





# Isletopia

Isletopia is a competitive-cooperative strategy game where players take on specialized city-building roles and work together to develop a functional archipelago. Each player expands territory, constructs buildings, triggers adjacency bonuses, and navigates events to maximize their district's revenue.

Players begin with limited land on one island and must expand each round by rolling dice. Once a player controls enough connected land, they may construct buildings unique to their role. Although each role has its own objectives, collaboration often creates higher rewards.

The goal is to accumulate the highest revenue by the end of the game.

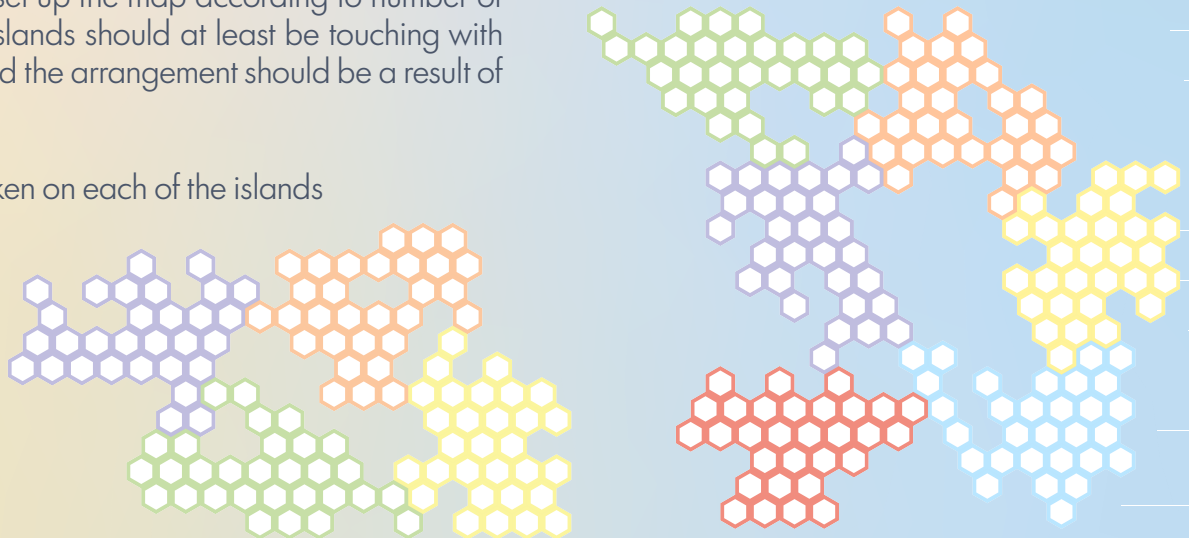
## Components

- 6 Island boards
- Land Tokens
- Building Tokens
- Role Cards
- Event Cards
- Currency notes
- 1 Standard D6
- Rulebook

## Set-up

Players together set up the map according to number of participants. All islands should at least be touching with another island and the arrangement should be a result of everyone agrees.

Place a starter token on each of the islands



# Role Packages

## Role Card

Each Player should draw one role card and play this role during the game. Every role stands for an important aspect to consider during the city planning of Isletopia. Your role determines the three types of buildings you can construct and grants you a unique special skill that affects land expansion or placement rules. Be sure to read your role carefully before the game begins. Your abilities can shape your strategy, influence how you expand across the islands, and unlock powerful advantages throughout the game.

**Cofy House Developer**

INTRODUCTION

You build homes and communities for the city's residents, from cozy nursing homes to high-rise condominiums. Your goal is to create vibrant neighborhoods where people want to live. Strategically placing your buildings near hospitals, schools, or transportation hubs maximizes your revenue and attracts more residents.

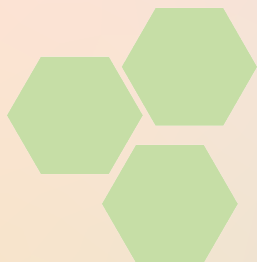
 **SPECIAL SKILL**

Once per turn, you can claim a tile adjacent to another player's land instead of your own.

Role Title:  
This is who you are

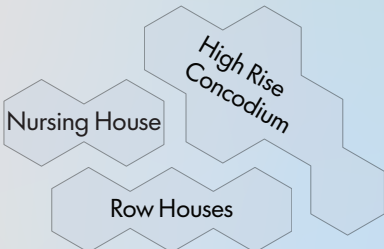
Special Skill:  
Pay attention to this! This is the ability only you will have.

## Land Tokens



This is the tokens used when occupying the land. Put one token on the land you want to occupy.

## Building Tokens



To build a building, pay the cost of establishment and put this token onto the land tokens. Remember each building have differnet bonus renevues, check the appended table.

# Event Cards

**Heavy Rain Season**  
Continuous rainfall floods low-lying tiles and interrupts transport.

- All tiles next to water are temporarily unusable for 1 round.
- Bridges and Ports lose their revenue bonus this round.

At the beginning of every round, players draw one Event Card to reveal an island-wide occurrence taking place in Isletopia. These events reflect the dynamic cultural life of the archipelago and can temporarily alter economic activity or introduce new strategic opportunities. Some celebrations boost revenue for certain building types, while others may restrict land expansion or adjust operating costs. Events only last for the current round, encouraging players to adapt their strategies and take advantage of short-term benefits.

# Game Flow

Each round in Isletopia follows a consistent sequence. All players complete the round before moving to the next one.

At the beginning of each round, draw one Event Card and read it aloud. The event applies immediately and remains active for the entire round unless otherwise specified.

Player turns: Each player takes their turn individually and here are the steps to follow.

1. Roll a dice to determine your action point this round.
2. you need to choose one of the following actions:
  - A. Expand Land
    - You may claim a number of land blocks equal to your dice result.
    - All new land must be adjacent to territory you already control (unless your role's ability allows exceptions).
    - If your role has a special expansion skill (ex. Transportation Authority can expand across water edges), apply it here.
  - B. Construct a Building
    - You may construct one building if both conditions are met:
      - Your dice roll matches the building's size
        - Example: To build a Nursing Home (size 2), you must roll a 2.
      - You already control enough land blocks equal to its size.
    - If you meet the requirements:
      - i. Pay the cost of establishment to the Bank
      - ii. Place the building token on your controlled land
  - C. Take down lands
    - You can chose to retrieve a number of land blocks equal to your dice dice result.
    - if there is a building on the land, pay a deconstruct fee equal to the coverage x 200 to the bank and construction workers will take down your building.
  - D. Pass this round
    - If you cannot do anything above, you skip your turn.

## Revenue Collection

After all players have taken their turns, the group enters the Revenue Phase.

- Calculate the base revenue from every building they own
- Apply bonus or penalty effects from building adjacency
- Apply any temporary effects from the Event Card
- Collect the total amount from the Bank

This income becomes the player's starting money for the next round.

# Winning Conditions

The game ends when any player runs out of Land Tokens. Finish the current round, including Revenue Collection.

Then each player counts their total coins.

**Winner:** The player with the highest total money becomes the most successful developer of Isletopia.

## Bonus Win

In addition to the standard victory, players may achieve a special shared accomplishment:

### Collective Success

All players win together if:

- All Land Tokens from all players have been placed on the map,
- At least one building of each Building Type exists on the board.

If this happens at any point, all players are considered to have jointly completed the development of Isletopia.

This is a bonus win state and does not replace the standard scoring.

Players may celebrate the collaborative success in addition to determining the top individual revenue winner if they choose.





Play Time: 40–90 minutes  
Players: 3–6

Build boldly. Compete cleverly. Thrive together.

Designed by: Guene Mao  
© 2025 Isletopia