

VANUATU



RULES FOR TWO PLAYERS

With this variant, both players will limit the availability of actions using five neutral markers (choosing one of the 3 other available player colors). The neutral markers do not block actions, but only serve to increase the action marker cost required by the players to activate those actions. This adds an extra level of interaction each player can target the actions which are most useful to their opponent. Additionally, there are a few minor changes to the basic rules, including the management of the character roles, and movement of the Sailboat.

SETUP

- The components are arranged as in a 3 player game.
- The 5 **Action Markers** of a third color are placed next to the board as **neutral markers**.
- Shuffle the **Character Tiles** into a face down deck beside the board. Turn over the first 5 tiles; these will be the characters available during the first turn.

ACCESSIBILITY OF ACTIONS

After the first phase and before selecting a character, the First player takes two **neutral markers** and places them on one or more actions of his choice. The second player does the same with the remaining three **markers**.

These neutral markers will define a level of accessibility of the action. Thus, to play an action on which there are neutral markers, a player must place as many **Action Markers** + 1 on the action as the number of **neutral markers** present (see example below). However, the **Characters** will allow players, in addition to their usual bonus, to break majority ties against the **neutral markers**. Thus, when a player chooses a **Character** which is linked to a specific action, they only need to place the same number of **Action Markers** as the number of **neutral markers** present on that specific action space.

Note: The **Preacher** is not linked to a specific action and thus does not break ties against any neutral markers when considering majorities on actions. Therefore, provided they have no majority on any other action, The **Preacher** can always perform an action with **neutral markers** on it by using just one of their own **Action Markers**. The **Governor** allows players to move markers to another action, in this case the **Governor** is considered to be the matching character for the new action space, thus winning ties against **neutral markers**.



The first player has chosen to place his two neutral markers on the **SELL FISH** action, while the second player has decided to place them on the **REST**, **FISH**, and **DRAW** actions. Thus, to play the **SELL FISH** action, a player must place at least 3 **Action Markers** on this action, or 2 **Markers** if the player chose the **SELLER** character, or moved 2 **Markers** there by using the **GOVERNOR** character bonus.

To use the actions **REST**, **FISH**, and **DRAW**, players must place at least 2 **Action Markers** (or 1 for **FISH** and **DRAW** if they chose the corresponding character **Fisherman** or **Artist**. If he moves 1 marker with the **Governor** he can use any of these 3 actions). The **Preacher** can take ANY of the actions with **neutral Markers** by placing a single **Action Marker** on it, providing they do not have a majority on any other action at that time.

CHOICE OF CHARACTERS

At the beginning of each round, all **Characters** from the previous round are discarded. Shuffle the remaining 6 **Characters** and place 5 of them face up next to the game board, discarding the other. In this way, no **Character** will be available in consecutive rounds. **Characters** are selected in Turn Order after the **neutral Markers** have been placed on the **Action Spaces**.

Note: The **Character** bonuses work exactly as described in the full game rules.

SAIL

Unlike the basic game, there can only be one **Sailboat** on the same **Ocean Tile**, except at the beginning of the game where the starting position of the boats remains unchanged.

Note: a **Sailboat** can pass through an **Ocean Tile** occupied by another **Sailboat** but cannot stop on it.

ADVICE

Due to the Sailing restriction (one **Sailboat** per **Ocean Tile**), a separation of the players' **Sailboats** is likely to occur, meaning that each of the two players move their **Sailboats** to different sides of the archipelago. Thus, being first player can be of great importance because he places the **Archipelago Tiles**. However, this advantage is countered by the fact that the second player has an additional neutral marker they can place.

Do not forget that the configuration of the archipelago is predefined. Thus, placing all the **Archipelago Tiles** on one side of the board early in the game will result in the remaining **Archipelago Tiles** being placed on the other side of the board later in the game, which might make access to **Archipelago Tiles** easier for one of the players.

It is therefore advisable to know when to offer certain 'gifts' by placing certain **Archipelago Tiles** in certain areas at the appropriate time to avoid being restricted in where you can move later in the game. A player with great access to resources can block the **SAIL** action with **neutral markers**, making it more difficult for the other player to receive this benefit.

Bluffing and tricking your opponent are therefore needed to achieve victory.

