

SCATTERLAND™

INSTRUCTIONS

OVERVIEW

ScatterLand is a game of strategy and deduction for 2 to 4 players. It takes roughly 30 minutes to play and is suitable for ages 8 and up.

The basic idea is that players are exploring the archipelago of ScatterLand in search of islands. The game board consists of a 9x9 array of 81 squares, further divided into nine 3x3 boxes. There are 18 islands total, but these islands aren't distributed randomly; instead, they are pre-arranged so that two islands occupy each 3x3 box, each row, and each column. These islands are initially hidden from view.

Players use logic to determine where the islands are likely to be, but logic alone is not enough: players must also think tactically and strategically in order both to foster their own growth and limit the growth of their opponents.

Why? Players are trying to create island chains: the more islands they connect together, the more points they receive at the end of the game.

On each turn, players uncover a single ocean square, claiming it as their own. If there's an island there, then they place an island marker of their color on the square; if there isn't an island there, then they place a boat marker of their color on the square.

Play continues in this fashion, with players exploring one region per turn, until all players have had the same number of turns and there are fewer regions remaining than players. Points are then tallied by scoring each of a player's island chains in turn. In general, the more islands in a chain, the more points it is worth; the player with the greatest number of points is the winner.

Players may choose from Basic game play (described above) or Advanced game play.

EQUIPMENT

Supplied Equipment:

These instructions

21 Unique Game Boards (20 are included in a separate file)

1 Cover Sheet

81 Board Tiles

45 Boat markers in each of four colors

15 Island markers in each of four colors

15 Island markers in a fifth color (required only for Advanced Play)

To play, you will also need:

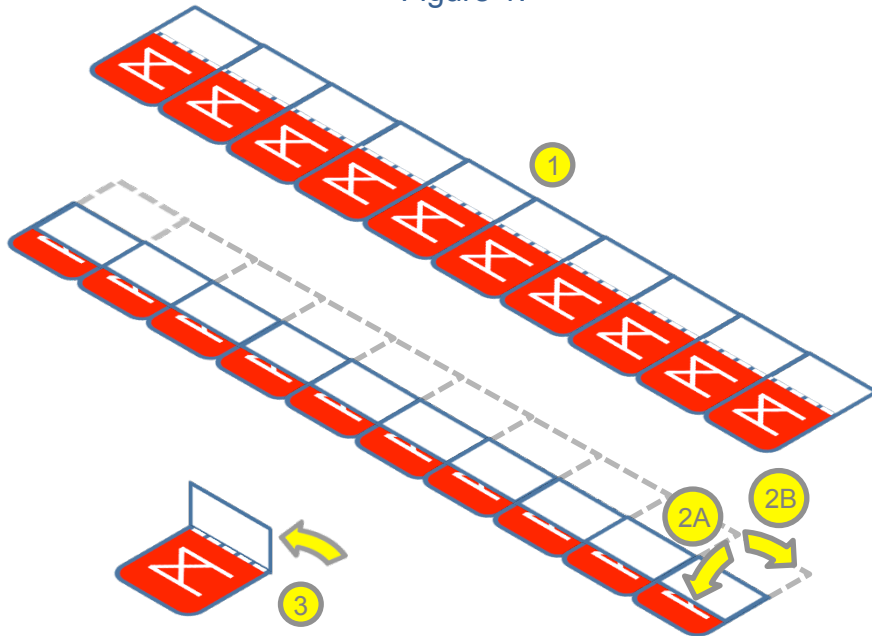
1 Transparent Plastic Sheet (8.5 in x 11 in)

INSTRUCTIONS

ASSEMBLING THE GAME FOR THE FIRST TIME

Players cut free and then fold the board tiles, player game pieces, and shared game pieces. See the example in figure 1.

Figure 1.



1. Remove a row of ten pieces by cutting along its border
- 2A. Crease the row along the dotted line
- 2B. Flatten the row again
3. Cut out individual pieces and bend each tab at 90 degrees to the piece

Cut and discard the lower left corner of the cover sheet.

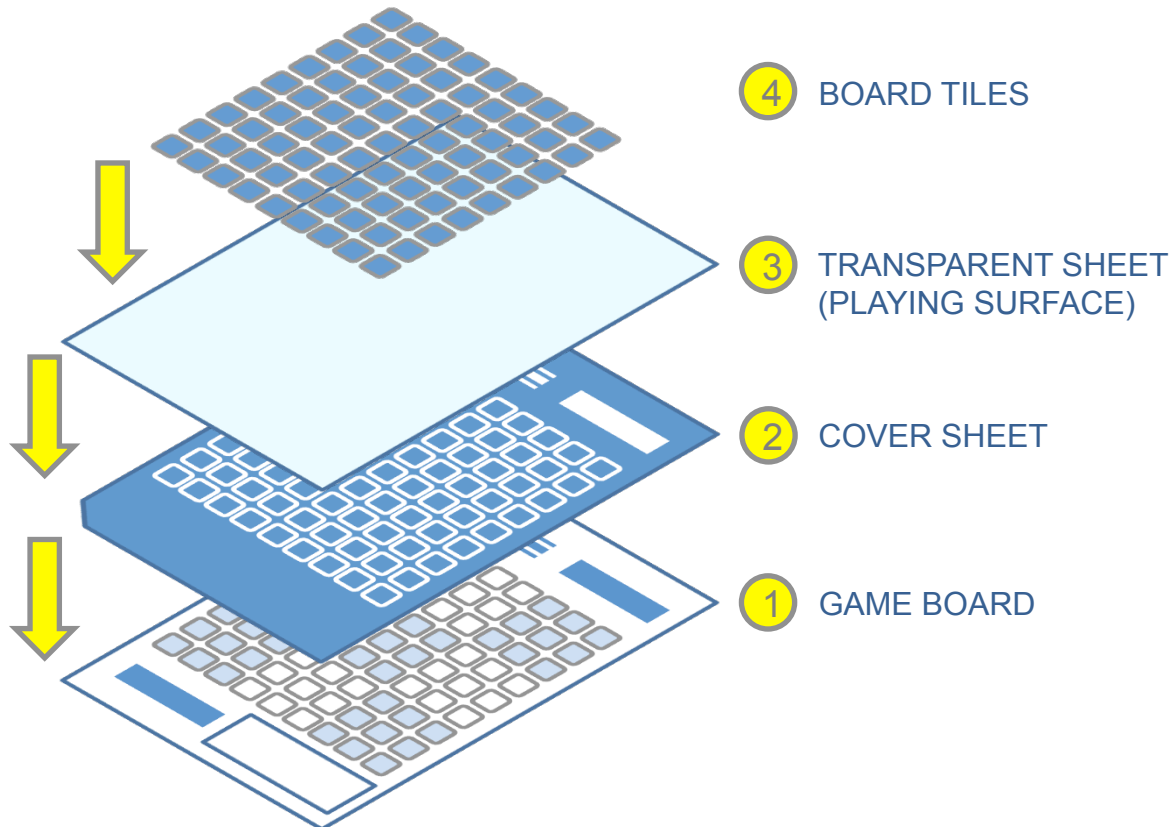
Alternatively, players can substitute coins or small poker chips for board tiles, colored counters or dry erase markers for player pieces, etc. Report covers work well for the transparency, with the added advantage that they hold these rules and the supplemental game boards together when the game is not in use.

INSTRUCTIONS

SETTING UP THE GAME

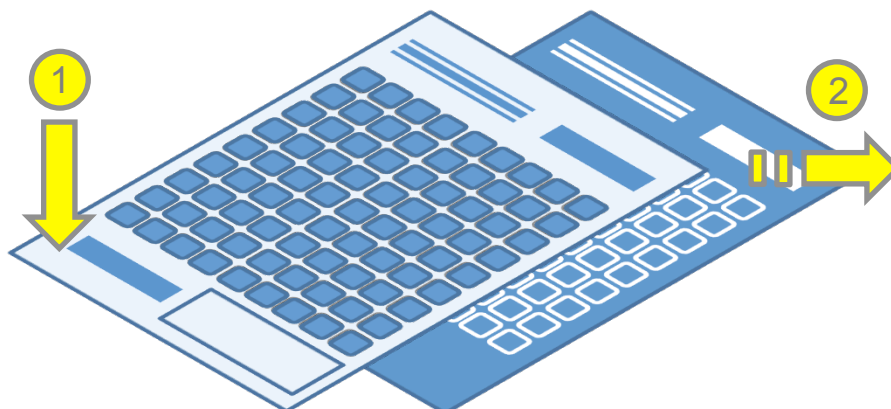
Select a game board at random and, without examining the distribution of its islands, conceal it beneath the cover sheet. Lay the transparent plastic sheet on top of the cover sheet and align all three. Place the 81 board tiles (substituting coins or chips if desired) on top of the transparent sheet in line with the cover sheet's grid pattern (see figure 2).

Figure 2.



Pinch the lower left corner of the transparent sheet against the game board and gently slide the cover sheet out from beneath the transparent sheet (see figure 3). Take care not to disturb the board tiles or reveal any of the spaces on the game board.

Figure 3.



INSTRUCTIONS

Distribute one set of game pieces to each player. Pieces with a colored background represent island settlements while pieces with a white background represent boats (see figure 4).

Figure 4.

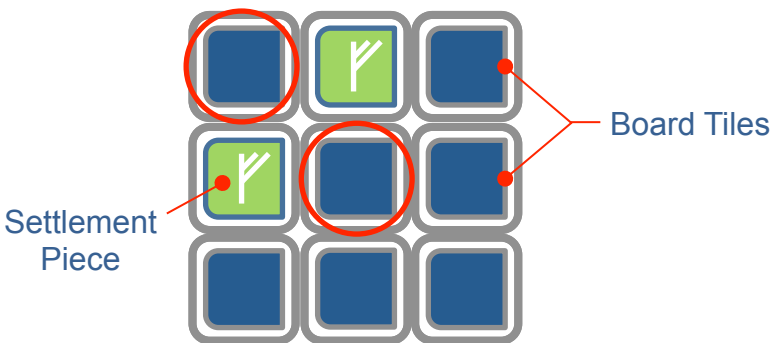


GAME PLAY – BASIC GAME

Objective

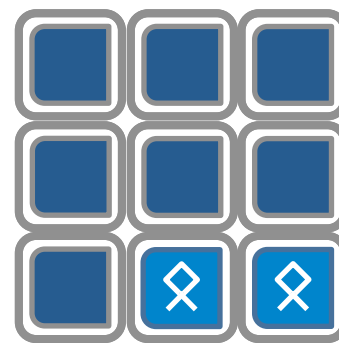
Players attempt to discover and link together as many islands as possible to create island chains. A chain is defined as any group of islands, belonging to one player, that are connected to one another either vertically or horizontally (NOT diagonally) by boats. See figures 5 and 6 below and the section on scoring for examples and further details.

Figure 5.



Not Connected

Figure 6.



Connected

In figure 5, the green player could connect her two settlements together by claiming either of the circled squares; in figure 6, the two settlements belonging to blue are already connected.

Remember that there are exactly 2 islands in each row, 2 islands in each column, and 2 islands in each of the nine 3x3 squares. It is advantageous for players to try to deduce where the remaining islands are so they can play accordingly.

INSTRUCTIONS

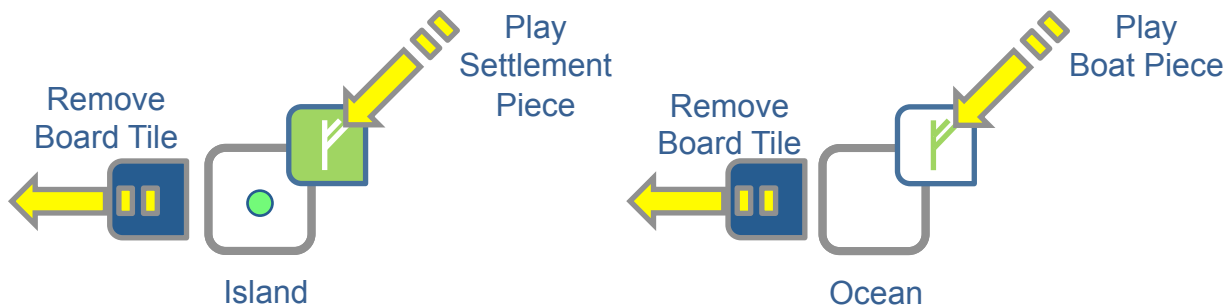
BASIC GAME PLAY

Game Play

Players choose who goes first.

On a player's turn, he explores one space anywhere on the game board by removing the board tile obscuring it. If there is a small dot on the square, this indicates that an island is present: he places an island settlement of his color there to claim the square as his own. If there is no small dot, this indicates that no island is present: he places a boat of his color there to claim the square as his own (see figure 7). Play then passes to the person on his left.

Figure 7.



End of Game

Play continues in this fashion, with players exploring and claiming one square per turn, until all players have had the same number of turns and there are either 0 or 1 squares remaining to be explored. In a two-player game, each player will get 40 turns; in a three-player game, each player will get 27 turns; in a four-player game, each player will get 20 turns. In both the two- and four-player games, one square will remain unclaimed.

INSTRUCTIONS

FINAL SCORING

Boats that are not connected to an island chain count nothing.

Each of a player's chain is then scored in turn, where the score for the chain is equal to the score for the islands (see table below) plus 1 point for each boat in the chain.

| Islands / Chain | Points | Islands / Chain | Points | Islands / Chain | Points |
|-----------------|--------|-----------------|--------|-----------------|--------|
| 1 | 1 | 7 | 28 | 13 | 91 |
| 2 | 3 | 8 | 36 | 14 | 105 |
| 3 | 6 | 9 | 45 | 15 | 120 |
| 4 | 10 | 10 | 55 | 16 | 136 |
| 5 | 15 | 11 | 66 | 17 | 153 |
| 6 | 21 | 12 | 78 | 18 | 171 |

A player's total score is equal to the sum of the scores for each of her chains. The player with the most points wins.

If two players are tied, the player with the most valuable chain is the winner; if still tied, it's a tie. :-)

INSTRUCTIONS

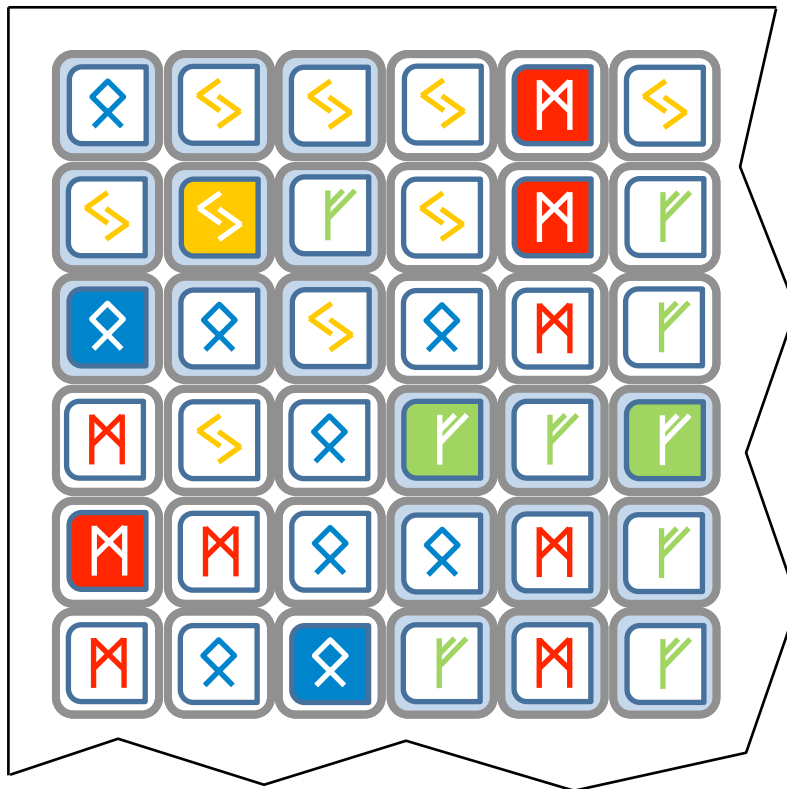
DETAILED SCORING EXAMPLE

In the following example, red has two chains and two isolated boats. The isolated boats are worth nothing. The first chain contains one island and three boats, for a score of 1 (for the island) plus 3 (for the boats) equals 4. Her total score is $4 + 4 = 8$.

Green has a single chain plus two isolated boats. The isolated boats are worth nothing. His chain contains 2 islands (worth 3) and 5 boats (worth 5). His total score is therefore 8.

Yellow has one chain worth $1 + 5 = 6$ and three isolated boats.

Blue has two chains worth $1 + 1 = 2$ and $1 + 4 = 5$, for a total of 7.



INSTRUCTIONS

GAME PLAY – ADVANCED GAME

Overview

The advanced game is identical to the basic game in every way but one: players now have a limited number of islands they can claim for themselves. Because the overall number of islands (18) remains unchanged, some islands must now be shared between all players equally. Shared islands are considered to belong to every player both for the purposes of connection and for the purposes of end game scoring.

The number of islands a player can claim for herself varies according to the number of players in the game:

| Number of Players | Settlements / Player (Maximum) | Shared Islands / Game (Minimum) |
|-------------------|--------------------------------|---------------------------------|
| 2 | 5 | 8 |
| 3 | 4 | 6 |
| 4 | 3 | 6 |

Shared island pieces may be used by any player and should be placed next to the game board so they are accessible to all.

Gameplay

When a player discovers an island, she must now choose whether to claim the island for herself (thus using one of her limited supply) or share the island with others (thus keeping her settlements for later use). See figure 8.

Figure 8.



Once a player has played all of her settlements, she must share all subsequent islands she finds.

Please note that there is no limit to the number of shared islands a player may play during the course of the game. This may result in one or more players failing to use all their allotted settlements.

INSTRUCTIONS

SCORING

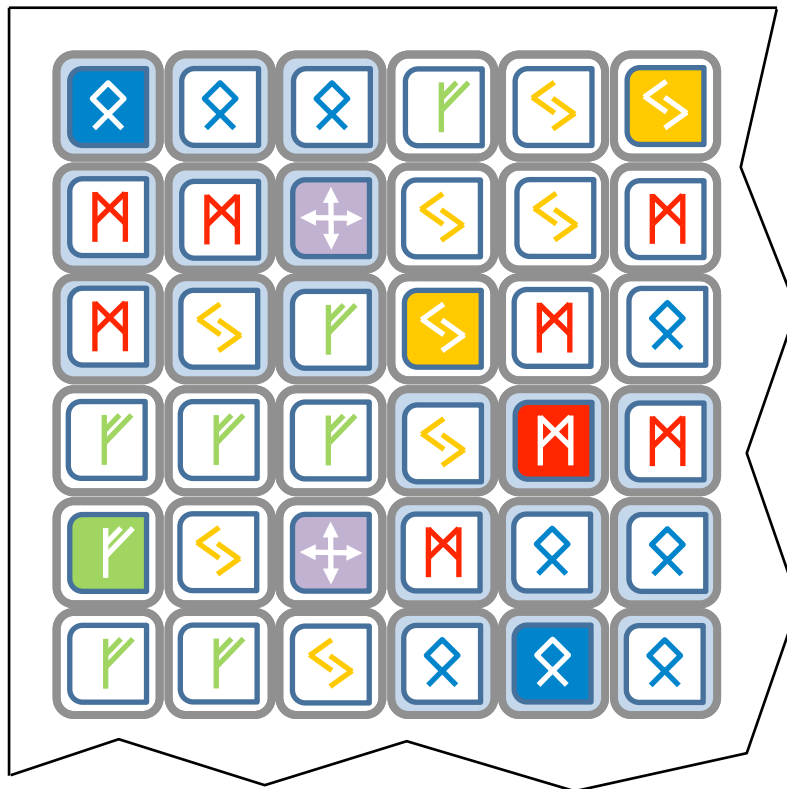
Shared islands count for each player who is connected to them. If a shared island remains unexposed at the end of a two- or four-player game, however, *it is not included in the final scoring*.

In the example below, yellow has two chains and an isolated boat. The first chain has 3 islands (worth 6) and 4 boats (worth 4). The second chain has one island (worth 1) and two boats (worth 2). Her total score is therefore $10 + 3 = 13$.

Red has three chains and an isolated boat. His chains are worth $(1 + 3)$ plus $(1 + 2)$ plus $(1 + 1) = 9$.

Green has 1 chain and 1 isolated boat. His chain is worth 6 (for the islands) plus 6 (for the boats) = 12.

Blue has two chains and an isolated boat. Her first chain is worth $3 + 2$, while her second chain is worth $(1 + 4)$. Please note that she does not score any points for the lower shared island, as she is not connected to it.

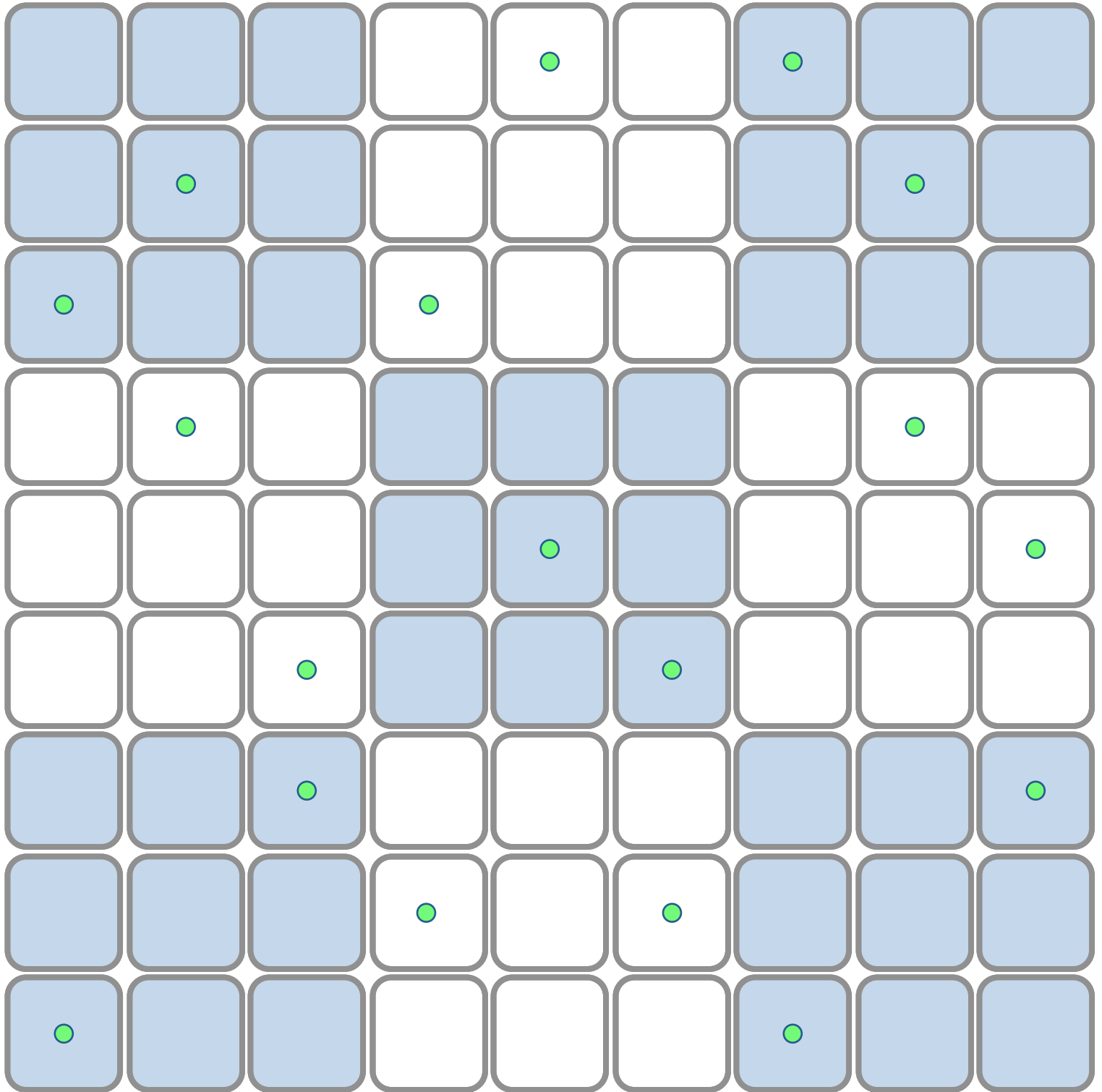


SCATTERLAND™

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up

OVERVIEW:

Explore the archipelago of ScatterLand with your rugged band of Norsemen and try to create the largest island chains. Claim new islands as your own and connect these islands together vertically or horizontally with boats. Pay attention to the pattern of islands as it is revealed to guide your next move, and watch out for other Norsemen who want to limit your growth.



COPYRIGHT ©2011 D. ROSS & D. MORAN ALL RIGHTS RESERVED

SCORING:

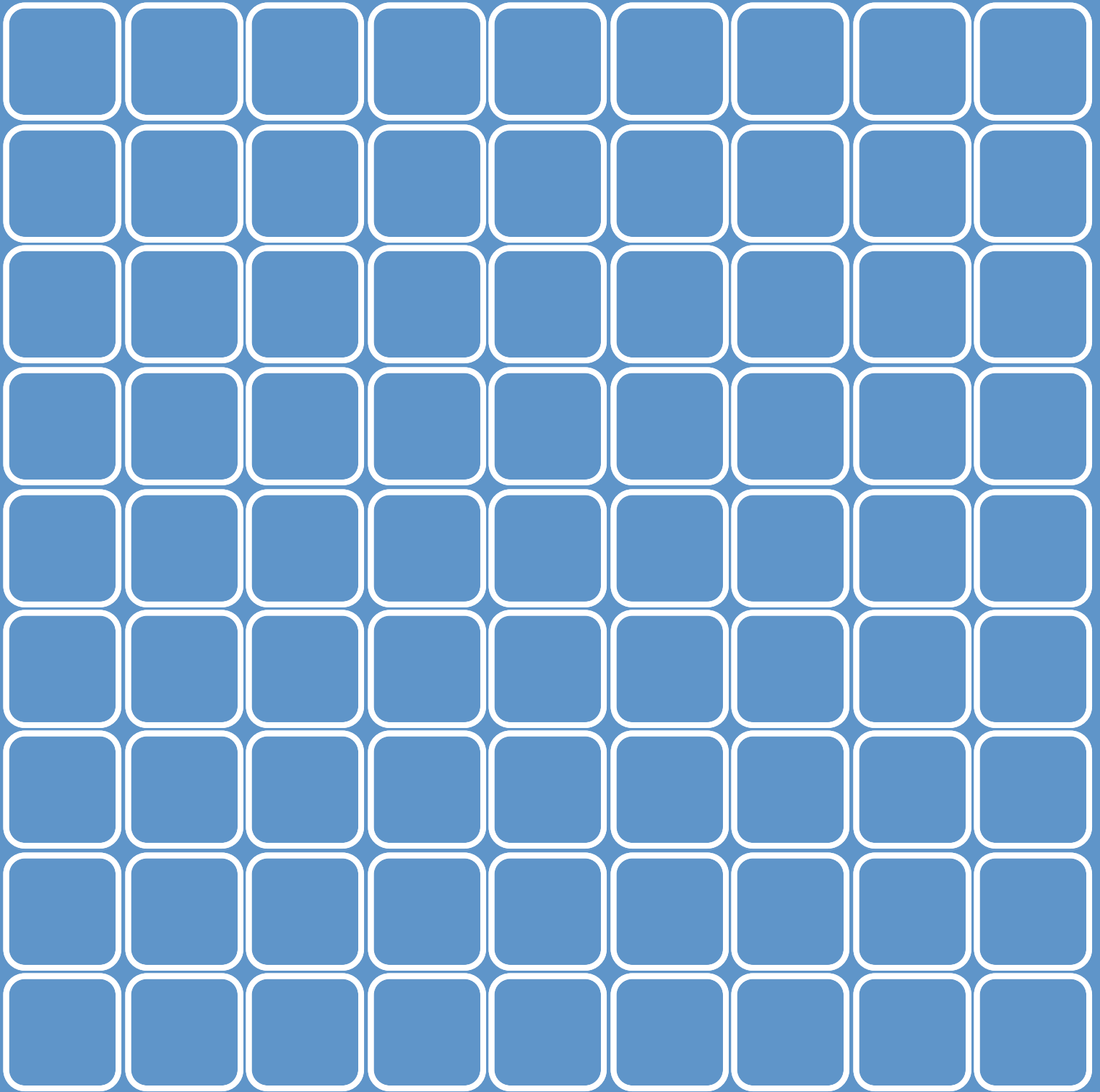
Boats that are not connected to an island chain count nothing. Each boat in a chain counts one point, and the islands in a chain are scored according to the table on the right. The player with the highest total score wins!

| Islands/ Chain | Points | Islands/ Chain | Points |
|-------------------|--------|-------------------|--------|
| 1 | 1 | 7 | 28 |
| 2 | 3 | 8 | 36 |
| 3 | 6 | 9 | 45 |
| 4 | 10 | 10 | 55 |
| 5 | 15 | 11 | 66 |
| 6 | 21 | 12 | 78 |

SCATTERLAND™

COVER SHEET

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up



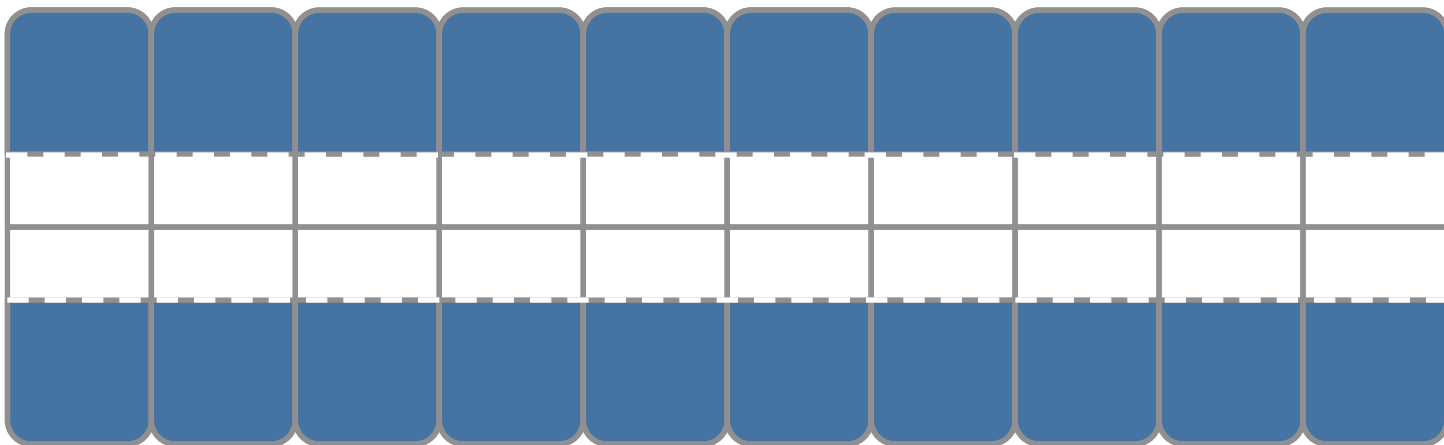
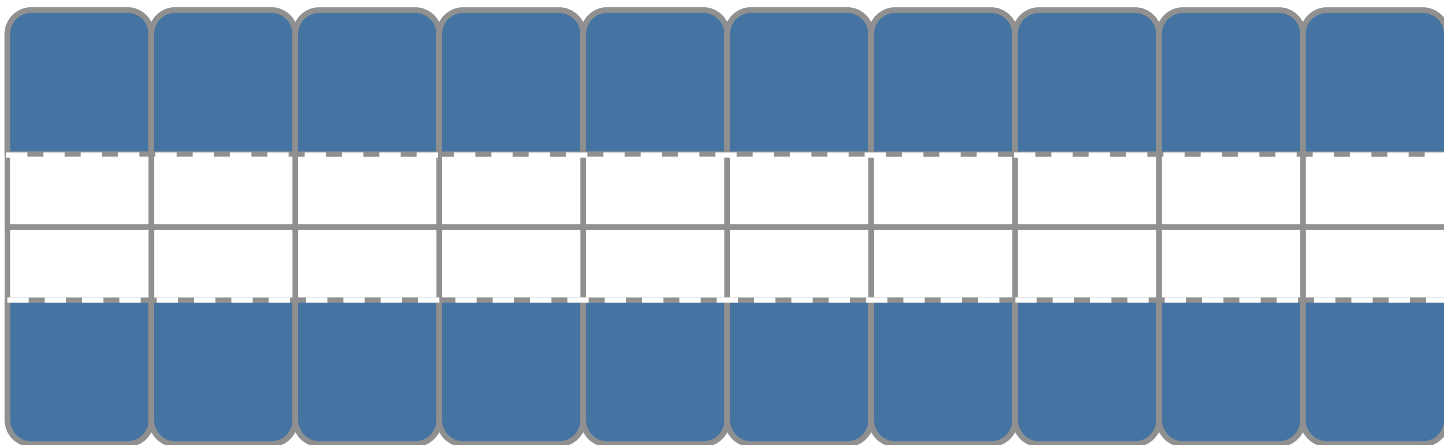
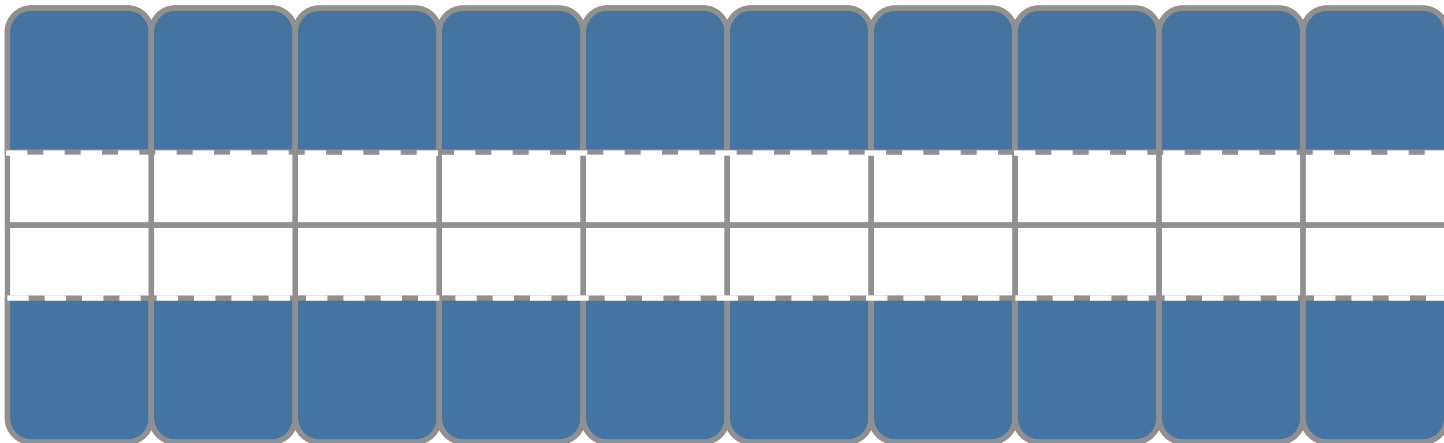
COPYRIGHT ©2011 D. ROSS & D. MORAN ALL RIGHTS RESERVED





™ GAME BOARD TILES:
Cut along the solid lines and fold along the
dotted lines.

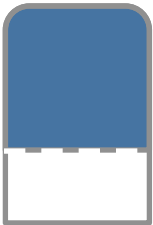
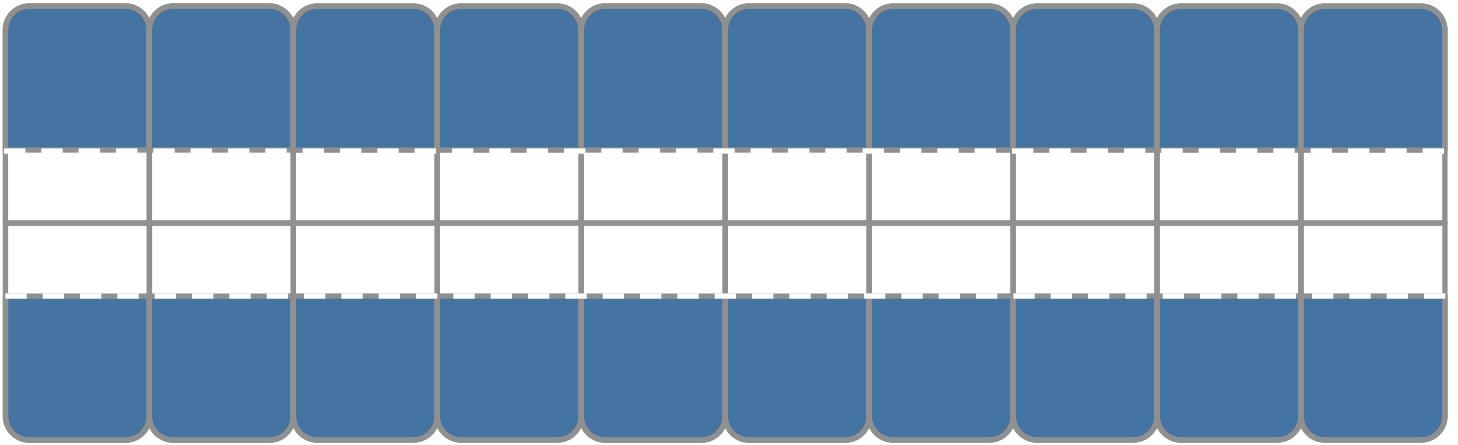
PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up





™ GAME BOARD TILES:
Cut along the solid lines and fold along the
dotted lines.

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up

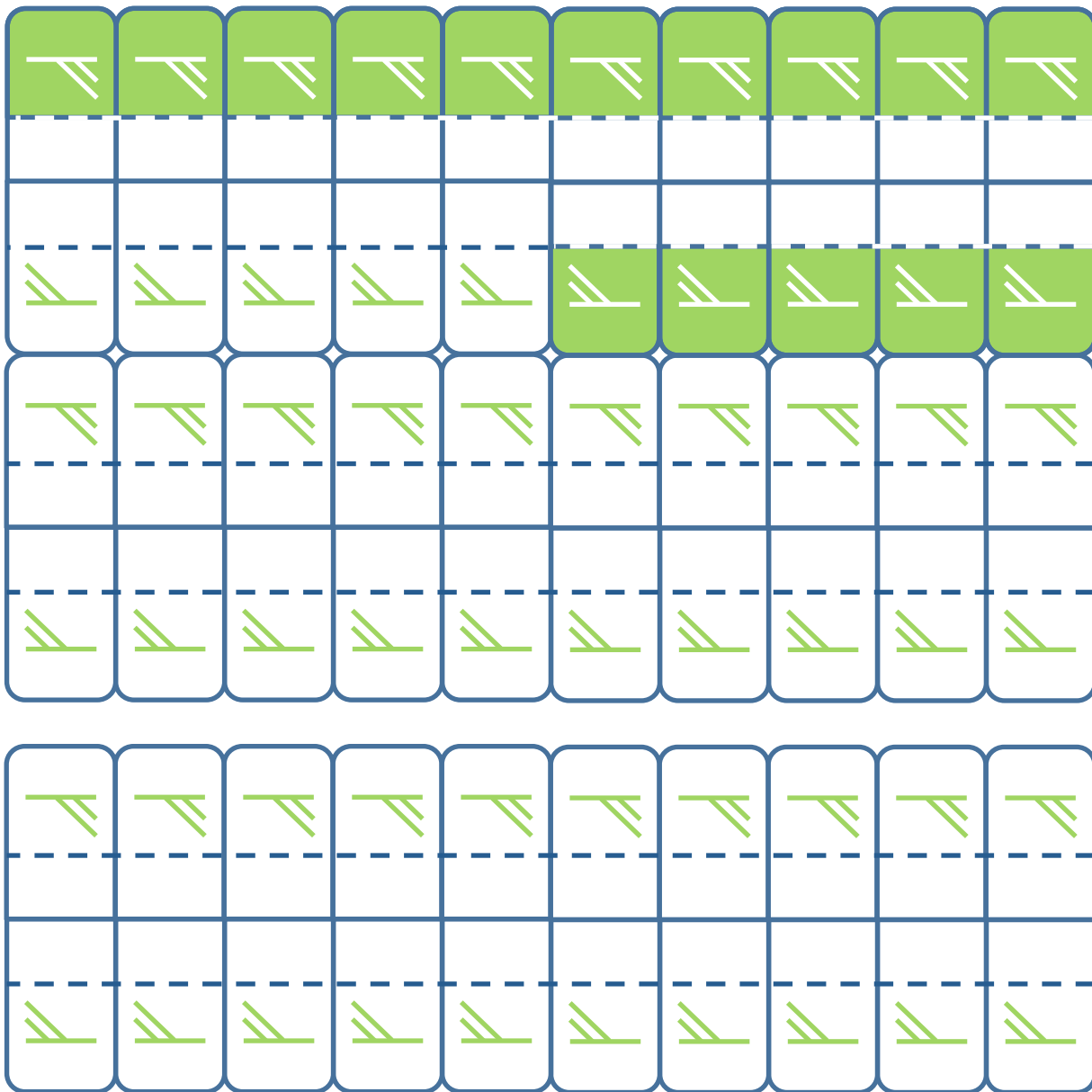


SCATTERLAND™

PLAYER GAME PIECES:

Cut along the solid lines and fold along the dotted lines. Colored game pieces represent island settlements. White game pieces represent boats.

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up

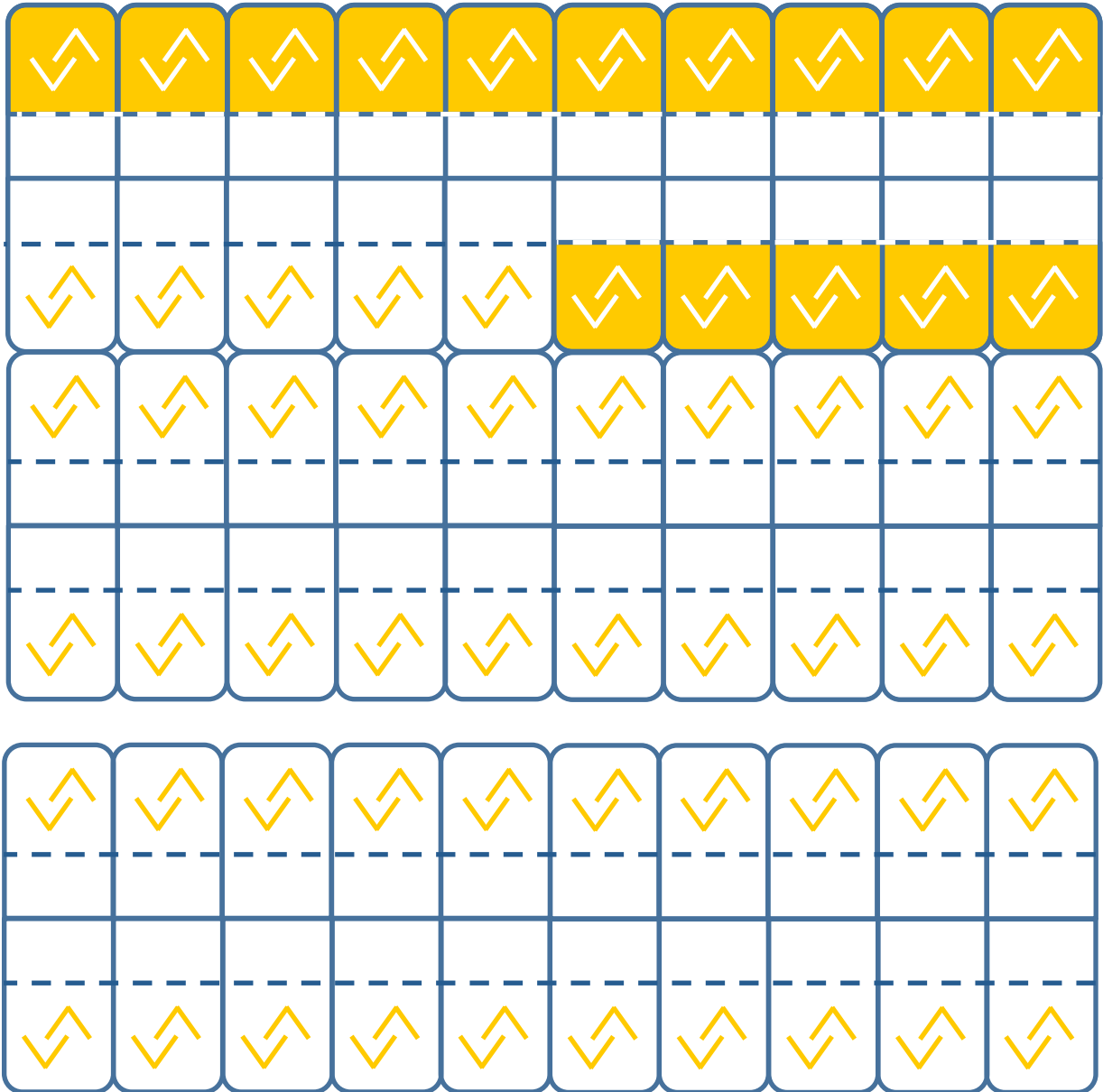


SCATTERLAND™

PLAYER GAME PIECES:

Cut along the solid lines and fold along the dotted lines. Colored game pieces represent island settlements. White game pieces represent boats.

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up

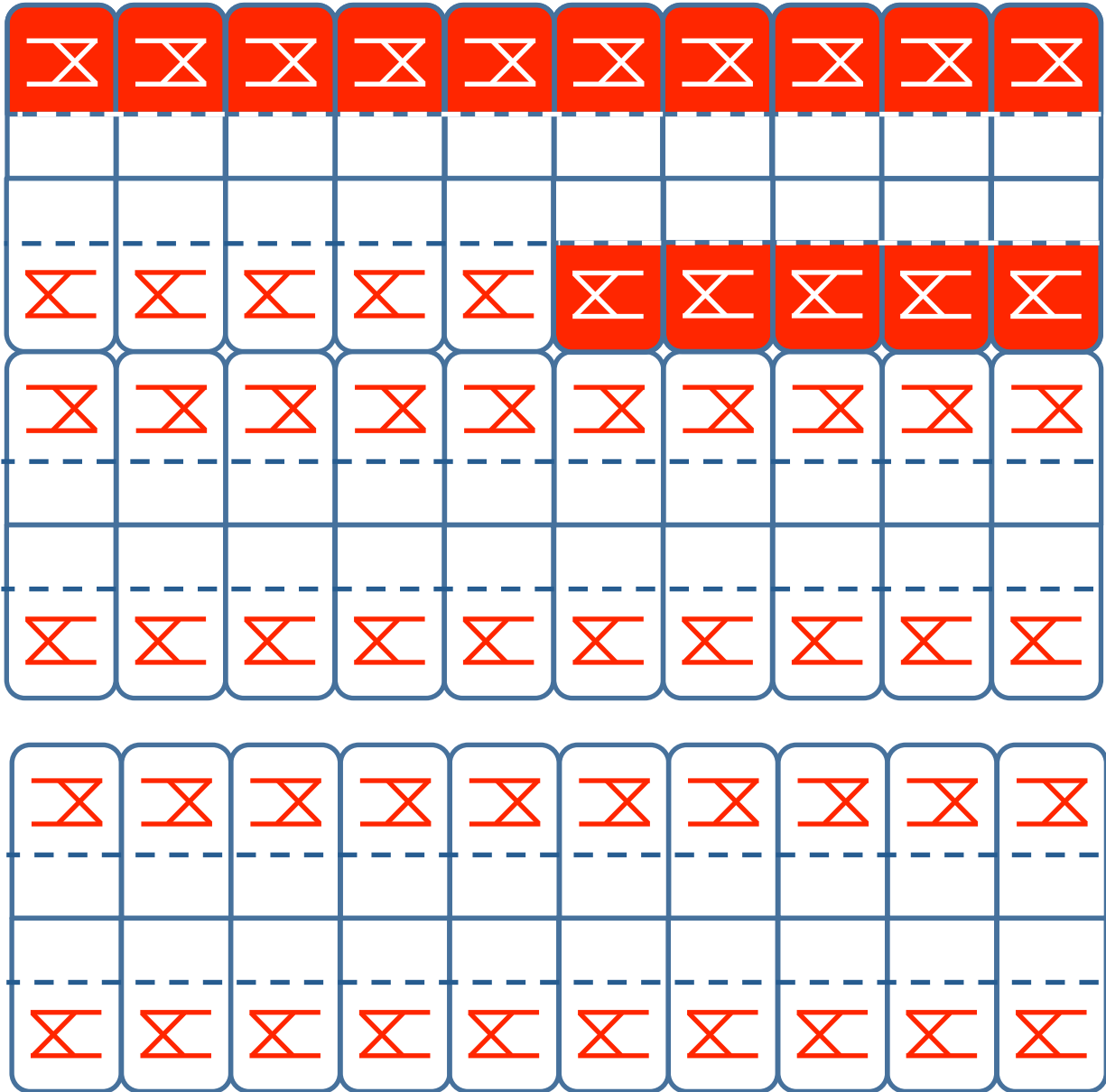


SCATTERLAND™

PLAYER GAME PIECES:

Cut along the solid lines and fold along the dotted lines. Colored game pieces represent island settlements. White game pieces represent boats.

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up

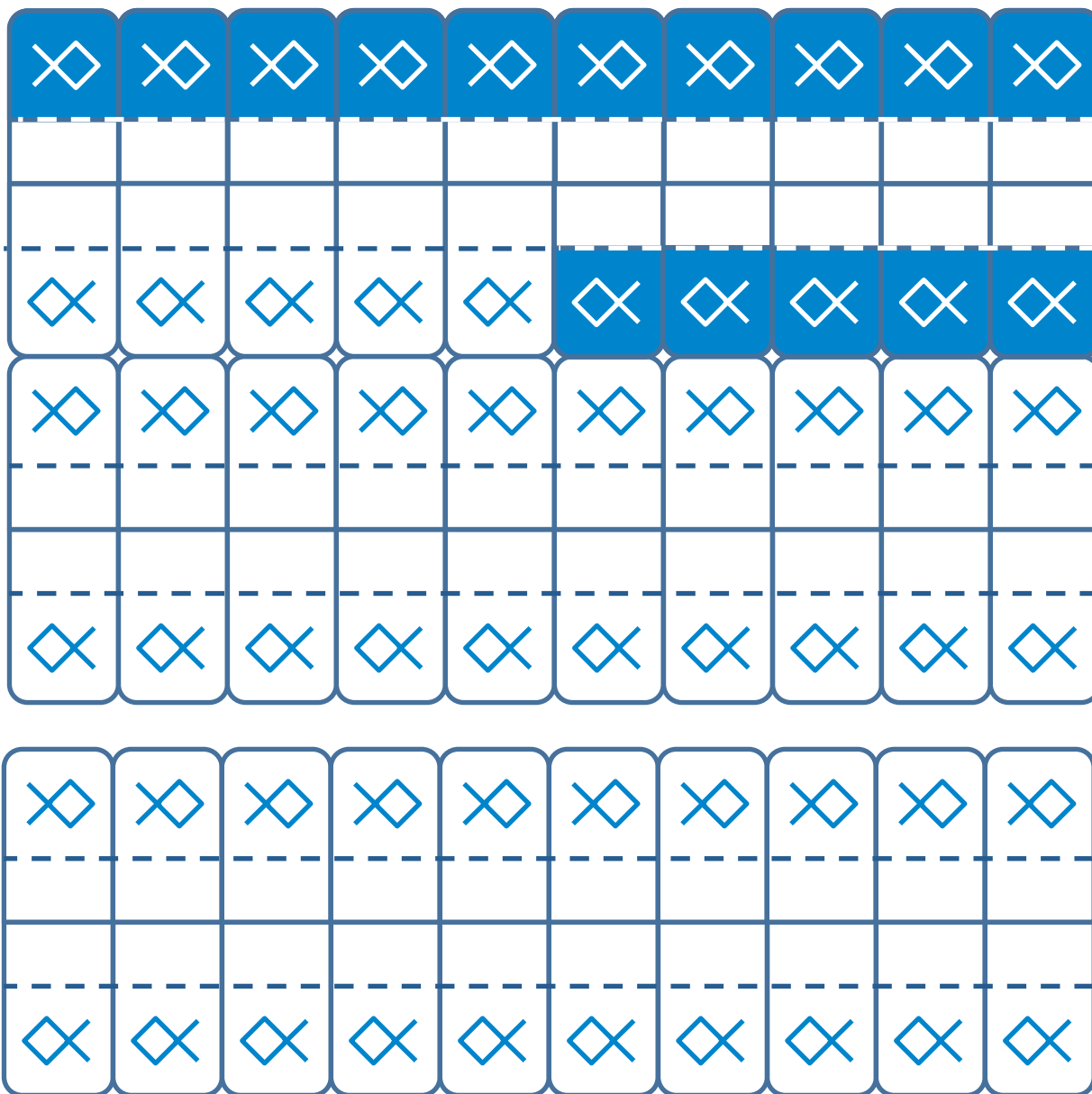


SCATTERLAND™

PLAYER GAME PIECES:

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up

Cut along the solid lines and fold along the dotted lines. Colored game pieces represent island settlements. White game pieces represent boats.





™ SHARED ISLAND GAME PIECES:
Cut along the solid lines and fold along the
dotted lines.

PRINT & PLAY • 2 To 4 Players • 30-40 Min • Ages 8 & Up

