Isle4C
アイルフォーシー

i. Purpose of the Game

"Isle4C" is a card game in which all players try to expand one artificial island.

Players are secretly members of different companies.
The purpose of the player is to increase the number of the company's blocks on the artificial island by as many as possible.
When the artificial island is completed, the player who gets the most of the company's blocks is the winner!

But, when one of the company's blocks is connected to a certain number of other blocks, the players in that company will take over the leadership of the project.
That player immediately becomes the winner!

Increase the number of your company's blocks! Also, connect your company's blocks!
Achieve either purpose and win the game!

ii. Components

Total number of cards: 29
- 24 Block cards
The card is divided into 4 squares.
Each square is marked with a symbol showing which company's block it belongs to.

 Back side

- 1 Reference block card
The card is divided into 4 squares.
But each square does not belong to any company.

- 4 Company cards
This card shows which company the player belongs to.
The back of the card is a game summary.

iii. Preparation

Shuffle the Company cards. Deal one card face down to each player.
If there are 3 players, the last card is removed from the game, face down.
Each player places the **Company card** face down near the player. You may check your own **Company card** at any time.

Shuffle the **Block cards**. Deal all **Block cards** face down to all players. Each player has the **Block cards** dealt in hand.

The number of **Block cards** in the first hand is as follows.
3 players: 8 cards in hand; 4 players: 6 cards in hand;

Place the **Reference block card** in the center of the table.

Choose the starting player. (ex: Who recently built an artificial island.)
Now you are ready to play the game!

iv. Play

The starting player plays their turn, and the turn passes clockwise.

In your turn, you choose a Block card from your hand. Then, the card must be placed so that it must overlap a part of the cards in the table.
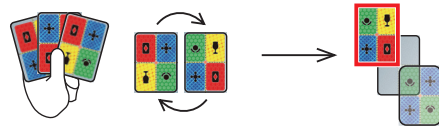
Choose a card / Decide the orientation / Must overlap the cards in the table

< How to place a Block card >

- Place the card overlapping **1 or 2 squares** on the cards in the table.
  Cannot be placed in more than 3 squares overlapping.
- The orientation of the card can be either top or bottom.
- Cards cannot be placed sideways.
- The position and stacking order of cards already placed cannot be changed.
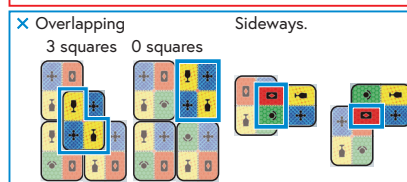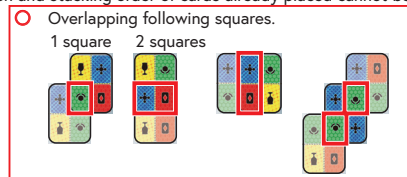
After the card is placed, the turn passes to the next player.
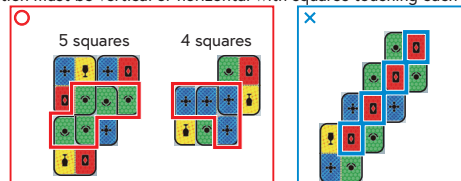This process is continued until the end of the game.

v. End of the Game.

1) The game ends **immediately** when the following number of squares of the same company are connected.
  3 players: 5 squares
  4 players: 4 squares

Connection must be vertical or horizontal with squares touching each other.

The player with the same company card as the connected squares is the winner! The winning player reveals their Company card to other players!
(Winner need not be the turn player.)

2) The game ends when all players have the following number of Block cards in their hands.
  3 players: 2 cards
  4 players: 1 card

Each player reveals their **Company card** to other players.
Count the squares of their own company in the squares that are visible (not overlapped by other cards on top of them).
The player who has the most squares of their own company is the winner!
In case of a tie, the player whose turn is closest to the starting player is the winner.

List of differences by number of players

Number of players	Number of Block cards in the first hand	Number of Cards in hand not used	Number of Squares for connection of the same company
3 players	8 cards in hand	2 cards	5 squares
4 players	6 cards in hand	1 cards	4 squares

vi. Credit