



Forever Island: The Rulebook

In the distant future, a nuclear volcano has emerged from the sea covering what was long ago known as Florida. It is here that the last remaining humans, reduced to Stone Age technology, survive on a diet of mutant wildlife and radioactive coconuts. Do you have what it takes to unite them under your leadership, or will human ambition lead once again to environmental collapse? Manage your resources and alliances to expand your power, but beware volcanic eruptions, betrayal, and the ecological limits of the islands on which you depend.

Forever Island is a turn-based competitive strategy game played with 2 to 6 players. Players collect resources to expand their tribe through building, traveling, trading, raiding, and taxing, while being careful not to over-exploit nature. Forever Island can be played either in teams or individually. Play time can range from as little as 30 minutes with 2 players to as much as 2 hours with 6.

Welcome to Forever Island!

Your objective: become the Supreme Leader of post-apocalyptic Florida by erecting and controlling the mysterious Totems, relics of a long forgotten civilization. Failing that, it is enough to simply be the last survivor.

This booklet contains all the rules you need to know. For a video walkthrough and detailed clarifications, please visit foreverislandboardgame.com.

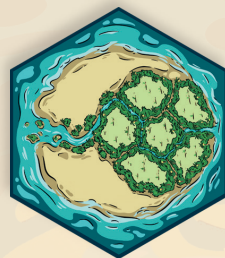
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Components



2 Hog Island Tiles



2 Log Island Tiles



2 Frog Island Tiles



1 Volcano Tile



48 Huts (8 of each color)



5 Totems



29 Hog Resource Tokens



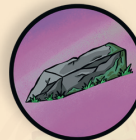
29 Log Resource Tokens



29 Frog Resource Tokens



7 Spear Tokens



5 Totem Tokens



1 Volcano Token



60 Canoes (10 of each color)



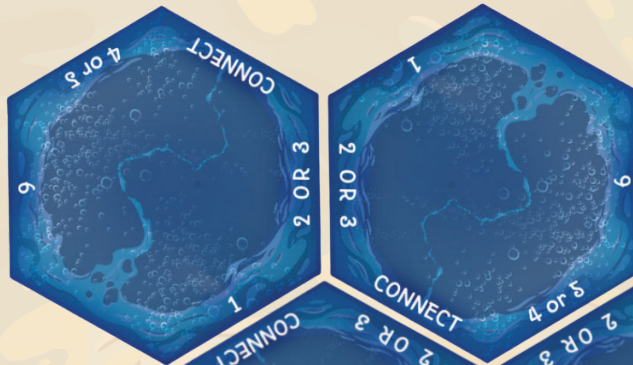
1 Die

Setting Up the Board: Tile Placement

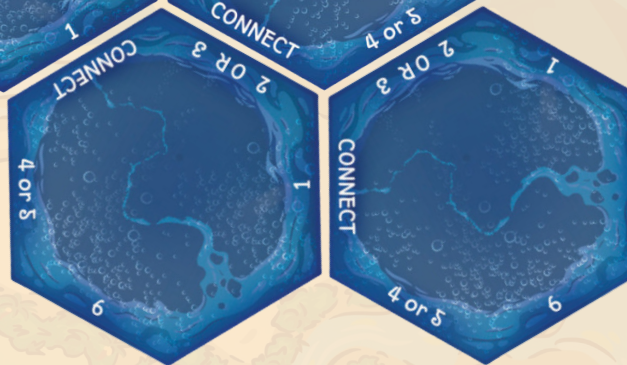
To begin, turn the seven island tiles upside-down and shuffle them. Place the first island tile upside-down on the table. Roll the die. Place the second island tile on the table, connecting the side of the second tile which says 'Connect' to the side of the first tile which displays whatever number was rolled. Roll the die again. Place the third tile on the table, connecting the side of the third tile which says 'Connect' to the side of the second tile which displays whatever number was rolled.

If a number is rolled for a side which already has a tile connected to it, re-roll until a free side's number is rolled. Continue this process, rolling the die to determine how new tiles are placed, until all seven tiles have been placed. Then, flip the tiles over.

Step 1:
Place the
first tile



Step 2: A
'1' is rolled
and the
2nd tile is
placed



Step 3: A
'2' is rolled
and the 3rd
tile is
placed



Step 4: A '5'
is rolled and
the 4th tile
is placed



Continue until all 7 tiles are placed.

Setting Up the Board: Adding Tokens

Each island has two **shores**, separated by a river. Shuffle the 5 purple totem tokens together with the 7 red spear tokens, and then randomly place one on each shore. Add a totem, laying on its side, to each shore with a totem token. Then, remove the spear tokens and totem tokens. Place the volcano token onto the '3' on the volcano tile.

Each island has six resource growing regions. The watery blue islands grow frogs, the grassy green islands grow logs, and the muddy brown islands grow hogs. Dump the resource tokens (the hogs, frogs, and logs) into 3 separate piles. If an island has no totems, add 5 of the appropriate resource tokens to the island. If it has one totem, add four. If it has two totems, add 3.



First Turn: Initial Placement

Each player should choose a colored set of huts and canoes. Roll to determine who will place first. Each player then places one of their huts on a shore of their choice, with turns proceeding to the left. Players may place on the same shore that another player has already placed their hut on. After placing, each player should draw one hog token, one frog token, and one log token from the resource token piles and add them to their hand. The resources in each player's hand should remain visible to all other players throughout the game.

Objective

There are two ways for a player to win:

1. Eliminate all other players, or
2. Control three **standing** Totems simultaneously.

A player is eliminated if all of their Huts and Canoes are destroyed. If a player is eliminated, their turn is skipped for the rest of the game. If all players are eliminated simultaneously, the game ends in a draw.

Totems can be made to stand (see 'Build' section). A player **controls** a standing Totem if they are the only player with huts on the shore of the Totem.

Teams

Forever Island can be played with teams if playing with 4 players (2v2) or 6 players (3v3 or 2v2v2). Teams should be made up so that players on the same team do not take turns one right after the other (in the 2v2v2 version, teammates should be 3 turns apart). The winning conditions above are the same, except that they apply to the team rather than one player.

Gameplay

After the initial placement turn ends, regular gameplay begins. Players continue taking turns in the same order as in the initial placement turn.

Each turn begins by rolling for weather. After rolling for weather, the player whose turn it is may take actions. There are six types of actions: harvest, build, travel, trade, tax, and raid.

Unless otherwise specified, there is no limit on how many times an action can be performed in a turn. Players have complete freedom to repeat actions and to sequence actions in any order they choose. Your turn ends only when you decide to take no more actions and pass the die to the next player.

Definition: The number of resources on an island at any given time is called the island's **fertility**. At the beginning of the game, each island will have a fertility of 3, 4, or 5. As we'll see below, the islands' fertilities will constantly be changing throughout the game. An island's fertility can range from 0 to 6.

Roll for Weather

To begin your turn, roll the die for weather. The roll determines the **intensity** of the weather: the lower the roll, the better the weather. The weather grows one resource on each island whose fertility is equal to or greater than the roll of the die. Therefore, the higher an island's fertility, the more likely it is to grow a resource. The grown resource will be the same type that the island already contains.



In the example, a 4 is rolled. A resource grows on each island whose fertility is 4 or higher. The newly grown resources (indicated with blue plus sign) are added to the regions from the resource piles, increasing their island's fertility by 1.

An island cannot grow more resources once its fertility reaches 6.

If a 6 is rolled, the volcano counter token decreases by 1. After three such rolls, it reaches the eruption icon, and the volcano erupts. The consequences are explained in the 'Eruption' section.

Actions

After rolling for rain, you may take actions.

Harvest

You may collect one resource for each of your huts from the island on which it sits. However, you may not harvest with a hut that you built on the same turn.

In the example to the right, it is Pink's turn, so they may collect two hogs and a frog. Notice that resources are collected directly from the islands rather than the resource piles. Each time a resource is collected, it reduces the fertility of the island from which it is collected by 1. Collected resources are added to the player's hand, which can then be spent in other actions. Spent resource tokens are returned to the appropriate resource pile.



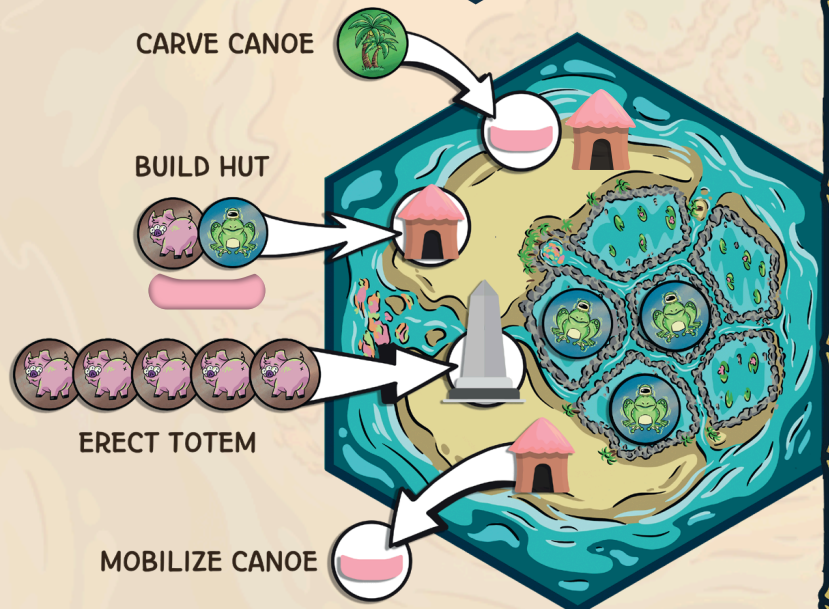
Build

Carve: You may spend one log to build a canoe on any shore where you have at least one hut.

Settle: You may spend one hog and one frog to transform a canoe on any shore into a hut on that same shore.

Erect: You may spend 5 hogs to turn a fallen totem into a standing totem.

Mobilize: You may transform one hut into one canoe on the same shore.



Note: Players are limited to a maximum of 8 huts and 10 canoes on the board.

Travel

It is free to move your canoes between the two shores of the same island. It costs one frog to move one canoe to either shore of an adjacent island (i.e. a bordering island tile). Therefore, it would cost two frogs to send one canoe two islands over, or three frogs to send three canoes one island over.

You may dock your canoes for free in huts on the same shore that are not already occupied by a canoe. You may freely undock your own canoes and eject other player's canoes that are docked in your huts.

Canoes may travel to the Volcano tile, but huts cannot be formed there. Canoes must always come to rest on either one shore of an island or the other; they cannot be in the middle.

Dock

Cost



Free

Trade

If your canoe is docked in another player's hut, you may **double up**: a resource is reaped from the island of the hut and then doubled by taking a matching resource from the resource pile. You take one resource for yourself, while the other is given to the player owning the hut. Both players must agree to the co-op in order for it to occur. Each island may only be used once per turn to co-op.

Two resources of the same type in your hand may be **converted** into one resource of a different type of your choice.

Exchange: You may give and/or receive resources in hand to and/or from any other willing player.

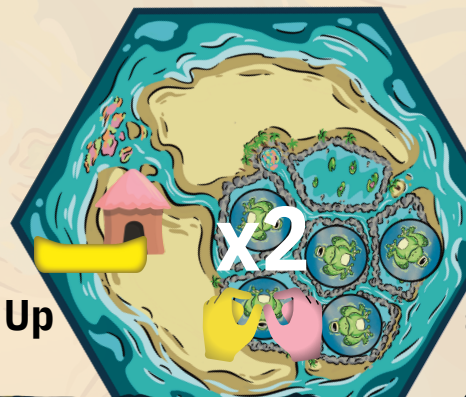
Convert



Exchange



Double Up





Tax

For each standing totem you control (by being the only player with huts on its shore), you may collect one tax per turn. To collect a tax, you collect one resource from *any* inhabited island (any island with at least one hut on it). Thus, taxing can be used to reap from regions upon which your opponents depend. You may tax on the same turn that you obtain control of a standing Totem. In the example totot left, pink collects a log from an island that only Blue inhabits.

If you control a standing totem, you may spend 3 hogs, 3 logs, and 3 frogs to **extend** the totem by placing a purple totem token beneath the standing totem. For each extension you add to a totem you control, you may collect an additional tax per turn. 5 is the maximum number of totem extensions that can be on the board at any time.

Raid

Declaring War: You (the “Raider”) may declare a raid on another player (the “Defender”) on any shore where you both have at least one hut and/or canoe. Raids can only be declared after the first totem has been erected. You may not declare a raid against a player whom you’ve already raided on the same shore on the same turn.

Throwing Spears: The Raider draws one spear token for each of their huts and canoes on that shore, up to a maximum of seven. They then ‘throw spears’ by secretly placing some number of their spear tokens in their fist. The Defender attempts to ‘capture’ by guessing how many spears were thrown.

Aftermath: If they guess incorrectly, the Defender must destroy one of their huts or canoes on that shore for each spear that was thrown. However, if the Defender guesses correctly, the Raider must destroy one of their own huts or canoes on that shore for each spear that they threw.

In the example to the right, Blue raids Pink on the left shore. Blue draws four spears for their four pieces and chooses to throw three. Pink guesses four, so they lose and must destroy up to three of their pieces on that shore.



Eruption

The Volcano erupts every third time that a 6 is rolled, when the counter token reaches the eruption icon.

The eruption

- 1) destroys any undocked canoes and
- 2) reduces the fertility of every island on the board by 1 (one resource should be removed from each island and returned to its resource pile).

After the eruption, the Volcano counter token is returned to the '3', where it will begin counting down again. The player who rolled to create the eruption should then continue their turn as normal by taking actions.



× 3 times



Ecocide

If at any time an island's fertility reaches zero (the last resource on an island is harvested, taxed, or destroyed by the volcano), Ecocide occurs: all huts and canoes on the island are immediately destroyed. Any standing totems on the island are **topped** (laid back down on their side), and, if they had extensions, the totem tokens are discarded. One resource of the appropriate type is then added back to the island to give it a fertility of 1.

Time to play!

That's everything you need to know to play Forever Island. For clarifications and a walkthrough of the game, visit foreverislandthegame.com.

