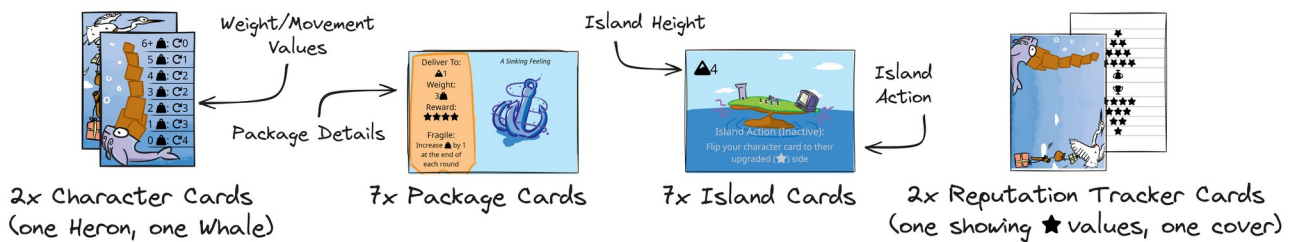# Island Delivery

2 Players (Competitive) | 15min | Ages 8+

The race is on! **Whale Postal Service** *and* **Heron Deliveries** *are locked in a battle to become the most trusted mail service in the Seven Islands. To come out on top, you'll need to plan efficient routes between the islands, get help from the islands' eccentric inhabitants, and be EXTRA careful with the strange Fragile packages you'll be carrying!*

Components

2x Character Cards (one Heron, one Whale)

7x Package Cards

7x Island Cards

2x Reputation Tracker Cards (one showing ★ values, one cover)

Setup

1. Decide which player will play as the Heron, and which will play as the Whale. Also decide a starting player.

2. Shuffle the islands together and deal all 7 in a circle **(ensure their inactive side is face-up)**.

3. Shuffle the package cards **(non-*Fragile* side face up)** to form the Mail deck.

4. Place two packages. To place a package, draw the top of the Mail deck: this is the package you will place. The destination on the card below it (ie: the new top of the Mail deck) indicates the island at which you place the package, tucking it under the island card such that the details on the left are showing.

5. Beginning with the starting player, each player places themselves at an island. To do so, tuck your character card **(non-upgraded side up)** behind any island, so that only the "0 ⚓" row is showing. The Heron will be showing above its island, and the Whale showing below its island.

6. Set the *Reputation* tracker so that the non-starting player has one *Reputation* (★).


Completed Setup
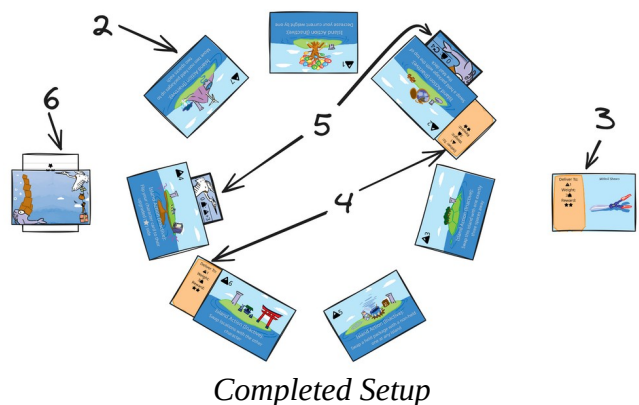
Gameplay

Beginning with the starting player, players take alternating turns until one of the end conditions are triggered, after which the player with the most *Reputation* wins the game. Each turn, a player takes two of the following actions (either two different actions **or** the same action twice):

Action: Move

Each character moves differently:

🐋 **The Whale** may only move clockwise. The maximum number of spaces the whale may move is based on their current *Weight*.

🕊 **The Heron** may move up to two spaces in either direction. However, the maximum height of their destination island is based on the height of their current island and their current *Weight*.
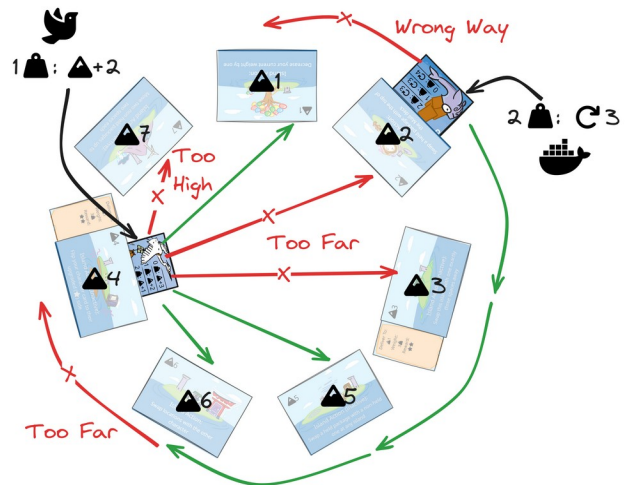
Action: Pick Up a Package

Take a package card from your current location and set it in front of you. Increase your *Weight* as indicated on the package's details. Then, if there are fewer than two non-held packages in play, **place a new package** following the same rules as Setup.

Action: Deliver a Package

To take this action, you must be at the destination for one of your held packages. Gain *Reputation* and decrease your *Weight* as indicated on the package's details. Then:

- If it was a *Fragile* package, remove it from the game.

- Otherwise, flip your current island so that its action is available. Then flip the package to its *Fragile* side and place it at the bottom of the Mail deck.

Action: Use Island Action

Use the Island Action of your current location. **You may only do this if the island is active**.

Action: Abandon Package

Lose one *Reputation*. Place a held package at your current location, and decrease your current *Weight* based on its details.

Game End

The game can end in one of two ways:

- If one player leads by 5 or more *Reputation,* they immediately win the game!

- If you need to place a new package (during the **Pick Up a Package** action) and cannot because there is only one card in the Mail deck, the game immediately ends and the player currently leading in *Reputation* wins the game!


Tracking Weight
As your *Weight* (⚖) increases/decreases, shift your character card up/down behind your island so that your current weight is visible
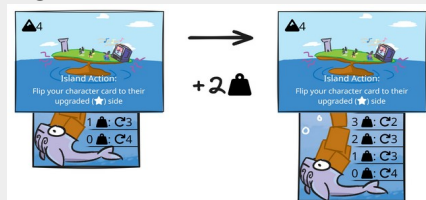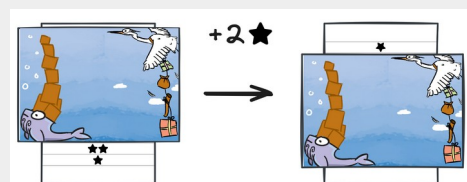
Tracking Reputation
The *Reputation* tracker shows the **difference** in *Reputation* (★) between the players.

As you gain ★, shift the *Reputation* tracker up/down one space for each ★ gained.

There is no zero space, so if your opponent is leading by 2★ and you gain 2★, it will shift to show that you lead by 1★.

Island Actions FAQ

Island 1

You may not decrease your weight below 0.

Islands 2 & 5

You may only swap a package you hold, not one held by your opponent. Adjust your weight based on the difference between the old and new packages.

Island 3

Any packages on the swapped islands move with their island, but characters do not.

Island 4

This action has no effect if you have already upgraded your character.

Fragile Packages FAQ

Sinking Feeling (Destination 1)

You do not lose the additional weight gained via the package's effect when delivering the package, you only lose the package's base weight.

Letter From the Future (Destination 2)

Track how many rounds are left before you may deliver the package by using the ⏱ icons. When you pick up the package, set it to ⏱ 3, and decrease it by 1 at the end of each round. When it is at ⏱ 0, you may deliver the package as normal.

Perfectly Balanced Weights & Oddly Shaped Rock (Destinations 4 & 5)

While holding either of these packages, as soon as you move to (or are forced to move to) an island which does not meet the requirements you must abandon the package. This forced abandonment does not cost you an action.

Lonely Spirit (Destination 6)

You may not pick up this package unless you are holding another package. If you end up holding only the Lonely Spirit (eg: by delivering or abandoning another package), you must immediately abandon the Lonely Spirit. This forced abandonment does not cost you an action.

Volatile Crystal (Destination 7)

Track how many rounds are left before the package explodes by using the ⏱ icons. When you pick up the package, set it to ⏱ 3, and decrease it by 1 at the end of each round. When it is at ⏱ 0, the package explodes! Lose one *Reputation* and remove the Volatile Crystal from the game.