Last Island

Rules

Overview

Last Island is a cooperative strategy computer-aided board game for 2-6 players, whose mission is to build a sustainable place to live for generations to come. By taking turns in placing structure tiles on the field, players work towards a balance between three sustainability variables: population, environment and production. Too much or too little of any of these will undoubtedly cause the end of civilisation as we know it.

Materials

The key pieces in the game are:
- Structure Tiles:
    - Population (Red)
    - Environment (Green)
    - Production (Blue)
- Quest Cards (Yellow)
- Event Cards (Purple)
- The Last Island app that runs on Microsoft Windows or Apple Mac OSX

Setup

The game should be played on a flat table surface, with the laptop or computer monitor easily visible to all players. To begin:
- Deal one of each colored tile and two quest cards.
- Place the rest of the tiles and quest cards face-down in separate decks so they are easily reachable by all players.
- Start the Last Island app and enter in all player names.

Turn Order

The Last Island app will state whose turn it currently is. After each players turn, the "End Turn" button on the Last Island app should be clicked and the next player will be indicated.

The turns cycle after each round. That is, after every player has had a turn, the player that went first will now go last, the player that went second will now go first, and so forth. This ensures that every player has an opportunity to play the first and last move of the round at least once in the game.

Turn Actions

On each player's turn, they can do TWO (2) actions from the following list:
- Place a tile on the board (see Placing a Tile)
- Draw a new tile from any deck
- Remove a tile from your hand and destroy a tile already placed on the board
- Remove a quest card from your hand and draw a new one.

The same action may be chosen twice.
At any time, players may have between 0 and 5 tiles in hand and must always have 2 quest cards face-up.

Placing Tiles

When a tile is placed on the board, an edge should align with at least one other tile - creating a grid of tiles. When a tile is placed, the corresponding button on the Last Island app should be left-clicked, which will update the underlying model and the graph in the top right. All of a player's actions should be entered into the app before the "End Turn" button is clicked.

Each tile also states what underlying model variables will be affected by placing the tile, by how much, and in which direction. The shade of the tile also indicates whether it is expected to increase or decrease the corresponding aspect (Environment, Population, or Production) - though, due to the complex nature of how these interact with each other, this result is not guaranteed!

When a tile is destroyed, the corresponding button on the Last Island app should be right-clicked

Achieving a Quest Card

If by placing a tile a player achieves one of their own quest cards, they should state that it has been achieved, put it aside to be counted at the end of the game, and draw another quest card. Players CANNOT achieve a quest base upon the actions of another player.

Reading The Last Island App

The Last Island app shows a graph on the top right-hand of the screen which depicts how rapidly Environment, Population, and Production are changing. The graph shows the history of the graph (shaded in grey), as well as a forecast of the result of the current round and the next round if no more changes are made. The graph progresses once after every round, once every player has had a turn. Any tiles that are placed during that round will affect the current and next round forecasts, but the history is set in stone and cannot change.

Random Events

Occasionally, a random event will occur, which will be indicated on the Last Island app. These represent uncontrollable events that will have an impact on the stability of the island. Draw an event card (purple) and follow the instructions to play out the random event.

Lose Conditions

When one of the island's aspects (Environment, Population, or Production) enters the red area of the graph in the Last Island app, it indicates that this aspect is change too dramatically - either it is growing out of control or some cataclysm is reducing it too quickly.

If one of these lines enters the red area on the current round or next round, there is still time to make changes (by placing tiles) to avert catastrophe. However, if at the end of a round, a line is in the red area and in the greyed out history of the graph, the catastrophe has already occurred and the game is lost for all players.

Win Conditions

If no lines on the graph in the Last Island app enter the red zones for 15 rounds, then the group has succeeded in maintaining a stable island for the game. A final group score will be shown indicating how much impact the group has had on the island throughout the game. Each play should then count their points on the quest cards they successfully achieved, with the winning player being the one with the highest point count.