



THE ISLES OF SCILLY



BOARD GAME

GAME PLAY GUIDE



GAME CONTENTS

1 x Game Board	36 x Postcards
36 x ? Game Cards	1 x Livestock Road Block
1 x Pesky Pirate Ship	1 x Numerical Dice
1 x Weather Dice	6 x Playing Pieces
1 x Game Play Guide	

BEFORE YOU START

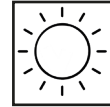
- Nominate a player to be the postcard 'banker' and hand out the postcards when they are won.
- Each player should decide if they're going to travel to Scilly by sea or air.
- Agree who'll roll first and what order you'll play in.

STARTING THE GAME

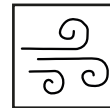
- Start the game in Arrivals & Departures.
- Those who are travelling to Scilly by sea should roll the numerical dice only and progress, as per their roll, along the path next to Arrivals & Departures toward the space marked with the anchor.
- Once this space is reached (exact roll not required) the player is transported to the corresponding space at St. Mary's Harbour ready to start the main game on their next turn.
- Those who are travelling to Scilly by air should roll the weather dice only.
- If the dice shows a sun, the player may move immediately to either St. Mary's Airport or Tresco Heliport (spaces marked with plane/helicopter symbols) ready to start the main game on their next turn.
- If the dice shows wind or fog, flights are cancelled and the player remains stuck in Arrivals & Departures until their next turn, when they may decide to try again by air, or transfer to the *Scillonian* and begin their journey by sea!

THE MAIN GAME

- Your aim is to land on each of six game spaces marked with a postcard symbol (where you will win the corresponding postcard) before travelling back to a sea or air port.
- Both the numerical and weather dice should be rolled by each player, every turn.
- The numerical dice determines how many spaces you move, but the weather dice also has an impact on your turn as follows:



Sun (x 3 sides) - Move in the direction of your choice as per the numerical dice roll.



Wind (x 2 sides) - If the starting position is marked with an arrow, you are blown two spaces in the direction indicated before moving in the direction of choice, as per the numerical dice roll.

- *If your start position is not marked with an arrow, you are in a sheltered spot and may progress unaffected by the wind.*



Fog (x 1 side) - Things get lost in the fog! Discard a progress card (if any held) before moving as per numerical dice roll.

- When a player lands on a space marked with a '?' they pick up a game card from the pile.
- It will be indicated on the card whether it has an immediate effect, can be played immediately, or retained for future use.
- A player should not hold more than three game cards at a time.
- If a player who already holds three game cards lands on a '?' space, they must choose a card to discard before picking up a new card from the top of the pile.
- More than one game card may be used by a player in a single turn.
- When a player discards or plays a game card, they are returned to the bottom of the pile.



WINNING POSTCARDS & ENDING THE GAME

- A player wins a postcard when they land (exact roll required) on a space marked with a postcard.
- Once a player holds all six postcards, they must make their way to a sea or air port (St. Mary's Harbour, St. Mary's Airport, or Tresco Heliport).
- In the same way as the game began, from an air port the weather dice only should be rolled to try and reach Arrivals & Departures.
- A player may transfer to the *Scillonian* if they have rolled wind or fog from an air port at least once.
- From St. Mary's Harbour, only the numerical dice is rolled. The harbour itself and the space marked with the matching symbol on the path next to Arrivals & Departures are effectively the same space.
- The first player to arrive back in Arrivals & Departures with all six postcards is the winner.

EASY GAME ADAPPTIONS

There may be times when you want to tweak the rules to simplify things for younger players or for a quicker game if you haven't much time. Below are some simple adjustments to try:

- During the main game, play with the numerical dice only, leaving the weather dice aside. You may decide to use the arrows as boosters and move an extra two spaces if you chose to move in the direction indicated on your starting position.
- Remove the Air Ambulance and/or Postcard Thief game cards.
- Remove the Livestock Roadblock and/or Pesky Pirate Ship game cards.
- Award postcards when players have travelled over a postcard space, rather than requiring an exact roll.



WARNING:
CHOKING HAZARD - not for children under 3 years. Contains small parts

? GAME CARDS

BUGGY HIRE



Hire a golf buggy for the day and rest those weary legs! Double the result of your numerical dice roll.

This card may be played, after rolling, on any of the card holder's future turns, starting from a land position.

HIGH SPEED JET BOAT TRIP



You splash out on a high speed jet boat trip! Double the result of your numerical dice roll.

This card may be played, after rolling, on any of the card holder's future turns that start at sea.

ICE CREAM ENERGY BOOST



Enjoy the energy boost of a refreshing ice cream and progress 2 extra spaces.

This card may be played, after rolling, on any of the card holder's future turns.

AIR AMBULANCE



Oh no! You went over the handle bars of your bike when out exploring and got flown out on the air ambulance! Luckily you avoided any serious injury, but are back in Arrivals & Departures and must make your way back to the islands to continue your holiday. If you've collected all six postcards, you'll still need to pop back for your suitcase!



LIVESTOCK ROAD BLOCK



Escaped cattle block the road! Move the livestock road block to any land space that is not marked with a postcard.

This card may be played immediately, or after rolling on any of the card holder's future turns.

METEOROLOGIST



They say don't blame it on the weather man, but now they can. Change the weather!

This card may be played, after any player rolls the dice, on any future turn.

THE POSTCARD THIEF



Play this card to steal a postcard from another player. It must be a postcard you don't already have.

This card may be played immediately, or after rolling on any of the card holder's future turns.

PESKY PIRATE SHIP



Pirates must be avoided at all costs! Move the pesky pirate ship to any sea space that is not marked with a postcard.

This card may be played immediately, or after rolling on any of the card holder's future turns.

GAME BOARD KEY



St. Mary's Harbour



St. Mary's Airport



Tresco Heliport



Land here to win a postcard



Land here and pick up a game card



Wind direction

- Game spaces outlined in white = land
- Game spaces outlined in dark blue = sea