

DIE INSELN IM NEBEL

A WINDY DISCOVERY GAME
 BY VOLKER SCHÄCHTELE
 FOR 2 TO 4 PLAYERS AGES 10+

GAME IDEA

The players fly with their balloons over the island, exploring its foggy landscape. It is best to try and use the wind's direction to a player's advantage; or alternately, precious energy may be used to steer against the wind. Each player steers his balloon in the wind direction determined by the die - as many spaces as the number on the space on which he stands. The players discover neighboring landscapes by placing landscape tiles from their spyglasses onto adjacent spaces. Thus, these tiles will gradually create the landscape. If the wind does not blow in the desired direction, a player can counteract it by using energy to move in a different direction. Once a player has connected all 6 types of landscapes to the center of the island, the game will end. Each landscape tile that is connected to an identical coast earns victory points. The player with the most victory points wins.

6 Start Tiles
 96 Landscape Tiles
 15 "Wild" Landscape Tiles
 7 City Tiles
 15 Monument Tiles

20 Expansion Tiles for Module 3

7 Clouds

1 Bag

Harbor Board
 (for Modules 2 and 3)

4 Energy Track Boards
 Back side for Module 3

4 Energy Markers

8 Spyglasses for Module 3

4 Balloons

1 Scoring Pad

4 Arrows

1 Bonus Die

1 Direction Die

4 Island Boards

Variant Island
 on back side

Components for Base Game
 Components for Modules 2 and 3

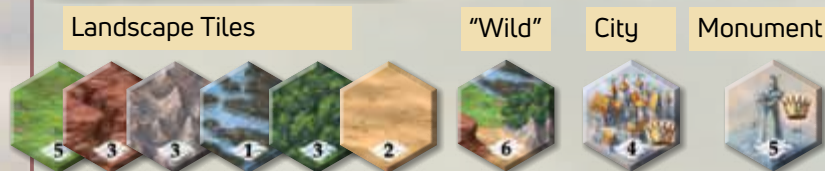
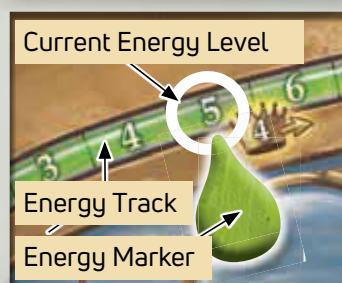
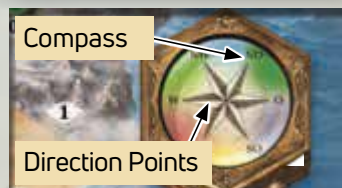
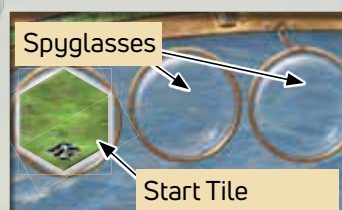
THE MODULES

DIE INSELN IM NEBEL (THE ISLANDS IN THE FOG) is a game in which you have the option to play with two additional modules, changing the basic gameplay.

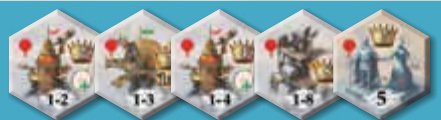
The modules build on each other, as described below:

For your first few games	Module 1	Basic rules, island variant on the back of the Island Boards
Module 1 +	Module 2 (The Harbor)	Additional rules; the Harbor allows the targeted exchange of Landscape Tiles
Module 1 + Module 2 +	Module 3 (The Expansion Tiles)	Further rules; players each have their own set of Expansion Tiles that have their own special rules

This rule book explains the rules for the Base Game (Module 1). The rules for Modules 2 and 3 are explained in the supplement rule book.



Expansion Tiles for Module 3



GAME SETUP

Each player takes an Island Board, with the golden compass side face up (for Module 1) and an Energy Track Board, which is placed above the Island Board, with the gold-colored side face up (for Module 1). In addition, each player receives a random Start Tile (showing a white number on a black background at the bottom) and places it face up on any circular Spyglass space on their Energy Track Board. The remaining Start Tiles are returned to the box. Finally, each player takes 1 Balloon and 1 Arrow in his color, along with 1 Energy Marker.

Each player places their Balloon on any island space adjacent to the Balloon Yard in the center of the island.

The Arrow serves as a Compass Needle. Each player places it on his Compass in any orientation.

The player who was most recently in the air is the starting player, and begins the game with **5 Energy Units** by placing his Energy Marker on the "5" space of the Energy Track. The next player in clockwise order starts with 6 Energy, the third player starts with 7 Energy and the fourth player starts with 8 Energy.



Depending on the number of players, a number of Clouds are placed on the table:

2 Players: 4 Clouds

3 Players: 5 Clouds

4 Players: All 7 Clouds

The Landscape Tiles are placed in the Bag and mixed well. Then, for each Cloud on the table, a random Tile is drawn from the Bag and placed face up on each Cloud.

GAME PLAY

The game plays over several rounds, with each round divided into 6 phases, played in the following order:



Note:

Phase B (Roll Dice) is performed by the **player to the right of the starting player**. Phases C1, C2 and C3 are performed by the starting player first. The next player in clockwise order then performs these 3 phases in a row, and so on.

A



DISTRIBUTE TILES

Start Player

At the beginning of each round (except the first) the starting player draws Landscape Tiles randomly from the Bag and places 1 on each Cloud - even on Clouds that still contain Tiles from previous rounds. Each Cloud may contain a maximum of 3 Tiles, however.



Special case: If a Cloud contains 3 Tiles at the beginning of a round, all Tiles are removed from it and returned to the Bag. 1 new Tile is then drawn from the Bag to be placed on the now-empty Cloud.

B



ROLL DICE

Player to the right of the Starting Player

The player sitting to the right of the starting player rolls both dice.

He may decide for each die whether he wants to roll it again. The second result of any re-rolled die is binding.

The results rolled on the two dice apply to all players!

The Bonus Die is resolved, if necessary, before players proceed to Phase C.

BONUS DIE

The rolled bonus applies to all players. The available bonuses are:



All players gain 1 or 2 Energy and move their Energy Marker 1 or 2 spaces to the right.



All players (beginning with the starting player) may randomly draw a Landscape Tile from the Bag and either place it face up on any circular Spyglass space on their Energy Track Board, or convert it into Energy (see "Take Tiles").



Each player must add 1 to the movement value of their current Island space or Landscape Tile (see "Move Balloon").



In addition to the direction shown on the Direction Die, each player may also move their Balloon in the opposite direction, without having to spend extra Energy. For example, if "NO (NE)" is rolled, players may alternatively move their Balloon to the SW (see "Direction Die").



Each player may change the direction of their Balloon by 60° to the left or right, from the direction shown on the Direction Die, without having to spend extra Energy. This allows the Balloon to be moved off its current space/Tile via an adjacent edge of the hexagon. For example, if "NO (NE)" is rolled, players may alternatively move their Balloon to the N or O (E) (see "Direction Die").

DIRECTION DIE

The Direction Die specifies the direction in which all players (without extra Energy usage) must move their Balloon this round. For clarity, players should align the Arrow on their Compass with the direction shown on the Die.

The distance players must move in the specified direction depends on the number shown on the space/Tile their Balloon currently stands on (see "Move Balloon").

The Balloon moves from its current location to the...



Northwest (or up and left)



Southeast (or down and right)



Northeast (or up and right)



East (or right)



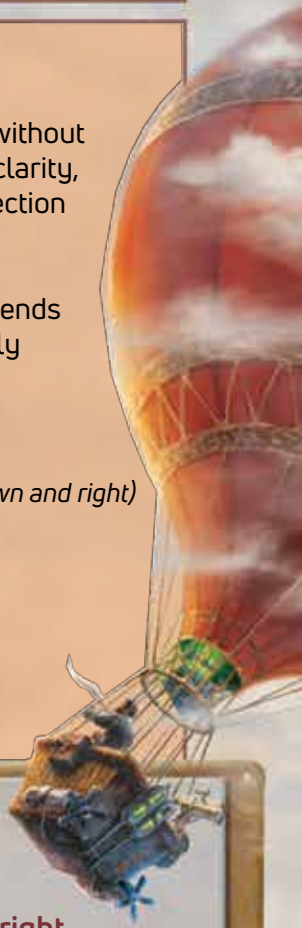
Southwest (or down and left)



West (or left)

Note:

Phase B (Roll Dice) is performed by the **player to the right of the starting player**. Phase C is divided into 3 parts, which each player (beginning with the starting player) performs all in turn, before all players proceed to Phase D.



C1



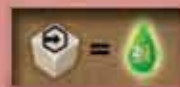
MOVE BALLOON



Beginning with the starting player, each player performs C1, C2 and C3 in turn

Players generally move their Balloon as many spaces in the direction of the Direction Die as shown on the space/Tile on which the Balloon is currently standing. By using Energy, both the Balloon's direction and flight length can be adjusted (see Example 1.)

CHANGING FLIGHT LENGTH



If a player does not want to move the number of spaces specified by the Balloon's current space/Tile, he must pay the difference at the rate of 1 Energy unit per space. The Balloon can be moved either more or less than the number on the space/Tile (see Example 2). On a space/Tile showing a "0", the Balloon cannot be moved at all without the use of Energy.

CHANGING FLIGHT DIRECTION



If a player wants to move the Balloon in a direction other than what is shown on the Direction Die, he must first "decelerate" down to 0 speed (if not already on a "0" space/Tile) by spending Energy. He must then spend another 2 Energy per space that the player wants to move in the new direction. (see Example 3).

A Balloon may move over and/or onto existing Tiles. If a Balloon reaches the edge of the Island during movement, it ends its movement on the coastal space. Any additional movement is lost (exception: when using Module or 3).

Note: Movement is always made in a straight line. Turning while moving is not allowed.

Example 1:
Because the Red player's Balloon stands on a space with a "3" and the Direction Die shows Northeast, he moves the Balloon 3 spaces in this direction.



Example 2: If the Red player only wanted to move 2 spaces instead of 3, he would need to pay 1 Energy to "slow down" his speed to 2.



Example 3: In the same situation, if the Red player wanted to move 1 space to the East instead of 3 spaces to the Northeast, he must first pay 3 Energy to decelerate to a speed of 0, and then pay another 2 Energy to move 1 space in the desired direction (East).



C2



TAKE TILES



After a player has moved his Balloon, he then takes all Landscape Tiles from any 1 Cloud.

The player can then decide, for each taken tile, whether to place it on 1 of his empty Spyglass spaces or to convert it directly to Energy. For every Tile he decides to convert, the player gains as much Energy as the number shown on the bottom of the Tile. The Energy Marker is moved forward on the Energy Track the appropriate number of spaces, and all converted Tiles are returned to the Bag.

Any number of Tiles may be converted into Energy, but a player may only keep as many Tiles as there are empty Spyglass spaces on his Energy

Track Board. If all spaces are occupied, any surplus Tiles must be converted to Energy. If the Energy Marker reaches the end of the Energy Track, any excess Energy is lost.

Note: Once a Tile is placed on a Spyglass space, it can no longer be converted into Energy!



Example: The player chooses a Cloud which contains a 3-value Forest Tile and a 5-value Mountain Tile. He places the Forest Tile on one of his Spyglass spaces. He returns the Mountain Tile to the Bag, and gains 5 Energy by moving his Energy Marker forward 5 spaces on the Energy Track.

C3



PLACE TILES



The player may now select any number of Landscape Tiles from his Spyglass area and place them on empty spaces surrounding the space where his Balloon currently stands. Tiles may be placed on **any** space on the Island (whether it is a Fog space or a space pre-printed with a Landscape), **except** for the space where the Balloon currently stands, the Balloon Yard space and spaces that already contain a Landscape Tile.

After doing this, the next player in clockwise order performs the phases C1, C2 and C3.



Example: *The Red player can place Tiles on spaces A, B and C.*

Spaces D, E and F have already been covered with Landscape Tiles, therefore, no new Tiles may be placed there, even though they are adjacent to the Balloon.

Tiles may not be placed on spaces G and H either, since they are not adjacent to the Balloon's current position.

In addition, a Tile may not be placed on the space where the Balloon currently stands.

Remember:

Tiles may not be placed on the Balloon Yard space, nor may they be placed on a space that already contains a Tile.

SPECIAL ISLAND SPACES



If a Landscape Tile is placed on a space showing a hex with a "?", the player may immediately draw another Tile from the Bag and either place it on one of his Spyglass spaces or convert it to Energy. He may also immediately place the Tile on a space surrounding his Balloon, if possible.



If a player places a Tile on a Volcano space (covering the negative points shown on it), those points will not be subtracted from his score at the end of the game. Other than that, the Volcano space provides no other special actions.



If a player places a Tile on a space showing an Energy Drop, he immediately gains the amount of Energy as shown on the Drop.

D



DETERMINE NEW STARTING PLAYER



All players simultaneously

After all players have explored with their Balloons and possibly placed new Landscape Tiles on their Islands, the starting player for the next round is determined. The player whose Balloon is currently standing on the space/Tile with the highest number on it becomes the starting player for the next round. If there is a tie, the tied player with the least amount of Energy becomes the starting player. If there is still a tie, the new starting player is the tied player who is next in counterclockwise order from the current starting player.

Example: *The Yellow player's Balloon is on a 3-valued space, Green's Balloon is on a 1-valued space, and Blue's Balloon is also on a 3-valued space. Since Blue has less Energy than Yellow, Blue will be the starting player for the next round.*



GAME END

If a player connects all 6 coasts (edges) of his Island to his Balloon Yard with Landscape Tiles **OF ANY KIND**, the current round will be completed and one final round will be played before the game ends.

A coast is considered to be connected to the Balloon Yard if at least one space on that coast has a direct connection to the Balloon Yard via a path of Landscape Tiles (of any kind). A single Landscape Tile can be used for connections to several different coasts. A coastal space must either have no Tile on it (so the original coastal Landscape is displayed) or be covered by a Landscape Tile showing a matching Landscape. For example, if all 4 spaces on a coast are covered with Tiles showing Monuments, Cities, or non-matching Landscapes, that coast is **NOT** connected to the Balloon Yard.

Special Case: Should it happen that there are not enough Landscape Tiles to fill all the Clouds in Phase A, the game ends immediately. Should it ever happen during any other point in the game when a player needs to draw a Tile from the Bag and it is empty, the game ends at the end of the current round. In this case, the player may take a Tile from one of the Clouds.

NOTE:

Cities and Monuments do not count as Landscape Tiles! They interrupt a Landscape and they break the connection between two identical Landscape areas.



Example: Since it is sufficient to have a coast connected to the Balloon Yard through any Landscape types, the Desert and Mountain coasts are considered to be connected to the Balloon Yard (see yellow and gray lines). A second connection to the Mountain coast is not possible however, because the 4-value City Tile and the 5-value Monument Tile are covering the original Mountain coast spaces; there is therefore no other Mountain coast spaces available. In addition, the Forest coast is not connected to the Balloon Yard because the 3-value City Tile breaks the connection between all of the (A) Forest spaces.

In order to connect the Forest coast with the Balloon Yard, any type of Landscape Tile must be placed on either of the spaces marked with a red dotted line. A connection via the neighboring Mountain coast - B with the green dotted line - is also not currently possible because these spaces are not yet covered with any Landscape Tiles.

FINAL SCORING

After all players have finished their final turn, a final scoring takes place, by entering all points on the Scoring Pad.

Landscape Tiles

First, the 6 different Landscape types are scored. All Landscape Tiles that are connected to the matching Landscape coastline via matching Landscape Tiles (or "Wild" Landscape Tiles) earn **2 victory points per Tile**. However, only placed Landscape Tiles are counted for this scoring, NOT the pre-printed coastal Landscape spaces. The Balloon Yard does not itself score, nor does it extend any Landscape types. If there are several separate, non-connected Landscapes that are each connected to the same coast, they are all scored.



Example: The Forest Tile (A) is adjacent to a "Wild" Tile which itself is adjacent to the Forest coast, and thus earns 2 victory points. The "Wild" Tile earns 1 victory point for the Forest connection. The Forest Tile (B) is not connected to the Forest coast due to the adjacent Monument Tile breaking the connection; it therefore earns no victory points. The Forest Tile (C) is also not connected to the Forest coast due to the adjacent Swamp Tile breaking its connection. The Forest therefore earns 3 victory points in total.



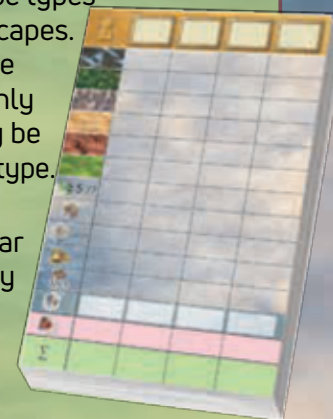
The "Wild" Landscape Tiles show all 6 Landscape types and therefore may be used to connect all Landscapes. A "Wild" Tile may even be used to score multiple Landscape types simultaneously. "Wild" Tiles only score **1 point per connected Landscape**, but may be scored separately for each connected landscape type.

Landscape Tiles do not have to be placed in any particular order or arrangement in order for them to score; it is only important that they are connected to each other via like Landscapes (or "Wild" Tiles) to the matching coast. The numerical values on the Tiles are irrelevant for scoring.

Remember: Cities, Monuments and non-matching Landscape Tiles break the connection of a particular Landscape, so any Landscapes interrupted in this way will not be scored.

When scoring the Swamp, the player earns 2 victory points for each of the two Swamp Tiles, and 1 victory point for the "Wild" Tile, for a total of 5 victory points.

If the player would have placed a Forest Tile on space (D), Forest Tile (C) would now be connected to the Forest coast, and would earn victory points (as would the Tile placed at (D)). Likewise, if a Forest Tile were to be placed on space (E) or (F), Forest Tile (B) would now be connected to the Forest coast, and would earn victory points (as would the Tile placed at (E) or (F)).





Tile Type	Count	Value
Swamp	1	1
Mountain	3	7
Desert	9	8
Coastal	8	4
Grouping (≥ 5 / 3)	6	6
Monument	4	0
City	6	6
Volcano	5	5
Energy Marker	-	-10
Σ		43

Final Scoring Example:
 The player did not place any Swamp Tiles, but he did place 1 "Wild" Tile, so he earns 1 victory point for Swamps. The other Landscape types are also scored according to the rules.
 After scoring all Landscape types, the bonuses for Landscapes are then scored. The player has 2 groupings of at least 5 Tiles: Canyons and Deserts (including "Wild" Tiles - 1 of which counts toward both Landscapes!). He earns 3 points for each grouping. Unfortunately, he cannot score for the Mountains, as he only has 4 contiguous Mountain Tiles; the 5th does not count.
 The other players have all placed more than 2 Monument Tiles, therefore he earns no victory points for his 2 Monuments.
 His Energy Marker (shown below) is to the right of the "6" Crown, but to the left of the "8" Crown. He therefore earns 6 victory points.
 The player did not fulfill the game end bonus condition (all 6 coasts connected to the Balloon Yard) until the final round, so he earns 5 victory points.
 Finally, he checks to see how many Volcano spaces have not been covered with Tiles. He has 3, which means he loses (2 + 3 + 5 =) 10 victory points.

Landscape Bonus



If a player forms a Landscape grouping of 5 or more Tiles of the same type (including "Wild" Tiles, but not the pre-printed coastal spaces), the player earns a bonus of **3 victory points**, at most once per Landscape type.

"Wild" Tiles may count toward multiple types. It is not necessary for the scored Landscape to be connected to its appropriate coast to score the bonus, but it is advisable for the Landscape Tile scoring... Again, a player can only gain one 3-point bonus for each Landscape type.

Cities



The value of a City Tile depends on the number of surrounding Landscape Tiles. Each Landscape Tile (including "Wild" Tiles) adjacent to the City Tile earns **1 victory point**. A Landscape Tile may count toward multiple City Tiles. The pre-printed coastal spaces, as well as Monument Tiles and other City Tiles, do not count toward scoring, only placed Landscape Tiles are counted.

The value of a City Tile depends on the number of surrounding Landscape Tiles. Each Landscape Tile (including "Wild" Tiles) adjacent to the City Tile earns 1 victory point. A Landscape Tile may count toward multiple City Tiles. The pre-printed coastal spaces, as well as Monument Tiles and other City Tiles, do not count toward scoring, only placed Landscape Tiles are counted.

Monuments



Monument Tiles are scored according to majority. The player who has placed the most Monument Tiles on his Island Board is the leader and earns **3 victory points per Monument Tile**.

The player with the second-most Monument Tiles earns **2 victory points per Monument Tile**. The player with the third-most Monument Tiles earns **1 victory point per Monument Tile** and in a 4-player game, the player in fourth place earns **no victory points**. If there is a tie for any position, the players involved all gain the corresponding number of points, and the points for the next place will be skipped.

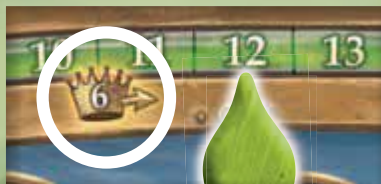
Example: In a 3-player game, the Red and Green players each have 4 Monument Tiles, and Yellow has 2. Since Red and Green are tied for the most Monuments, they each gain 3 victory points for each Monument (4 x 3 = 12 victory points). Yellow earns 1 victory point for each Monument (2 x 1 = 2 victory points).



Energy Track



Players earn points, as shown on the **Crowns**, based on the current position of their Energy Marker.



Example: *The player has 12 Energy at the end of the game. For this he earns 6 victory points.*

Game End Condition



The player(s) who was/were the first to connect all 6 coasts of his Island to his Balloon Yard with any Landscape Tiles earns **10 victory points**. (Remember: City and Monument Tiles break the connection.) Any players who fulfill this condition during the final round earn **5 victory points**.

Volcanoes



The negative points of all uncovered Volcano spaces on a player's Island Board are added together. This sum is **deducted** from the player's victory points.



Example: *At the end of the game, the player has two uncovered Volcano spaces. The player will thus lose (1 + 3 =) 4 victory points.*

The player with the highest total of victory points wins the game. In case of a tie, the tied player with the most remaining Energy is the winner. If there is still a tie, all tied players share the victory.

GAME SUMMARY

- 1 Distribute 1 drawn Tile to each Cloud (Module 2: Also distribute to the Harbor)
- 2 Player to the right of the Starting Player rolls both Dice (may re-roll each once)
- 3 Move Balloons
- 4 Take all Tiles from one Cloud (Exception: Modules 2 and 3)
- 5 Place Tiles
- 6 Determine next Starting Player

Things to remember:

- The starting player is the first player to move his Balloon and take Tiles, but he does not roll the dice; the dice are rolled by the player to the right of the starting player.
- Cities, Monuments and Expansion Tiles break the connection of Landscape Tiles during final scoring and when determining connections to the Balloon Yard.
- In order for the game end to be triggered, at least one player must connect all 6 coasts of his Island with ANY landscape Tiles (including "Wild" Tiles) to his Balloon Yard (or the supply of Landscape Tiles must have run out).
- During the final scoring, each Landscape Tile that is connected to its corresponding coast via matching Landscape Tiles earns victory points; however, the rule of matching landscape Tiles does not apply when determining whether the game end has been triggered.
- A coast cannot be connected to the Balloon Yard if all coastal spaces are covered with non-matching Tiles and the original pre-printed Landscape cannot be seen.
- If a player forms a Landscape grouping of 5 or more Tiles of the same type (including "Wild" Tiles, but not the pre-printed coastal spaces), the player earns a bonus of **3 victory points**, at most once per Landscape type.

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GAMEPLAY
 VIDEO



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DIE INSELN IM NEBEL MODUL 2

2

THE HARBOR



Harbor Office



Harbor, with back side for variant

ADDITIONAL COMPONENTS

1 Harbor Board, 4 Harbor Office Tiles

ADDITIONAL GAME SETUP

The Harbor Board is placed in the center of the table, with the side showing Docks #1-6 face up. 5 randomly drawn Tiles are placed face up on the Harbor spaces. Each player receives a Harbor Office Tile in his color and places it with the Office face up on a Spyglass space of his choice.

CHANGES IN GAMEPLAY

At the beginning of each round (except for the first round), after Tiles have been drawn for the Clouds, 1 additional Tile is drawn from the Bag and placed on the Harbor Board. The number of Tiles allowed on the Harbor Board is limited to 11. If all 11 spaces are occupied, the starting player exchanges the newly-drawn Tile for any Tile of his choice on the Harbor Board, which is returned to the Bag.

As long as a player still has his Harbor Office in his Spyglass and has not yet placed it on his Island Board, any Balloon movement will continue to stop immediately upon reaching the edge (coast) of his Island (and excess movement points will be lost). As soon as a player builds his Harbor Office on his Island, Balloon movement will no longer automatically end at an edge of the Island. If a player's Balloon moves onto a coastal space during movement, or if the Balloon starts its movement from a coastal space and the Direction Die would have the Balloon continue "over the sea", the remaining movement points are continued "in the Harbor", starting at Dock #1 and continuing over the other Docks until movement is complete. Here, too, the player may modify his movement distance by spending Energy.

After a player has moved his Balloon into the Harbor, he does not take any Tiles from Clouds during Phase C2, but instead exchanges any Tile from his Spyglass with those on the Harbor spaces. The exchange ratio depends on which Dock the player's Balloon is in. He places 1 Tile from his Spyglass on the Harbor Board, and take 2, 3 or 4 Tiles from the

Harbor Board according to the exchange ratio on the Dock. If the player does not like any of the Tiles on the Harbor Board, or if the Harbor Board is empty, he may randomly draw Tiles from the Bag instead of taking them from the Harbor Board. He may also alternate between drawing from the Bag and taking Tiles from the Harbor Board in any order. A player may take Tiles of the same Landscape as the one he is exchanging; however, it may not be the exact same Tile(s).

Special Case: If a player without a Tile on his Spyglass moves his Balloon to the Harbor, the special exchange ratio does not apply, and he instead may take 1 Tile from either the Harbor Board or the Bag (without discarding any) no matter which Dock his Balloon is at.

When exchanging Tiles at the harbor, the newly acquired Tiles may be converted to Energy as usual.

When a player's Balloon is at the Harbor, he must move the Balloon off the Harbor and back to the Island on his next turn. When leaving the Harbor, the value shown on the departure Dock indicates how many movement points the Balloon has. The first movement must be to any coastal space on the coast that lies in the direction of the Direction Die. The Balloon must end its movement on the Island (it cannot move back to the Harbor on the same turn). When leaving the Harbor, the player may, as usual, modify his movement distance by spending Energy.

HARBOR VARIANT

On the back side of the Harbor Board, there is an alternate Harbor showing, in addition to Docks #1-6, additional seventh Dock with a question mark. A player who starts his Balloon's movement from this Dock may move his Balloon to any space on his Island Board.



Harbor, variant

GAME RULES FOR EXPANSION MODULES



Example 1:

The Red player's Balloon stands on an Island space adjacent to the Desert coast. The Direction Die shows the direction "SE". Therefore, he moves his Balloon 1 space over land and then 2 additional steps "over the sea" to end on Dock #2. He could have spent Energy to either increase or decrease his movement.



Example 2: Red's Balloon stands on Dock #2, with an exchange ratio of 1:2. He places one of his Tiles from his Spyglass onto the Harbor Board and takes the "Wild" Tile from the Harbor Board and draws one Tile from the Bag, placing them both on his Spyglass.



Example 3: Red's Balloon stands on Dock #2. Since the Direction Die indicates a direction of SW, he must begin this turn's movement on one of the Island coastal spaces indicated by the arrows.

DIE INSELN IM NEBEL MODUL 3

GAME RULES FOR EXPANSION MODULES

3

THE EXPANSION TILES

ADDITIONAL COMPONENTS

20 Expansion Tiles (5 per player color), 8 Spyglasses



ADDITIONAL GAME SETUP

In this module, the Energy Track Boards are placed with the silver side up. Each player takes the 5 Expansion Tiles in his color and places them next to his Island Board. In addition, the Harbor Board is placed in the center of the table, and 5 randomly drawn Tiles are placed face up on the Harbor spaces.



CHANGES IN GAMEPLAY

Each player may - instead of taking all Tiles from one Cloud - activate **one** of his Expansion Tiles and place it on an empty Spyglass space. He may only activate one Expansion Tile per turn, and his Energy Marker must lie to the right of the icon showing the Expansion Tile to be activated. Should the Energy Marker be moved back down the track later in the game, this has no effect on any previously activated Expansion Tiles.

In addition to the displayed victory points, the Expansion Tiles have the following effects:



Lookout

When moving his Balloon and when determining the next starting player, the player may choose this Tile's value (either 1-2 or 1-4). In addition, activating the Lookout immediately unlocks an additional Spyglass space, which may be placed to the left or right of his Energy Track Board. Tiles may now be placed on this extra space. This effect begins as soon as the Lookout is placed on the Island.



Harbor Office

When moving his Balloon and when determining the next starting player, the player may choose this Tile's value (1-3). In addition, activating the Harbor Office allows the player's Balloon to move off the Island coast and onto the Harbor Board instead of automatically stopping at the coast, using movement points as usual (see Module 2). The Harbor can then be used to exchange a player's Spyglass Tile with a Tile or Tiles on the Harbor Board in the indicated ratio.



Wind Machine

When moving his Balloon and when determining the next starting player, the player may choose this Tile's value (1-8).



Monument "Royal Couple"

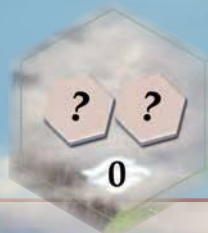
When determining the next starting player, this Tile has a value of 5. If the Tile is placed on the Island, it is counted as 2 individual Monuments in the final scoring for determining Monument majority, and in the calculation of victory points.

Like Cities and Monuments, Expansion Tiles do not connect Landscapes! Expansion Tiles cannot be exchanged at the Harbor. However, when taken, they can be converted into Energy. In this case they are returned to the box (and not to the Bag) and the player may not use their function.

If a player has placed all 5 of his Expansion Tiles on his Island Board, he will earn an additional 5 victory points (in addition to the victory points shown on the Tiles).

BACK SIDE OF THE ISLAND BOARD

To play with this variant, use the side of the Island Board with the silver compass. (With Module 1, the golden side of the Energy Track Board is still used.) On this Island, there are spaces that allow a player to draw 2 Tiles from the Bag, or draw a Tile and gain Energy. Otherwise there are no other changes to the basic rules of Module 1.



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