

# The Isle of Pan

## Rulebook



Example of a 3-player game setup



## Setup

### 1 NUMBER OF PLAYERS

- 2 PLAYERS: Discard the *Landscape* tiles marked [3] and [4]
- 3 PLAYERS: Discard only the *Landscape* tiles marked [4]
- 4 PLAYERS: Keep all *Landscape* tiles

The discarded *Landscape* tiles should be put back in the box. They will not be needed for the game.

### 2 PUT THE STARTING TILE IN THE CENTRE OF THE TABLE

### 3 SHUFFLE THE LANDSCAPE TILES

Put them face down in a pile and place the first 3 face up.

Each tile is composed of three spaces (hexagons), each one representing a Domain: Mountain (grey spaces), Desert (yellow spaces), Plain (green spaces), Lake (blue spaces). Some are filled with strange clouds of smoke: those are *Magical Portals* enabling fastest travels.

### 4 EACH PLAYER TAKES

- 1 score board of their favourite colour that they place in front of them.
- The *Explorer* pawn of the same colour as the score board.
- 3 score tokens, one for each kind of *Animal*: Herbivores (green), Birds of Prey (grey), and Reptiles (yellow), that are placed on the 0 of the score board.
- 3 *Wondrous Lake* tiles of the same colour as the score board, that are placed on the left of the score board, on the corresponding spaces.

### 5 ANIMAL TOKENS

The *Animal* tokens are placed in their respective storage compartments in the box. Keep the *Fantastic Beast* tokens within easy reach, near the *Landscape* tile pile.

### 6 EXPLORERS

Then, the *Explorers* are placed on the central space of the Starting Tile.

... let the game begin!



# Objective

Each turn, you will reveal a bit more of the island and its surprises. Thanks to your explorer, the more animals you observe, the more points you will earn. But these animals are not alone, fantastic beasts appear under the right conditions. Will you manage to provide them with the magical landscape they need to appear in, thus earning more points? Once the exploration of the island is complete, the player with the most points wins the game.

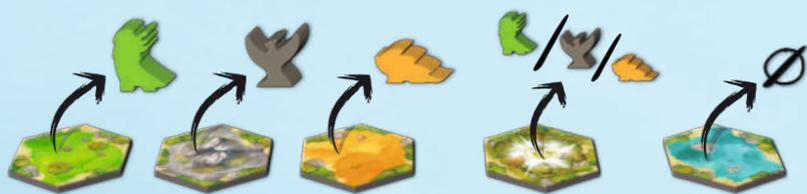


# The Play

The youngest player starts and the others take turns, going clockwise.

On their turn, each player **must** do the following, in this order:

- 1 Pick a *Landscape* tile among the 3 that are facing up. This tile is immediately replaced by the first one from the face down pile.
- 2 For each space on the chosen *Landscape* tile:
  - If it is a *Domain*, add an *Animal* token of the same kind to your personal reserve.
  - If it is a *Magical Portal*, add an *Animal* token of your preferred kind to your personal reserve.
  - *Lake* spaces do not yield *Animal* tokens.



- 3 Play your *Landscape* tile, face up. At least 3 sides of your *Landscape* tile should be adjacent to one or more *Landscape* tiles already in play.



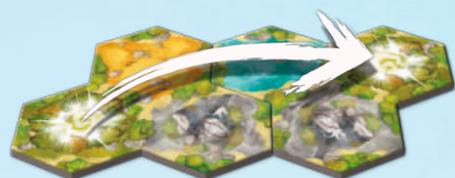
- 4 Move your *Explorer* from 0 to 3 spaces.

### MOVEMENT LIMITATIONS

- *Explorers* can neither cross nor land on *Lake* or *Wondrous Lake* spaces.
- They **must** end their movement on an empty space (either a *Domain* or a *Magical Portal*).
- They can cross spaces containing *Animal* tokens or other *Explorers*.

### MAGICAL PORTALS

An *Explorer* can move from one *Magical Portal* to another as if the two were adjacent, which means that it counts as 1 move.



- 5 **Choose** between these two options:

### ☑ OBSERVE THE LOCAL FAUNA

1. Place from 1 to 3 *Animal* tokens of the same kind from the player's personal reserve on the *Domain* where their *Explorer* is. The kind of *Animal* must correspond to the specific *Domain*: *Herbivores* live in *Plains*, *Birds of Prey* in *Mountains* and *Reptiles* in *Deserts*.

It is forbidden to place an *Animal* token on a *Magical Portal* or on a *Lake*.



2. For each *Animal* token thus put in play, the corresponding score token moves one space forward on the score track

Example : if I put 3 *Herbivores* in play, the *Herbivores* score token moves 3 spaces forward.

### ☑ DISCOVER A WONDROUS LAKE

If the *Explorer* is adjacent to a *Lake* where there is no *Wondrous Lake* tile yet, the player puts one of their 3 *Wondrous Lake* tiles in play. This tile should be adjacent on 3 sides to other tiles and at least on 1 side to a *Lake*. The player thus takes possession of this *Wondrous Lake*.



- ☑ 3 adjacent sides
- ☑ 1 adjacent "lake" side

- 6 Check if a *Fantastic Beast* appears.

During its turn, when the 3 kinds of *Animal* tokens are on *Domains* next to a *Lake* where a *Wondrous Lake* tile is, a *Fantastic Beast* emerges.

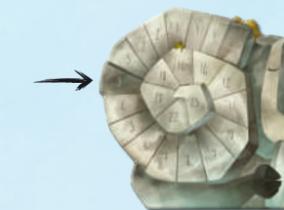
Here is how it goes:



1. Place a *Fantastic Beast* token on the *Lake*.
2. The player whose *Wondrous Lake* it is moves **one** of their 3 score tokens forward, their choice, by as many spaces as there are occupied *Domains* (*Domains* where there is at least one *Animal* token) around the *Lake*.

Example above: as there are 2 *Mountains*, 1 *Plain* and 1 *Desert* around the *Lake*, each with *Animal* tokens on them, move **one** of your score tokens 4 spaces forward (2+1+1).

- 7 If, during your turn, at least one of your score tokens reaches or passes the space numbered 3 shown on the score track below, then:
  - Pick 1 regular *Animal* token of your choice from the reserve.
  - Play another turn, starting at step 4.



**Note:** If more than 1 score token reaches or passes this space during the same turn, pick the same number of *Animal* tokens, but play one more turn only.

However, if another one of your score tokens reaches the third space during this extra turn, you earn another extra turn. With a bit of luck (and enough *Animal* tokens in your reserve), you could play up to 4 turns!

# Endgame

The game ends when each player has played 9 turns and when there are only 2 tiles left face up.

Then, each player adds their points:

- 1 Add the values of the 3 score tokens on the score track.
- 2 Add the points from the *Wondrous Lake* tiles still on your score board. Each *Wondrous Lake* tile still on the score board is worth one point per space composing the largest corresponding *Domain Group* in play.

**The player with the most points wins the game.**

**Example below:** as the purple player did not put its green *Wondrous Lake* tile in play, corresponding to the Plain ①, and as there is a six space Plain Domain Group ②, they earn 6 points. If two players (or more) are in the same situation, each player earns 6 points.



## Thanks

**The Authors** thank each other and their wives for supporting them during the development of this game and long live the Lumberjacks!  
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## Credits



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