

Das Letzte Paradies

(THE LAST PARADISE)

An island adrift, untouched by tide and time. Scrubby woodland begets white-sand beach and cerulean sea. Paradise. Perhaps the last of its kind. But as soon the billionaires and hoteliers catch wind of this lucrative investment opportunity, documents are drawn up. Woodlands bulldozed. Fences built. Nature yields. Before you know it, the unnamed island is on the cover of Condé Nast. There goes the neighborhood!

Contents

16 building tiles (3 villas & 1 hotel in 4 districts)
40 ownership discs (8 in each of 5 player colors)
60 coins (27x 1 para, 6x 5 paras, 27x 10 paras)
10 tree tokens & 1 game board

Game Setup

Search the building tiles for **villas depicting each of the four district symbols** (sailboat, palm tree, sunshine, waves) and place them in the **matching quadrant of the game board on any of the three coastal (perimeter) spaces**. Shuffle the remaining 12 building tiles together to form a facedown deck.

Note: Villa tiles depict the district symbol over a white circle. Hotel tiles feature a colored circle.

Each player chooses a color and receives a matching set of ownership discs and starting capital based on the number of players:
80 paras for three, 60 for four, 50 for five.

Note: Money is kept secret throughout the game!

Preliminary Phase

The game begins with four preliminary auctions for the villas placed during setup. **The youngest player chooses the first villa**

to be auctioned (see Auction Phase, right).

The winner of each auction **places one of their ownership disks** on the tile, then picks the next villa to be auctioned.

Game Play

The game is played over a series of 12 rounds. Each round consists of the following four phases:

1. DRAW PHASE

Reveal the top tile from the building deck.

2. AUCTION PHASE

Players bid for the revealed tile by **secretly selecting any amount of money** from their personal supply (or no money) and placing it into their **closed fist**. Once all players are ready, they simultaneously **reveal the contents of their hand**.

The player with the highest bid wins the tile,

and must pay an amount of money to the general supply equal to **the second-highest amount bid**.

If multiple players tie for highest bid, a second auction is held between the tied players. If another tie occurs, a third auction is held, and so on.

Note: Any money bid during a tiebreaker auction is **added to the player's previous bid**. If no player elects to raise their bid during a tiebreaker auction, the **winner is determined at random**.

3. NEGOTIATION PHASE

The **district symbol and building type** of the auctioned tile determine where it may be placed:

Villas must be placed on empty coastal spaces in the district matching the symbol on the tile.

Hotels must be placed on the interior space of the matching district. This group of four interior spaces is considered a separate **hotel district**.

During this phase, the auction winner may freely negotiate with the other players whether they will place the tile as a building, **or decline to develop the land by placing the tile forest side up**. Only money may change hands as part of a deal and **all deals are considered binding**.

4. PLACEMENT PHASE

Once an agreement has been reached, the winner of the auction places the tile onto the board along with one of their ownership disks.

Placement bonuses are then awarded:

When placing a hotel or villa, the player earns **10 paras for each forest tile in the district**.

When placing a hotel, the player earns an extra **10 paras for each forest tile in the hotel district**.

When placing a forest tile, the player receives a **tree token**. **The owner of each building in the district then receives 10 paras**. Additionally, if the forest was placed on the island's interior, the **owner of each hotel receives an extra 10 paras**.

Additional Building Bonuses

DISTRICT MONOPOLY BONUS

Players immediately receive 20 paras if they own all building tiles within a completed district.

DISTRICT DIVERSITY BONUS

Players immediately receive 20 paras if they own a building tile within each of the four districts.

End of Game

The game ends immediately after the last building tile is placed and bonuses are paid.

The players who hold the most tree tokens are then recognized for their selfless commitment to preservation. **They receive a bonus based on how many forest tiles were placed on the board:**

Forests	1	2	3	4	5	6	7	8	9+
1st	200	90	80	60	40	30	20	10	0
2nd	0	90	40	30	20	15	10	5	0

If tied for most trees, **the prizes are combined and split evenly between the tied players** (rounding down if necessary). If tied for second, the prize is split as described above. If only one player owns trees, **they receive both prizes**.

Players now count up their money. All players who hold fewer paras than they received at the beginning of the game **lose immediately**.

The profitable player with the most money wins.

