The Isle of Ted
Rules Sheet

Summary of Game Play: For this exercise, your group represents one of the six groups on the Isle of Ted—Alpha, Beta, Cain, Delta, Eagle, or Frost. Score will be kept for each country (each begins with 10 resource points). There is no limit to the number of points a group can amass, but no group can go below 0. Groups can use points to build a system of roads throughout the island to be used for trade, to send out fishing boats, or to provide for coastal defense. Points can be gained by trading or fishing. Groups lose points if they are successfully attacked by pirates.

Pirate Attacks: One to four raiding parties will randomly attack at least one of the four coastal groups (Alpha, Beta, Eagle, or Frost) each turn. To defeat the attack, the island must have a defense strength equal to or greater than the number of raiding parties; therefore, you may want to negotiate with your neighbors for support (defense strength = resource points spent on defense). Each point spent on defense counts for the island as a whole—"One for all, and all for one!" Each raiding party will carry off one resource point from the country they attack unless they are defeated. Both the number of raiding parties and the country to be attacked will be determined at random. The two groups who are at C and D (Cain and Delta) on the map cannot be attacked unless a neighboring coastal country is attacked and is out of points.
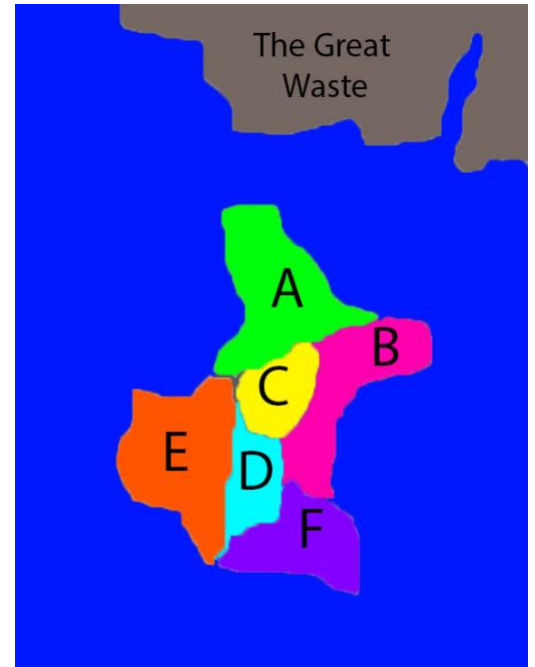

Figure 1. Map of the Isle of Ted

Trade: Each turn that a road network exists on the Isle of Ted, groups gain points depending on their locations on the map. The road network covers the entire island. Therefore, groups gain points whether or not they help build or maintain the road network. These are the additional points per turn each country gets when a road network is built:

A (Alpha): 2 resource points	C (Cain): 1 resource point	E (Eagle): 2 resource points
B (Beta): 1 resource point	D (Delta): 1 resource point	F (Frost): 1 resource point

A road costs an initial 8 resource points to build and 1 resource point per turn thereafter to maintain. The cost of building a road may be shared among groups. Points spent on building the road network will carry over until a total of 8 points is reached. Any points spent in excess of 8 will be lost, and any points spent in excess of the one point necessary to maintain the roads will also be lost. If the road network is not maintained, a further 8 points will be necessary to rebuild the road network.

Fish: Each group may decide to send 1–4 fishing boats out to sea. Each boat costs 1 resource point. The more fish you catch, the more points you get! The points for fishing accrue to each group and are not shared with the whole island. The fishing haul will be announced at the end of each round.

Notes: We will go through several turns. The first turn will consist of three minutes of negotiation within groups. *No discussion between groups can take place during the first turn.* Thereafter, negotiations between groups will be allowed during the three-minute period. At the end of all turn negotiations each groups' choices must be handed in. The moderator will reveal whether or not roads have been built or maintained, how many boats were sent out and how much fish was caught, and also the total points spent on defense. The results of the trade, fishing, and pirate attacks will then be tallied. Hand in your decisions on the given sheet of paper. They will be kept secret. No one will know who contributed to the defense of the island or to the building of roads, or how many boats you sent. In fact, you may find deception a useful technique for preserving your points.