

HOW TO PLAY

SEVEN ISLANDS™

= A GUIDE TO THE ISLANDS =

OVERVIEW

You and a friend are contestants on a reality show! You've been stranded on a tiny tropical island, which is connected to six others by rickety Bridges. The first team to reach the designated Beacon wins a million bucks! How do you know which Beacon to go to? Just look at the sail on the Ship currently docked. Better get there quick before a different Ship comes in!

TYPES OF CARDS

- **Terrain:** All cards with land and/or sea are called Terrain cards. These cards are used to create the gameboard.
- **Gear:** These represent items of equipment you might have, which you will keep in front of you to provide extra options.
- **Actions and Surprises:** These have single-use functions. Actions are used during your turn, but Surprises work anytime.

MULTI-PLAYER VS. SOLITAIRE

With 2-4 people, each player's two contestants are represented by a pair of game pieces (or tokens). As they explore the islands, the Beacons will be discovered, and various Ships will dock. The first player to get both of their tokens onto the Beacon that matches the current Ship receives a million imaginary dollars!

The solo version is a bit different. It uses only the Terrain cards, and is focused on the islands themselves, featuring the puzzle-like challenge of building a complete, perfect archipelago.

= BASICS OF ISLAND BUILDING =

- The Start card begins in the center of the table.
- New Terrain cards must be added to an existing island along the same-sized edge (long next to long, short next to short).
- Upside down placements are legal.
- Terrain cards must connect to the layout via land edges. Sea-to-sea connections are not good enough. (See Figure 1.)
- You cannot make a play that would create an illogical land/sea situation. Figure 2 shows a basic example: you can't place land next to sea unless there's a Beach in between.
- Every island needs a Beacon; but no island can have two.
- You cannot make a play that would make it impossible to add a Beacon to an island that has no Beacon. (See Figure 3.)
- A Beacon can establish its own new island whenever needed.
- An island is "complete" if every edge has a Beach.



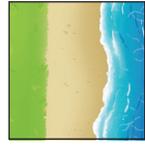
START

All pieces begin on this card, which is always placed in the center of the table.



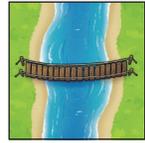
DOCK

There's only one Dock, which is part of the Start card. When a Ship is played, it attaches to the Dock.



BEACH

Any Terrain card with a sandy stripe is a Beach. One Beach card can be played as a bonus action at any time during your turn.



BRIDGE

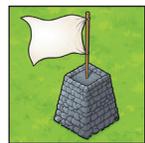
When a Bridge card can connect to a different island, it should be connected automatically. Adjust all cards as needed.

The following functions only apply in the multi-player version.



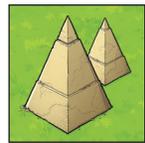
SHIP

If a Ship is docked, its sail indicates which Beacon is the goal. Only one Ship can be docked at a time. Draw two cards when you play a Ship.



BEACON

If both of your pieces are on the Beacon that matches the Ship, you win! Only one Beacon per island. Draw one card when you play a Beacon.



PYRAMID

If either of your pieces is on a Pyramid, you get an extra card when you draw at the start of your turn.



PORTAL

If your piece is on a Portal, it is simultaneously located on all other Portal spaces.



MOAI

If you have a piece on a Moai when you draw at the start of your turn, you can choose any of the discards instead of the top card of the draw pile.



WELL

If your piece is on a Well, once per turn you can draw and immediately play the next card, as a free action, at any time during your turn.



Figure 1: No Water-Only Plays
Legal plays require at least one land connection. Cards cannot be connected by sea-edges alone.



Figure 2: No Beachless Edges
This is an illegal play because land and sea must always have a beach between them.

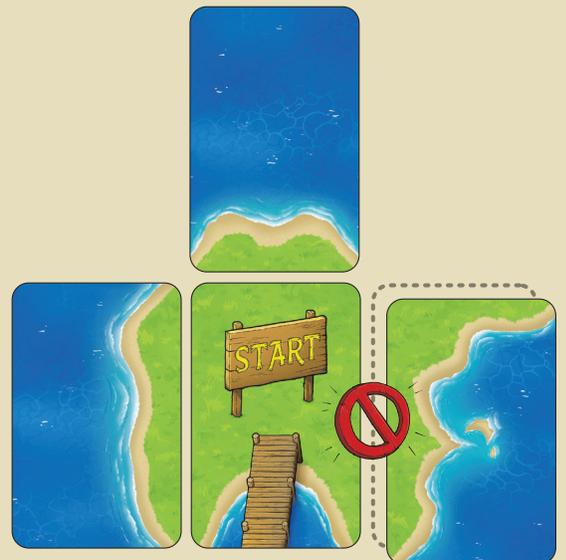


Figure 3: No Blocking a Beacon
Playing this card would leave no place for a Beacon to be added to this island. (Figure 2 shows why.)

== MULTI-PLAYER RULES ==

First: Learn the *Basics of Island Building* on the other side.

Goal: Be the first player to get both of your tokens onto the Beacon with a flag that matches the Ship currently docked. There's one Beacon and one Ship for each of these 7 icons:



Setup: Place the Start card in the center of the table and place the tokens for all players onto it. Then shuffle the deck and deal three cards to each player.

Turn Order: On your turn, in this order, you will draw one card, play one card, and, optionally, move one of your pieces one space. You may also freely play a Bonus Beach (see below).

Who Starts? Whoever was most recently aboard a boat begins.

PLAYING CARDS

Gear: These cards are kept in front of the player who played them. Gear must be in play (i.e. on the table) before it can be used.

Floating Islands: If you want to play a Terrain card of any type, but there's no legal place for it to go, just let it "float" anywhere on the table until a spot appears. Floating islands automatically attach to the first legal space available. For example, Bridges will often create a spot for a floating island to attach to. If there is a choice about where a floating island should attach, the current player makes that decision. Floating islands can be built onto by regular placement rules.

Bonus Beach: Once, at any point during your turn, you may also play any Beach card (plain or with features) as a free action. However, these cards must have a place to go – they can't float.

Icon Bonus: Whenever you play a card with an icon, you immediately draw again. You gain one extra card for playing a Beacon, and two for playing a Ship. (Remember, it's "one if by land, two if by sea.")

Limits: There is a Hand Limit of 7 and a Gear Limit of 3 – except during your turn. This means that you can still draw even if you have 7 cards, and may still play a Gear card when you have 3 in play. However, when your turn ends, you must discard to 7 and 3. (**Note:** The Backpack lets you exceed both of these limits.)

Ships Replace Ships: When a new Ship is played, the old Ship is discarded. If any pieces are on a docked Ship when a new Ship arrives, they are pushed back onto the Start card.

When the Deck Runs Out: Reshuffle and continue playing!

MOVEMENT

Regular Movement: Pieces move orthogonally (no diagonals), one space (i.e. one card) at a time. Gear or Action cards may increase this. Any number of pieces can share the same card.

Portals: All Portals are treated as if they were the same space. In other words, you can freely move between any of the Portal cards before making your piece's actual move.

Bridges: If a piece is on a Bridge card, it's considered to be on both of the connected islands at the same time.

Sailing the Ship: You can use the Ship to go to another island. However, since there's only one Dock, the Ship will not actually stop there – it just drops you off (**splash**) and sails away! So, if you move a piece onto the Ship, you can use your subsequent move to "sail" the Ship to any Beach card, where all pieces on it will "swim ashore" as the Ship sails off into the discard pile.

HOW TO WIN

If both of your tokens are on the Beacon that matches the Ship, you win! (If two players accomplish this together, it's a tie.)

== SINGLE-PLAYER RULES ==

The solo version is not as difficult to win as a typical solitaire game; it's sort of a cross between solitaire and a jigsaw puzzle.

Your goal is to use all of the Terrain cards to create a perfect archipelago of complete islands (i.e. with Beaches all the way around) which are all connected to one another via Bridges.

HOW TO PLAY

- Begin by learning the *Basics of Island Building*.
- Place the Start card in the center of the table.
- Remove all Actions, Gear, and Surprise cards from the deck and set them aside. Your deck will consist only of Terrain cards.
- Shuffle the Terrain deck, and draw a starting hand of 3 cards.
- Add a card to your hand, then either play or discard a card.
- When drawing a new card, you can also choose to draw back the topmost card from the discard pile.
- Continue this process until you've gone through the entire deck. Then, if your archipelago is perfectly complete, you win!

Ships: The Ship cards are played on top of each other at the dock until needed. Ships can only be used once, and are then placed in their own discard pile. Using a Ship allows you to:

- a) move a card to another location;
- b) take any card out of the discard pile and play it; or,
- c) remove a card and place it anywhere in the discard pile.

Separations: If using a Ship causes two islands to become disconnected, you can rejoin them however you like.

Sandbars: If you have no cards left except an even number of matching "endcaps" (any card that closes off a single end), you may create one or more "sandbar" peninsulas by placing endcaps back to back on the "corner" of an island where two diagonals come to a point. (See *Figure 4.*) Sandbars can only be created after all non-endcap cards have already been played.

Increasing the Difficulty: After mastering the basic game, you may wish to make it more challenging by adding one or more of these limitations:

- Use as few Ships as possible (ideally zero)
- No island may have more than one of each type of structure
- No upside-down structures
- No "holes in the ocean" (i.e. no fully enclosed gaps of water)
- No Sandbars

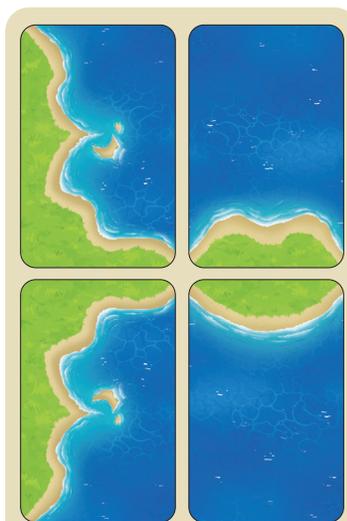


Figure 4: Sandbar
These are legal plays, but **only** at the **end** of a **solo** game.

QUESTIONS?

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Are you confused about anything in these rules? We can help! Please visit our extensive online database of Frequently Asked Questions, and if you can't find an answer there, just email us at TheLab@LooneyLabs.com and we'll get back to you ASAP!

== CREDITS ==

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WARNING:
CHOKING HAZARD
Small parts. Not for
children under 3 years.

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