

PARADISE RESORT

BY ALEXANDROS KAPIDAKIS

Welcome to "Paradise Resort", the no. 1 travel destination for anyone looking to get away from their mundane life! In our majestic Islands you will find comfortable Bungalows, amazing facilities and always something exciting to do! Choose your Island wisely though, because not all of them are the same...

Objective

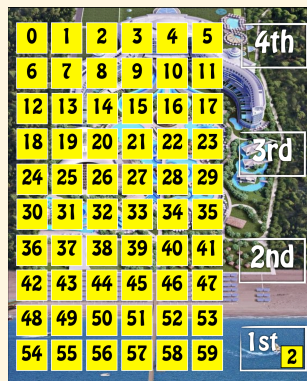
Paradise Resort is a tile and token placement game for 1 to 4 players that lasts about 30 minutes. In this game you will have to build a tourist resort from scratch, in your own Island! Gather bungalows for your guests, facilities for your employees and beaches for your bars, in order to create the most famous resort!

Components

— 4 Island boards



— 1 main board



— 20 Round 1 tiles



— 20 Round 2 tiles



— 20 Round 3 tiles



— 20 Round 4 tiles



— 10 Ship tokens



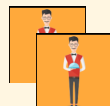
— 10 Tourist tokens



— 10 Bar tokens



— 10 Employee tokens

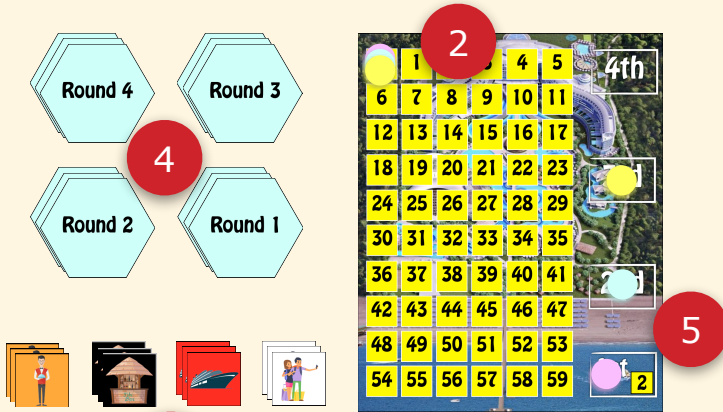


— 8 player disks



Setup

1. Give to each player an Island board.
2. Place the Main board in the middle of the table and one disk from each player on the "0" spot of the scoring track.
3. Separate and make a pool of all the tokens. Keep the Ships and the Tourists face down (the side without a number).
4. Separate the tiles based on their back. Shuffle them and create 4 different stacks, one for each round of the game.
5. The last player to have visited an island will be the 1st player for the first round, placing their other disk on the "1st" spot of the Turn track, on the main board. Place the other player disks on the other numerical spots, going in clockwise order from the 1st player.



Round order

The game lasts for 4 rounds and each round has the same structure: you will first set up a new map and then travel through it.

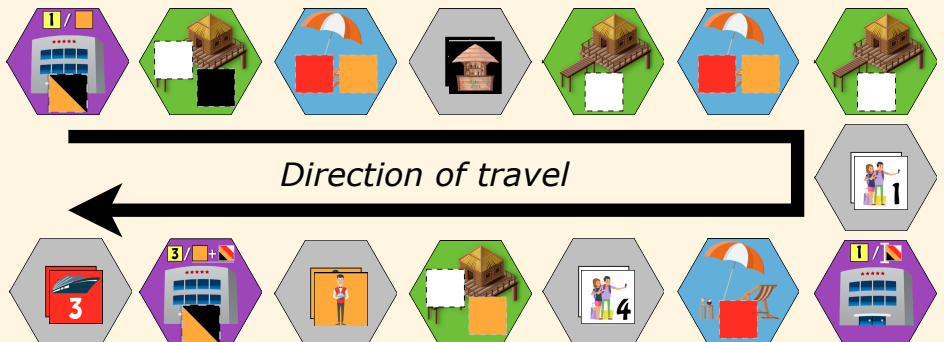
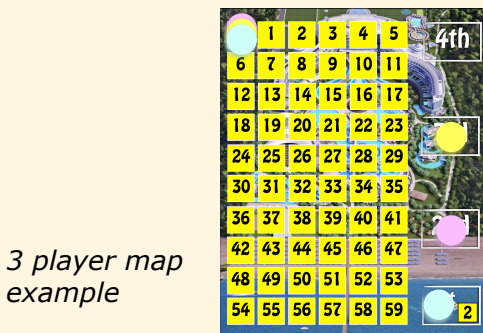
Map

In each round you will make a new Map, using the corresponding tiles.

Draw tiles from the stack, according to the number of players.

- In a **2 player** game draw **11 tiles** and lay them face up in a semi circle next to the main board. Return the rest to the game box.
- In a **3 player** game draw **15 tiles** and lay them face up in a semi circle next to the main board. Return the rest to the game box.

— In a **4 player** game draw **19 tiles** and lay them face up in a semi circle next to the main board. Then, fill the token tiles (grey background) with their corresponding tiles. Flip any placed Ship and Tourist tokens on their side showing a number.



Travel

Now, it's time to travel the map and make your choices!

You will not necessarily take turns in clockwise order throughout your travels, **instead the player closer to the main board will take a turn**. This means that a player can take consecutive turns, as long as they don't pass another player's disk. You can travel as far as you want, even leaving the map and returning to the Turn track, but keep in mind that you may be giving multiple extra turns to your opponents.

— If you land on a Bungalow (green), Beach (blue) or Facility (purple) tile you can either take it or discard it. If you take it, place it immediately on an empty spot of your Island board. Note that your Island board have specific restrictions for placing new tiles, as denoted by the coloured background. **You can never move a tile after placement, but you can replace a previously placed tile with the new one.** Any tokens on it will be lost, though.

— If you land on a Bar (black), Employee (orange), Tourist (white) or Cruise Ship (red) token you can either take it or discard it. If you take it, discard the grey tile and immediately place the token on an available spot. Note that tiles have specific restrictions for placing new tokens, as denoted by the coloured background. **You can never move a token after placement, but you can replace a previously placed token with the new one.**

When you reach the end of the map you will place your player disk to the bottom most available spot of the Turn track. When all player disks have left the map and are on the Turn track, the round ends. Discard any leftover tiles from the map. **The player who took the "1st" spot also scores 2 Fame immediately.** Now start the next round, following the same procedure. If this was the 4th round, proceed instead to the end scoring.

Game End

When the 4th round ends, you will count your Fame.

Add to the Fame you won throughout the game, Fame from:

— **your Cruise Ships:** Each player counts the value on their placed Cruise Ships. The player with the highest sum receives 20 Fame, the second highest 10 Fame, and the third highest 5 Fame. Ties break in favour of the player with the most Cruise Ships in quantity. In case of further ties, all tied players receive the same Fame.

— **your Bars:** Get Fame according to the table on the side of your Island board, as long as your Bars are connected to each other. For example, if you have 4 Bars in your island and 3 of them are connected to each other, you will get 11 Fame (9+2). If you have more than 5 connected Bars, you will get 20 Fame from 5 of them and then start a new set.

— **your Facilities (purple background):** score each Facility tile on your Island according to their scoring ability (see glossary for more info). Don't forget your starting Facility tile, that is printed on your Island!

The player with the highest total is the winner! Congratulations, you made the best tourist resort!

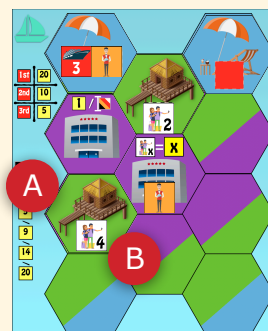
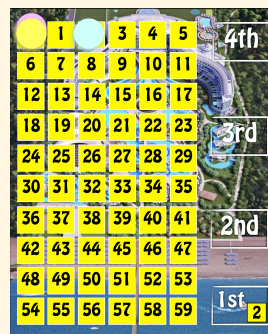
In case of a tie, the player with the most complete island wins, counting first tiles and then tokens.

Example of a turn

A) It's Joan's (pink) turn, as she is closest to the main board. She will firstly travel to the Bungalow tile next to her. She will immediately place it on her Island, and as she is still the closest to the main board she will travel again.

B) She will travel to this spot, taking the Tourist. It's a 4, and thanks to the Bungalow she just took, she has a spot to place it! So she will discard the grey tile, and place the token on the free spot of the Bungalow.

Mark (cyan) will get to travel next.



Glossary



Family Room (Bungalow)
Spots for a Tourist and an Employee.



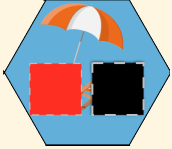
Suite (Bungalow)
Spots for a Tourist and a Bar.



Private Bungalow (Bungalow)
Spot for a Tourist.



Bay (Beach)
Spots for a Cruise Ship and an Employee.



Pier (Beach)
Spots for a Cruise Ship and a Bar.



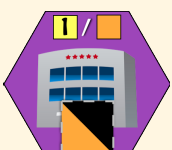
Private Cove (Beach)
Spot for a Cruise Ship



Main Port (Beach)
Spots for two Cruise Ships.



Restaurant (Facility)
Get 1 Fame per adjacent token to this tile.



Reception (Facility)
Get 1 Fame per Employee you have, anywhere on your Island. Spot for either an Employee or a Bar.



Spa (Facility)
Get 3 Fame per tile you have in which there is an Employee and another token. Spot for either an Employee or a Bar.



Pool (Facility)
Get 4 Fame if at the end of the game you have equal or more Employees than Cruise Ships.



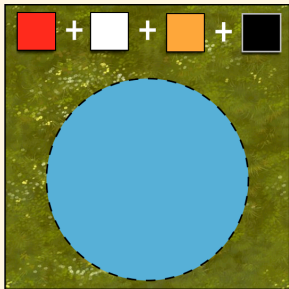
Hotel (Facility)
Each Tourist is worth as many Fame as its value. Spot for either an Employee, a Bar, a Cruise Ship or a Tourist.

Optional Modules

These modules will enhance your gameplay experience. You can add one, or more, of these after playing the base game enough times.

Lighthouse

— 1 Lighthouse board



— 8 Lighthouse tiles



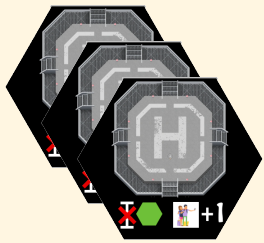
Setup: Shuffle all the Lighthouse tiles and place them face up, on top of the Lighthouse board.

Rules: As soon as you have a token of each type (Cruise Ship - Tourist - Bar - Employee) take the face up Lighthouse. When you have a second set, take another Lighthouse, etc. Lighthouses are placed next to your Island.

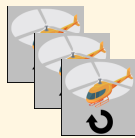
Scoring: Each Lighthouse has two spots for any type of token and an extra printed token.

Helipad

— 8 Helipad tiles



— 8 Helicopter tokens



Setup: In each round, after you remove tiles from the rounds' deck, shuffle 2 Helipad tiles in the deck.

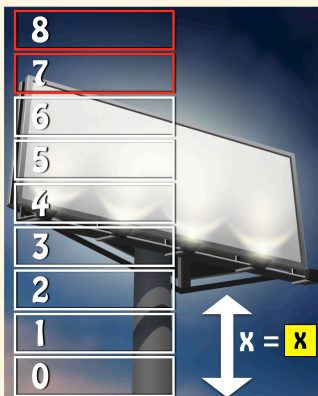
Rules: Helipads can be placed anywhere on your Island, except adjacent to Bungalows (green tiles). When you take a Helipad, also take and place a Helicopter on it.

Scoring: Each Helipad gives you +1 to each of your placed Tourists.

Helicopter: You can discard a placed Helicopter at the end of your turn, to immediately take another turn.

Marketing

— 1 Marketing board



— 4 extra player disks



Setup: Place the Marketing board next to the main board. Place 1 disk per player on the "0" spot of the Marketing track.

Rules: During your turn, every time you discard a new tile or token from the map, immediately move one spot up on the Marketing track. If you pass the "6th" spot, take the top most available spot, if any. From now on this spot isn't available to the other players.

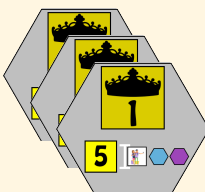
Scoring: Score the Marketing board at the end of each round. Get 1 Fame per point of difference from the player on the lowest spot of the Marketing track.

VIPs

— 8 VIP tokens



— 8 VIP map tiles



Setup: In each round, after you remove tiles from the rounds' deck, shuffle two VIP map tiles in the deck. When you reveal a VIP map tile, make sure you place the corresponding VIP token on it.

Rules: When you take a VIP token, you can place it on any token spot. Keep the VIP map tile, as a reminder for its scoring.

Scoring: Each VIP has a different scoring, as shown on its map tile.



: Get 5 Fame if this VIP is next to at least one Employee, one Beach and one Bungalow.



: Get 5 Fame if this VIP is next to at least two Cruise Ships, and no Tourists.