

Release

May 2022

Game Designers

Antoine Bauza
& Bruno Cathala

Artist

Marie Cardouat

Publisher



1001 islands

Redesign

Competitive

Family



Build a beautiful island
and make us dream with your
incredible findings...

1001 Islands is a tile selection and distribution game with high interaction. You are going to build an Island by trying to match your Dream tiles and Island tiles as best as possible in order to score the most points. But don't forget to keep an eye on what your opponents are doing.

The background of the page features a colorful illustration of five children. In the top left, a girl with long orange hair, blue eyes, and a blue headscarf looks towards the right. Next to her is a boy with brown hair and a pink tunic. To his right is a boy with dark skin and curly hair, wearing a yellow shirt. In the bottom left, a girl with dark hair and a red choker looks towards the right. In the bottom right, a girl with blue hair and a red top with a white heart looks towards the left. The sky is dark blue with small white stars.

1001 islands

Theme

You all, children of Sinbad, set yourselves a new challenge... Exploring the 1001 islands and reclaiming the treasures of your father, this great sailor.

You've dreamed of elephants, fennecs, Rokh birds and exotic animals, beautiful gems and magical lamps since you were kids... And this is now your turn to set off for the green islands, the ones that were in the travel stories you loved to listen to.

But beware of the bandits who roam and do not forget that you only have three wishes with the magic lamps...



How to play?

Shuffle the 4 packs of tiles and arrange them separately by type: Dream tiles, upper Island tiles, central Island tiles and lower Island tiles. Then choose your hero from the 1001 Nights and receive the corresponding individual board.

Each turn, everyone will have to add a tile to their Island until, after 16 turns, all the Islands are complete.

For the first turn, randomly choose the first player, we'll call them the Lookout. They draw, from a same pile, as many tiles as there are players and keep one that they place on their Island. Then this Lookout gives the remaining tiles to the player of their choice,

who repeats the process until all the tiles have been dealt. The last player has no choice, they receive the last tile of this turn, but they become the new Lookout and start a new round.

The Island tiles bring you elements that will make you earn or lose points depending on the 4 Dream tiles you have placed on your Island, the aim of the game being to have the best score.

Key strengths

- For children and adults alike
- Rich and thoughtful interactions
- A tense end of the game

CHECK THE GAME PAGE



Read the rulebook

Let's see if you got it..

You are the Lookout for this new turn and you have decided to complete your Island with a lower Island tile.
In this 4-player game and at this point in the game, **which tile do you think is best?**



The 3 is the only tile that does not show a bandit (and bandits can make you lose points) but above all it allows you to complete the second column with 2 different gems which earns you 6 points (see first Dream tile)

To calculate the final score, we add:



+ points given by each of your 4 Dream tiles



+ 1 point for each Palm tree



+ 7 points per combo of Egg/Roc Bird



- points lost to Bandits, if you're the player with the most Bandits.

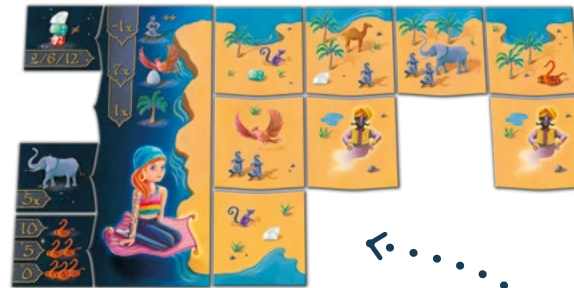
Did you know?

1001 Islands is a redesign of a game you might know: **Little Prince - Make-me a planet**. Released in 2013, this game by Antoine Bauza and Bruno Cathala, translated into 16 languages, has sold over 80000 copies worldwide... Sold out for too long, we have decided to give it a second life by offering the possibility to new players to discover this little gem.

For this remastering, we have chosen to work with the talented Marie Cardouat. Playing with her imagination to create a sparkling and dreamlike world, the illustrator of Dixit works with brushes and colored pencils, which give her drawings such a special, timeless touch.

Rules that are easy to explain and assimilate, fast and interactive games make 1001 Islands a game that can be played with 2 up to 5 (with special rules for 2-player games), with children or between adults.





Technical Informations

- Release: mai 2022
- MSRP: 25,00 €
- Size: 24 x 24 x 5 cm
- Weight: 920 g
- Available in: Belgium, Canada, France, Germany, Italy, South America, Spain, Switzerland, United States, United Kingdom
- EAN FR: 3 760 269 592 407
Made in France

Inside the box

- 5 Character boards
(1 for each player)
- 80 tiles to arrange in 4 piles:
20 Dream, 20 lower Island,
20 central Island, 20 upper
Island
- 1 score book
- 1 Rulebook

Artist

Games Designers



Antoine Bauza : Player since he was old enough to hold a dice or a card in his little hand, he wandered from university to university until he decided to follow the path of teaching and that – less noble it is true – Game Design.

Other than that, he hates raw tomatoes, rides a Brompton, reads tons of fictional literature and comics, plays anything and everything, learns Japanese, wastes a lot of time surfing, practices aikido and jodo, and is desperately looking for a Chinese abacus...



Bruno Cathala : French mythomaniac born in leap years. After a career as a very low-level scientist, then as a secret agent (*so secret that he himself was unaware of it*), and as a cyclist who had won the Tour de France at least 10 times in his dreams, he started making board games. “My main talent is to work with co-designers who have some,” he said during an 8 p.m. television news on TF1 some twenty years ago. A premonitory sentence in view of its collaboration with Antoine Bauza on 1001 Islands!



Marie Cardouat : Trained at Arts Déco school in Strasbourg, Marie Cardouat is a French illustrator who lives in Paris. She works in the world of youth publishing, postcards and board games; she made herself a name in the board game world after illustrating the first Dixit cards in 2009, then with Marrakech, Steam Park, and Quel Cirque! and lately Box Monster.

She is one of those artists who still have a taste for working on paper. She therefore works with acrylic paint and is particularly interested in the work of color.

She makes fresh and dreamlike illustrations and like Pippi Longstocking, she keeps everything and draws her inspiration from everyday life, to then recreate a small world imbued with sparkling colors, mischief and tenderness.





1001 islands

Who are we?

Ludonaute is a board game publishing house founded in 2010 in Istres by two passionate players. For 11 years, it has been publishing board games at a rate of one to three titles a year. Among the best known there is *The little Prince*, *Make me a planet*, a first success in 2013, *Colt Express* (2014 Spiel des Jahres and As d'Or winner) where you embody a renowned thief, *Yggdrasil Chronicles* a cooperative game that brings you into the nine Worlds of the Nordic mythology, *Living Forest* (2022 As d'Or winner) where animals help you save the Forest from Onibi's fire...

Today, Ludonaute has 4 employees and 27 published games. For the entire Ludonaute team, the game is an excuse to spend a memorable moment together, to share an adventure around a table where you become an actor, to laugh and to escape.

Thank you for your support. We remain at your disposal for any further information.

In numbers

- 11 years of existence
- 27 published games
- 30 distributor countries
- 4 employees
- 3 games a year

Do not hesitate to reach out if you need visuals, vidéos, rules...

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