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Archipels

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Game Objective: build a harmonious island, rich in diverse wildlife and beautiful buildings. The game unfolds over several days, during which you'll bring your island to life and choose the elements that will make all the difference during final scoring. Your paddle helps you select the best tiles, and blocks your opponents!

COMPONENTS & SETUP (3 OR 4 PLAYERS)

For 2-player games, see the special rules on the last page.

A Game Board

Important: before your first game, assemble the 3D board as shown in the assembly guide. You won't need to disassemble it, it fits in the box as is.

B 142 Island Tiles

Shuffle and stack them face down. Draw 20 tiles and place them face up on the sea spaces of the board.

For 3 Players:

Place a paddle on one edge of the board. It will stay there for the rest of the game. Do not place tiles under this paddle. Only 17 tiles will be on the board.



C Score Board

Place it next to the main board.

D Tiki Token

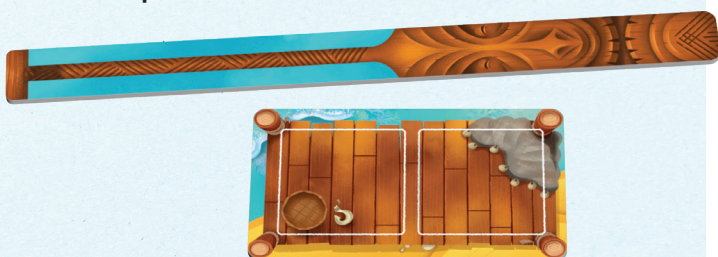


Place it on the first day tracker.



4 Paddles & 4 Docks

Each player gets one paddle and one dock.



1 Canoe Token (First Player)



Select a first player and give them the canoe token.

E 7 Initial Score Tiles

Shuffle and draw 4 at random. Place them on the matching animal spaces of the score board.

Return the unused 3 tiles to the box.



Leave the score pad in the box; it will only be used at the end of the game

The first player begins.
Then play proceeds clockwise.

Player Turn

On your turn, perform the following steps in order:

1 - CHOOSE TILES:

A Select 1 to 3 visible tiles from the same row or column of the board. These tiles must be available (not covered by any paddle).

B Then, place your paddle on that row or column. Tiles under a paddle become unavailable for the rest of the day.

2 - PLACE TILES:

Add these tiles to your island and/or store up to 2 on your dock. You may also place previously stored tiles onto your island. It's possible to play up to 5 tiles in a single turn.

👉 If you can't place a drawn tile and your dock is full, discard either a dock tile or a newly drawn tile.

Island Building Rules:

- ✓ Tiles have a specific orientation: The arrow at the bottom must always point upward.

Building tiles (Level 3) have only one element, so orientation is less important, but isn't it prettier right side up?

👉 A Sea tile (Level 1) or Sand tile (Level 2) contains 4 squares.

- ✓ Your island always begins with a Sea tile (Level 1).

✓ After placing the first Sea tile, any new Sea tile (Level 1) must be placed adjacent to another Sea tile (even if covered) by at least one square. Sea tiles cannot touch only by a corner.

- ✓ A Sand tile (Level 2) must overlap at least two Sea tiles. It can cover 3 or even 4 Sea tiles.

A Sand tile can never be placed over empty space: Its entire surface must rest on Sea tiles. Sand tiles on your island do not need to be adjacent to each other.

- ✓ A Building tile (Level 3) must overlap at least two Sand tiles. It can cover 3 or even 4 Sand tiles.

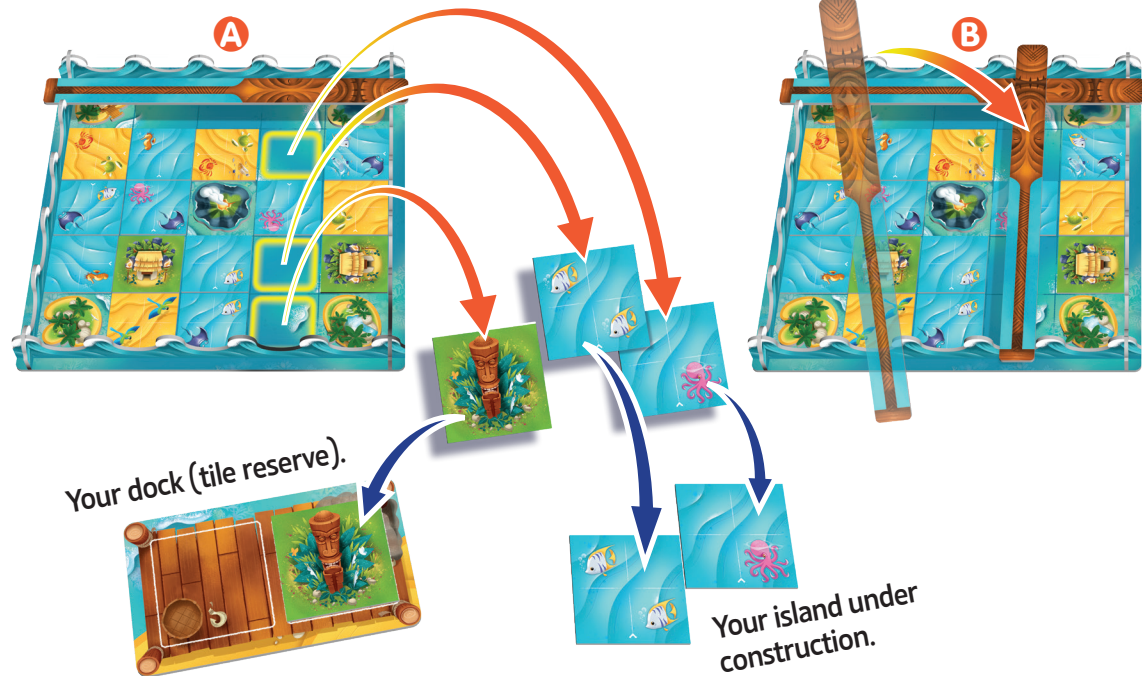
A Building tile can never be placed over empty space: Its entire surface must rest on Sand tiles. Building tiles on your island do not need to be adjacent to each other.

- ✓ A Building tile can never be placed directly on the Sea.

- ✓ Once a tile is placed on your island, it cannot be moved.

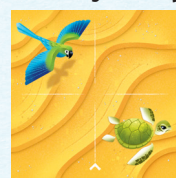
- ✓ Before moving on to the **INCREASE ELEMENT VALUE** phase, make sure each player has completed their construction.

PLAYING A DAY

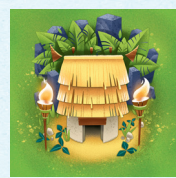


Tiles represent three types of terrain, stacked in layers:

LEVEL 1: SEA (mandatory base)



LEVEL 2: SAND
⚠ Must overlap at least 2 Sea tiles.



LEVEL 3: BUILDING
⚠ Must overlap at least 2 Sand tiles.



Increase Element Value

When all players have taken their turns (placed their paddle and built their island), the last two players will increase the value of certain animals or buildings by moving tiles from the board to the scoring area. This increase affects all players.

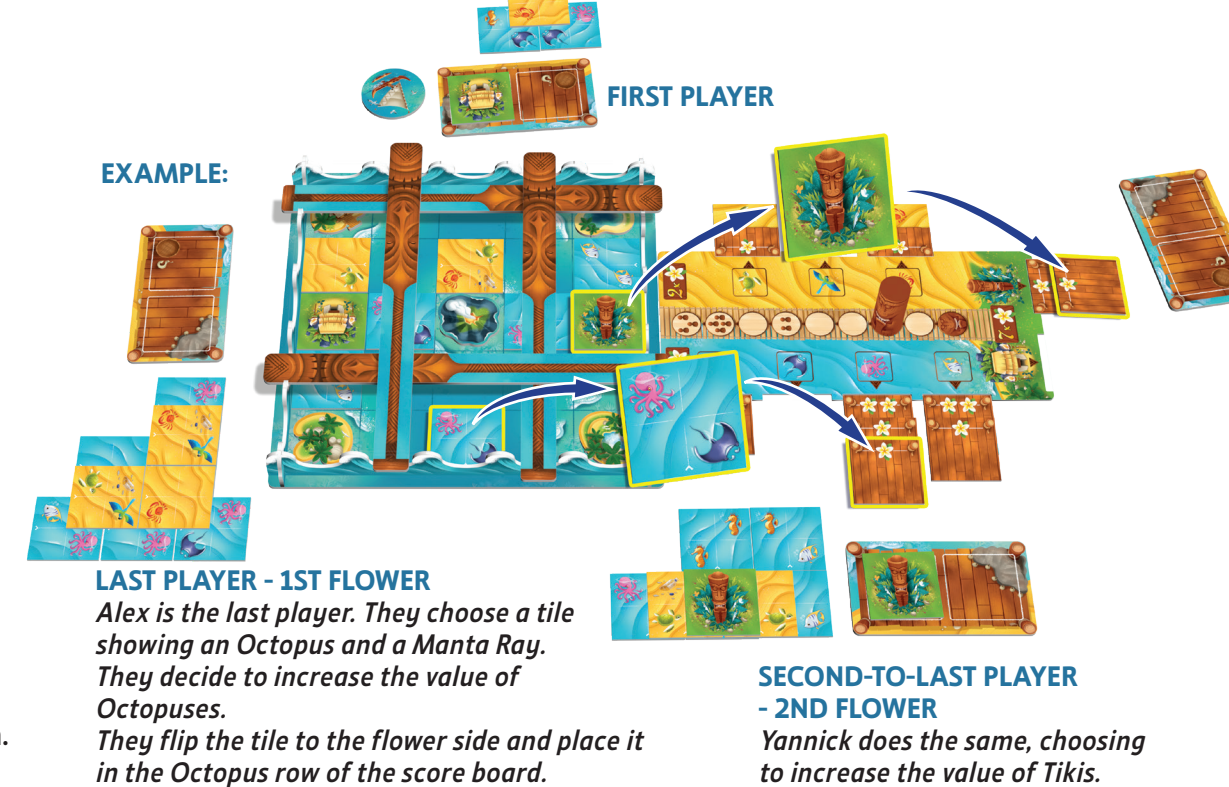
Follow these two steps in order:

1ST FLOWER: The last player of the round chooses 1 Island tile still available (free) on the board. They flip it to the flower side and place it in the scoring area.

⚠ Only one element on the tile can have its value increased. If two elements are shown, the player chooses which one to boost. They then add a Flower to that animal or building's row, increasing its value for everyone.

2ND FLOWER: Then, the second-to-last player (to the right of the last player) does the same, adding another tile to the scoring area.

EXAMPLE:



LAST PLAYER - 1ST FLOWER

Alex is the last player. They choose a tile showing an Octopus and a Manta Ray. They decide to increase the value of Octopuses.

They flip the tile to the flower side and place it in the Octopus row of the score board.

SECOND-TO-LAST PLAYER - 2ND FLOWER

Yannick does the same, choosing to increase the value of Tikis.

End of Day

- A** Advance the Tiki token.
- B** Retrieve your Paddle.
👉 Except the fixed one in 3-player games.
- C** Refill empty board spaces with new tiles.
- D** Pass the Canoe Token clockwise.

GAME END

When the Tiki token reaches the icon matching the number of players at the table, play one final day. The game ends: ♦ With 3 players, at the end of Day 9 ♦ With 4 players, at the end of Day 8.

FINAL SCORING

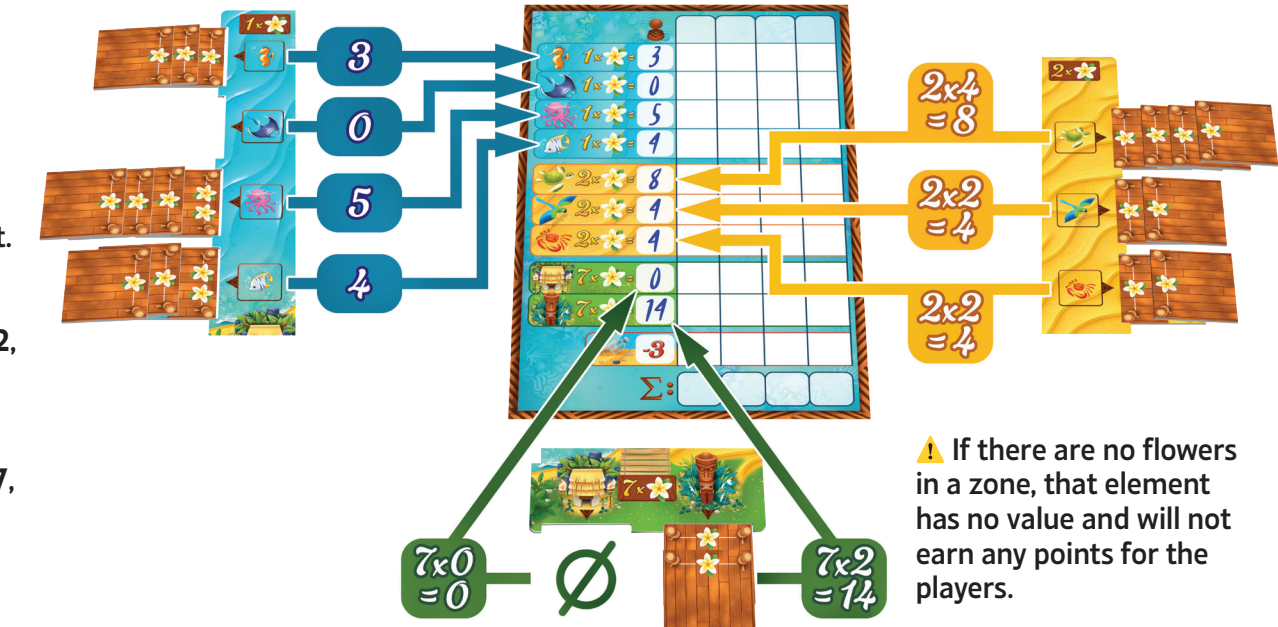
FINAL VALUES FOR EACH ANIMAL AND BUILDING:

Take a score sheet and check the score board.

♦ For each Sea animal:
Count the number of flowers in its zone. Write that number in the corresponding box on the score sheet.

♦ For each land animal (Sand):
Count the number of flowers in its zone. Multiply this total by 2, and write the result in the corresponding box.

♦ For each Building (Hut or Tiki):
Count the number of flowers in its zone. Multiply this total by 7, and write the result in the corresponding box.



⚠ If there are no flowers in a zone, that element has no value and will not earn any points for the players.

SCORING:

Write each player’s initial at the top of the score sheet.

◆ For each animal and building listed, players count the number of matching elements visible on their island (not covered). Then, multiply that number by the final value of the element and write the result in the appropriate box.

◆ Each player then counts the number of visible bottles on their island and multiplies that number by -3. This is a penalty.

◆ For each player, add up all their points from animals and buildings, then subtract any bottle penalties.

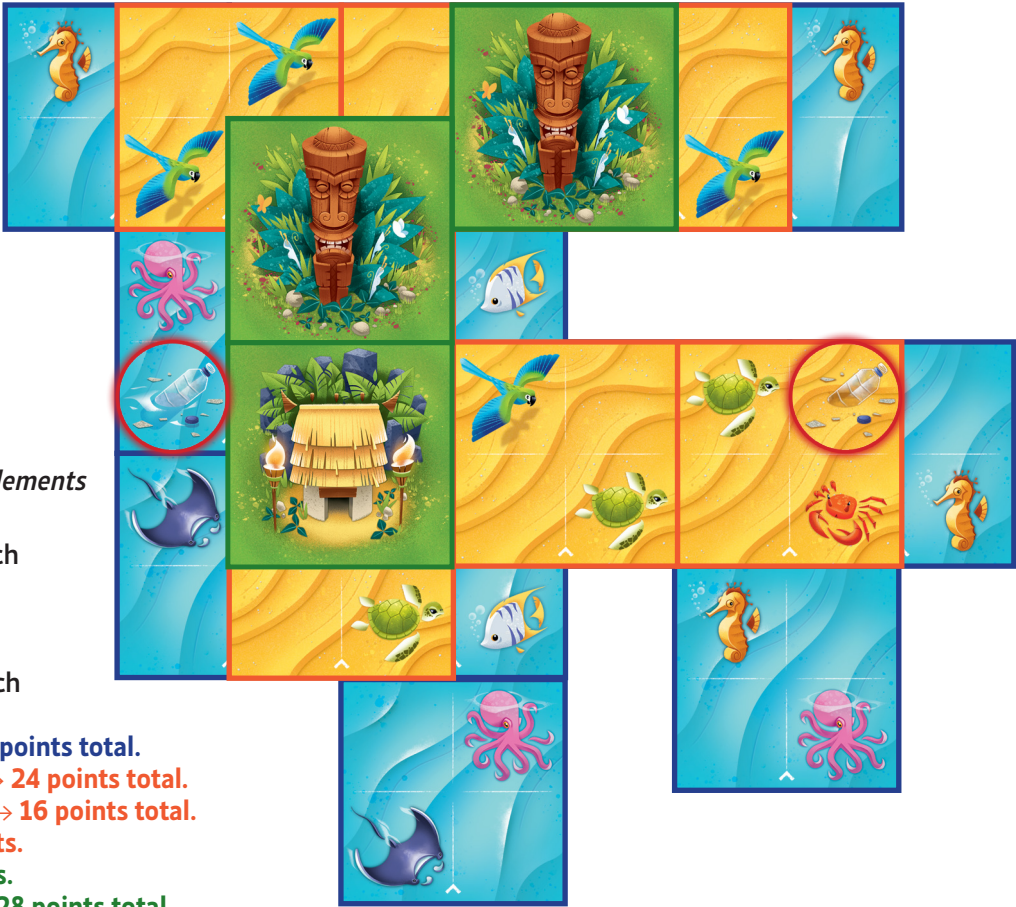
The player with the highest total wins. In case of a tie, the player with the fewest bottles wins. If still tied, the victory is shared.

	Y	A	J	D	
1 flower	3	6	27	9	12
1 star	0	0	0	0	0
1 flower	5	25	10	40	15
1 star	4	16	16	24	8
2 flowers	8	8	0	32	24
2 stars	4	8	12	4	16
2 flowers	4	16	8	4	4
7 flowers	0	0	0	0	0
7 stars	14	14	42	0	28
3 bottles	-3	0	-3	0	-6
Σ :	93	112	113	101	

SCORING EXAMPLE:
Debora has the following visible elements on her island:

- ▶ 4 seahorses worth 3 points each → 12 points total.
- ▶ 2 manta rays worth 0 points → 0 points.
- ▶ 3 octopuses worth 5 points each → 15 points total.
- ▶ 2 fish worth 4 points each → 8 points total.
- ▶ 3 turtles worth 8 points each → 24 points total.
- ▶ 4 parrots worth 4 points each → 16 points total.
- ▶ 1 crab worth 4 points → 4 points.
- ▶ 1 hut worth 0 points → 0 points.
- ▶ 2 tikis worth 14 points each → 28 points total.
- ▶ 2 bottles worth -3 points each → -6 points total.

Her final score is: 12 + 0 + 15 + 8 + 24 + 16 + 4 + 0 + 28 - 6 = 101 points.



SPECIAL RULES FOR 2 PLAYERS

SETUP: Give each player 2 paddles. The rest of the setup is the same as for a 4-player game.

PLAYING A DAY:

Each player takes two turns per day, in the following order: 1st player (with the Canoe token) → 2nd player → 1st player → 2nd player

Player Turn

- 1 - CHOOSE TILES. Select 1 or 2 available Island tiles from a single row or column of the board, then place a paddle on that line to block it.
- 2 - PLACE TILES. This step follows the same rules as in a 4-player game.

Increase Element Value

Once both players have placed their two paddles, proceed as follows:

- 1ST & 2ND FLOWERS: The second player (the one without the Canoe token) selects 2 available Island tiles from the board. For each tile, they flip it to the flower side and place it in the scoring area (same as in a 4-player game).
- 3RD FLOWER: Then, the first player (with the Canoe token) selects 1 more available tile and places it in the scoring area in the same way.

👉 By the end of this phase, 3 tiles will have been added to the score board.

The rest of the game proceeds just like a 4-player game. The game ends after Day 6.

THREE HELPFUL TIPS!

- 👉 Pay close attention to the other players’ islands before placing a tile in the score zone.
- 👉 Be careful not to leave high-value elements for your opponents to benefit from.
- 👉 Your paddle blocks tiles and prevents others from taking them—both for building and scoring. Choose your row or column wisely!