

Paradisio



Game rules



FoxMind

Paradisio

An idyllic game by Niek Neuwahl

Ages: 8+

Number of players: 2

Duration: 20 minutes

Contents

16 wooden island tiles

5 island tokens

1 beautiful bag

Rules of the game

Object of the game

Create paradise islands by placing one tile at a time.

The player who plays the last tile wins an island token.



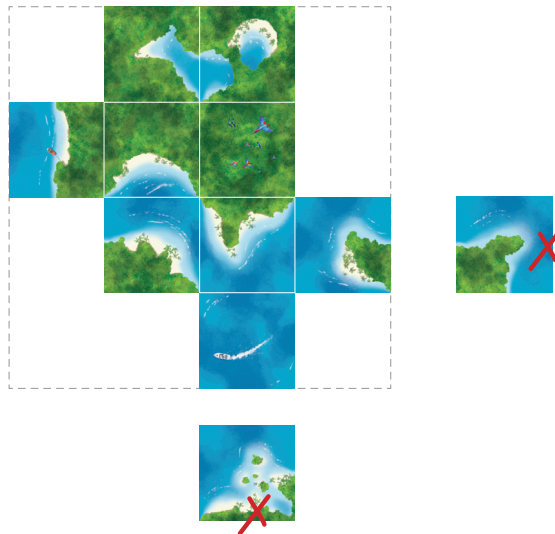
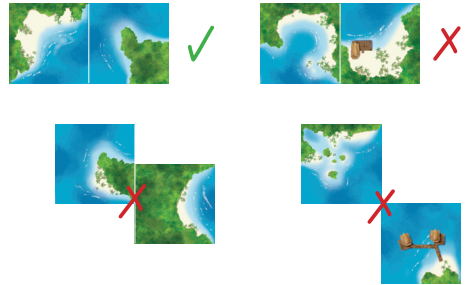
The first player to collect
3 island tokens wins the game.

Game play

The 16 tiles are shuffled face-down on the table. Each player takes eight tiles at random, placing them face-up in front of themselves, so that both player's tiles are visible at all times.

Determine randomly who starts - this player chooses one of their tiles and plays it in the center of the table. The game proceeds with the two players taking turns playing one tile at a time, while respecting the following rules:

- Tiles must be played edge-to-edge with at least one tile already on the table.
- The image on each tile must match perfectly with the images on all adjacent tiles. In other words, sea must connect to sea and land must connect to land.
- All squares must fit into an imaginary 4x4 grid.



End of a round

The round ends when one player can no longer place a tile. The player who placed the last tile wins an island token. The player who lost the round starts the next. If all 16 tiles are placed, the round is a tie, and neither player gets a token.

End of the game

The first player to collect 3 token islands wins the game.




Hint: Keep careful track of what tiles you and your opponent have available. Try to leave holes where only one of your pieces can fit, and save those pieces as long as possible!

Solitaire play

Paradisio can be played as a single player game in three levels of difficulty. At the basic level, simply place the 16 tiles in a 4 x 4 grid while respecting the game rules.

To learn the advanced levels, please visit Paradisio's web page at www.foxmind.com.



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Illustrations: Olivier Goupil
Graphic design/Graphisme: Aline Fideler

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