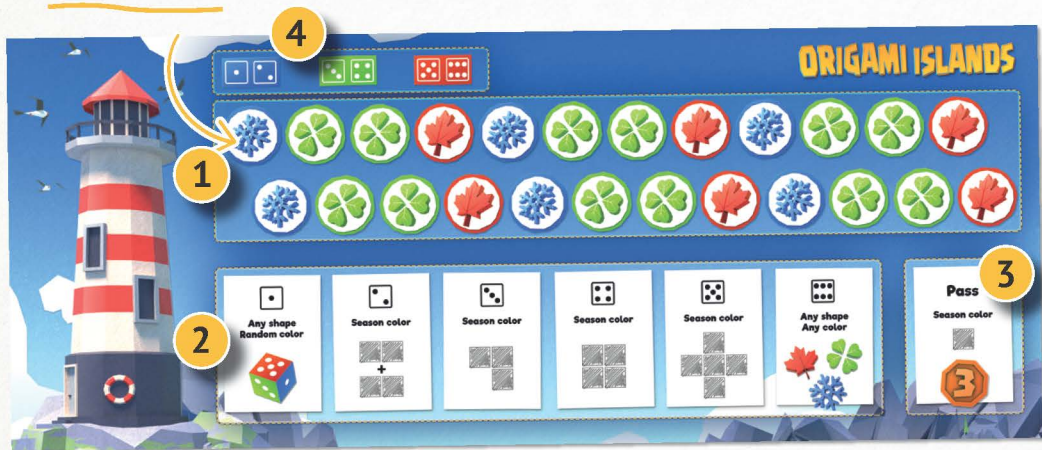
Game Overview

Each player owns four islands that consist of empty squares and different landmarks. Over 24 rounds, players compete to develop their islands as efficiently as possible by painting empty squares, surrounding landmarks and using their abilities. Each round a player is able to paint at least one square – or, if they win the bidding, a shape of several squares. The game is won by the player who gains most victory points from surrounded landmarks and leaves least empty squares.

Note: see page 15 for the single-player rules.

Setup

Place the game board within reach of all players. Place the season marker on the upper left space of the season track. The game board consists of the following:



- 1 Season track.** The season marker moves along this track. Its position indicates the color of current season. When the marker reaches the final space the final round begins.
- 2 Six development cards.** These cards show different shapes to be auctioned off during the Bidding Step.
- 3 Pass card.** Summarizes the actions of the players who pass during the bidding.
- 4 Color reference.** The correspondence between the colors and the sides of the color die.

Each player gets 15 coins (in any tokens). The remaining money, as well as coal pit, gold mine, and volcano tokens, form the common reserve next to the board.

Each player gets three random sheets with islands and keeps two sheets of their choosing. All unused sheets are returned to the box. There are two islands on each sheet. Each island consists of empty squares and landmarks with special abilities described in these rules as well in the reference sheet.

Note: we recommend to use the sheets marked with the Near Islands symbol in your first game.



Place the dice, marker pens and reference sheets within reach of all players. The player who sits closer to the exit takes the first player marker.

Game Round

Each round consists of two steps: the Bidding Step and the Action Step.

Bidding Step

At the beginning of the Bidding Step the first player rolls the auction die and places it on the development card with the corresponding number. This card is auctioned off this round.

Note: cards ##2–5 show the specific shape. Cards #1 and #6 allow the winner to choose any single shape from cards ##2–5.

Then the players, starting from the first player and going clockwise, make their bids trying to win that card. Each player either announces their bid or passes. If a player passes, they cannot bid again this round.

The first bid must be at least equal to the number of the auctioned card. Each next bid must be at least one coin higher than the previous one. A player cannot bid more coins than they have. The players may check their opponents' money at any time. The bidding continues until all players but one pass. That last player to make a bid wins the bidding. If everybody passes, there is no winner. In any case, the Bidding Step is over.

Action Step

During this step the results of the bidding come into effect, and the players are able to paint the squares on their islands. At the beginning of the Action Step the winner of the bidding becomes the new first player and takes the corresponding marker. If there was no winner, the first player keeps their position.

Then each player, starting from the first player and going clockwise, performs all required actions. These actions depend on whether the player has won the bidding or no.

- The winner of the bidding must pay their bid to the common reserve. Then the winner may paint the squares on their island according to the auctioned development card. They may refuse to paint the squares but have to pay their bid anyways.
- The player who has not won the bidding may paint one square on their island with the season color. Then the player gets 3 coins from the common reserve, taking into account all respective bonuses and penalties from their landmarks (see further).

To save time, the players may act simultaneously during this step. But if any player wants to use the volcano's ability (see further), the players should act strictly in turn. This order also matters when playing by the "Catch up and Overtake" rules variant.

When the last player is done with their actions during this step, advance the season marker one space (if it's already on the last space of the top line, move it to the first space of the bottom line of the track). If the marker is already on the last space of the bottom line, the game is over and the players proceed to the Scoring.



Painting Rules

Painting empty squares on your islands is the key to winning the game. Whenever you paint squares you should do it according to the following rules.

- You may only paint empty squares. You can never paint squares with landmarks or previously painted squares.
- When you paint square(s) for the first time in a game, choose one of your islands. You should paint all required squares on the chosen island so that at least one of them is adjacent (horizontally or vertically) to the Regular Harbor on this island (but not a Secret Harbor).



- When you paint square(s) on an island with an already painted square, you should paint all required squares so that at least one of them is adjacent to any already painted square.



Note: after you have started to paint an island you cannot just switch to another one. To gain access to a new island, you need to surround the Lighthouse on your current island. But if you have two or more islands with at least one painted square, you may choose any one of these islands for each of your painting actions.

- When painting a shape, you should paint all its squares in strict accordance to the development card you are using. All squares of a shape are painted at the same time. A shape should not overlap landmarks, previously painted squares or the edges of the island. But the shape can be rotated a half-turn or a quarter-turn.



Note: there are two shapes on the development card #2. These shapes are independent – you may paint them in different places (or even on different islands), you may rotate both, one or none of them. But you must paint both of them, using a single color and according to all painting rules.

- In most cases you paint square(s) the **season color** – the color indicated by the marker on the season track. When you paint square(s) **any color**, you may choose one of the three available colors. When you paint square(s) a **random color**, roll the color die to determine the color (1–2 is for blue, 3–4 is for green, and 5–6 is for red). When you paint a shape, all its squares should be of the same color.

If you are not able or don't want to paint square(s) according to these rules, you should give up this painting action.

Landmarks

Along with empty squares each island contains landmarks – mountains, sea, regular and secret harbors, lighthouses, volcanoes, coal pits, gold mines, groves and temples. Many of these landmarks have their special abilities that trigger as soon as the landmark becomes surrounded. To surround a landmark, you should paint all empty squares around it (the ones that border the landmark horizontally, vertically and diagonally). Other landmarks and the edges of the island make surrounding easier.

- If all painted empty squares around the landmark are of the same color, the landmark is surrounded **with a single color**.
- If at least one of these squares is of a different color, the landmark is surrounded **with different colors**.

When determining whether a landmark is surrounded with different colors or a single one, other surrounding landmarks are not taken into account.

Lighthouse



Surrounded Lighthouse grants you access to a new island. From now on, when you perform any painting action you may choose one of your previously unpainted islands for that action.

- If the Lighthouse that granted you access to the island is surrounded **with a single color**, you should paint at least one square adjacent to the Regular or the Secret Harbor with your first painting action on the island.
- If the Lighthouse that granted you access to the island is surrounded **with different colors**, you should paint at least one square adjacent to the Regular Harbor (but not the Secret one) with your first painting action on the island.

Each surrounded Lighthouse grants access to a single new island.

Note: you don't have to start painting a new island right after you've surrounded the Lighthouse. You may postpone this option or even don't use it at all (e.g. if you wish to minimize your unpainted squares by the end of the game). After you have started your new island you can still paint empty squares on your previous island as well.

Regular Harbor



Secret Harbor



When you perform your first painting action on an island, you have to paint at least one square adjacent to the Harbor (horizontally or vertically). Furthermore, surrounded Harbors grant victory points at the end of the game.

- Each Harbor surrounded **with a single color** is worth 20 VPs.
- Each Harbor surrounded **with different colors** is worth 10 VPs.

Coal Pit



Your surrounded Coal Pits give you the option to paint a square whenever you win the bidding.

- When you surround a Coal Pit **with a single color** take from the reserve a coal pit token and place it in front of you with “any color” side up.
- When you surround a Coal Pit **with different colors** take from the reserve a coal pit token and place it in front of you with “season color” side up.



*Any
color*



*Season
color*

Whenever you win the bidding, you can paint one square for each coal pit token you have. Each token gives you a separate and independent painting action. You may use these actions in any order and you can forfeit any of these. The color depends on the side the token in question is up – “any color” or “season color”. You should use these bonus actions before having chance to paint the auctioned shape (but after paying your bid).

Grove



Right after you have surrounded the Grove choose a development card from the cards ##2–5 and paint the corresponding shape according to the usual rule.

- Is the Grove is surrounded **with a single color**, paint the chosen shape any color you like.
- Is the Grove is surrounded **with different colors**, paint the chosen shape a random color (choose a shape before rolling the color die).

You should use the Grove’s ability as soon as you surround it, right after your current painting action. You cannot postpone this bonus painting action. If you are not able or don’t want to use this ability, it is wasted.

Temple



Surrounded Temples grant victory points at the end of the game.

- Each Temple surrounded **with a single color** is worth 10 VPs.
- Each Temple surrounded **with different colors** is worth 5 VPs.

Volcano



After you pass during the bidding, you gain 1 coin less for each unsurrounded Volcano on each of your islands (except the islands with no painted squares). On the other hand, when you surround a Volcano, you may take the coins from the richest player.

Right after you paint your first square on an island take from the reserve one volcano token for each Volcano on the island. Whenever you should gain coins because you have passed during the bidding, subtract 1 from your total for each volcano token in front of you (to a minimum of 0). You should apply this penalty after adding coins for your Gold Mines.

Right after you have surrounded the Volcano, return one of your volcano tokens to the reserve. Then determine the player with most coins, and take from them a certain amount.

- Is the Volcano is surrounded **with a single color**, take 8 coins from the richest player.
- Is the Volcano is surrounded **with different colors**, take 4 coins from the richest player.

You should use the Volcano's ability as soon as you surround it, right after your current painting action. If you are the richest player, nothing happens. If several players are equally rich, choose one of them. If the richest player has not enough coins, take them all.

Note: if one of the players is about to surround the Volcano, the players should act strictly in turn. The order may affect who will be the richest player by the time the Volcano is surrounded.

Gold Mine



Your surrounded Gold Mines give you bonus coins after you pass during the bidding.

- When you surround a Gold Mine **with a single color** take from the reserve a gold mine token and place it in front of you with “+2” side up.
- When you surround a Gold Mine **with different colors** take from the reserve a gold mine token and place it in front of you with “+1” side up.

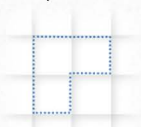
Whenever you should gain coins because you have passed during the bidding, total up the numbers on your gold mine tokens and add this sum to the usual 3 coins. You should apply this bonus before subtracting coins because of your Volcanoes (but after having chance to paint a square).

Sea. Mountains



The squares occupied by the Sea and Mountains have no special qualities. They just make it more difficult to place shapes while helping to surround other landmarks.

Outline

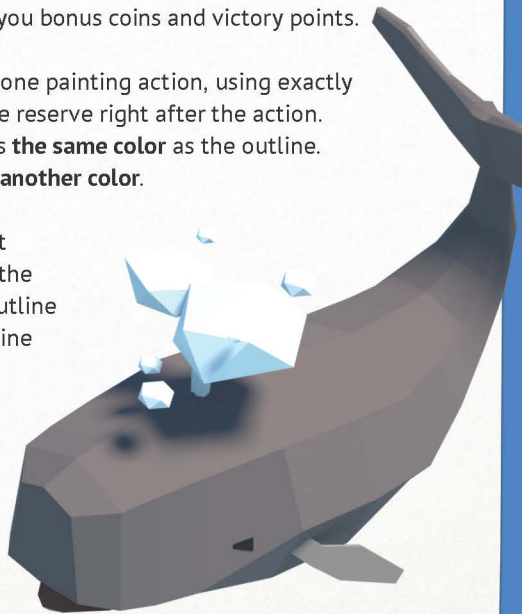


The colored outlines on islands are not landmarks and are painted according to usual rules. At the same time, these outlines may grant you bonus coins and victory points.

If you paint all the squares inside an outline with one painting action, using exactly the same shape as the outline, take coins from the reserve right after the action.

- Take 10 coins if you have painted the squares **the same color** as the outline.
- Take 5 coins if you have painted the squares **another color**.

Note the same amount on a side of the sheet next to the outline. At the end of the game you'll gain the same amount of victory points (10 VPs for each outline filled with the same color and 5 VPs for each outline filled with another color).



Example of a Game Round

Archibald and Beatrice are playing Origami Islands. At the start of an autumn round Archibald has 5 coins, while Beatrice has 9. Archibald is the first player. The Bidding Step begins. Archibald rolls the auction die and gets 2.

Archibald places the die on the development card #2 and decides his bid. He understands that Beatrice has more coins but doesn't want to give up without a flight. He bids 2 coins, the minimum bid for the card #2.

Beatrice doesn't waste time and rises the bid to 5 coins. Archibald cannot bid more, and the Bidding Step is over. The Action Step begins.

Beatrice is the new first player, so she acts first. She pays 5 coins to the reserve. She has a coal pit token that allows to paint one square season color (which is currently red) 1. She uses this bonus action to paint a square next to her Lighthouse red.

Now Beatrice is able to paint the shape depicted on card #2 using season color. The shape consists of two separate halves of 2 squares each. Beatrice paints one of these halves next to her Lighthouse, making it surrounded with red 2. This lets her to get a new island and start painting it from a Regular of a Secret Harbor.

Beatrice takes one of her unpainted islands and paints the second half of the auctioned shape on that new island. She paints two squares next to the Secret Harbor red, placing the shape horizontally (and not vertically, as on her first island) 3. Beatrice's turn is over now.



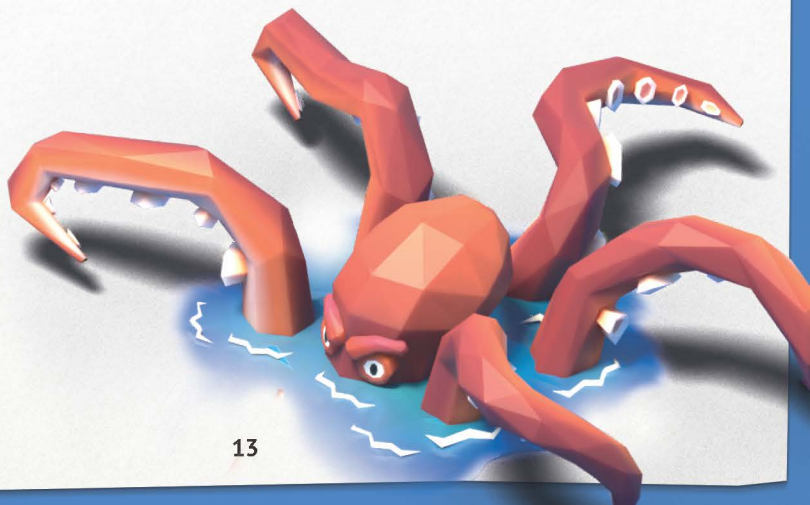
Archibald paints a square on his island red, surrounding a Grove 4. This allows him to choose any one of the development cards 2-5 and paint the corresponding shape on his island a random color (because the Grove is surrounded with different colors).

Archibald chooses the card #3 and rolls the color die. He gets a 1, and it stands for blue. Archibald decides to rotate the shape a quarter-turn and paint it on his other island, surrounding a Volcano 5. Now, when the Volcano is surrounded with different colors, Archibald can take 4 coins from the richest player. But Beatrice has just paid her bid, and now she has less coins, making Archibald the richest player. Archibald takes nothing but returns a volcano token to the reserve and will suffer less penalty.



Then Archibald takes coins from the reserve. The basic income is 3 coins but he has one volcano token and on "+2" gold mine token. Therefore, Archibald gains $3 - 1 + 2 = 4$ coins.

The action step is over. The season marker advances one space and the next round begins.



Game End and Scoring

The game is over at the end of the round when the season marker cannot be advanced because it has already reached the last space of the track. Each player scores their islands:

- the player totals VPs for their surrounded Harbors and Temples;
- the player adds VPs for properly filled outlines;
- the player subtracts 1 VP for each unpainted square on all their islands with at least one painted square.

Note: your unpainted islands don't make you lose points.

The player with the most VPs wins. If several players are tied, the richest among them wins.

“Catch Up And Overtake” Rules Variant

In this variant, players have a limited number of available coal pit and gold mine tokens. During setup, add all money and volcano tokens to the reserve, as usual. Take one more coal pit tokens than the number of players and add to the reserve. Repeat the process with gold mine tokens. For example, there are four coal pit tokens and four gold mine tokens in a 3-player game.

If a player has to take a coal pit or gold mine token, and there is no such token in the reserve, the player takes it from any other player. Bonus coins and bonus painting actions depend on the actual tokens a player has, not on the number of their surrounded Gold Mines and Coal Pits.



Science vs. Carrambah

(variant rules for one brave player)

If you are ready to meet the challenge and harness Origami Islands alone, this rules variant is for you! You will compete with a virtual opponent, the mysterious omnipresent traveler and stock speculator named Carrambah. This variant is played according to the usual rules with the following changes.

Setup

Set the game up as usual, taking your islands and coins. Take one science sheet as well (if you are out of science sheets you may download it from <http://igrology.ru/origami-solo>). Place a “+2” token on the development card #2 and another “+2” token on the development card #6. You are the first player for the entire game.

If you wish, you may select your four islands from all possible sheets, and not three random ones. Try different combinations and find islands that will give you as many victory points as possible!

Bidding Step

Roll the auction die to determine the development card as usual. Then you may bid any amount of coins, but no less than the number of the auctioned card.

If you bid, roll both dice and total the results. If the auctioned card is card #2 or #6, add 2 to this total, as indicated by “+2” tokens. This sum is the Carrambah's bid.

If your bid is higher or equal to that of Carrambah, you win the bidding. If your bid is less, or if you decide not to bid at all, you are considered to pass during the bidding.



Action Step

Depending on the result of the bidding, you get your respective painting actions, pay or gain coins as usual. But if you pass during the bidding, you may choose to forfeit your entire Action Step to research one Technology level, as described further. In this case, you don't paint a square and don't get income (and your gold mine and volcano tokens are not activated neither).

Landmarks

Landmarks' abilities remain the same, with the exception of volcanoes. Because Carrambah is elusive, when you surround a volcano you take 4 or 8 coins from the reserve. Moreover, you gain this money only if you have 10 or less coins – otherwise you are treated as the richest player.

Technologies

There are seven Technologies on your Science sheet. These Technologies help you develop your islands faster and better, earning more victory points. Each Technology has three levels.

If you pass during the bidding (because your bid is less than the Carrambah's or you decide not to bid) you may choose to forfeit your entire Action Step to research one Technology level. If you do, you don't paint a square and don't receive coins.

To research a Technology level, choose one Technology from your Science sheet and mark its lowest level that you have not researched yet. The levels of each Technology are researched in order. You should research the first level before you research the second, and you need to research both before researching the third level.

During any game, you may research levels from no more than four different Technologies. The Expanding Technology is always available, while six other Technologies are grouped in pairs. As soon as you research the first level of any Technology in a pair, cross out its counterpart completely. For example, if you research Re-Color, the Re-Roll Technology becomes unavailable in the same game, and vice versa. Pick the Technologies to research wisely, basing on your strategy and the islands you have.

You may use each researched Technology once in a round. If you have researched several levels of a single Technology choose one of them to use this round. The Expanding Technology is an exception, for you may use each of its levels once in a game, immediately after researching that level.

Expanding

1. Paint any 3-square shape on your first island the season color
2. Paint any 5-square shape on your second island the season color
3. Paint any 3-square shape and any 5-square shape on your third island the season color

You must use each level of this Technology immediately after you research that level. That's why its second (or third) level will give you no benefit while you still have no access to your second (or third) island. You may choose any configuration of a shape but it should be integral and coherent. You should follow all the usual painting rules, and you may give up each painting action, as usual. You may successfully fill an outline with this shape, if you choose exactly the same shape as the outline.

Auctionis

1. Gain 5 coins if you win the bidding with a bid of 6 coins or less
2. Gain 3 coins if you win the bidding with a bid of 7, 8 or 9 coins
3. Gain 7 coins if you *don't win* the bidding with a bid of 9 or more coins

Use this Technology immediately after determining the results of a bidding. If you use the Re-Roll technology to alter Carrambah's bid, you should do this before determining the results, and not after using Auctionis.

As soon as you research the first level of Auctionis, cross out the Economicus Technology completely.



Economicus

1. Gain 3 coins if you have surrounded at least one landmark this round
2. Gain 3 coins if you have painted at least 5 squares this round
3. Gain 5 coins if you have painted at least 7 squares this round

Use this Technology at the end of the Action Step. Choose one of its levels to use depending on the conditions. Coal mines and other Technologies will help you to paint more squares per round.

As soon as you research the first level of Economicus, cross out the Auctionis Technology completely.

Re-Color

1. Pay 3 coins to change the shape's color to green
2. Pay 5 coins to change the shape's color to any color
3. Change the shape's color to a random one (roll the color die) to gain 5 coins

Use this Technology only if you win the bidding. It only affects the auctioned shape, but not the shapes you paint because of Landmarks and other Technologies. If you use the third level of this Technology you gain coins even if you decide not to paint the shape.

As soon as you research the first level of Re-Color, cross out the Re-Roll Technology completely.

Re-Roll

1. Pay 3 coins to reroll one die
2. Pay 3 coins to reroll two dice
3. Reroll a die with "6" to gain 7 coins

Use this Technology after any die roll. The rerolled result is final. The second level of this Technology only affects Carrambah's bid, for it is the only two-dice roll in the game.

As soon as you research the first level of Re-Roll, cross out the Re-Color Technology completely.

Transforming

1. Pay 3 coins to change the shape to the shape from card #5
2. Pay 7 coins to change the shape to any of the shapes from cards #2, #3 or #4
3. Change the shape to the shape from a random card (roll the auction die) to gain 5 coins

Use this Technology only if you win the bidding. It only affects the auctioned shape, but not the shapes you paint because of Landmarks and other Technologies. If you use the third level of this Technology you gain coins even if you decide not to paint the shape. The color of the shape is not changed even if you roll the auction die and get 1 or 6.

As soon as you research the first level of Transforming, cross out the Timenautics Technology completely.

Timenautics

1. Skip one round to gain 7 coins
2. Skip two rounds to gain 17 coins
3. Don't advance the season marker if you have won the bidding this round with a bid of exactly 14 coins

Use this Technology at the end of round, when you should advance the season marker. If you use the first or the second level advance the marker one or two spaces more. If the marker has to leave the last space of the track the game is over. Note that this Technology not only gives you money but also allows to adjust the season color.

As soon as you research the first level of Timenautics, cross out the Transforming Technology completely.

Game End

Score victory points as usual. Note your score any try to beat it next time. Use the following table to evaluate your success level.

300+ VPs	The Creator
250–299 VPs	The Founder
200–249 VPs	The Architect
150–199 VPs	The Builder
100–149 VPs	The Master
75–99 VPs	The Apprentice

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