

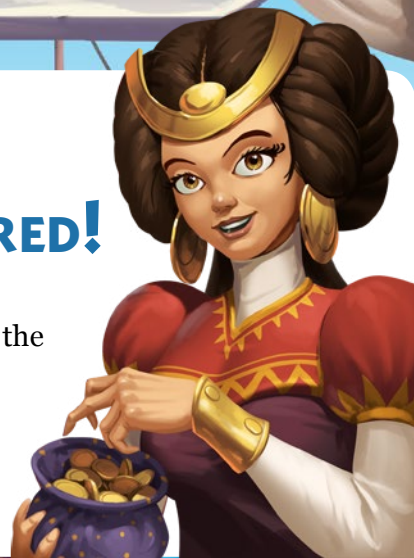
ILOS

A game by **Frédéric Guérard**, illustrated by **Paul Mafayon**

A NEW WORLD HAS BEEN DISCOVERED!

The new archipelago of Ilôs awaits you, with its virgin islands full of resources. Move your ships, build exploitations and raise the prices of the right resources to become the richest merchant!

Ilôs is a game of **hand of cards** optimization, **meeples** placement and **resources** management.



TECHNICAL INFORMATION

MSRP 33€

Release date November 2017

MOQ for full localization 1000 copies (two-language version possible)

Box size 275*190*70mm

Content

- 90 Action cards
- 5 reminder cards
- 25 Ship meeples (5 per color)
- 50 Explorer meeples (10 per color)
- 20 tiles
- 5 screens (1 per color)
- 5 personal board
- 1 price board
- 8 price tokens
- 54 resources token
- 25 building tokens
- 1 first player token
- 6 zip bags
- 1 rule book



HOW DOES IT WORK?

You play **cards** to reveal island tiles, move your ships on them, establish exploitations, build special buildings and rise the value of the resources. Place your ships cleverly: will you place more than one ship near an island to get **gold**, or spread your fleet to get more **basic resources**? Will you anchor your ships to the **pirate lairs** to slow down your opponents, or use them to expand your territory? And finally, you can pay one resource to **raise the value** of the said resource. But the tokens gathered by the players are hidden; make sure it is **your** stock that will be worth the most at the end!

KEY POINTS

- Explained in less than 10 minutes
- Easy to understand, but with a great depth
- Modular board mechanism

