OFFICIAL EPIGO VARIANT: *ISLANDERS*
JANUARY 2013

The Jack Vasel Memorial Fund runs a fundraiser every year through Board Game Geek (boardgamegeek.com), to raise money that can be used to help families dealing with tragedies. Masquerade Games is proud to support this wonderful foundation through their annual auction for a second year in a row. This year, we decided to do something special for the winner of the Epigo auction: a custom made variant in their honor.

This year, Masquerade Games is proud to honor BGG user *islander* for his incredible generosity (and obvious good taste in games).

To learn more about the Jack Vasel Memorial Fund, go to their website: **www.jackvasel.org**
Masquerade Games would also like to thank Board Game Geek for hosting the auction, and giving us the opportunity to contribute to the community: **www.boardgamegeek.com**

Islanders

- During deployment, each player takes the blank order tile of their color and places it face down on their side of the board, behind their deployed Epigons. This order is the player's **Island**, and must cover four complete spaces (i.e.: it can't hang off the board)
- An Epigon can never go onto an opponent's island for any reason. If they would, they are considered **Blocked.**
- An Island is never considered as an Epigon for purposes of determining a **Push** or a **Block**.
- Whenever an Epigon would **Slide** or be **Pushed** onto its own Island, it is placed onto the Island.
- An Island can hold a maximum of three Epigons of its own color.
- Whenever an Epigon that is on an Island is moved by an Order, it may move off of the Island via any adjacent space.
- The normal **Slide, Push** & **Block** rules apply to Epigons being moved off an Island.
- The **SLAM!** Order has a priority of 8. When a **SLAM!** is played, its owner may **Slide** their Island (and any Epigons on it) one space in any direction. The Island may only slide if both squares in that direction are empty of all Epigons (including those of its own color)

Note: An Island can never be moved in such a way that any portion of it is off of the game board. (Therefore, Epigons on Islands can't be captured.

A Variant for the Variant: For more fun, use the additional rule – Epigons on Islands have a priority of +1
(For example: If a 3 is on my island, my 3 order now has priority 4, and would cancel an opponent's 4)