



Cooper Island (2019)

2-4 Players

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Duration: 5 rounds. 60 - 120 minutes.



Board Setup

- Assemble the board with the **central island** and **1 peninsula & 1 bay tile** per player. **Puzzle pieces** fill in open spots
- Place the **5 cargo ships** face-up by the board in order with the **harbormaster** standing on the 1st card
- 4p**: place the **8 royal order cards** face-up by board. **3p**: display 6 random cards. **2p**: return the #8 card to box, display 4 random cards
- Shuffle the **15 small building cards** & **15 large building cards** place as separate face-down decks by board
- Put the **60 double landscape tiles** in the bag. Each player draws 2 at random, places in personal reserve
- Remaining resources are placed by board: **single landscape tiles** , **coins** , **resource cubes** , and **anchor tokens** . Shuffle **log book tokens** and place log book side up by board

Player Setup

- Take all pieces in chosen color. Place **1 crate lid** on each cargo ship on matching color space [5 total]
- Take **1 player board** [all same] and **worker board** in chosen color. Place **small buildings** , **large buildings** , and **fortress** on player board spots. Place **cartographer** marker on 0 space of track
- Place **2 normal workers** on the available worker area of player board, and the 2 remaining below on the round spaces. Place the **2 special workers** on the square spaces
- Place **4 milestone tokens** face-up on the 4 milestone spaces on worker board [any order]
- Place **5 ruin tokens** with ruin side-up on the 5 ruin spaces of your peninsula
- Put your 2 ships on your harbor space: **1-sail ship** on left side, **2-sail ship** on right side
- Put your **6 income boat tokens** and **6 islet tiles** face-up in player area
- Each player places 1 *meadow tile* on the start space of their peninsula, with 1 *food cube* on it. Take 1 coin from the supply & place onto any of the available storage spots on player board
- Pick a start player, award . 1st 2 players [clockwise] put cartographer on 3, 3rd & 4th players put cartographer on 4

Additional Details

- Coins, resource cubes, and anchors are considered unlimited
- If there are not more double landscape tiles in the bag, cannot perform draw action
- If an action lets you **gain** coins/cubes, place on free storage spots [unless stated otherwise]. If no storage spots are free, cannot gain
- You cannot dispose of coins/cubes in storage spots to clear them – must Market trade or spend to remove
- Pay coins from *storage spots* [worth 1 each]. Pay resources from *storage spots* [worth 1 each] **or** from *landscape space*. Level of landscape = value of resource. No change given for overpayment of resources

Landscape Tiles and Resources

FORESTS	MEADOWS	MOUNTAINS	SETTLEMENTS
to cut WOOD	to rear grazers for FOOD	to quarry STONE or mine GOLD	to produce CLOTH

End Game & Scoring

- The game ends after the clean-up phase of the 5th round
- Determine **helm points**. Use *log books* to count as 5 points, then add # of spaces each ship is past the last harbor
- Evaluate each **royal order card** with your worker, & award points for the level achieved [not cumulative]
- Gain points for your **building cards** with tasks you have fulfilled
- Combine **coins & cubes** on storage spots [use Anytime action before], steps remaining on your **cartographer track** and # of **double landscape tiles** in your reserve. Divide this total by 5, round down
- 1 point** for each **anchor token** under your sail ships
- Most points wins. Tie: tied player with fewest uncharted spaces on peninsula [with or without ruins]

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Game Play

The game is played over 5 rounds, with each round consisting of an **a) income phase**, **b) worker phase**, and **c) clean-up phase**. The **income phase** can be carried out simultaneously by all players. In the **worker phase**, players place 1 available worker & perform actions, then continue clockwise until no player has an available worker. The 7 steps of the **cleanup phase** occur simultaneously for all players. Then continue to the **income phase** of the next round

- When gaining helm points  choose 1 ship & move # of spaces earned from 1 sand bank to next.  moves clockwise,  moves counterclockwise. When you pass an **islet** [yours or opponent's], take its action immediately
- If you reach a **bay**, immediately gain 1 **log book** token from supply. Immediately take action on token [or forfeit]
- If you reach a **harbor**, gain 1 **log book** token from supply & perform action. Pay fee of 1 coin/cube [player choice] to opponent -> *marketplace* or to supply [if your own harbor]. If you cannot/do not want to pay fee, take 1 anchor. Your opponent [who was owed] takes 1 coin/cube [their choice] from supply -> *marketplace*
- Ships with anchors cannot move – use helm points to remove anchor tokens [1:1] to supply, then move
- Ships do not block water spaces – there is no limit to # of ships/players that can be on 1 sand bar

Income Phase: in any order, perform the income action of your income hands  1x

-  place 1 **islet tile** from personal reserve onto peninsula. The landscape hex must be uncharted, adjacent to 1+ existing landscape tile & not occupied by a ruin token. The islet side must be placed on water hex covering ½ sand bank [leave other ½ visible]. 1st islet **must** be placed to right side of harbor. Put 1 matching resource cube on landscape side, and perform islet action 1x [or forfeit it]
-  place 1 **double landscape tile** from personal reserve onto peninsula. Can place on 2 uncharted hexes if at least 1 is adjacent to existing landscape tile & neither spaces has a ruin token. Can place on 2 matching landscape tiles [*exception*: settlement can be placed on *any* landscape] at same height if neither are occupied by any item. Can use cartographer action to shim 1 hex up 1 level if needed. Place resource cubes. Mountain spaces of **level 3 or higher** can produce stone or gold [player choice]

Worker Phase: player with Cooper token  starts. Place 1 worker from available workers area to 1 of the worker spaces [ to round space,  to square space] where you do not have a worker. If placing on top of another player's worker, pay player directly beneath 1 coin **or** 1 resource cube of your choice -> *marketplace* of other player. If you cannot or do not want to pay, player takes coin/cube from supply & you place 1 anchor token under 1 sail ship [placing tokens evenly between ships if possible]. Only 1st player to cover an additional action symbol gets to use it

- **A:** draw 1 double landscape tile or place 1 double landscape tile **and** +1 cartographer track. Additional action: take Cooper token for next round. Special worker: perform all 3 actions in any order
- **B:** build 1 income boat of choice, place on any free *landing space* on player board. Pay cost shown on landing space, gain helm points, & immediately perform boat action 1x [or forfeit it]. Special worker: boat cost reduced by 2 [any combination of coins/wood]
- **C:** draw 1 double landscape tile **and** place 1 double landscape tile. Special worker: perform islet action of any islet tile on a water space [yours or opponent's]
- **D:** pay cost to build 1 building on player board. Must place on **most cultivated free landscape space** possible [player choice if multiple]. Can use Anytime action to clear space beforehand. Put building on any type of landscape, but +1 helm point  if placed on *settlement*. Special worker: building cost reduced by 2 [any combination of coins/cubes]
 - Pay building costs as printed, place building, gain helm point(s) as shown. For small or large buildings, draw 4 cards from building stack, keep 1 face-up, return rest face-down in any order to bottom of deck
- **E:** +3 cartographer track **and** +1 coin/cube of choice -> free *storage spot*. Special worker: perform income boat action of any built income boat [yours or opponent's]
- **F:** remove 1 ruin **or** build 1 statue. Must have *statue crafting spot* free to remove ruin, token must be adjacent to an existing landscape tile. Flip to statue side & place on free crafting spot [gain helm point if shown]. To build statue, place a token from crafting spot -> landscape tile [same rules as for buildings]. Pay 3 wood + 3 stone or 2 wood + 2 gold. Gain +1 helm point [+1 more if placed on settlement]. Special worker: can take both actions
- **G:** perform either action up to **2x**: draw 1 double landscape tile **or** place 1 double landscape tile. Special worker: also +1 cartographer track
- **H:** pay supply cost shown on ship to move your color crate lid from ship to your player board. If harbormaster is on selected ship & standing upright, lay him flat, cost reduced by 1 [gold or cloth]. Special worker: also **either** draw 1 double landscape tile **or** place 1 double landscape tile

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Game Play (continued)

Clean-up Phase: simultaneously execute the 7 steps in order, with all players moving from step to step together

- **Feed workers** : pay by spending food cubes \geq total feeding value on worker board. For each food you are short, place an anchor token under 1 of your sail ships. If fully fed, gain helm points for uncovered spots
- **Reactivate assets** : may reactivate 1 asset: **either** pay 2 coins to flip 1 face-down large building **or** pay 1 coin to move 1 used crate lid to back to your unused area. If *fortress* built, can do both action at no cost
- **Gain statue bonus** : gain 1 helm point for each statue on your peninsula
- **Gain passage bonus** : if all 3 hexes across top of your peninsula are covered with landscape, +1 helm point
- **Return workers** : return your workers from the island board to your available workers area
- **Clear marketplace** : after moving any coins/resources to storage, return any left on marketplace to supply
- **Move harbormaster to next cargo ship** : stand harbormaster upright & move to next cargo ship card. When the harbormaster moves from the last ship, the game ends

Anytime Actions

Anytime actions are marked by an hourglass  & can be performed any time during your turn. When you pay costs, you must complete the action without interruption, else can use Anytime actions before, after, or during other actions

- **Storage:** move a resource from a landscape to any free storage spot or move a coin/resource from your marketplace to any free storage spot. Cannot discard coins/resources in storage – must spend or trade
- **Market trade:** Perform 1 of the 3 market trade actions: **1)** trade 2 cloth for 1 coin -> *marketplace* **2)** trade 2 gold for any 1 resource -> *marketplace* **3)** trade coins/resource totaling value 4 for 1 coin/resource -> *marketplace*
- **Use crate lids:** move a crate lid from your unused area to a free crate space & perform the action printed there
- **Cartographer:** can perform 1x during income phase & 1x each turn in worker phase & 1x during clean-up phase
 - **pay 1 step** to shim 1 single tile [of matching landscape] when placing 1 double landscape tile
 - **pay 2 steps** to place 1 single landscape tile of choice on empty hex [adjacent & not occupied by ruin]
 - **pay 3 steps** to place 1 single landscape tile on existing landscape hex of level 3 or lower. The placed tile must match the tile underneath [unless settlement being placed] & space must not have any item
 - **pay 4 steps** to place 1 single landscape tile on existing landscape hex of level 4 or higher. The placed tile must match the tile underneath [unless settlement being placed] & space must not have any item
- **Large building cards:** after taking large building card Anytime action, flip face-down until reactivated

Milestones

Whenever you reach the goal of a milestone token flip it face-down. Then immediately **or** whenever [on your turn], move that token from its space to any free hire space and immediately gain reward

Milestones:

-  have 2 income boats on your landing spaces
-  have 2 buildings of any type on your peninsula
-  have 2 statue tokens on your peninsula
-  have 2 crate lids acquired from cargo ships [used or not]

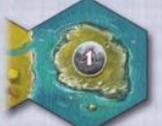
Hire Spaces:

-  +2 helm points
-  move 1 worker from below up into your available workers area. If a normal worker  chosen, use as normal. If a special worker , must also immediately assign 1 worker to a free royal order card. If no workers in available area, may assign that special worker itself. Workers on worker spaces cannot be assigned. New workers increase the feeding costs & may give helm points if feeding costs can be paid in full

Overview of the income actions on income boats

 Gain 1 coin.	 Gain 1 gold OR 1 cloth cube.	 Perform the action: Draw 1 double landscape tile (see page 14).	 Perform the action: Gain 1 step on your cartographer track (see page 14).	 Gain 1 wood OR 1 stone OR 1 food cube. Also, this boat provides an additional storage spot that you can use for the rest of the game.	 Copy the action of 1 other built income boat (in either a landing space on your player board or an opponent's).
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Overview of the islet actions

 Gain 1 coin.	 Gain 1 gold OR 1 cloth cube.	 Perform the action: Draw 1 double landscape tile (see page 14).	 Perform the action: Gain 1 step on your cartographer track (see page 14).	 Gain 1 wood OR 1 stone OR 1 food cube. Also gain 1 food cube.	 Perform the action: Remove 1 ruin (see page 19).
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Overview of the log book actions

							Gain each item shown on the token.
		Gain 1 of the resource cubes shown on the token.	 Perform the action: Draw 1 double landscape tile (see page 14).	 Perform the action: Gain 1 step on your cartographer track (see page 14).			

Overview of the royal order cards

 How many income boats have you built? 3 = 3, 4 = 5, 5 = 8 1x	 How many buildings have you erected on your peninsula? 3 = 3, 4 = 5, 5 = 8 1x	 How many crate lids have you acquired from cargo ships? 3 = 3, 4 = 5, 5 = 8 1x	 How many statues have you built on your peninsula? 3 = 3, 4 = 5, 5 = 8 1x
All income boats on your landing spaces count (even the ones that are face down because of the large building card number 14).		It does not matter where these crate lids are, as long as they have been removed from their cargo ship cards.	Statues on statue crafting spots do not count.
 How many landscape spaces on your peninsula have a cultivation level of at least 5? 4 = 3, 5 = 5, 6+ = 8 1x	 How many uncharted spaces does your peninsula have (with and without ruins)? 4/3 = 3, 2/1 = 5, 0 = 8 1x	 How many landscape spaces of any cultivation level make up your largest unbroken area of one landscape type (excluding settlements)? 5/6 = 3, 7 = 5, 8+ = 8 1x	 Copy 1 royal order card that is occupied by another player. ? = ?-1, ? = ?-1, ? = ?-1 1x
Each top landscape space that lies on top of at least 4 landscape tiles (double or single) counts, irrespective of whether that space is free or occupied by an item.	Count how many uncharted spaces you have left on your peninsula (any spaces that are not covered by landscape tiles), irrespective of whether there are ruins on them or not. Free water spaces do not count for this, of course.	Count how many topmost landscape spaces of the same type form your largest unbroken area. This can be any meadow, forest or mountain area (but not settlement), irrespective of the cultivation level that any of its spaces has and whether they are free or occupied by any item.	When the royal order cards are scored, choose 1 royal order card which is occupied by a worker of another player (who scores that card as usual). You score that card also as if you had a worker on it but with a reduction of 1 point. If you have not even reached its first stage, you get 0 points.