

MAPS OF MISTERRA



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1-4

45'

10+



Scientific minds were enthused by the discovery of a new island. The more enterprising among them have mounted expeditions to map this new land, dubbed Misterra.

You are leading one of these expeditions.

Explore the island. Discover and map its topography. Will you remain faithful to the reality on the ground, or will you bend the truth a little to confirm the... sometimes extravagant ... presumptions of your sponsor?

TABLE OF CONTENTS

OVERVIEW & GOAL OF THE GAME	1
CONTENTS	2
SETUP	3
PLAYING THE GAME	4
END OF THE GAME	6
EXAMPLE OF TWO COMPLETE ROUNDS	7
PRESUMPTION CARDS	8
SOLO MODE	10
PLAY AID	12

OVERVIEW & GOAL OF THE GAME

In **Maps of Misterra**, you play as a cartographer exploring an island, drawing the surrounding landscape on your Parchment board. The island is revealed as you make your observations.

You score prestige points (🌟) by:

- 🌟 Your Parchment board's fidelity to the revealed island.
- 🌟 Respecting your sponsor's topographic presumptions, even if it means deviating from the reality of the island.
- 🌟 Claiming regions to set up research stations.

At the end of the game, the player with the most 🌟 wins.

CONTENTS

Cartographer Meeples



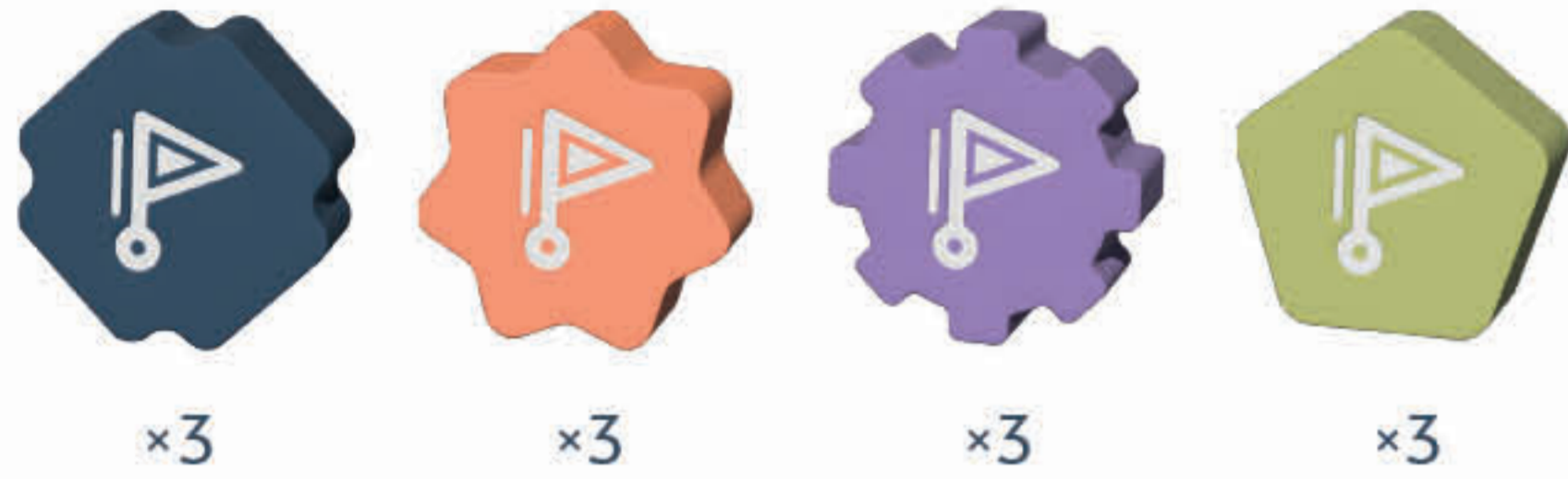
×1 ×1 ×1 ×1

Terrain Tiles



×12 ×12 ×12 ×12

Claim Markers



×3 ×3 ×3 ×3

Sketch Cards



×104

Player count **2+**

Presumption Cards



×31

Character Cards



×4

Expert side

Scoresheets



×50 double-sided

Parchment Boards



×4

Otoma Cards (Solo mode)



×22

First Player Token



×1

Island Board



×1

Rulebook

×1

SETUP

- 1 Place the **Island board** in the middle of the table.
- 2 According to the player count, lay out one or more **Jungle tiles**, **Confirmed side up**, as follows (their position relative to the beach is important):



2 players



3 players



4 players

- 3 Build the following stacks of **Terrain tiles**, Hazy side up, on their respective spaces of the Island board, using all of the remaining tiles. These stacks form the General Supply.
- 4 Shuffle the **Presumption cards** and deal 4 to each player. Study your 4 cards and choose 2 to keep for this game, keeping them face down — you can peek at your own chosen cards at any time — then return the other 2 cards to the box without letting anyone see them.

PLAYING YOUR FIRST GAME?

To make it easier to get started, instead, deal each player a pair of Presumption cards with the same letter (A, B, C, or D). Simply keep the 2 cards you are dealt.

- 5 Return the **Sketch cards** with a player count (back, lower-right corner) higher than the number of players to the box. Shuffle the rest of the Sketch cards to form a deck; place it face down beside the Island board. Lay out the first 5 cards face up to form a display.
- 6 Each player chooses a color and places the following components of that color in their play area:
 - a. 1 **Character card** (use the side without a sextant in the lower-right corner).
 - b. 1 **Parchment board** oriented the same way as the Island board.
 - c. 1 **Cartographer meeple**.
 - d. 3 **Claim markers** (place them on your Parchment board).
- 7 Give the First Player token to a random player.

Example of a 2-player setup:





A game of **Maps of Misterra** lasts a variable number of rounds. During a round, each player in clockwise order takes a complete turn, one after the other.

Taking Your Turn

Your turn is divided into **two** half days of expedition, each of which comprises the following three phases: **Move**, then **Choose a Sketch Card**, then **Map or Claim**.

PLAYING A HALF DAY OF EXPEDITION

1 MOVE (OPTIONAL)

Several Cartographer meeples can be in the same place.

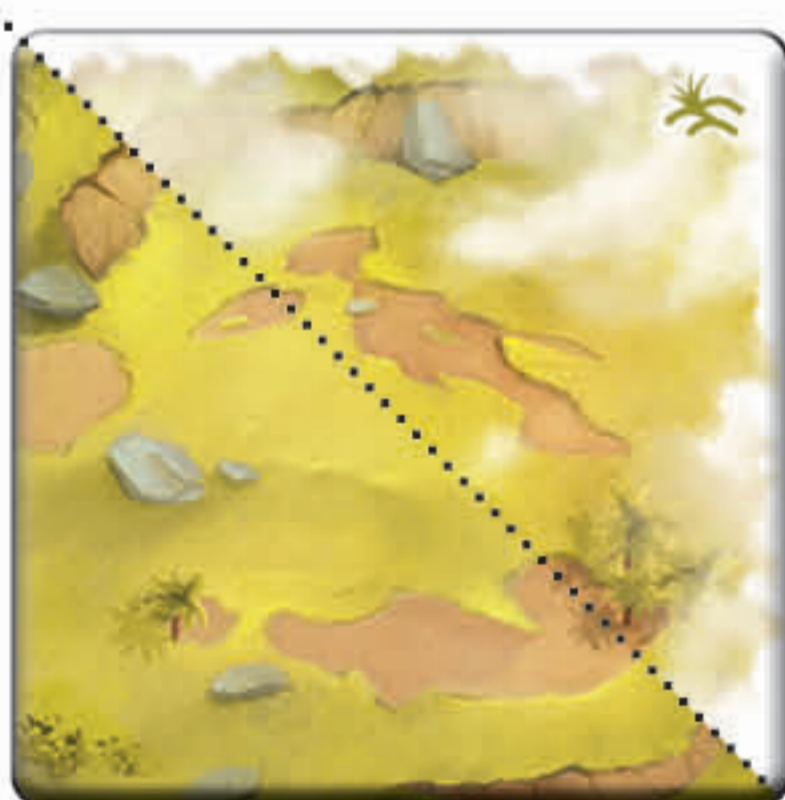
You can only move your Cartographer meeple **orthogonally** (i.e. not diagonally), one space at a time on the spaces of the Island board, to land **on either a Beach space, or a space occupied by a Terrain tile**. You cannot move onto an empty space (except for Beach spaces, which are **always** empty).

AT THE VERY BEGINNING OF THE GAME

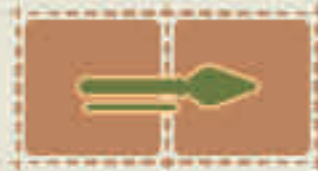
During the first half day of your very first turn, you **must** place your Cartographer meeple on a Beach space; this is your entire *Move* phase for this half day. For the rest of the game, this phase is optional.



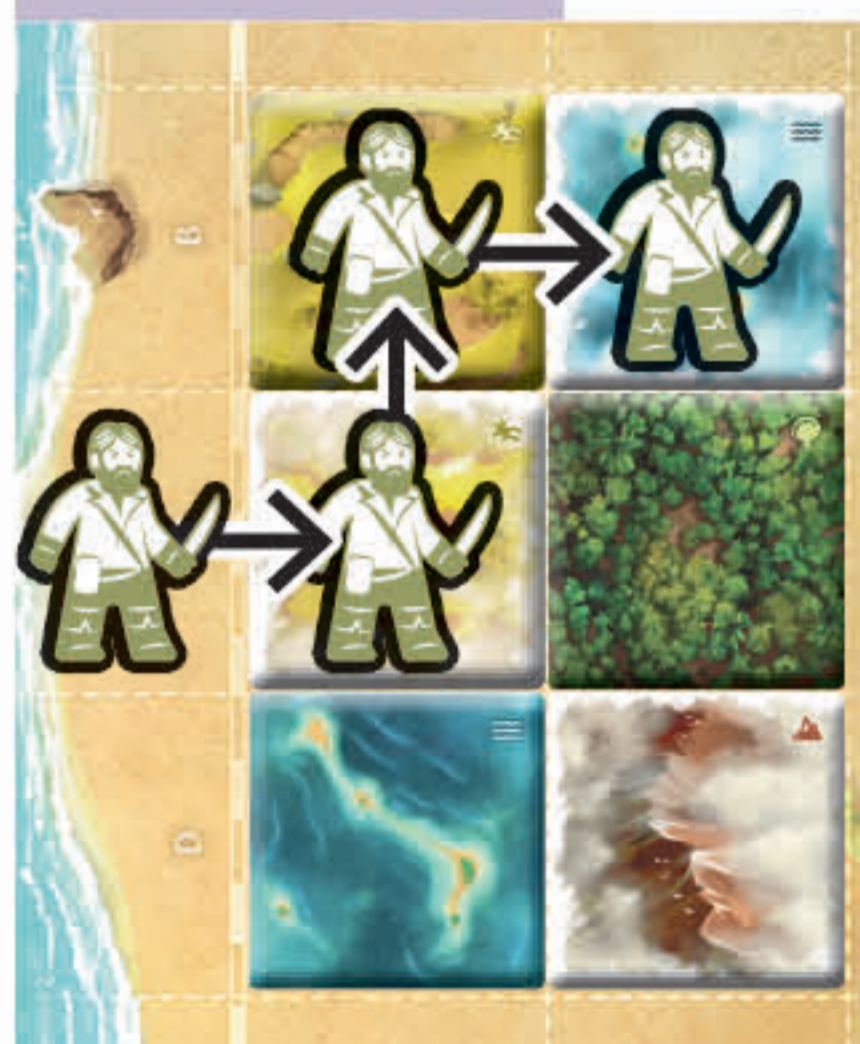
Each type of terrain depicted on the tiles — no matter which side of the tile is showing (Hazy or Confirmed) — has its own effect, applicable if your Cartographer meeple is on it. Beach, however, has no effect.



STEPPE EFFECT OPTIONAL EFFECT

Trigger: When you place your Cartographer meeple on it. The steppe allows you to immediately move your Cartographer meeple to an **adjacent** space. You then  may also trigger the effect of the new space.

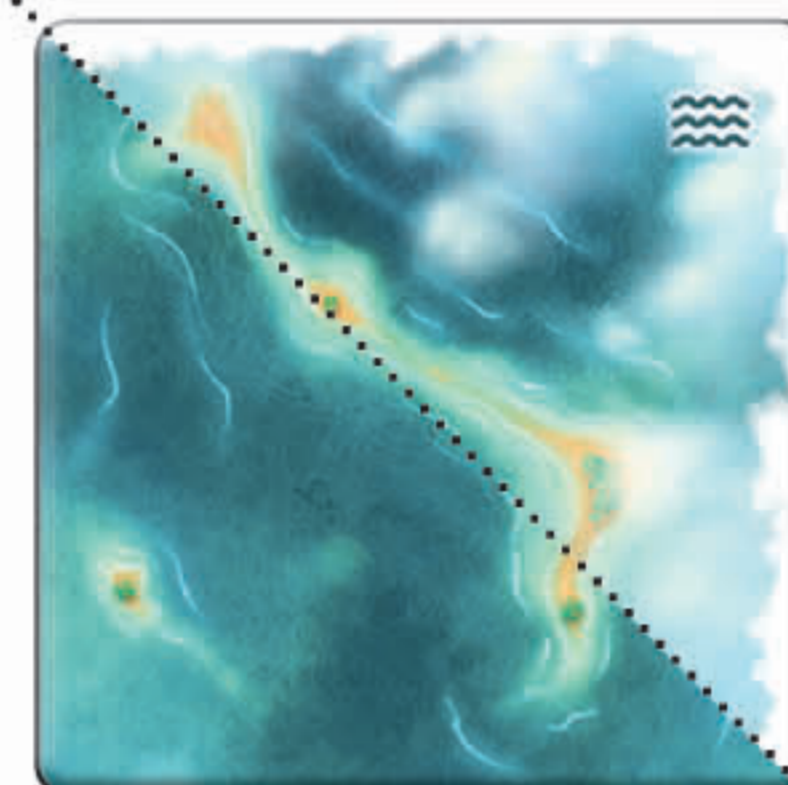
EXAMPLE




You move to a Steppe tile whose effect enables you to move an additional space. You choose to move to another Steppe tile, which again allows you to move an additional space. From there, you choose to move to a Lagoon, whose effect you can also use (see next column). Note that each effect applies no matter which side of the tile is up (Hazy or Confirmed)!

2 CHOOSE A SKETCH CARD (MANDATORY)

You **must** choose a Sketch card from the display. Do not replace it yet.




LAGOON EFFECT OPTIONAL EFFECT

Trigger: Before choosing a Sketch card. The lagoon allows you to discard a Sketch card from the display by tucking it **under** the deck, then draw a new  one to replace it. Then, choose your Sketch card for this half day.

3 MAP OR CLAIM (OPTIONAL)







JUNGLE EFFECT MANDATORY EFFECT

Trigger: While playing this third phase. The jungle prevents you from Mapping; your only option is to *Claim* (or do nothing). 

Map

Place the Sketch card you chose **on your Parchment board**:

-  The card must entirely cover two Parchment spaces.
-  At least half of the card must be placed on a space your Cartographer meeple “sees”, according to its position **on the Island board**. Your Cartographer meeple can “see” the following 5 spaces: the space under it, and each orthogonally adjacent space (see illustration to the right).
-  You can place the card in any orthogonal direction, and on empty spaces **or covering cards on already occupied spaces**. There is no limit to how many cards can be stacked on a space.
-  **The arrangement of terrain types depicted on your Parchment board is allowed to differ from the Island board.**



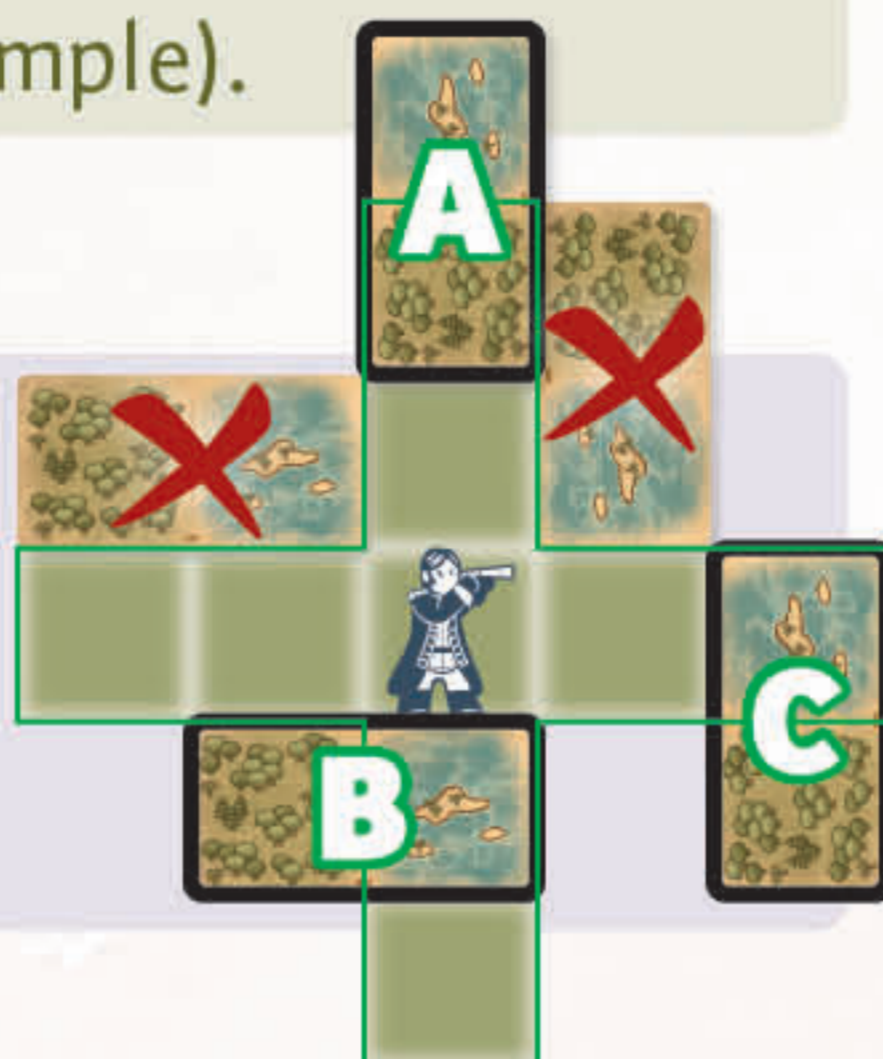


MOUNTAIN EFFECT

OPTIONAL EFFECT

Trigger: When placing a Sketch card.

The mountain allows your Cartographer meeple to see one space further orthogonally, and thus place the Sketch card one space further away (see the following example).



EXAMPLE

The two Sketch cards with an **X** cannot be placed like this because they do not occupy at least one space seen by the Cartographer meeple on the mountain. On the other hand, the three other cards (A, B, & C) occupy valid positions.

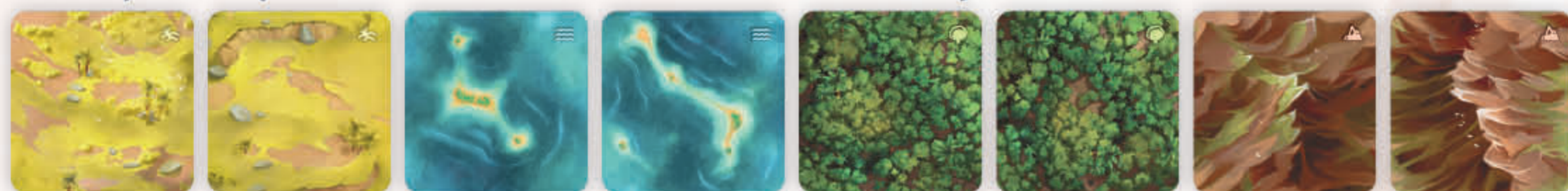
Each space of the Island board can be in one of three states:

Empty.

Occupied by a Terrain tile, **Hazy side up.**



Occupied by a Terrain tile, **Confirmed side up.**



After placing the Sketch card on your Parchment board, you **must** update the corresponding two spaces of the **Island board**. Perform the following steps for each of the two spaces:

If the Island space is empty:

Place a Terrain tile matching the Sketch card, Hazy side up.

If the Island space already contains a Terrain tile Hazy side up...

➔ **...that matches the space of the Sketch card:**

Flip it to its Confirmed side.

➔ **...that differs from the space of the Sketch card:**

Replace it with one matching the space of the Sketch card, Hazy side up. Return the replaced tile to the General Supply.

If the Island space already contains a Terrain tile Confirmed side up:

Nothing happens; A tile whose **Confirmed side is up** can never be replaced.

Rare case: While the General Supply has zero of a particular type of Terrain tile, when this terrain is depicted on a played Sketch card, it has no effect on the Island board. Once the General Supply has these tiles in stock again (see Hazy above), this terrain type on newly played Sketch cards can affect the Island board, just like before.

REMARK

To confirm a Terrain tile on the Island board, its space must be mapped identically twice in a row, either by the same player or by two different players.

A map should be a faithful representation of a territory, but it also reflects the choices and presuppositions of the cartographer. Errors are frequent, and knowledge of the location becomes more precise as observations are repeated.

Claim

If you have not performed the *Map* action this half day, then you may perform the *Claim* action in your Cartographer meeple's region.

A grand scientific expedition is also an opportunity for discoveries about flora and fauna. The largest regions in distinct ecosystems are perfect for setting up scientific research stations.

A region is an orthogonally contiguous group of Terrain tiles of the same type, **at least one of which is confirmed**. An isolated confirmed Terrain tile does indeed count as a region all by itself.

To claim, perform the following steps:

- 1. Discard** the Sketch card, which you chose in the second phase, to the box; it's out of the game.
- 2. Place one of your remaining Claim markers** on your Cartographer meeple's space, respecting the following rules:
 - ➔ Your Cartographer meeple must be on a Terrain tile that is **Confirmed side up**.
 - ➔ Each region you claim must be of a **different type** (*Example: You cannot claim two regions of Steppe tiles*).
 - ➔ You cannot claim a **region that someone has already claimed**.
 - ➔ Each player can only claim a total of **three regions**.
 - ➔ You **cannot move** a Claim marker once it's placed on the Island board.

REMARK

Once you have claimed a region, you might want to try to enlarge it so it scores more .

Changes made to the Island board might unify two regions of the same type, claimed by different players. Resolve this situation in the final scoring at the end of the game: **None** of the players with claims on that "disputed" region score for the large, unified region.



If you have neither mapped nor claimed during this half day (whether by choice or by constraint), discard the Sketch card, which you chose in the second phase, to the box; it's out of the game.

Remember to play two half days on your turn!

End of Your Turn

After you have performed **two** half days of expedition, there will be only 3 Sketch cards in the display. Reveal 2 more to refill the display to 5 face-up cards. Now the next player clockwise takes their turn doing two half days of expedition. If the deck of Sketch cards runs out (which is rare), continue playing with only the Sketch cards in the display.

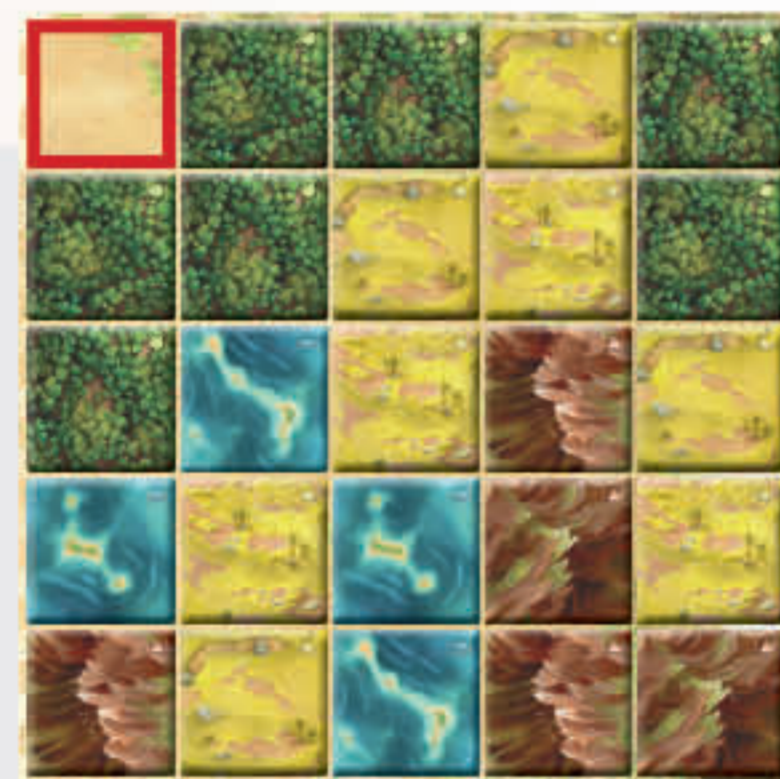
END OF THE GAME

If, **at the end of your entire turn**, at least **one** of the following three conditions is met, this triggers the end of the game:

- ☀️ All spaces of the Island board contain **confirmed Terrain** tiles.

REMARK

In certain very rare situations, due to the effect of nearby confirmed Jungle tiles, there might be nothing but unmapable empty spaces remaining. If so, this still triggers the end of the game.



You cannot move onto an empty space and the jungle prevents you from Mapping.

- ☀️ There are no more Sketch cards available: The deck is empty, and there are no more cards in the display.
- ☀️ You have covered all the spaces of your Parchment board. Finish the current round so everyone has had the same number of turns, then tally the ☀️.

Tally the Prestige Points

Before tallying the ☀️, **remove** the following from the Island board:

- All Terrain tiles that are **Hazy** side up.
- All Claim markers that share their region with one or more other Claim markers. They do not earn any ☀️.

Now tally the ☀️ on a scoresheet. Score ☀️ for the following categories:

- ☀️ **Your Parchment board's fidelity to the Island board:** **+2** ☀️ for each Parchment space containing the same type of terrain as the Island board in that space (empty spaces do not count).
- ☀️ **Completeness of your Parchment board:** **-1** ☀️ for each empty Parchment space.
- ☀️ **Your two Presumption cards:** They **earn** you ☀️ based on your **Parchment board**, regardless of its fidelity to the Island board.
- ☀️ **Each region you still have claimed:** **+2** ☀️ per tile composing the region.

The player with the highest score wins. If it's a tie, the tied player who scored more ☀️ for fidelity of their Parchment board to the Island board wins. If there is still a tie, the tied players share the victory.

The sponsors of such expensive expeditions want to prove their own hypotheses through observation. Reinforcing these presumptions can advance your career... albeit perhaps at the expense of your integrity...?

VARIANT: MASTER CARTOGRAPHERS

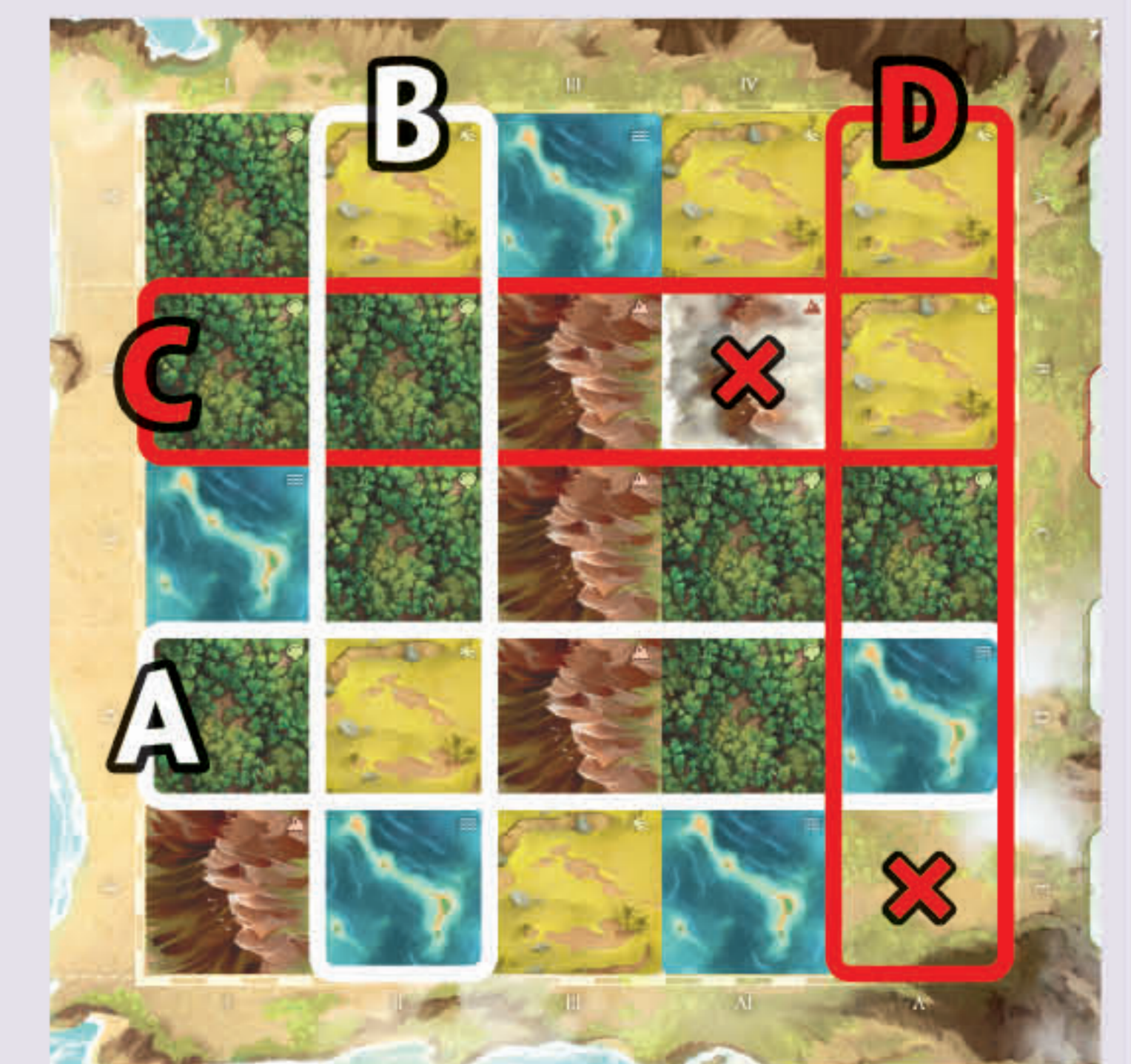
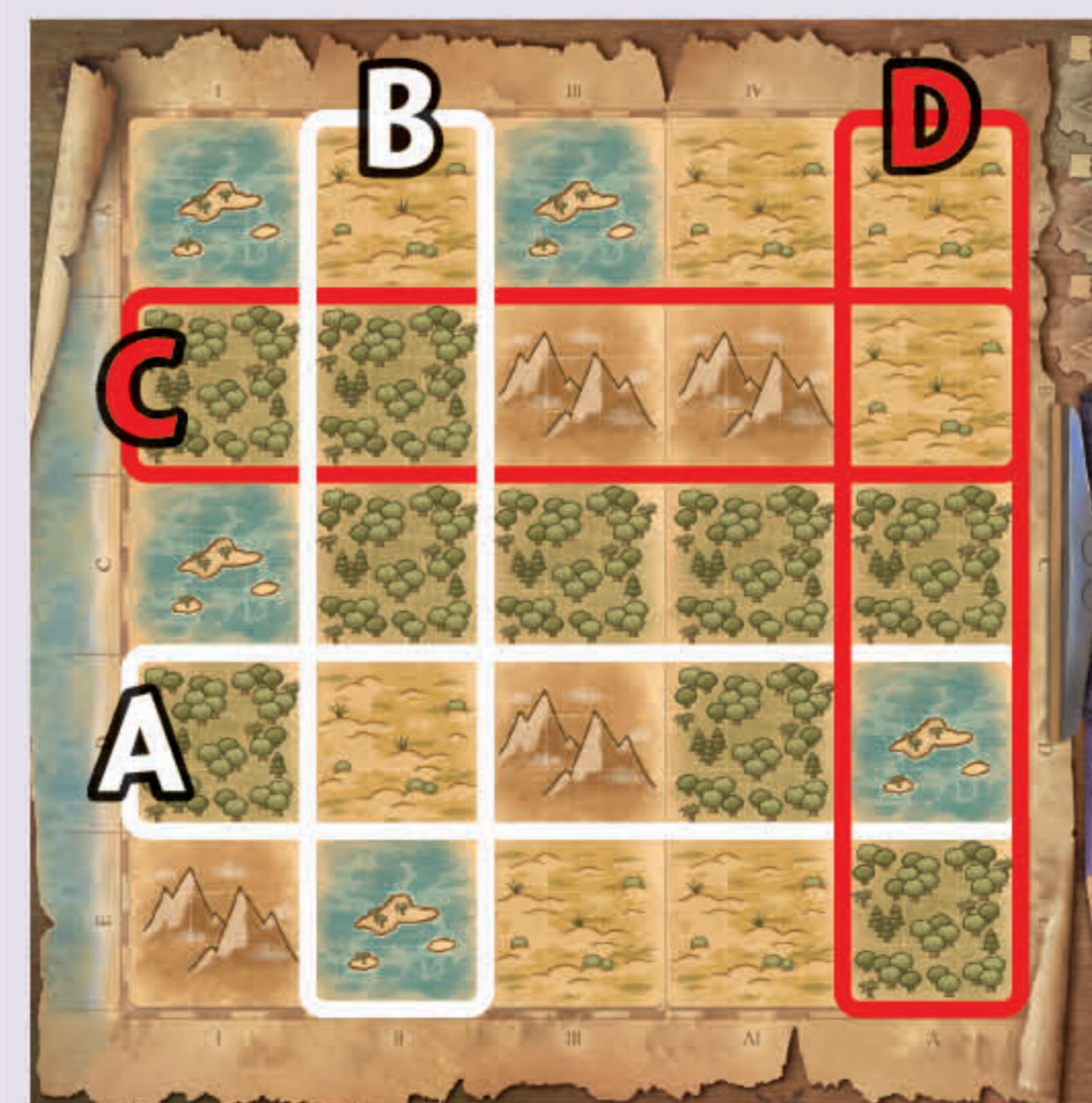
This variant is for seasoned cartographers who wish to enhance their exploration. To play this variant, each player must use the back of their Character card (the side with a sextant in the lower-right corner).



At the end of the game, when tallying the ☀️, gain **+3** additional ☀️ for each row and column of your Parchment board **entirely mapped and perfectly faithful** to the same **5 confirmed** Terrain tiles on the Island board (if there's an empty space among them, you do not get +3 ☀️).

EXAMPLE

Row **A** and Column **B** of your Parchment board perfectly match the Island board (2× **+3** ☀️). Row **C** matches, but one of the Mountain tiles was still Hazy, and was removed before scoring; similarly, Column **D** of the Island board has an empty space. Thus, neither C nor D earn you +3 ☀️... nor do the other rows and columns, which do not perfectly match. You only get this bonus for A and B.



EXAMPLE OF TWO COMPLETE ROUNDS



1 **Cassandra** places her meeple on the beach for her first move of the game, then she maps the space just before her and — because Sketch cards cover 2 spaces — a space adjacent to it, as well. To do this, she takes a Sketch card from the display and places it on her Parchment board. Then she places the 2 corresponding Terrain tiles from the General Supply on the same spaces of the Island board, Hazy side up. Her first half day is complete.



2 **Cassandra** begins her second half day. She moves onto the Lagoon tile and uses its effect: She tucks a Sketch card from the display **under** the deck, then reveals a new one from the deck.

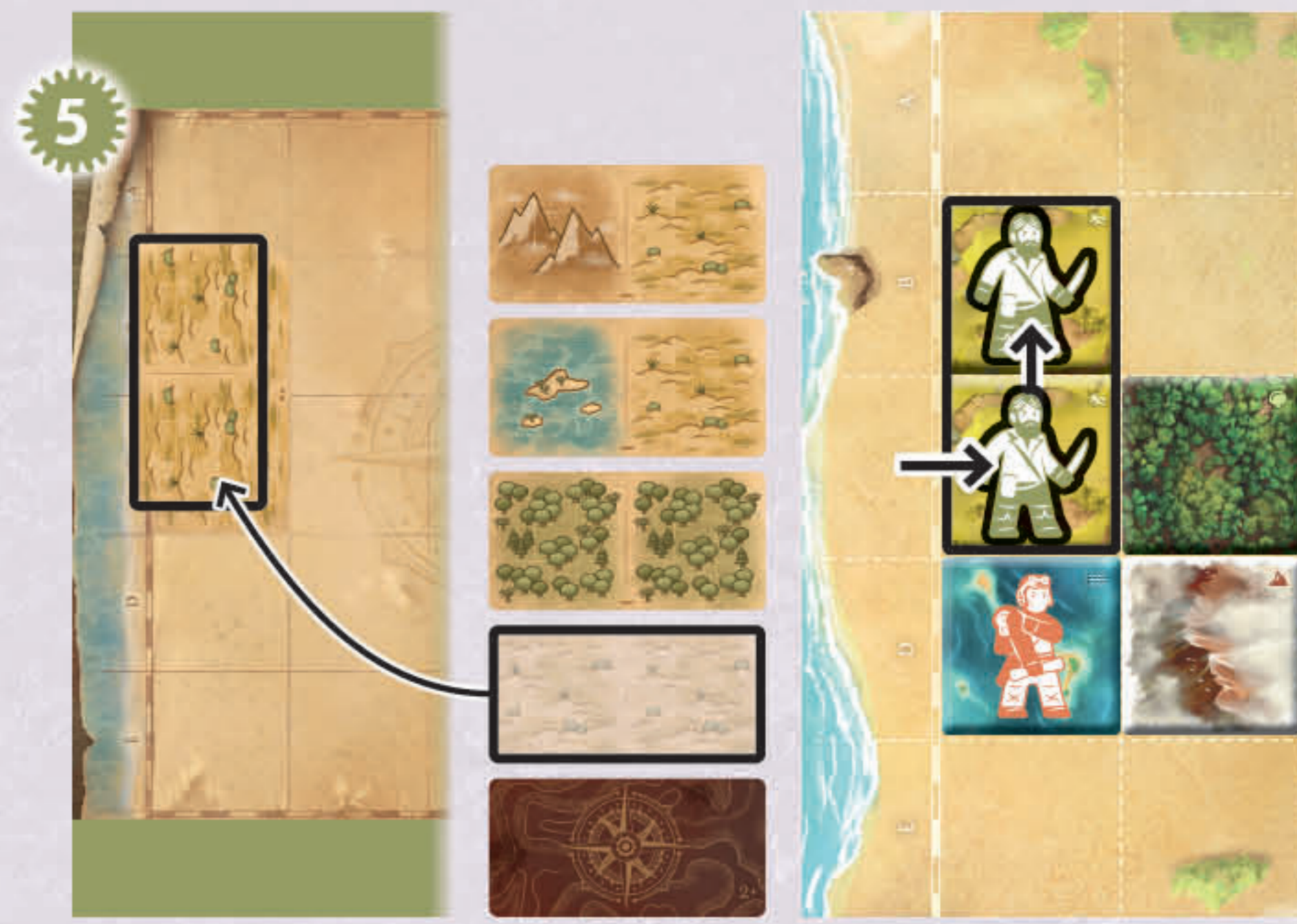


3 **Cassandra** maps again. By placing a Sketch card from the display on her Parchment board, she covers the Lagoon space with another Lagoon; this confirms the hazy Lagoon tile on the Island board, so she flips it to its Confirmed side.

Cassandra's turn is now complete, so she reveals 2 more cards for the display so it has 5 again. Now it's Elliott's turn.

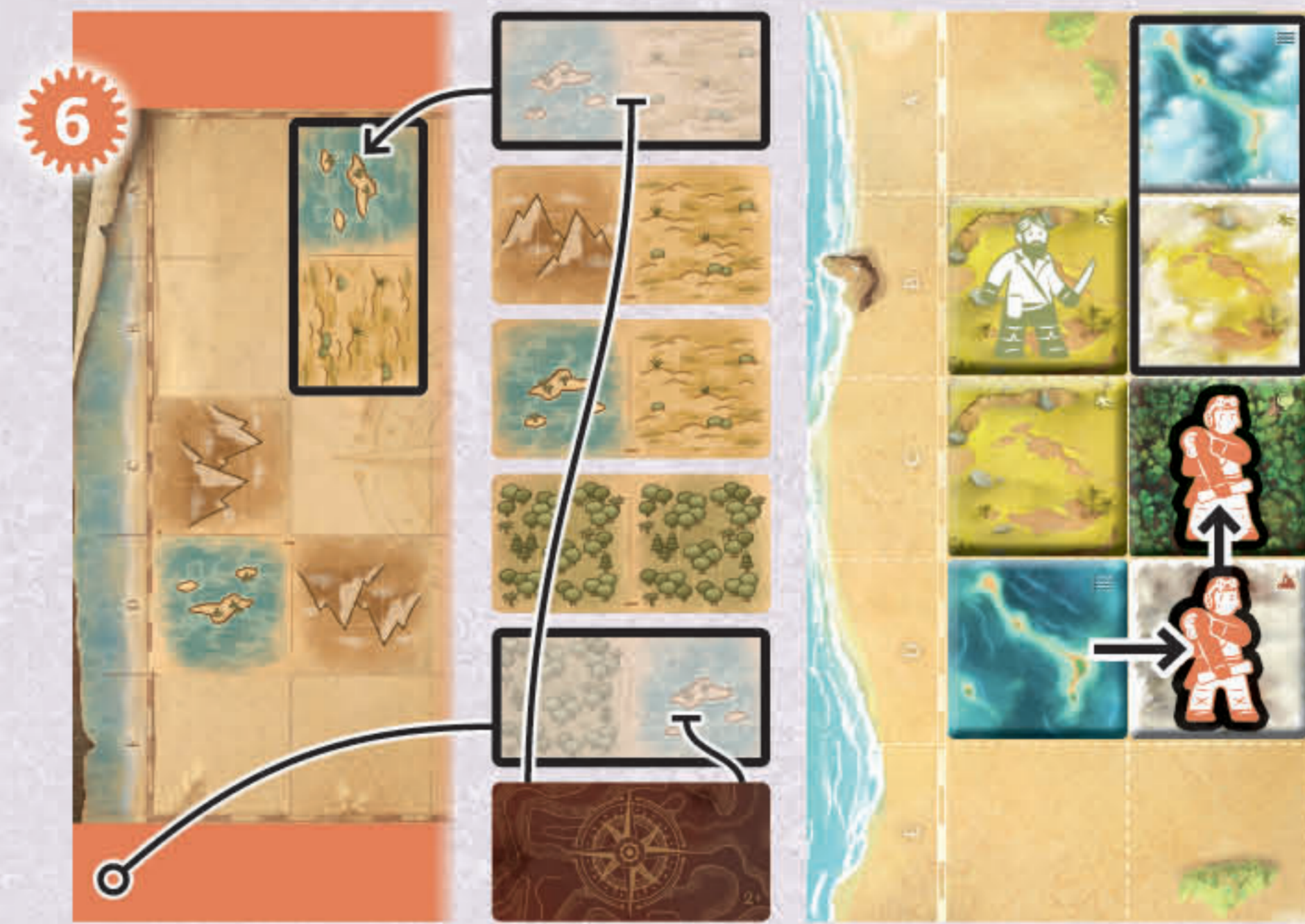


4 **Elliott** places his meeple on the beach for his first move of the game, then he maps by choosing a Sketch card depicting 2 Steppe spaces. Notice that where he placed it replaces the hazy Mountain tile that **Cassandra** placed with a hazy Steppe tile.



5 For his second half day, **Elliott** moves, uses the effect of the Steppe space on which he lands to move an additional space. Then he decides to map again, using a Sketch card identical to the first one. By superimposing it on the first, he confirms both Steppe tiles.

The first round is complete.

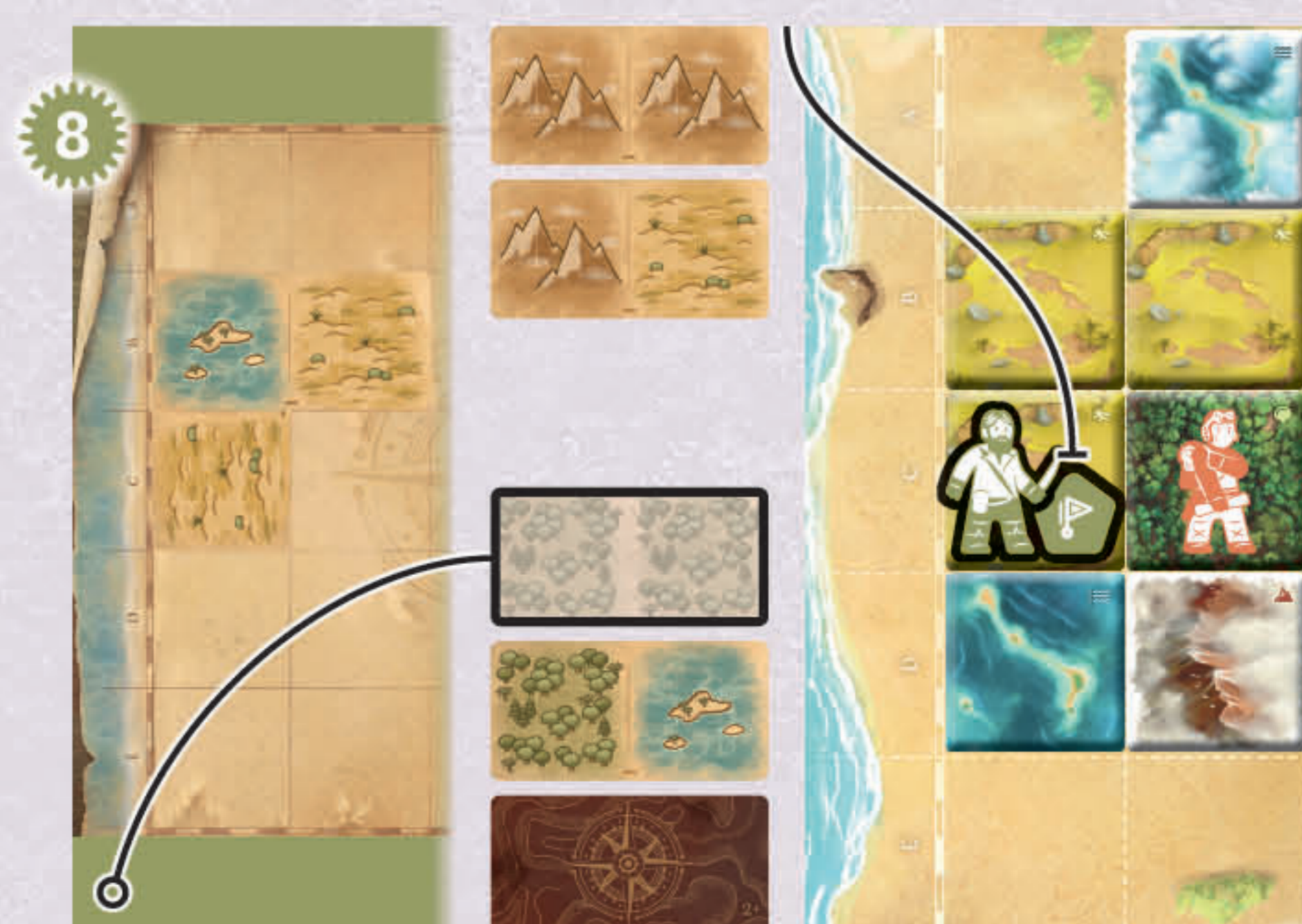


6 **Cassandra** moves onto the mountain and uses its effect to map one space further away than she normally could.

During her second half day, **Cassandra** moves to the Jungle, then suffers its effect: She cannot map. She decides she doesn't want to claim, and discards her Sketch card to the box.


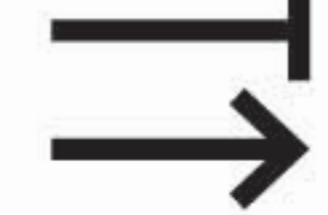




7 **Elliott** moves then maps. Notice that the **confirmed** Steppe tile is unaffected by the Lagoon space.




8 For his second half day, **Elliott** chooses not to move. He chooses and discards a Sketch card to the box, and claims the region where he's standing.

LEGEND

-  Highlights the components to focus on.
-  A meeple or card comes into play.
-  A meeple or card moves.
-  A card is discarded to the box.

PRESUMPTION CARDS

Your two Presumption cards allow you to score  for the Sketch cards you have on your Parchment board.



IMPORTANT

-  Presumption cards...
 - ➔ ...**never** refer to the Island board.
 - ➔ ...**never** care about your Parchment board's fidelity to the Island board.
-  Each Parchment space can be used by both Presumption cards.

DEFINITION

On your Parchment board, a **zone** is an orthogonally contiguous group of Terrain spaces of the same type on your Parchment; a zone can be a single space. (Similar to the definition of a region on the Island board.)

In the lower-right corner of each Presumption card, a red seal depicts:

-  The **1x** number when you can score the card **only one time**.
-  The **∞** symbol when you can score the card **as many times as possible**.



1 2 3 4

3x  → 2 
 4x  → 5 
 5x  → 9 

3x  → 2 
 4x  → 5 
 5x  → 9 

3x  → 2 
 4x  → 5 
 5x  → 9 

3x  → 2 
 4x  → 5 
 5x  → 9 

Example: A = 5 ,
 B = 2 , C = 2 

Score for each zone of the indicated terrain type according to its size (3 spaces minimum).



5 6 7 8


4x  → 4 
 6x  → 8 
 8x  → 14 
 +  → 1 

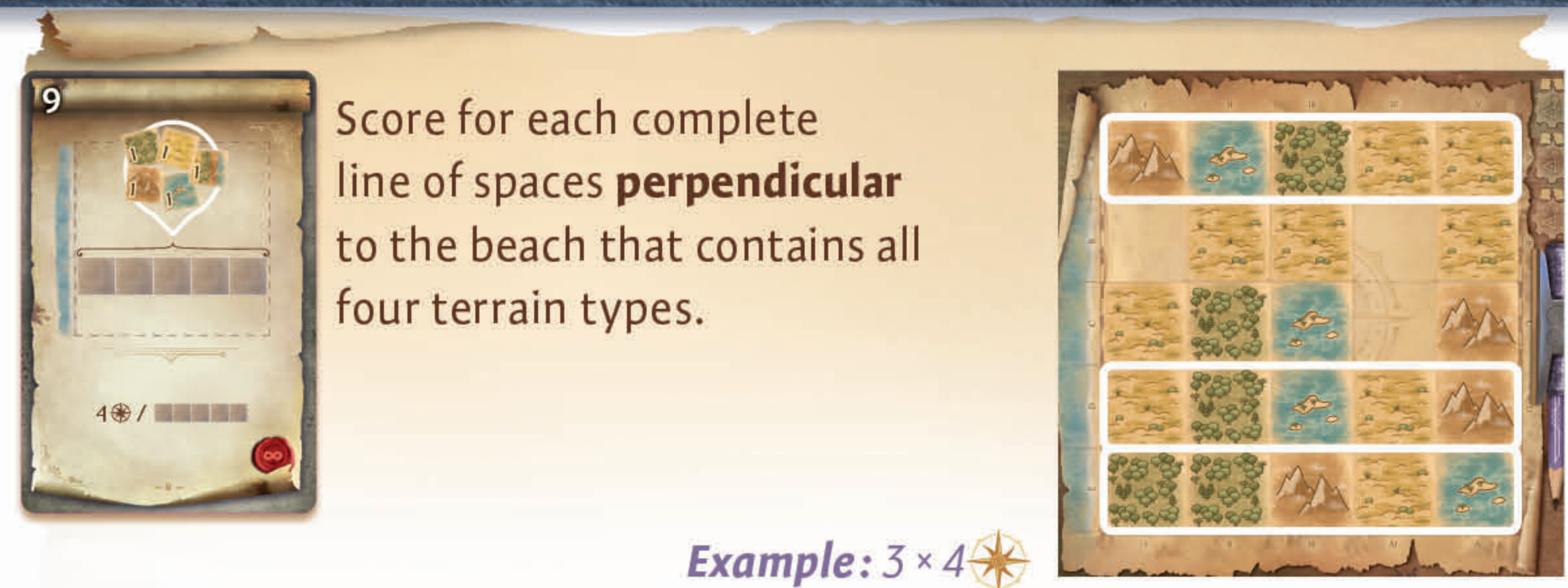
4x  → 4 
 6x  → 8 
 8x  → 14 
 +  → 1 

4x  → 4 
 6x  → 8 
 8x  → 14 
 +  → 1 

4x  → 4 
 6x  → 8 
 8x  → 14 
 +  → 1 


Example: 14  + 2 

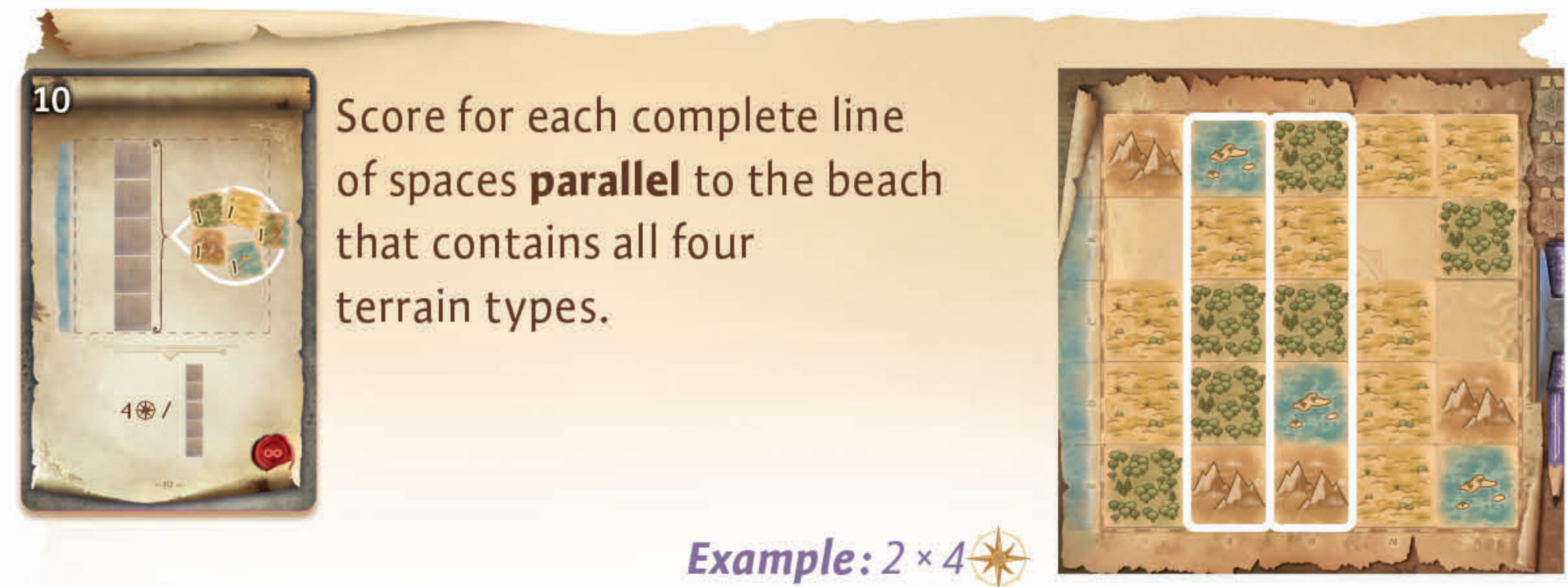
Score according to the number of Parchment spaces of the indicated type at the edge of your board (4 spaces minimum). Each space beyond 8 is worth 1 .



9


Score for each complete line of spaces **perpendicular** to the beach that contains all four terrain types.

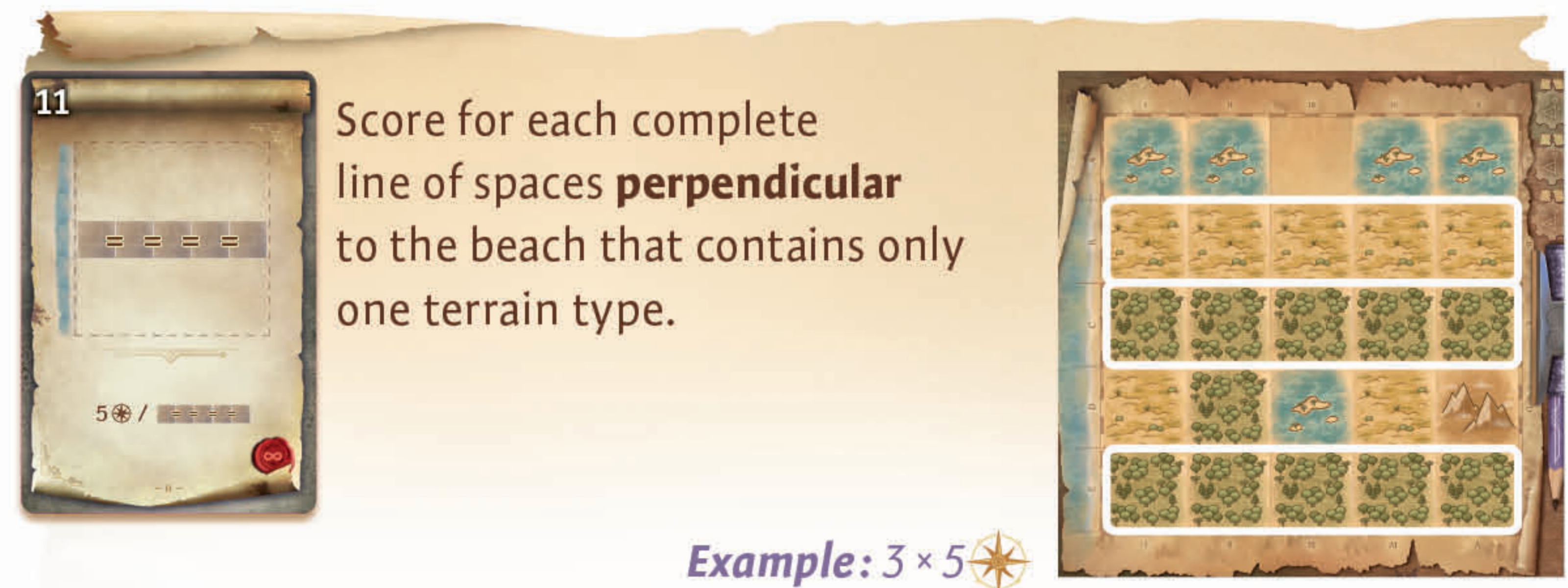
Example: 3 × 4 



10


Score for each complete line of spaces **parallel** to the beach that contains all four terrain types.

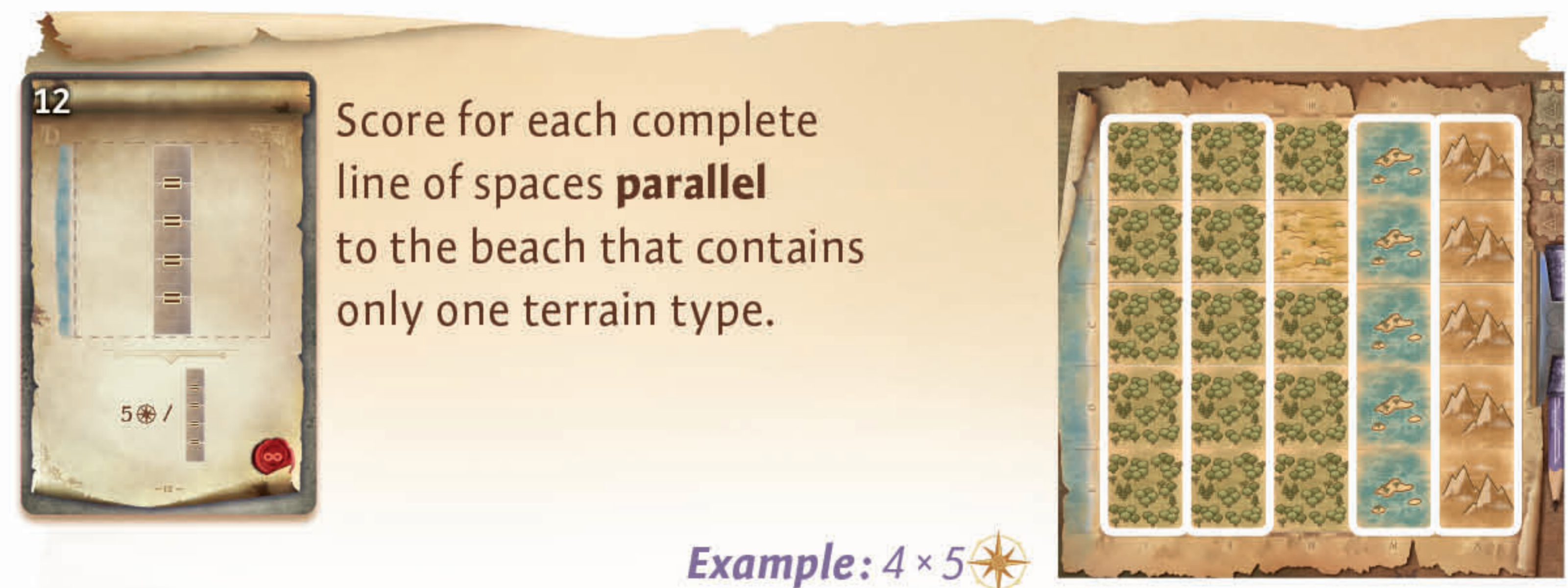
Example: 2 × 4 



11


Score for each complete line of spaces **perpendicular** to the beach that contains only one terrain type.

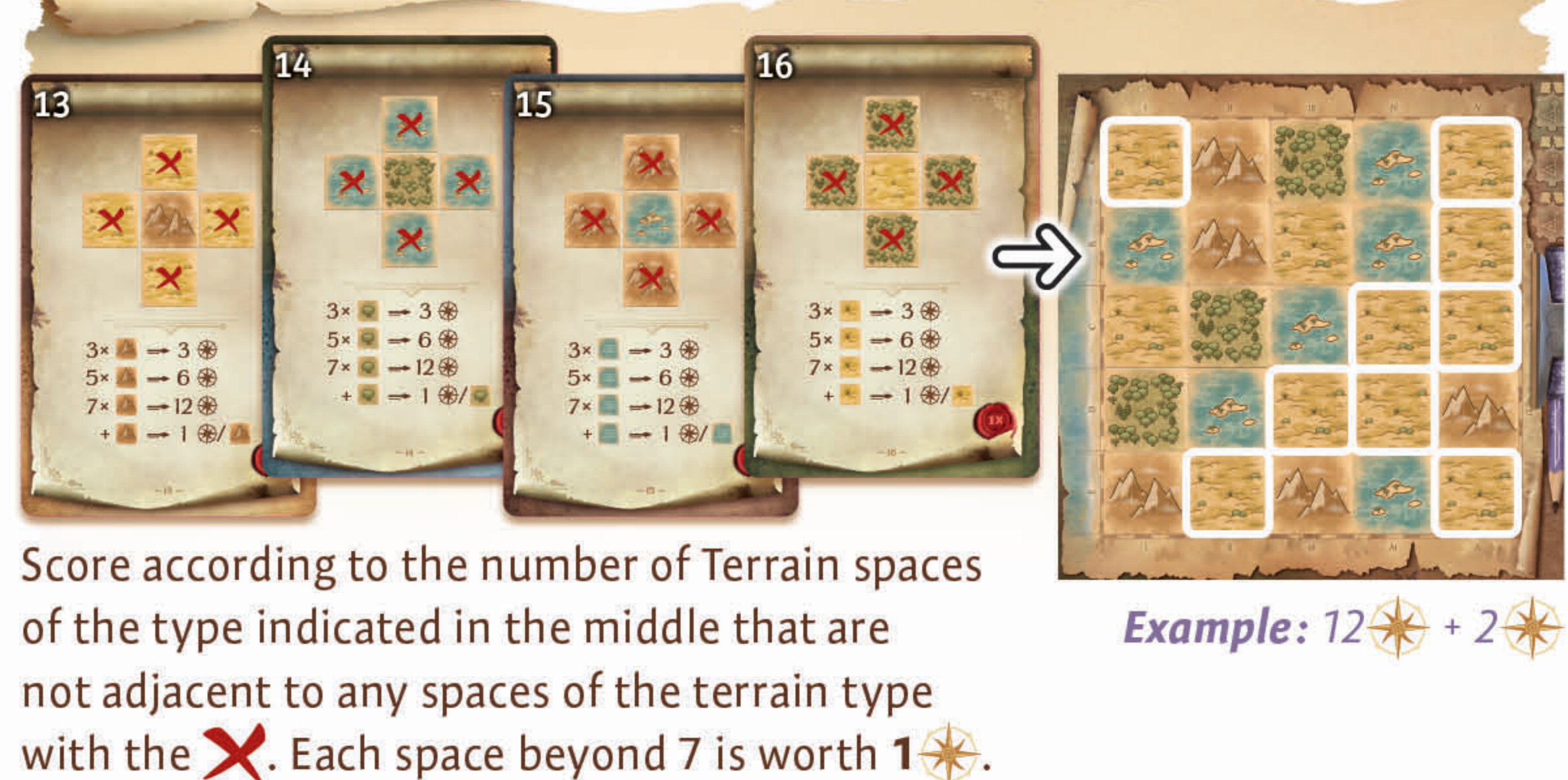
Example: 3 × 5 











12









Score for each complete line of spaces **parallel** to the beach that contains only one terrain type.









Example: 4 × 5 













13 14 15 16


3x  → 3 
 5x  → 6 
 7x  → 12 
 +  → 1 

3x  → 3 
 5x  → 6 
 7x  → 12 
 +  → 1 

3x  → 3 
 5x  → 6 
 7x  → 12 
 +  → 1 

3x  → 3 
 5x  → 6 
 7x  → 12 
 +  → 1 

Example: 12  + 2 

Score according to the number of Terrain spaces of the type indicated in the middle that are not adjacent to any spaces of the terrain type with the **X**. Each space beyond 7 is worth 1 .



Score according to the size of your largest zone. If several zones are tied, only score one.



Example: 10



Score for each space of the terrain type you have **the least of, among the types you have** on your Parchment board. If several are tied, only score one.



Example: 3x3



Score according to the size of your smallest zone. If several zones are tied, only score one.



Example: 30



Score according to the number of sets of all 4 Terrain space types you have. The spaces can be adjacent, but don't have to be.



Example: 8



Score according to the number of 1-space zones you have.



Example: 15

Score for each occurrence of the pattern depicted on the Presumption card. Each Parchment space can be counted in multiple different occurrences of the pattern.



Score according to the number of 2-space zones you have.



Example: 10



Example: 3x5



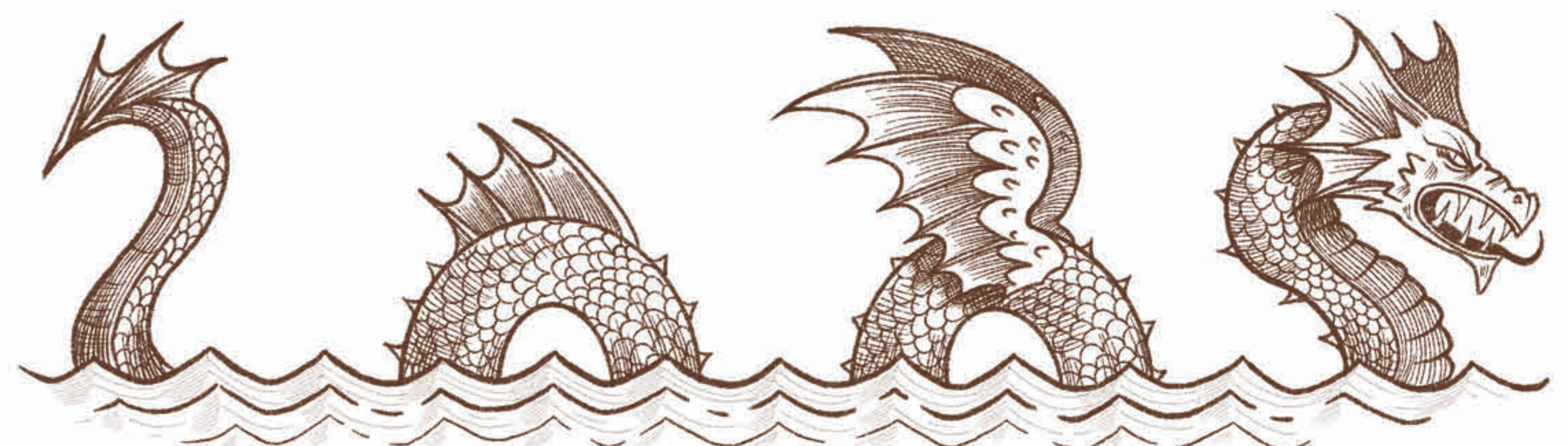
Score according to the number of spaces of the terrain type you have **the most of**. If several are tied, only score one.



Example: 12



Example: 3x8



Solo mode is similar to a 2-player game, but you play against an automated opponent named "Otoma".

Additional Components

22 Otoma cards, whose sides are named Terrains and Coordinates. 3 of these cards also depict a Claim icon (🏹) in addition to the terrains.



Front:
Terrains
side

Back:
Coordinates
side

Setup

Set up a 2-player game, with the following exceptions:

1. Choose a player color for Otoma; however, Otoma only uses the 3 Claim markers. Return everything else (Cartographer meeple, Parchment board, and Character card) to the box. Furthermore, Otoma does not get a Presumption card.
2. Without peeking at them, return 2 random **Sketch cards** to the box.
3. Form the deck of **Otoma cards**, Terrains side up as follows:
 - ➡ **Step 1:** Set aside the 3 cards with the 🏹 on their Terrains side.
 - ➡ **Step 2:** Without peeking at them, return 1 random Otoma card from the remaining 19 cards. Divide the remaining 18 cards into 3 stacks of 6 cards each.
 - ➡ **Step 3:** Add 1 🏹 card to each stack.
 - ➡ **Step 4:** Shuffle each of the 3 stacks separately, making sure the top card of each stack is not a 🏹 card when you're done.
 - ➡ **Step 5:** Finally, **without shuffling them together**, stack these 3 stacks atop one another to form a single deck, Terrains side up. Place it near the play area.

Playing the Game

You go first, playing as usual, except do not refill the display; then Otoma plays.

OTOMA'S TURN

Discard the 3 remaining Sketch cards from the display, then Otoma does **two half days** of exploration.

PLAYING A HALF DAY

Flip over the first card of the Otoma deck and place it to the right, Coordinates side up. The card on the right indicates the spaces of the Island board where Otoma will perform actions. The card on the left indicates which actions Otoma will perform in those spaces.



For each space, perform the action prescribed for that space number (perform Action 1 in Space 1; Action 2 in Space 2). On some cards, there are two actions side by side, and /(...) means that Otoma only performs the second action if Otoma cannot perform the first.

Confirm

Check the Island board to see if there is a Terrain tile in the space indicated by the right Otoma card (Coordinates):

☀️ **If there is no Terrain tile**, perform the action in parentheses.

☀️ **If there is a Terrain tile...**

➡ **Hazy side up**, confirm it.

➡ **Confirmed side up**, nothing happens.

In these latter two cases, **do not perform** the action in parentheses.



Place or confirm a specific terrain

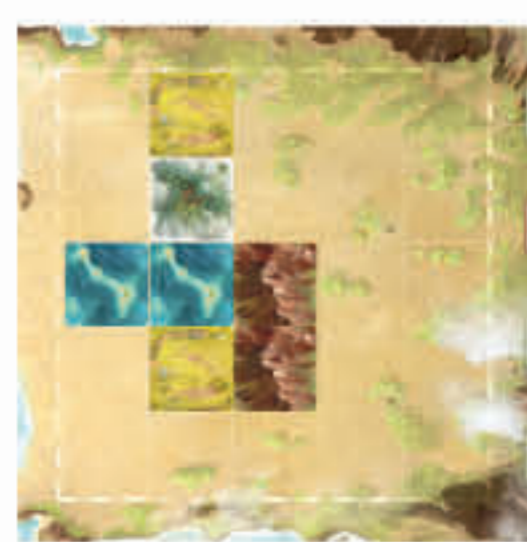
Update the Island board space indicated by the right Otoma card (Coordinates), as if Otoma had performed a Map action with the terrain indicated by the left Otoma card (Terrains). Follow the usual rules described in the left column of page 5.

REMARK

The iconography for this action is the same as for the Sketch cards to remind you that Otoma's action is identical to the usual *Map* action.



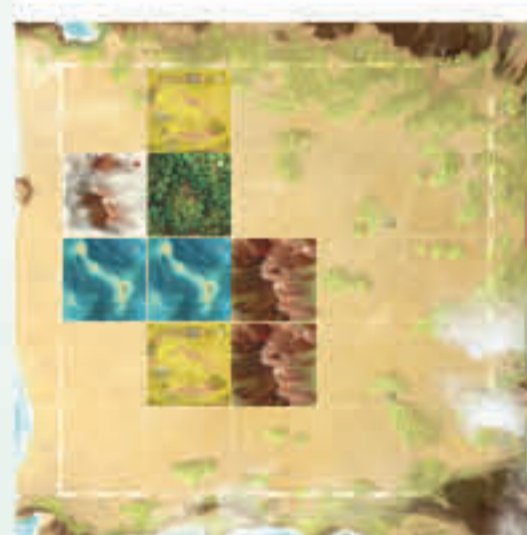
EXAMPLE



*Actions to perform in Space 1: **Confirm**. However, Space 1 is empty on the Island board, so there's nothing to confirm. So, check the action to its right, in parentheses: **Map**.*



Because the depicted tile is a mountain, place a Mountain tile on Space 1, Hazy side up. Now it's time for Otoma's second action.



*Action to perform in Space 2: **Map**. A Jungle tile is depicted, so confirm the Jungle tile that was already in Space 2.*

This completes the first half day for Otoma. Flip a new Otoma card and repeat the process.

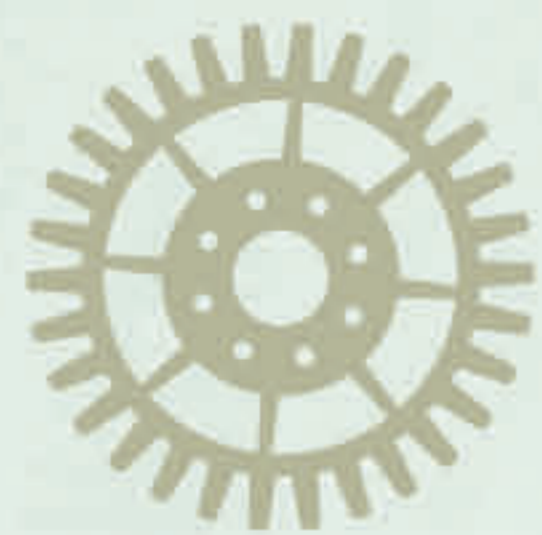
Claim

This action only appears on 3 of the 22 Otoma cards.

After Mapping, Otoma Claims the largest region of **confirmed** Terrain tiles available on the Island board. If several are tied, you choose where to place Otoma's Claim marker among them.



Follow the usual rules in the right column of page 5, even for determining which regions Otoma can claim.



REMEMBER

Otoma plays two half-day expeditions, which means Otoma will flip **two cards** before your turn comes around again.

After Otoma finishes two half-day expeditions, and thus Otoma's turn, reveal 5 new Sketch cards to create the display for your turn.

End of the Game

The game ends at the end of Otoma's turn if any of the following is true:

- You have covered all of the spaces of your Parchment board.
- All** of the spaces of the Island board contain **confirmed Terrain tiles**.
- All of **Otoma's** cards have been played.

SCORE

- First, tally your score as in a multiplayer game (see page 6).
- Next, subtract Otoma's for claims from yours (this might end up being negative).
- Finally, compare your different scores to the tables below to determine the title you have attained. Will you be an insignificant but prudent assistant paper-pusher, or an illustrious and intrepid expert surveyor?

REMARK

Of course, the total score is the most interesting, but the other three tables allow you to judge your progress with more precise measurements.

TOTAL SCORE

0 - 59	60 - 69	70 - 79	80 - 89	90 - 99	100+
Insignificant	Dim	Famous	Memorable	Illustrious	Eternal

SCORE FOR PRESUMPTIONS

19 or less	20 - 39	40 - 59	60+
Apprentice	Assistant	Expert	Dean

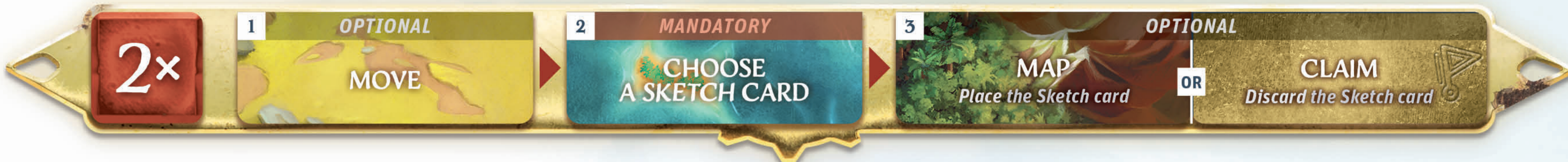
SCORE FOR FIDELITY TO THE ISLAND BOARD

0 - 19	20 - 29	30 - 39	40+
Paper-Pusher	Topographer	Surveyor	Cartographer

SCORE FOR CLAIMS minus Otoma's claims

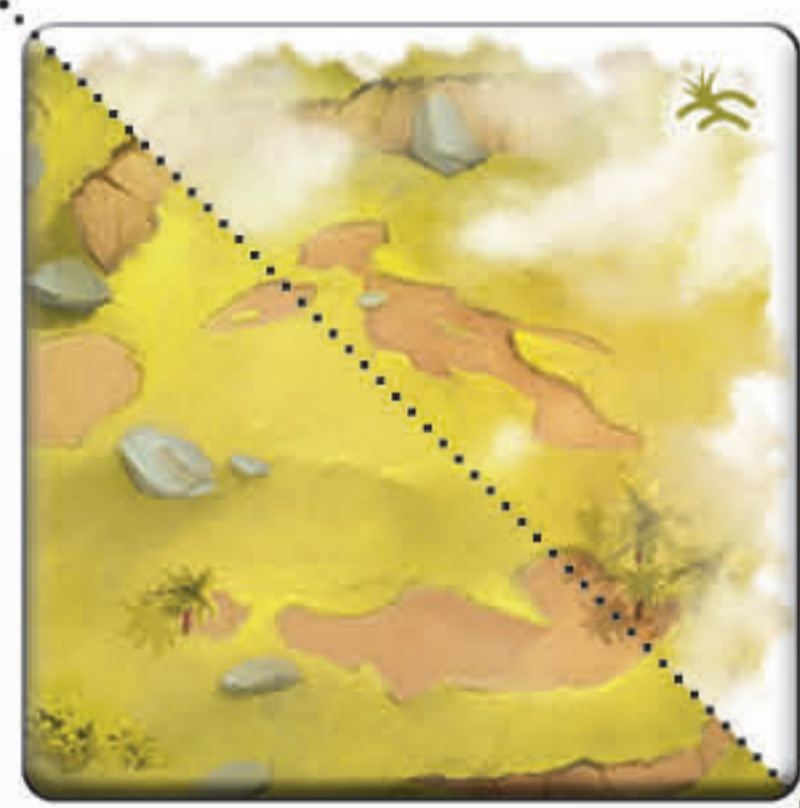
0 or less	1 - 7	8 - 15	16+
Fearful	Prudent	Bold	Intrepid

PLAY AID



Each terrain has its own effect, activated regardless of its visible side (Hazy or Confirmed).

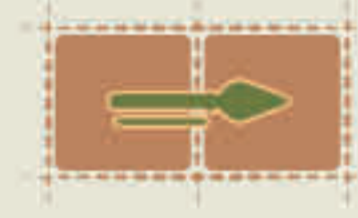
The Lagoon and Mountain tiles **can** be activated by the players, **whether the meeple has moved or not**. Jungle tiles are permanently active.



STEPPE EFFECT

OPTIONAL EFFECT

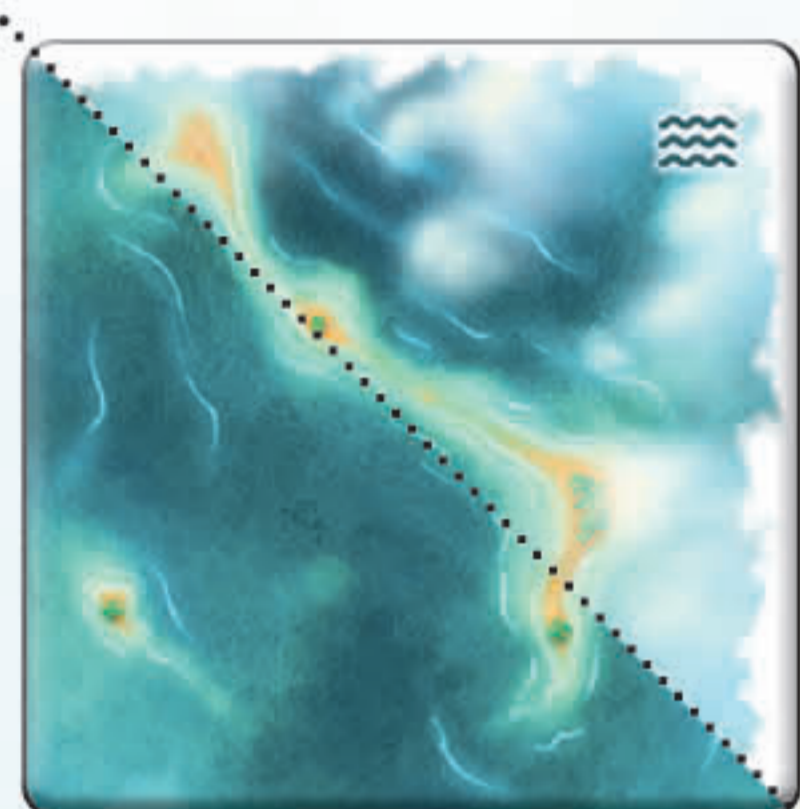
Trigger: When you place your Cartographer meeple on it. The steppe allows you to immediately move your Cartographer meeple to an **adjacent** space. You then may also trigger the effect of the new space.



JUNGLE EFFECT

MANDATORY EFFECT

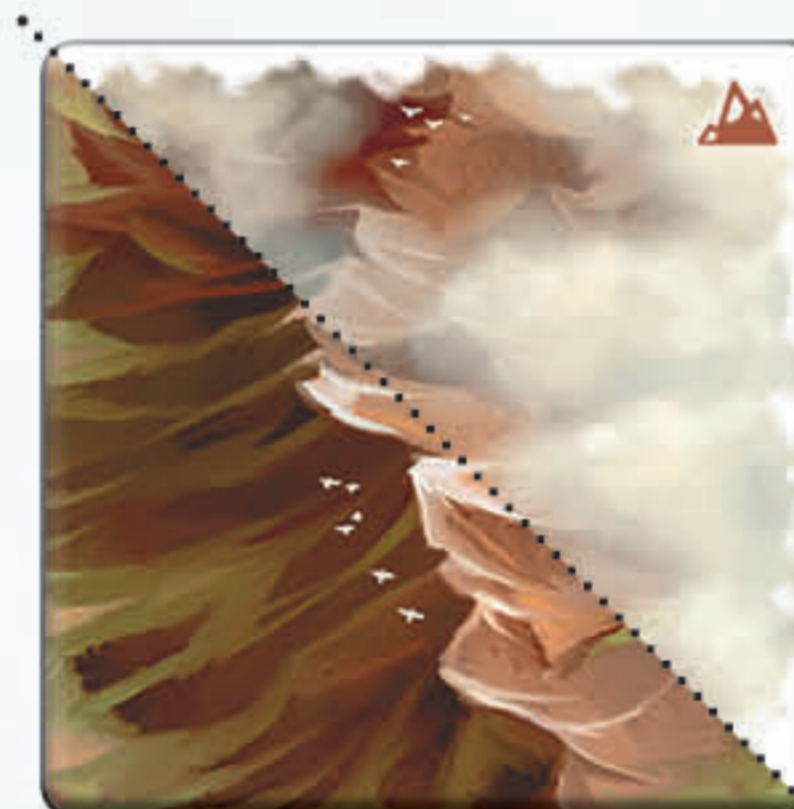
Trigger: While playing the third phase. The jungle prevents you from *Mapping*; your only option is to *Claim* (or do nothing).



LAGOON EFFECT

OPTIONAL EFFECT

Trigger: Before choosing a Sketch card. The lagoon allows you to discard a Sketch card from the display by tucking it **under** the deck, then draw a new one to replace it. Then, choose your Sketch card for this half day.



MOUNTAIN EFFECT

OPTIONAL EFFECT

Trigger: When placing a Sketch card. The mountain allows your Cartographer meeple to see one space further orthogonally, and thus place the Sketch card one space further away.



Don't forget...

When you map, you are under **no obligation** to respect the actual terrains visible on the Island board.

When you do not map (by constraint or by choice), you **must** still choose a Sketch card from the display; then discard it to the box at the end of your turn.

Presumption cards only concern **your own Parchment board**, not the Island board.

Before final scoring, **remove** hazy Terrain tiles from the Island board.

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MATHIEU • Thank you to my dear and tender Annette for her support, and to François Gandon for his wise advice.

THOMAS • Thank you to Sandra, lifelog travel companion, and Nala, faithful four-legged sidekick.

TIMOTHÉE • To Mathilda, who through the strength of childhood has found her way through the troubled territories of illness. To the medicine that saved her. To all those who contribute to producing scientific knowledge.

The designers also are thinking of Alfred Korzybski and his saying, "The map is not the territory", a source of inspiration for this game.

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