

HAZE



ISLANDS

RULES



1 to 3 Players

20 Min / Player

PLEASE NOMINATE THIS GAME FOR THE
Golden Geek Best Print & Play Board Game
AND HELP MAKE THIS GAME A GREAT GAME.



2

HAZE

1 to 3 Players



20 Min/Player

ISLANDS

Free Print and Play Edition

by Charles Ward

With Artwork by Vicente Sivera Catalá

STORY

You and your band of scallywag pirates are in deep, deep trouble. A strange and ominous creature has been shadowing your ship, growing angrier every day. Is it looking for revenge? Did you take one treasure too many? Your days are numbered. Be damned! Drop sails while the wind is bellowing behind you. Live out the last of your days adventuring and defeat your nemesis to become the most feared pirate of them all.

About the Rulebook

It takes about 40 minutes to read the rules, about 1 minute to set up the game, and about 20 minutes per player to play a game.

This icon "▶" refers to a regular section that will appear further on in the rulebook.

Underlined words, such as attack or sail, are player actions ▶, and have their own section. Bold text is used for subtitles and **key points**.

All sections are in the Index ▶, along with a Quick Start Guide ▶, on page 23.

Boxed text (such as this one) provide tips and help you foresee what might happen.

SUMMARY

Scout and sail out to distant islands. Raid islands or deploy pirates to get your hands on powerful spells, loot and crew. Then, use them to complete tale worthy adventures. Attack your opponents for cards, or attack The Doom to defeat it once and for all. But beware! The Doom grows stronger each round, and attacks the nearest player at the end of each round. Whatever you do... survive for up to 6 rounds.

GOAL

Defeat The Doom or **survive** until the end of the game (a maximum of 6 rounds). The surviving player with the most icons ► on their completed adventure cards wins.

See Game End ► for tie breakers and how a game might end.

TITLES

Surviving players earn titles based on the total number of icons ► they have on their adventure cards.

10+ icons : Captain Daisy

Like a wilting flower, you will soon be forgotten.

15+ icons : Captain Silverbell

What's the worth of being a pirate if you don't take risks.

20+ icons : Captain Black Rose

Respected across the Seven Seas, by all but one.

25+ icons : Captain Corpse

Your name alone casts terror into the eyes of all mortal pirates.

GAME MODES

Friendly

Players can't attack ships.

Competitive

Players may attack ships.

Solo

Defeat The Doom and score 30+ icons.

Cooperative

Survive, defeat The Doom and score 40+ icons, together.

To increase the **game difficulty**, see Titan Mode ► on page 18.

ICONS

There are 9 regular icons (2 crew, 3 spells, and 4 loot) and 1 X icon.



COMPONENTS

1 Handy Dandy Rulebook



3 Player Aid Cards



These cards have no backs

6 Doom Cards



18 Adventure Cards

27 Map Cards
comprised of:

18 Island Cards

6 Dead End Cards

3 Cursed Cards



You will also need:

1 Six-sided Doom Dice

1 Ship Token per player

3 Pirate Tokens per player



CARD ANATOMY

Map Cards

Icon

Diamonds

Raid Number

Skull of Fate

Island

This is the bottom of the card.

Adventure Cards

Double Icons

Adventures

Single Icon

Special Orders

CARD USES

Create a location
with both cards.Scout out new
locations, and sail
away to them.Raid to gather
spells, loot and crew.Spend these, and
pirates you deploy, to
complete adventures.Reveal your fate
and see if it's kind.Cards represent time
and are used in most
actions.Use you hard earned
Special Orders.Track your score in
your Captain's Log.
May the bravest win!

SETUP

Due to the way cards are used, HAZE ISLANDS is best played on a cloth, felt surface, or game mat. Card racks are also recommended.

1. Choose a game mode.

If you are playing a 3 player game with new players, consider a short game ➤.

2. Place the 3 cursed cards and the 6 dead end cards together, facedown, forming the **discard pile**.

Make good progress on the first round before the cursed and dead end cards are added to the deck in the second round.

3. Roll the dice. The player with the highest roll becomes the first player.



*"He caste thre dyse
and on eche dyse was a sise."*

4. Shuffle the remaining 18 map cards and place them by the first player, facedown, forming the first players **map deck**.

5. Each other player takes 1 (one) facedown map card from the first player's map deck, creating their own facedown **map deck**.

6. Shuffle the **adventure deck** and place it, facedown, off to the side.

7. Create a location ➤.

The map deck has 3 of each of the 9 regular icons, in total. At this point, the first player's map deck will have less than 2 of each icon.

8. In turn, take 1 ship token and 3 pirate tokens of the same colour.

9. Place your ship on the island card at the location from step 7.

10. Place your pirate tokens in front of you, this is your **supply**.

11. Place The Doom dice on the island card at the location from step 7. Set the dice to indicate 1.

12. First, flip over some of The Doom cards and shuffle them all. Then, place **The Doom deck**, off to the side, only revealing the top card.



10



SETUP EXAMPLE

This is an example of a 3 player setup on a 2 foot wide table (for scale).

Yob rolled highest and becomes the first player.



5



7

2



6



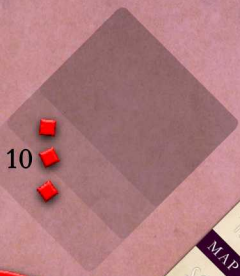
12



7

9

11



10



5



4



10



GAME OVERVIEW

The game consists of rounds. In each round, starting with the first player and continuing clockwise, players use cards to take 1 action ► per turn, or pass. This continues until all the cards have been used or discarded, and the round end ► is resolved. Play another round until the game end ► is triggered.

TURN ORDER

First Player

On your turn, you must take 1 action ► or discard 1 card from your map deck.

As the first player, you may not pass.

* Once your map deck is depleted, you may have to wait for the other player(s) to finish.

Next Player(s)

On your turn you must take 1 action ►, discard 1 card from your map deck, or pass.

At the beginning of the round, or after a long sail, you may have to pass due to a lack of cards.

DISCARD

The cards in your map deck represent time. Each action ► you take will cost you time.

As you use or discard map cards at any time during the game, **discard cards facedown on top of the next player's map deck**, in the order described in the rules.

If you are the **last player**, discard map cards facedown on the discard pile.

In a **solo game**, discard map cards facedown on the discard pile.

Never shuffle your map deck during a round, except after you steal (solo game mode only).

✳ Immediately **discard map cards** from your hand if you have more than 3 cards in your hand.

SHORT GAME

3 Player Game Only

Play 3 rounds instead of 6. The only difference is that The Doom increases by 2, instead of by 1, at each round end ►.



TURN EXAMPLE

The game has just begun and **Yob** goes first.

9



3rd

Bob discards the map card from his map deck to deploy a pirate. Bob places a blue cube on the icon. Pirate deployed!



2nd

Rob now has 2 cards in his map deck. He uses 1 map card and 1 adventure card to scout to create a location ▶.



1st

Yob starts with many map cards. As a raid action, he draws 2 cards, keeps 1, and discards 1.



ACTIONS

Always **state your action** before using cards from your map deck.

You may only take an action **if there are enough cards** in your map deck to take that action.

Don't get stranded! Fan out the cards in any map deck to see how many cards are left.

SCOUT

State which direction you want to scout. Then, **create a location** ► in that direction. Orient the new location so that the **bottom** of the new map card is placed next to your current location. Do not sail to the location on this turn.

You may scout, from your current location, in any direction bearing a **gold triangle**, towards an unexplored location.

You may scout if the adventure deck has not run out.

Withholding cards from other players with the scout or raid action is a mean strategy.

CREATE A LOCATION

Draw 1 card from the adventure deck and 1 card from **your** map deck. Place the map card face up. Place the adventure card, face up, under-neath the map card, showing the **double icon** adventure.

You may create a location if the adventure deck has **not** run out.

Whenever the last adventure card is drawn, immediately increase the Doom dice to 6, the final round.

Once covered, adventure cards **remain covered** until completed, or changed at the round end ►.



SAIL

Without looking at the other side, discard 1 card from your map deck for every diamond between your current location and an adjacent location. Then, **move your ship to that location**.

You may sail in any direction bearing only **gold diamonds**, to an orthogonally adjacent location.

Orthogonally adjacent means **next to** but **not diagonally** next to.



There are 2 diamonds between these locations. Discard 2 cards to sail across.

CURSED & DEAD END CARDS

11

Cursed and Dead End cards represent the open sea with no islands in sight. They are added to the map deck in the 2nd round.

While at cursed or dead end locations, you may **not raid**, **steal**, or **deploy** pirates, and you may **not scout** or **sail** towards the red diamond part. The Doom, however, may move through these red and gold diamonds as normal.



Y Without the right icons needed to complete the adventure or to attack The Doom, Yob's **only** option is to sail back East.

R The Doom is 3 diamonds away from Rob.

B Bob is 6 diamonds away from The Doom, but The Doom is 2 diamonds away from Bob.

12

Steal

Deploy

Raid



RAID

Draw cards from your map deck **equal** to the raid number on your current location's map card. Of these, **add 1 card to your hand**, and discard the others. See Discard*.

You may raid if there are enough cards in your map deck.

Choosing which cards you discard, especially cursed or dead end cards, will benefit or hinder other players.



TRADE

Cooperative Game Mode Only

Discard 1 map card from your map deck. Then, **give 1 map card from your hand to another player** in the same location as you. See Discard*.

The more cards in your hand and the more you scout, the shorter the rounds will be.



The more pirates you deploy, the less pirates you will have to "defend" your ship.



STEAL

Solo Game Mode Only

Discard 1 map card from your map deck. Then, look through your map deck, and **take any 1 card matching the icon on your location's map card** to your hand. See Discard*. If not found, your turn ends. Reshuffle your map deck.

This (often overlooked) action gives good results on the first turn of each round.



DEPLOY

Discard 1 map card from your map deck, and **place 1 pirate token** from your supply on the map card's icon at your current location.

You may deploy a pirate if your current location does not already have one of your pirate tokens.

See Return Pirates ➤.

See Bob on page 9 for a deploy example.

COMPLETE

Discard 1 map card from your map deck, and spend ► spells, loot, and crew that match the icons on the adventure card at your current location. Then, **take the adventure card** and add it to your Captain's Log ►.

You may only complete the adventure card at your current location.



Discard 1

Spend 2



The more you scout, the harder it will be to complete all the adventures before the end of the round.

CAPTAIN'S LOG

13

Place your **completed adventure cards and Doom cards** in front of you, forming a column. Place new cards at the bottom of the column, covering the bottom part of the previous card. Do not cover the Special Orders ► under the double icon adventures you completed.



This player's current score is 10.

Doom cards score between 3 and 4 icons, but do not grant you a Special Order ►.

RETURN PIRATES

Return previously deployed pirate tokens, from any location on the board, back to your supply, to immediately spend ► the icon on the pirate's location.

You may only return 1 pirate token (from a location with a map card icon that matches the icons you require) per icon you require.



Y Yob states that he wants to try to **complete** the adventure. He discards 1 card from his map deck, and returns two pirate tokens from two other locations (to spend ► the icons on those locations). Finally, he takes the adventure card to his Captain's Log.

SPEND

You may **provide the spells, loot, and crew required** to complete any kind of actions by:

- A) discarding cards from your hand,
- B) returning pirates, or
- C) a combination of both.

Always **reveal** the cards you spent.

You may only discard 1 card from your hand (that matches the icons you require) per icon you require.

See Return Pirates.

The order in which you discard cards, especially cursed or dead End cards, will benefit or hinder other players.

REMEMBER

Actions that require you to **spend**: Attack, Attack The Doom, Complete, and Hijack.

Actions that require you to **reveal your fate** ► : Attack, Attack The Doom, and Hijack.

REVEAL YOUR FATE

Some actions require you to Reveal your Fate. This is akin to a dice roll or skill check.

Draw the top card from your map deck **facedown**. Choose one of the corners of the card and reveal that corner on the other side of the card.

If the Skull of Fate is revealed, you are unsuccessful and your turn ends immediately.

If the Skull of Fate is not revealed, you are successful and may complete the action.

Either way **discard this map card** after revealing your fate.



Cursed cards will always fail you. Always. Better have them in hand than in your deck.

SPECIAL ORDERS

Each completed double icon adventure in your Captain's Log grants you 1 Special Order:

Look at and reorder your map deck.
Sail using cards from your hand as map cards.
 Move your ship to any unoccupied location.
 Move 1 deployed pirate to **any** location.
 Return 1 deployed pirate back to your supply.
 Return 1 discarded pirate back to your supply.
 Rotate 1 adventure card at your location.
 Flip over 1 adventure card at your location.
 Swap 2 adventure cards in play with each other.
 The Doom does not target you this round.
 The Doom does not move this round.
 Move The Doom to a location adjacent to it.
 Reduce The Doom dice (and round) by 1.
 1 of your Hurricane icons counts as 2 icons.
 1 of your Fireballs icons counts as 2 icons.
 1 of your Whirlpool icons counts as 2 icons.
 Keep 2 of the cards you spent to attack.
 Ignore the Skull of Fate if revealed.

Use a Special Order at any time, on any player's turn, either **before an action is stated** or **after an action is completed**, or during the round end ►. Then, flip over that adventure card to show a single X icon (worth 1 point).

⚡ ATTACK ⚡

Competitive Game Mode Only.

Reveal your fate. If successful, spend either 2 whirlpools, or 2 fireballs, or 2 hurricanes. The **target must Take Damage** ►. An attack deals 1 point of damage.

You may only attack a player's ship in your current location. You may also attack The Doom.

⚡ ATTACK THE DOOM ⚡

Doom cards represent The Doom's health. The cards show which combination of icons are needed to attack The Doom.

Reveal your fate. If successful, Spend the icons on the top Doom card. Then, **take that Doom card** and add it to your Captain's Log.

You may only attack The Doom if it's in your current location.

The game immediately ends when the last Doom card is taken... and The Doom has met its DOOM!



TAKE DAMAGE

Your pirates **and** ship represent your health.

Discard 1 pirate token from your supply, for each point of damage.

When you take damage but don't have pirate tokens in your supply **to discard**, your ship is sunk:

2 or 3 Player Game

If you are sunk by a player, you become a castaway ►.

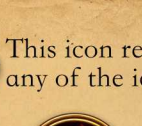
If you are sunk by The Doom, you become a ghost ship ►.

Solo or Cooperative Game

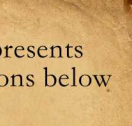
If you are sunk, you lose.



Hurricane



Fireballs



Whirlpool

This icon represents any of the icons below

ATTACK EXAMPLE

For the sake of clarity, Bob and the Captain's Logs are not shown.

1. Yob states that he is going to attack Rob.
2. Yob draws a map card and reveals his fate.
- Since no skull appeared, the attack succeeds.
- Yob must spend the spells needed to complete the attack.
3. Yob returns 1 of his pirate token (hurricane) and...
4. discards 1 map card from his hand (hurricane).
5. Rob discards 1 pirate token to represent the damage taken. Since Rob had 1 pirate token, he is not sunk.

17



5



2



4



CASTAWAY

Your ship has been sunk by another player.

Give all the cards in your hand to the player that sunk you. See Discard*. Place any 1 pirate token of your colour at your location, representing you and your crew. Remove your ship token and all other pirate tokens of your colour from the game.

As well as all other actions, you may also hijack a ship.



As a castaway, you may try to take over another player's ship.

Reveal your fate. If successful, Spend **any 2 crew icons**. Your opponent becomes a castaway. You become a **survivor**. Place your ship at your current location and return your pirate token to your supply.

You may only hijack a survivor's ship in your current location.

TITAN MODE

Applicable to every Game Mode
You can easily increase the difficulty and luck factor of the game. Instead of just discarding the card that is discarded at the beginning of the complete action, use it to reveal your fate. If no skull appears, complete the action. If the skull appears, your turn ends. Either way discard the card.



Crew
Icons



Yob successfully hijacks Rob
(before and after)



ROUND END

A round ends when all the map cards in all the map draw decks have been used, or discarded to the discard pile. At the end of each round, complete the following three steps in order:

Night Falls ►

Single icon adventures **flip** over and become sea.

The Doom ►

The Doom **increases** its strength, and **moves** to **attack**.

New Dawn ►

Double icon adventures **rotate** and become single ones.

New adventures are added.

The second player becomes the first player and the cards are reset.

1. NIGHT FALLS

Flip over all the adventure cards showing a **single icon adventure** and place them underneath the map card, showing a sea without any icons.

During future rounds, players at such locations may take any permissible action except the complete action.

Adventure cards that have been flipped will allow players to scout or sail in one more direction (towards the top).

But beware, these cards might connect to other locations reducing the distance between the players and The Doom.



Night Fall Example
(before and after)

2. THE DOOM

The Doom's power is represented by the value shown on The Doom dice.

1. **Increase The Doom's power** by 1. On the sixth and final round The Doom's power will count as 7.



2. **Establish which ship is the easiest for The Doom to reach** (not castaway or ghost ship ►). This is based on the lowest number of diamonds possible between the player's location and The Doom's location.

If the player ships are equally close to The Doom, choose the player with the most icons in their Captain's Log. If still tied, flip a doubloon (coin) or roll a dice.

The Doom forces you to end your turn as far away as possible.

The less you scout, or the more locations connect to each other, the closer The Doom will be.

3. Counting every diamond that The Doom passes, **move The Doom** dice along its route towards the nearest player. Do this 1) while The Doom has enough power to move, or 2) until The Doom has reached a player's ship.



The Doom cannot move across a total number of diamonds that exceeds The Doom's power.

Note: Do not reduce the value of The Doom dice as you move.

4. The Doom attacks all the ships (not castaway or ghost ship ►) in The Doom's current location, **in reverse turn order**.

If attacked, take damage equal to The Doom's power after moving. In other words, the dice value minus 1 for every diamond crossed.

3. NEW DAWN

Do not take this step at the end of round 6, the game is already over.

1. **Rotate all the adventure cards** currently showing a **double icon adventure** 180° to show the single icon adventure.

Single icon adventures are easier to complete but score less. However, if these are not completed by the next round end, the location will no longer show adventures.

2. For each location without an adventure card, **draw 1 adventure deck card and add it to the location**. Place them so that the double icon adventure is showing.

Before drawing the adventure cards, the first player decides in advance which locations to add the adventure cards to.

Whenever the last adventure card is drawn, immediately increase the Doom dice to 6, the final round.

3. The **second player becomes the first player**.

4. **Reset the map cards:**
Shuffle the map discard pile and place it facedown by the (new) first player creating their map deck.

The first player discards 1 map deck card per other player, to form a facedown map deck for each of the other player(s) to use.

A new round begins.



GHOST SHIP

The Doom turns your wreckage into a ghost ship and hires your soul. You must help The Doom sink other ships to revive ► you own.

Place your ship on its side and remove **all** of your pirate tokens.

As well as all other actions, you may also, rotate any location.



As an Action, you may **rotate any location** (both the map and adventure card) 90°, 180°, or 270°.

REVIVE

Immediately after The Doom has sunk a player's ship (including the last surviving player), all other ghost ship players may **in turn order** attempt to revive their crew.

Draw a random card from the discard pile and use it to reveal your fate. If successful, you become a **survivor** - back from the dead! Place your ship upright.

GAME END

The game ends either:

A) at the end of round 6 right after The Doom moves,

B) after the last Doom card is added to a Captain's Log, or

C) after the last surviving player is sunk. See Revive.

The surviving player (not ghost ship or castaway) with **the most icons** in their Captain's Log wins.

If tied, the winner is the player with the most Doom cards. If still tied, the player with the most pirates (deployed or in supply) wins. If still tied, arm wrestle like a real pirate.

As the winner... you may hold others hostage as you retell your tale using all the current adventures in your Captain's Log, and your best swashbuckling pirate voice, for 1 minute or less.



INDEX

- 2 Story
- 2 Summary
- 3 Goal
- 3 Titles
- 3 Game Modes
- 3 Icons
- 4 Components
- 5 Card Anatomy
- 5 Card Uses
- 6 **SETUP**
- 7 Setup Example
- 8 Game Overview
- 8 Turn Order
- 8 Discard
- 8 Short Game
- 9 Turn Example
- 10 **ACTIONS**
- 10 Scout
- 10 Create a Location
- 11 Sail
- 11 Cursed cards
- 11 Dead End cards
- 12 Raid
- 12 Trade
- 12 Steal
- 12 Deploy
- 13 Complete
- 13 Captain's Log
- 14 Return Pirates
- 14 Spend
- 15 Reveal your Fate
- 15 Special Orders
- 16 Attack
- 16 Attack The Doom
- 16 Take Damage
- 17 Attack Example
- 18 Castaway
- 18 Hijack
- 18 Titan Mode
- 19 **ROUND END**
- 19 **1** Night Falls
- 20 **2** The Doom
- 21 **3** New Dawn
- 22 Ghost Ship
- 22 Rotate
- 22 Revive
- 22 **GAME END**
- 24 Credits & Links

QUICK START GUIDE

Setup⁶ to play a friendly game³.

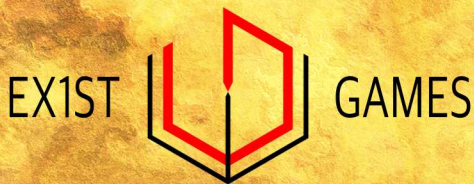
1st Round: Scout¹⁰ 3 times from the starting location. Then, raid¹² until you find the cards with the icons you need to complete¹³ 1 of the 4 adventures. Then, sail¹¹ to complete an adventure. Then, raid again.

2nd Round: Scout to find a good location to deploy¹² a pirate. Then use that deployed pirate (as well as cards in hand)¹⁴ to complete another adventure.

3rd Round: find the spells you need to attack the Doom¹⁶.

Designed by Charles Ward © 2016
With Artwork by Vicente Sivera Catalá

Thanks to James Anthony, Koyomi Shigano and the BoardGameGeek folks:
Mark Tuck, Joel Finch, Gonzalo Aguirre Bisi, R4D6, Steven Tu, Steve Dubya,
Garry Hoddinott, Kai Bettzieche, Herc du Preez, André Nordstrand, Susi A,
Xian Brock, John Lund, Eric Sanson, Chuck Hughes, George Jaros, 7isprime,
Pedro Correia, Brian Chow, Gord Pratt, Daniel Bolens, Kraig VanHouten,
George Monnat Jr, Chad Russell, Adrien Benoist, Jason Conklin,
with a Special Thanks to Matthew Jones and Vincent van Doorn.



**For Video tutorials, Contact information, Great games,
and to subscribe for News & Giveaways
visit WWW.EX1ST.COM/GAMES now**

**PLEASE NOMINATE THIS GAME FOR THE
Golden Geek Best Print & Play Board Game
AND HELP MAKE THIS GAME A GREAT GAME.**