

# Notes on Palm Island

Don't print this - the leaflet starts on next page

There has been discussion on the BoardGameGeek forums about how things work.

This leaflet tries to string some of the discussion points together.

So, from the leaflet, players get clarifications (hopefully).



## Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



More little leaflets here ►

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



Fun, popular games available from [FunGames4CasualPlayers](http://FunGames4CasualPlayers.com)

### [Palm Island](#)

This self-same small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

### [Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

### [Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

### [Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

### [Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

### [Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

## Cooperative - two player

The duo works together to fend off a disaster.

Each shuffles their pack ~ they'll not be playing the same card-order.

If the disaster's overcome before the end of round eight, they win - otherwise they're both overwhelmed by the disaster.



### Disasters

One of the three disaster cards will be used - placed in view of both players (*perhaps cover the segment that's not in play, to avoid confusion*).

The card can be upgraded by rotating or flipping when both players have reached the end of the round.

The costs may be met by sharing their stored resources.



### Special abilities - a little *extra* assistance

One of the three available cooperative abilities cards can be used. You are allowed at any time to check out what benefits it brings.

The card can be upgraded when both players have reached the end of the round.

Again, the costs may be met by sharing their stored resources.

### Shipping

To rotate it costs one Stone for each player (*that's two stones*), plus Temple upgrades to at least level 2.

This could be just one Temple upgraded to level 2, or two Temples to level 1.

- "Once per round, each player may pay, in full or in part, for 1 of another player's costs." (*Obviously, they must themselves have stored the resources to do so.*)

### Rebuild

The total cost to rotate the card at the end of a round is two wood, two fish and two stone.

- "At the start of each round each player may move one card in their deck to the front of their deck."

### Storage

At the end of a round the card may be rotated through 180° free.

But to **flip** the card you must pay

either 2 Wood, 2 Fish, and 2 Stone in total (not per player)

or 1 Wood, 1 Fish, and 4 Stone.

- "The resources above apply to the next disaster card payment. Flip this card as soon as it is used." After it's been flipped back, the card can be rotated or flipped again.



# Palm Island

about 15 minutes  
1 player or 2

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## Notes for solo & cooperative games

### Discard

This means that the card is moved to the back - not-rotated and not-flipped.

### Looking ahead and taking action

Before starting, you are permitted to look (*once only*) through the whole deck.

You may do this before placing Feat cards.

Thereafter, you can look only at the top three cards: including their reverse.

But you can **act** only on one of the top two.

It is **only** the top card that may be removed to the rear, unused.

You can **act** on the second card, but not move it to the back if it's unused.

When a card is used, and rotated 90° to the right (*clockwise*) to display its resources, those resources have become **stored**.

The rotated card is moved to the rear of the deck.

There's a limit of four such stored cards.

If that limit's been reached, but you want to store another free one because it might be more useful, one of the four must be rotated upright and left where it is within the deck.

If a stored resource card ever reaches the top card position, it must be rotated upright and put to the back of the deck.

## Feats - solo game

Feats that have been earned can be used in all future solo games.

**Note** - [Axe of Greatness](#) - [Tooth of the Beast](#) - [Mark of Balance](#) - [Monument of Glory](#)

These Feats require the number of named Resource Cards to have been upgraded to at least the level specified.

For example, [Axe of Greatness](#) requires at least three Loggers to at least level 2.

Once earned, Feat cards are rotated or flipped as shown on the card, so that the open-lock icon shows at top left.

They always begin life in that starter position.

### Before the game starts

Three of the Feats permit you to take useful actions before the game starts.

They then can be set aside.

**These are** - [Axe of Greatness](#) - [Tooth of the Beast](#) - [Vision Stone](#).

### During the game

The other six are placed at the back of the deck (*after the round tracker*) when starting a game, in whatever order you choose.

They'll not make their appearance until the start of the second round.

They can be actioned in the usual way, and they move to the rear of the deck in just the same way that other cards do when they are actioned.

They must be in top or second card position to be actionable.

All can be actioned more than once **except** [Monument of Glory](#) ~ once only.

## Villagers - solo game

The stars and other details on the rear of Villagers are of no relevance here.

- Before starting, shuffle the **Villager** cards and select three randomly.
- Place them directly **in front** of the turn marker card in the order in which they were selected.

### How to recruit Villagers

Some must be paid for. This can be done when they are top or second card.

When it's first 'recruited', a Villager card goes immediately **behind** the turn marker, no matter what other cards may already be in place behind the turn marker.

If there is more than one, they are placed in the order in which they are recruited.

### Builder and Elder

- Their benefits apply **throughout** the remainder of the round after they appear.
- You can rotate them 90° left to show they're in play. This can be done when they become second or top card.
- When the **Builder's** actions have been put to use in a round, the card is put upright.
- The **Elder** can stay rotated once he's been called into action - throughout the game.

### Merchant, Priest, and Chief

- Their benefits do not come until the end of the eight rounds.
- They remain in the pack.
- They repeatedly leap to the back of the deck when they become top card.

**Wayfinder** and **Raider** are just like resource cards: powerful ones.

- They can be stored when they are top or second cards, being rotated 90° clockwise and placed at the back of the deck.
- They are turned upright when their resources are put to use.
- At the end, they drag down the number of stars that have been scored.

### When can you recruit?

The first time that Villagers can be recruited is at the end of the first round, since they were placed immediately **in front** of the turn marker.

The first time that their actions can be called on is at the start of the second round, since they will have been placed immediately **after** the turn marker card when they were recruited.

If there were Feat cards in place behind the turn marker at the outset, any recruited Villagers will come to the fore before they do.