

BLUE LAGOON

The game is played over two phases. In the first place pieces to explore the islands, scoring based on placement and collected items, and to set up for the second phase. In the second settle the islands from the villages left behind after the first phase, scoring following the same conditions again.

SETUP



- Place all **resources** & **statuettes** in the bag, then randomly place 1 on each stone circle.

*Note: Statuettes are **not** resources, references to resources, refers to the 24 resources **only**.*

- At 2/3/4 players each player takes all **Villages** and 30/25/20 **Settlers** in their colour.
 - Pick a random start player, play continues clockwise.
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EXPLORATION PHASE:

During their turn a player chooses to either:

- Place 1 **Settler** on **any** empty sea space.
- Place 1 **Settler** or **Village** on an empty Island space that's adjacent to one of their pieces

Sea: No Adjacency required, Settlers only.

Land: Must be adjacent, Settler or Village.

If they place a piece on the same hex as a Resource or Statuette, they add it to their collection.

THE EXPLORATION PHASE ENDS:

- When all **resources** have been collected, *(there may still be statuettes on the board)* or
- When everyone has placed all their **Settlers** and **Villagers**.

AT THE END OF THIS PHASE:

1. Score (as below)
2. All **settlers** are returned to their players.
3. **Villages** stay on the board.

Except: Villages on Stone Circles & any Villages not placed are removed from the game.

4. Return all **resources** and **statuettes** (from the board and players) to the bag, and randomly place 1 on each Stone Circle.
5. The Settlement Phase begins, with play continuing clockwise, *i.e. the next player after whoever ended the Exploration Phase goes first.*

SETTLEMENT PHASE

During their turn a player:

- Places 1 **Settler** on an empty space that's adjacent to one of their pieces.
*i.e. unlike the Exploration Phase, **all** Settlers, incl. sea settlers, must be adjacent to a piece.*

END OF THE SETTLEMENT PHASE AND THE GAME same as end of Exploration Phase.

- When all resources have been collected, or
 - When all players have placed their Settlers and Villagers.
 - Winner is the player with the most combined points from both phases
 - *If tied, tied player with the most resources and statuettes wins.*
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SCORING: COMPLETED AT THE END OF EACH PHASE.

Each player scores:

 =10  =20 **Islands:** 10/20pts if they have pieces on 7/8 islands

 =5/  **Links:** 5pts for each island on the chain of their pieces that connects the most islands. *This chain may branch.*

 =5  =10  =20 **Resource Collection:** For each resource: 5/10/20pts for each having 2/3/4+ of that resource.

 =10 **Resource Complete Set:** 10pts for a complete set of resources. *Score for one complete set only.*

 =4 **Statuettes:** 4pts per statuette

 6-10 **For each island:** Player with the most pieces on that island scores the points (6/8/10), shown on the board.
If tied, divide points evenly between tied players