PALAVAN
The island puzzle
Rules
PALAVAN

Game author: | Connection game for 1–2 players aged 8 years +
Duration: Solo 5–30 minutes / Two players approx. 10 minutes

COMPONENTS
16 tiles | 5 wooden tokens

GAME IDEA
Display the individual parts of an island landscape so that they fit together.

PALAVAN SOLO
To begin: With a random selection of nine tiles create a small island (3 x 3) that is entirely surrounded by water. The one condition is that the water and land surfaces fit together exactly.
For example:
Play with all tiles: Put together a field with 4 x 4 tiles and fulfil the above-listed conditions. Three different difficulty levels apply for solutions to this task.

Basic: All tiles fit together correctly, but several land- and water areas are separated from one another.
**Medium:** Either the land area or the water area is continuously connected.

**Difficult:** Both the land area as well as the water area are continuously connected.

There are also several solutions for the highest difficulty level. Islands, which are entirely surrounded by water, cannot exist.
PALAVAN for two players

Preparation
Shuffle the 16 tiles with the island sides facing downwards. Each player takes 8 tiles and lays them out openly (with the island-sides face upwards) in front of him or her.
Lay out the 5 wooden tokens so they are to hand.

Play
Whoever last visited an island starts and lays out any tile from his/her own store in the middle of the play area. The players now take turns to add a tile from their own store to the landscape-display. One tile must be placed with at least one side touching a laid-out tile. As before, the land- and water areas must fit together exactly.
When laying out the tiles the overall size must not exceed 4 x 4 tiles.
Each player attempts to lay out as many of his tiles as possible, while at the same time blocking the opponent’s layout options. If a player cannot place any of their tiles, they skip their turn, but will be allowed to play on the next turn if able.

**GAME END AND WINNER**
The round ends when both players can no longer lay out their tiles. The winner is the player who could lay out more tiles. If both players have laid out the same number of tiles, it is a draw. The winner of the round gets a blue token. In case of a draw, both players get a blue token. A complete game carries on for at least three, at the most 5 rounds. The player who loses a round is allowed to lay out the first tile in the next round. The winner is the first player to collect 3 tokens.