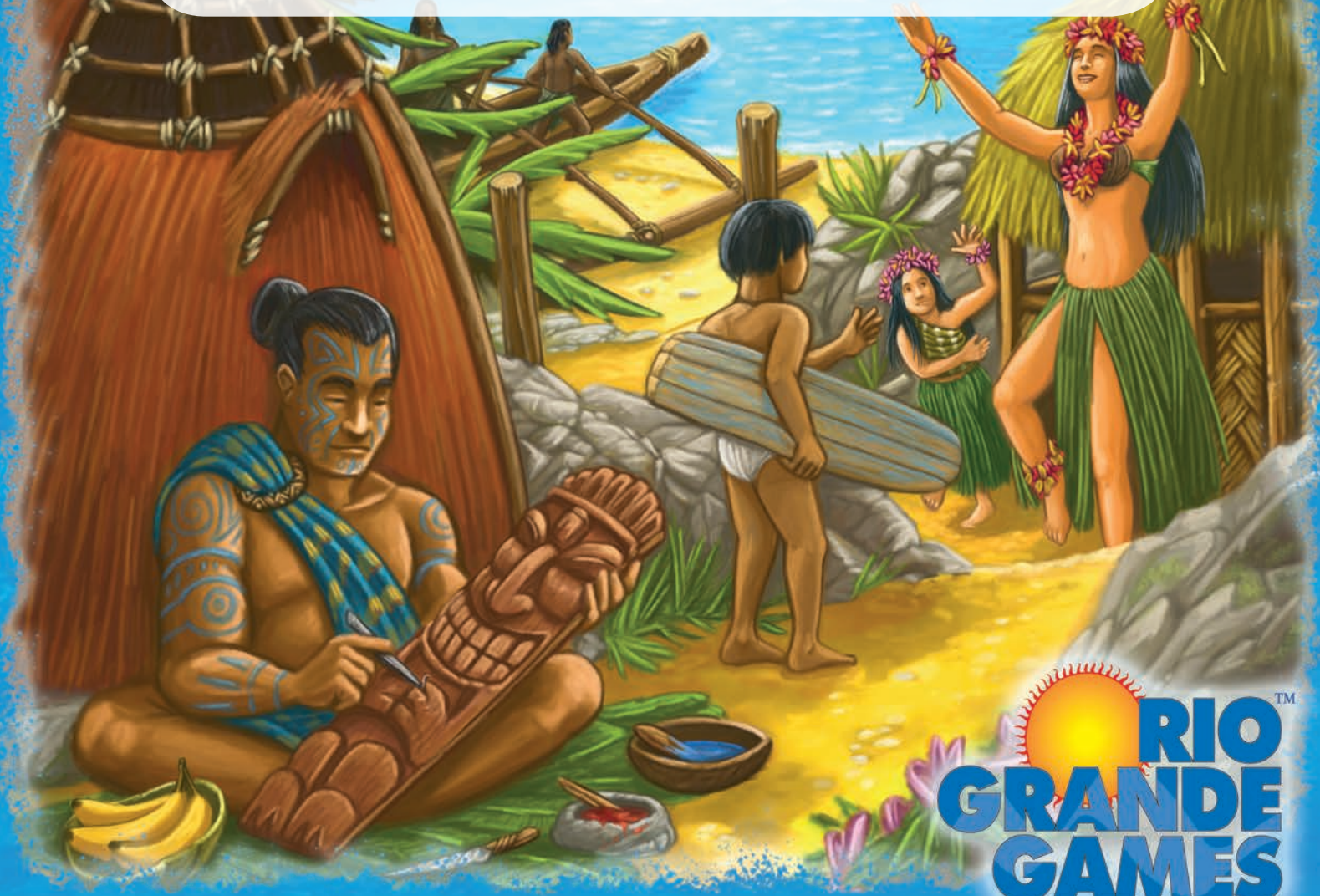


HAWAII

The players live on this well-known island in the middle of the Pacific Ocean. The main island is well-populated and everyone follows his own business. Fishermen fish, surfers surf, dancers dance, and the fruits grow... Also the surrounding islands look very beautiful from the main island and offer many interesting places to visit.

As chieftains, the players have been granted land by the island's king. Now they must prove their value by making their own realms prosper. They build huts and temples, plant fruits, catch fish, support the arts of dancers and surfers, seek out kahunas and acquire tikis. The player who finds the best combinations will be declared the most valuable chieftain and win the game.

**for 2 - 5 players, aged 13 and up,
60 - 90 minutes**



HAWAII

GAME SETUP

Contents:

- 1 board frame and scoring track in 6 puzzle pieces
 - 10 large rectangular places
 - 5 round indicators
 - 1 bag
 - 25 price tokens (values 2-6)
 - 10 islands
 - 126 place tiles
 - 31 wooden shells
 - 20 small (value 1) and 11 large (value 5)
 - 35 wooden feet
 - 30 small (value 1) and 5 large (value 5)
 - 22 wooden fruits
 - 20 small (value 1) and 2 large (value 5)
 - 5 50/100 scoring tiles
- And, in the 5 player colors:
- 5 player boards
 - 5 player screens
 - 5 fishing boats
 - 5 chieftains
 - 10 sub-chiefs

1. The players assemble the 6 puzzle sections to create the board frame. Then shuffle the 10 large rectangular places face-down and put them face-up within the frame, beginning on the lower left, moving to the right and then doing the same for each row above, in order, aligning all with the beach. See figure to the right for a possible configuration.

7. The players choose a player to be banker. He puts all price tokens in the bag and mixes them well. Then he lays the price tokens out as described on the next page.



6. The players choose one player to be the supply manager for the shells, feet, and fruits. He places these near him and will be responsible for distributing them throughout the game.

Then, he distributes the starting resources to the players.

To do so, he **turns over** the top-most round indicator and distributes the items shown to the right:



In addition, he gives 2 green fruits to the player whose sub-chief is on space 2 of the player order track, 3 fruits to the player on space 3, 4 fruits to the player on space 4, and 5 fruits to the player on space 5. **The player on space 1 gets no fruits!**

2nd player: ●● fruits

3rd player: ●●●

4th player: ●●●●

5th player: ●●●●●

The players put and keep their resources behind their screens.

Afterwards, the supply manager turns the round indicator to its front side. **Note: the front does not match the back!**



5. Now, each player puts his 2nd sub-chief into the bag. Next, a player draws a random sub-chief from the bag and places it on space 1 of the player sequence track. He continues to draw from the bag, placing the drawn sub-chiefs in order on the player sequence track. This indicates the player order for the round. It will be adjusted when necessary to show player order throughout the game.





2. Now put the 126 place tiles on the places. Most place tiles have different front and rear sides. The fronts have a I in the upper left corners, the rear sides have a II in the upper left corners.

front side
(side I)



back side
(side II)



Stack the place tiles face-up (side I) on the places matching the illustrations on the place tiles.

- 5 shell huts
- 5 foot huts
- 5 spear huts
- 5 trade huts
- 5 long huts
- 5 irrigation
- 10 hula dancers
- 16 fruits (4 each breadfruit, taro, coconut, and banana)
- 8 boats
- 10 surfers
- 25 kahunas
- 15 tikis
- Shuffle the God tiles and place them in two equal stacks.

4. The players shuffle the islands and put them as a face-down stack near the beach as shown. Then they draw 4 islands and put them face up next to the 4 docks.

The players sort the round indicators by the value shown on the turtle shell and stack them face up on the space provided on the beach, in order, with the 17 on the bottom and the 9 on top.



The place tiles are described in detail in the supplement.

3. Each player selects a color and takes a screen, player board, 1 fishing boat, the chieftain, and 2 sub-chiefs in his color. The player places the screen and the player board in the area near him (his play area/realm)

He puts the fishing boat on the water side of his player board.

He puts a sub-chief on space 0 of the scoring track.

He puts the chieftain on the beach.

He puts the 2nd sub-chief in his play area.



Lay out the price tokens (These determine how much the place tiles cost.)

- Each place has 1, 2, or 3 purchase circles on which the banker puts the price tokens. One circle in each place is pre-printed with a number between 5 and 12. In addition, each place has 0-2 un-printed circles.
- Beginning at the lower left of the board, the banker puts price tokens on each empty circle on the 10 places.



1 purchase circle



2 purchase circles

3 purchase circles



un-printed pre-printed

The banker does the following, for each place:

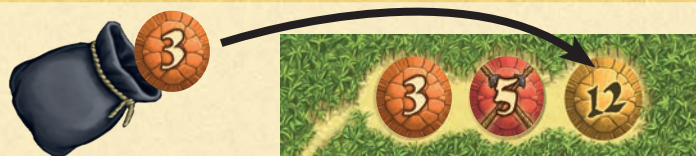
- The banker draws 1 price token from the bag for each un-printed purchase circle and puts this with the numbered side up on the un-printed purchase circles. When putting the tokens on the un-printed circles, the banker takes no special note of the different colored tokens (orange/red with spears). Places with only one purchase circle do not have un-printed purchase circles and, thus, the banker will put no tokens there.



Example of a place with 3 purchase circles:

the banker draws 2 price token from the bags and puts them on the un-printed circles with the numbered side up. The order is unimportant.

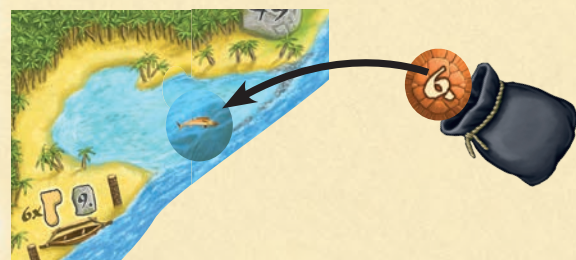
- Next, he draws 1 additional price token from the bag for the **pre-printed** purchase circle.
- Next, he adds the numbers on all the price tokens he has drawn for this place.
- If the total of the price tokens is equal to or lower than the number on the pre-printed purchase circle, then he puts the drawn price token on it.



Example:

The sum of the three price tokens ($3+5+3=11$) is **smaller** than the pre-printed number on the price circle (12). He puts the token on the 12.

- If the sum of the price tokens is **higher** than the pre-printed number, he puts the **drawn price token**, with the **fish side up**, on the cove. The pre-printed purchase circle remains uncovered in this round.
- Even if the number on the pre-printed purchase circle is equal to the price token(s) the banker put on the un-printed circle(s), he still draws a price token and places it fish side up on the cove.



Example: the sum of the three price tokens ($3+5+6=14$) is **larger** than the number pre-printed on the price circle (12). The banker puts the last drawn price token fish side up on the cove. The pre-printed circle remains empty.

The banker puts the last drawn price token fish side up on the cove. The pre-printed circle remains empty.

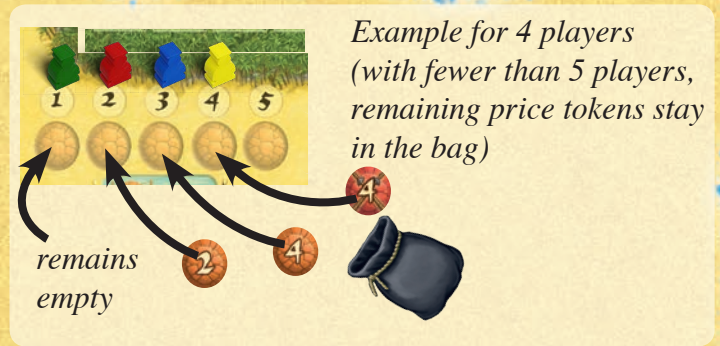
Example for a place with 2 purchase circles: the sum of the price tokens ($4+5=9$) is **larger** than the number pre-printed on the price circle (6). The banker puts the last drawn price token fish side up on the beach. The pre-printed circle remains empty.



Example for a place with 1 purchase circle: this place has no un-printed purchase circles and the banker drew only one price token. If the price token drawn is less than or equal to 5, the banker places the price token on the pre-printed purchase circle. If the number on the price token is 6, the banker puts it fish side up on the cove and the pre-printed circle remains empty.



- After all places have been filled with tokens in this way, the player draws more price tokens from the bag: 1 fewer than the number of players in the game. He puts the price token with the lowest number on the circle under the 2 on the beach. He puts the next higher price token on the circle under the 3, and so on. If 2 tokens have the same number, the one (if any) with the spear is consider higher. Thus, there is a price token under each sub-chief, except on the 1.



Now the preparation is complete and the game can begin.

Overview

The players develop their realms in the course of the game. They establish up to 5 villages, build boats in order to trade, train kahunas, and honor the Gods. Although the players score points during the game, the winner is not known until the final scoring.

The game is played over 5 rounds. Each round consists of the following 2 phases:

I. The turn of the chieftains

II. End of the round

After the 5th round, the final scoring occurs and the winner is determined!

I. The turn of the chieftains

The players move their **chieftains** from place to place in order to buy place tiles. They can also move their chieftains to the beach in order to fish, to visit islands, or end their turns.

The player whose sub-chief is on space 1 of the player sequence track, begins. The other players follow in order based on their positions on the player sequence tracks: 2, 3, and so on.

Note: thus, Hawaii is not played in clockwise order!

When all players have moved their chieftains once, the players move them again beginning with the player whose sub-chief is on space 1 of the player sequence track. This continues until no player can or wants to move his chieftain. Then the phase of the chieftains ends and the round end phase begins.



How do players move their chieftains?

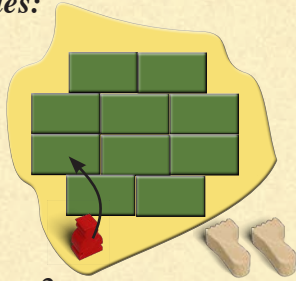
The player can move his chieftain from the beach to a place, from a place to another place, from a place to the beach, or not move his chieftain, leaving him where he is. When moving their chieftains, the players follow these rules:

- The chieftains begin each round on the beach.
- 1 step from the beach to a neighboring place costs 1 foot.
- 1 step from a place to a neighboring place also costs 1 foot. The chieftain can cross several places in his move before stopping. Each step (from place to place) also costs 1 foot. If the chieftain does not move, but remains where he is, that also costs 1 foot.
- If the chieftain moves from any place to the beach, that does not cost anything! Likewise, it costs nothing to move the chieftain from one space on the beach to a different space on the beach or for him to leave his chieftain on the same space on the beach.

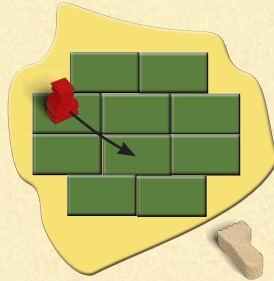


Only the two lower places are neighboring to the beach.

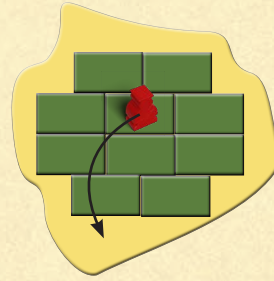
Examples:



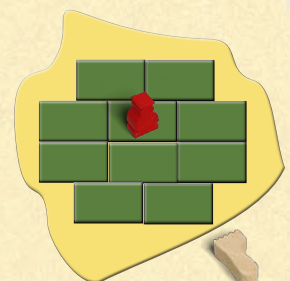
2 steps cost
2 feet



diagonal moves
are allowed



the move back to the
beach costs nothing



remaining in a
place costs 1 foot

The places a player may move his chieftain


- On each of the 10 places with 1 or more place tiles and 1-3 price tokens at the start of the round.
Note: it is possible for places with 1 purchase circle to have no price tokens at the start of the round.
- A player can move his chieftain only to a place which has at least 1 place tile and at least **1 price token**. If both are not on a place, the player may not move his chieftain there, but may move across the place.
- A player can leave his chieftain on a place where he already stands only if there is at least 1 price token still there.
- When a player moves his chieftain to a place (or leaves it in a place where it was), he must buy a place tile from that place.

Examples:



The **red chieftain** may not move to the place with the long hut since no more price tokens are there.



The **red chieftain** may cross the place with the long hut to the place with the spear and the exchange huts since there is still a price token there. 

- A chieftain of another player does not prevent a chieftain from crossing a place or moving to a place as long as there is at least 1 price token in the place the chieftain stops.

The purchase of place tiles

- A player who moves his chieftain to a place must choose one of the place tiles there to buy. If only 1 type is there, he must buy this one. If there are 2 types there, he can choose freely from those 2. He may buy only 1 place tile per turn.
- Then he must pay for the chosen tile. To do so, he selects one of the price tokens in that place and puts it face-up in his play area. He next pays the amount shown on the selected price token in shells by moving the shown number of shells from his play area to the general supply. The price token remains in his play area and will play a further role at the end of the round.
- Finally, he takes the tile he has chosen and puts it in his play area. Where he puts it is described in the rules in the supplement.



Example:

Red chooses to build 1 exchange hut. He takes the last price token from this place, pays the 3 shells shown on it, and puts the price token in his play area. Next, he takes the exchange hut and adds it (according to the rules) to his realm.



- The player can choose to pay either the amount shown on the price token or double that amount. If he pays the amount shown, he puts the place tile in his realm with side I showing. If he pays the double amount, he puts the place tile in his realm with side II showing. As the kahuna and tikis have no side I or II, if the player pays the amount shown, he takes and puts 1 tile; if he pays double, he takes and puts 2 tiles.
- The player places the price token in his play area face-up whether he pays the amount shown or double.

Examples:



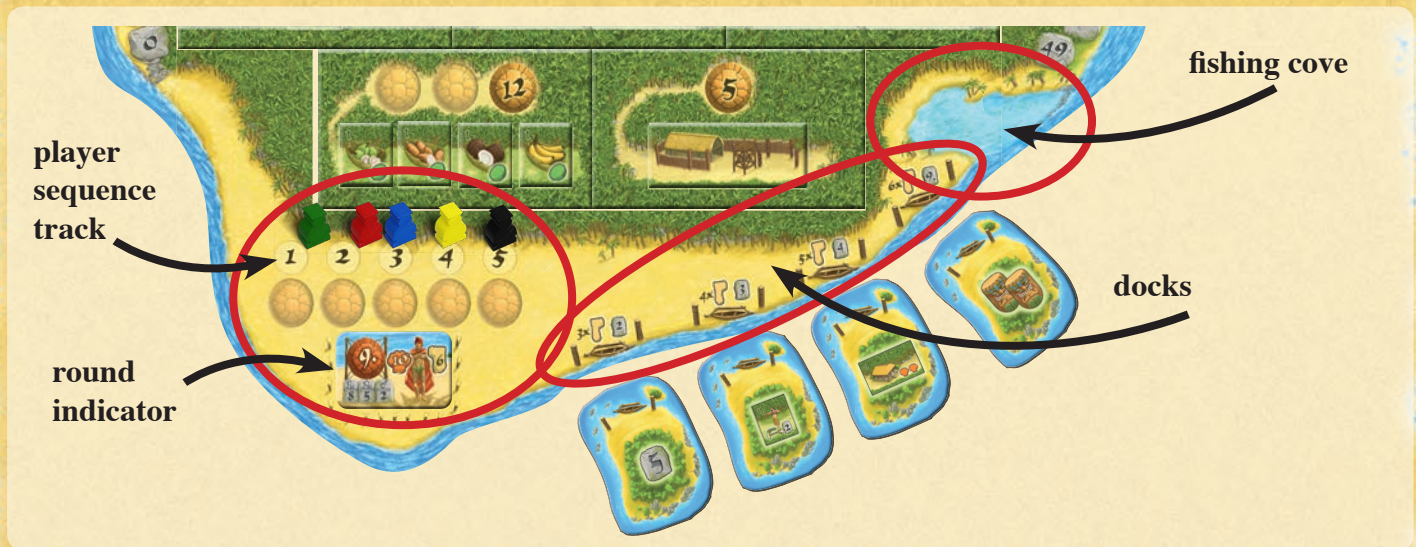
Other rules for buying and putting place tiles



- The player must be able to immediately and legally put the chosen place tile into his realm. If he cannot do that, he cannot choose to buy it. The rules are given in the descriptions in the supplement.
- Once a player has put a place tile in his realm, he may not later move it or turn it over to its other side (e.g. from side I to side II).
- Each row represents a village. During the final scoring, only villages that are long enough to reach the player's row of tikis will score points for the player.
- **Note:** for more information on all the place tiles and the rules for buying and putting them, please refer to their descriptions in the rule supplement.

The beach and what a chieftain can do there

The beach has 3 spaces, which the chieftain can visit (one in each turn):

1. The **fishing cove**, where the chieftain can fish.
2. The **docks**, from which the chieftain can visit the 4 **islands**.
3. The **player sequence track** (5 spaces) and the round indicators.



Note: for everything that a chieftain does at the fishing cove or at the docks, the player must pay with feet  instead of shells .

In general: the **place tiles** are paid with **shells**.

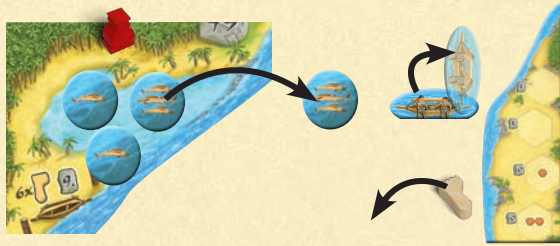
The **chieftain movement** is paid with **feet**.

Fish and **island visits** are paid with **feet**.

The use of **fruits** is explained in the rule supplement.

1. The fishing cove

- If the player wants to fish, he moves his chieftain to the fishing cove and takes 1 or more of the fish tokens that are there (*remember, these have the numbers face-down*). He puts the fish tokens with the fish side up in his play area. Like the price tokens, the fish tokens play a role at the end of the round.
- For each fish token the player takes, he pays 1 foot, regardless of the quantity of fish or the number on the underside of the token. Also, the player must use one of his unused boat spaces for each token he takes. Afterwards he turns the used boat(s) as shown below to indicate they cannot be used again this round.



Example: *Red* moves his chieftain to the fishing cove and takes the token with the 3 fish on it, puts it in his play area, pays 1 foot to the general supply, and turns his boat to show it is used. He cannot use it again in this round. (On his boat, he has 2 empty spaces and could have taken a second fish token (with 1 fish), but would have had to pay 1 foot for the second token.)

2. The docks for the 4 islands (island visit)

- If the player wants to visit an island, he moves his chieftain to the island dock of his choice. Then, the player immediately moves his sub-chief on the scoring track to record the points indicated.



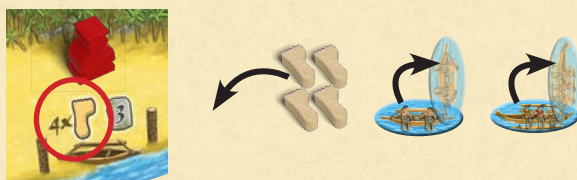
Example: *Red* moves his chieftain to the 2nd dock. He immediately scores 3 points, which he records by moving his sub-chief on the scoring track.

- Then the player takes what is shown on the island (place tiles or points).



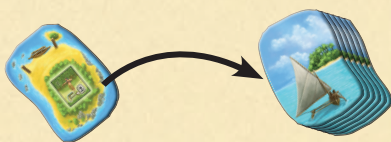
A hula dancer is shown on the island. *Red* takes a hula dancer token and places it in his realm as shown.

- Next, the player must pay for the island visit with feet. The cost (in feet) is shown on the chosen dock. Additionally, he needs 1 or more boats to accommodate the feet shown. If a player has too few feet or not enough space on his available boats, he cannot move his chieftain to this dock!



Red pays 4 feet from his play area to the general supply. Then he turns his boats as shown. The boats have spaces for 5 feet, but the player launches with just 4 feet (wasting 1 space). The player cannot use them again in this round.

- The player returns the visited island *face-up* under the island stack.



When *face-up* islands appear in the island stack, shuffle the entire stack *face-down* to create a new island stack. (See also page 10)

- If the player cannot put the place tile that is shown into his realm, or if there are no more place tiles of the kind shown available, he scores only the points on the dock for the island visit.

3. The player sequence track and the round indicators

- When a player cannot or chooses not to buy anything else, he places his chieftain *under* the player sequence track on the empty space (no other chieftain) of his choice. He takes the price token there (except with space 1, where there is none) and puts it in his play area with any others he collected this round. Thus, he ends his participation in the round and can no longer move or use his chieftain this round. All other players who have not yet placed their chieftains under the player sequence track continue to take their turns as they have during the round. When all the chieftains are there, the phase of the chieftains of this round ends.
- The round indicator remains in place, as it is needed for the second phase of the round.



Example: *Red* places his chieftain under space 2 of the player sequence track. He takes the price token there and puts it in his play area with any others he collected this round. In the next round, the player will be second in player sequence.

II. End of the round

At the end of each round players score points, recording them by moving their sub-chiefs on the scoring track. Then, all players take new shells, feet, and fruits.

- For the end of the round scoring, each player adds the numbers on all his price and fish tokens. All players compare their sums with the large number (required to keep people in the player's realm happy) on the round indicator. If a player's sum is smaller than the large number, the player does not score any points. If the player's sum is equal to or larger than the large number, the player scores points as described below.
- The player with the highest sum scores the points shown on the round indicator under the 1. The player with the second highest sum scores the points under the 2. All players who do not have the highest or second highest sum, but have a sum at least as high as the large number, score the points shown under the . If several players tie for the highest sum, each scores the points shown under the 1. All other players whose sum is at least as high as the large number, score the points shown under the . If there is just one player with the highest sum (he scores the points under the 1) and several with the second highest sum, those with the second highest sums all score the number under the 2.

Examples of the points scored at the end the 1st round:

		= 14
		= 11
		= 9
		= 8



		= 11
		= 11
		= 10
		= 9

Red, *Green* and *Blue* had sums of their price and fish tokens equal to or greater than the large number (9).

These players score points as show below:

Red has the highest sum with 14 and scores 8 points as the first player.

Green is second with 11 and scores 5 points.

Blue scores 2 points.

Yellow has a sum less than 9 and scores no points.

All players had sums of their price and fish tokens equal to or greater than the large number (9).

All players score points as show below:

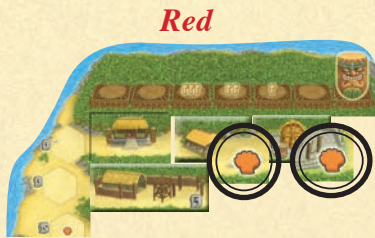
Red and *Green* tie for the most with sums of 11 and each scores 8 points.

Because there was a tie for first, the second player points are bypassed, so no player scores 5 points.

Blue and *Yellow* each score 2 points for having sums equal to or greater than 9, but not finishing first or second. It matters not that *Blue* has a higher sum than *Yellow*.

- After the scoring, the supply manager distributes new shells, feet, and fruits to the players.
- How many each player gets is shown on the round indicator.
The round indicator depicts a man carrying a shell and a foot, each with a number. That is how many shells and feet the supply manager gives to each player. In addition, he gives players extra shells and/or feet when they have special place tiles that award them extras at the end of the round.
- The supply manager gives fruits to players who have place tiles that award them fruits at the end of the round, giving them the number shown on those tiles. Players without such place tiles will receive no fruits at the end of the round.

Example:



Red receives 2 additional shells, as he has a shell hut and the God Kane.



Both players receive the basic supply of 10 shells and 6 feet.



Blue receives, in addition, 2 fruits, as he has a fruit tile with 2 fruits.

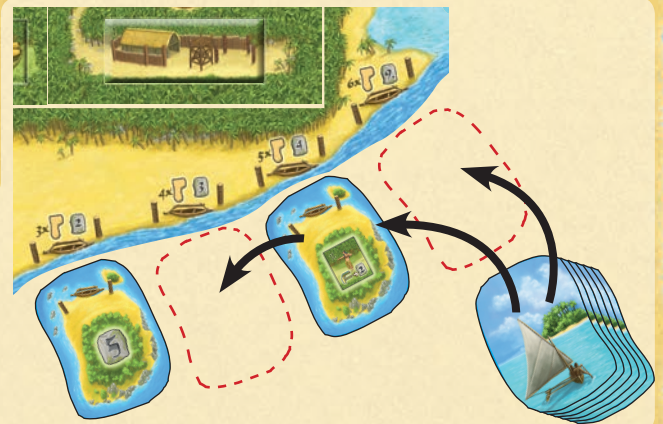
Players with place tiles showing shells, feet, or fruits, receive these at the end of each round (exception: fifth round) in addition to the basic allotment of resources.

Players should note that the basic allotment of resources decreases from round to round!

- Afterwards, the supply manager puts the top-most round indicator back into the box.
- The banker arranges the sub-chiefs above the player sequence track exactly according to the order of the chieftains who are under it. They indicate the player sequence for the next round. Then each player places his chieftain back on the beach.
- The banker puts all price and fish tokens back into the bag. Then he puts them out again in the same manner as described on page 4.
- Players move any islands remaining next to the docks to the left and draw new islands from the stack to fill any empty spaces. If no islands were visited in the previous round, the current set of islands remains in place.

As before, if face-up islands appear, shuffle the islands in the stack and place them face-down as a new stack.

Example: move the island at the third dock onto the second dock. Then, the players put islands from the stack onto the now-empty third and fourth docks.




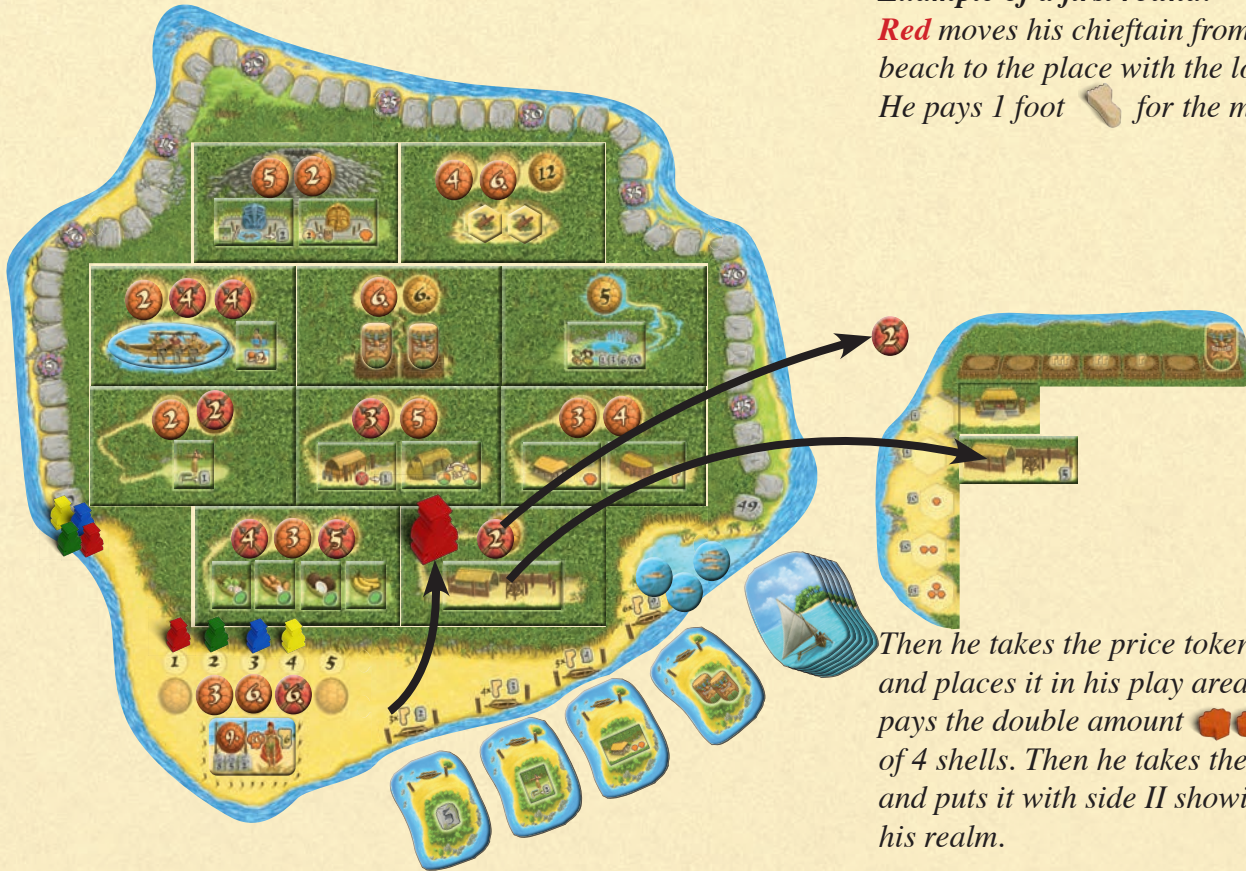
The next round begins with the turn of the chieftains. The player whose sub-chief is on space 1 of the player sequence track begins and the others follow in player sequence order.



At the end the fifth round, players execute the scoring, skip the preparation for the next round and move directly to the final scoring.

Before describing the final scoring, we offer a complete first round from the perspective of the **Red** player. We recommend players first read the rule supplement.

Example of a first round:

Red moves his chieftain from the beach to the place with the long hut. He pays 1 foot  for the move.



Then he takes the price token  and places it in his play area. He pays the double amount  of 4 shells. Then he takes the long hut and puts it with side II showing into his realm.

Green, Blue and **Yellow** take their turns based on their positions on the player sequence track. Then, it is again **Red**'s turn.

(In this example, we describe the turns of the red player only.)

Red moves from the long hut to the shell and foot huts. The move costs 1 foot. He wants a shell hut. He takes the price token with the 3 and pays the 3 shells. He puts the shell hut into his realm.



From there, **Red** moves to the place of the Gods. The move costs 2 feet. He decides to take the God KANE and puts it into its realm. He takes the price token with the 5 and pays the 5 shells. He takes the Kane tile and puts it in his realm.



Red moves back to the beach. He puts his chieftain under space 2 of the player sequence track. He pays nothing for the move. He takes the price token with the 3. He pays nothing to take the price token. He, thus, ends this phase of the round for himself. In the next round, **Red** will be second in player sequence order.



End of the round phase: **Red** sums his price tokens and has a sum of 13.

Thus, he scores points at the end of the round; the number will depend on the price and fish tokens sums of the other players.

He keeps his remaining shells and feet for the next rounds behind his screen.

At the end of the 5th round, the player who places his chieftain in the first position on the player-sequence track is awarded a bonus of 2 VP when calculating the end-of-round scoring.

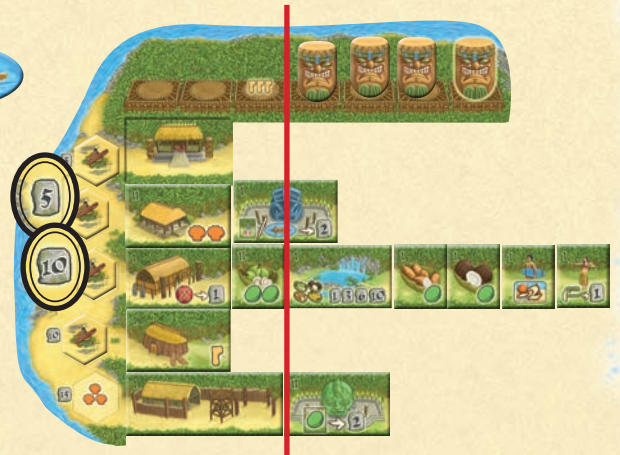
The final scoring (after the 5th round):

Please have the rule supplement nearby.

The following place tiles are scored: the kahunas, the Gods KANAOLA and LAKA, the irrigation systems, the hula dancers, and the long huts side II. A kahuna, an irrigation system, a hula dancer and a long hut side II only score points in the village in which they are located. The two Gods score points regardless of which village they are in. For a village and the place tiles or kahuna in a village to score, the village must be long enough to reach at least one tiki that the player has put along the top of his realm. Otherwise the player removes the entire village from the final scoring! After all players have scored their villages, the player with the highest score wins. If players tie with the highest score, the player among them with the highest total of remaining shells, feet, and fruits wins. If there is still a tie, the tied players rejoice in their shared victory.

Example 1:

Before the final scoring: the foot hut in the 4th village is removed, because the village does not reach at least 1 tiki. The 10 kahuna points expire. Also, the 1st village is removed from the final scoring, at which point the 5 kahuna points expire.



For the final scoring: the kahunas on the 2nd and 3rd villages, the Gods LAKA and KANALOA, the hula dancer and the irrigation system. The player scores the following points:

Kahunas for the 2nd and 3rd villages: 15 points

KANALOA I: scores 2 points for each boat and for each surfer for a total of 8 points.

LAKA II: scores 2 points for each fruit on the fruit tiles (not for the wooden fruits!) for a total of 8 points.

Hula dancer I: 7 space tiles in her village for 7 points.

Irrigation system: there are 3 fruit tiles in the village for a total of 6 points.

Thus, the player has a total of **44** points, which he records on the scoring track.

Example 2:

Before the final scoring, the 3rd village is removed as it does not reach at least 1 tiki. Thus the 10 kahuna points and KANALOA are not scored in the final scoring.



Kahunas for the 1st and 2nd villages: 10 points.

LAKA I: for 4 fruit tiles it scores 4 points.

Hula dancer II in 1st village: 10 points.

Hula dancer I in 2nd village: 8 points.

Irrigation system in 2nd village: 10 points.

The player scores a total of **42** points, which he records on the scoring track.

For many test rounds and suggestions, the author and publisher thank Gregor Abraham, Matt Anderson, Dave Andrews, Clark Barthel, Beau Beckett, Stefan Brück, Dominic Crapuchettes, Bradley Daigle, Jim Daigle, Margie Daigle, Brian Farrelly, Mark Goadrich, Matthew Hammond, Terri Hammond, Tom Hilgert, Dieter Hornung, Joe Huber, Andrew Juell, Bill Kull, James Kyle, Sandra Lamartine, Martin Leathwood, Larry Levy, Justin Love, Tim Moore, Brett Myers, Joe Rushanan, Hamdi Saether, Jared Scarborough, Karl-Heinz Schmiel, Piet Skjaeveland, Scott Slomiany, Jeph Stahl, Jason Stone, Dwight Sullivan, Mik Svellon, Michael Tsuk, Hannes Wildner, the members of the Board Game Design Workshop and the Roundhouse Gamers.



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HAWAII

The place tiles: where to put them and what they bring.



Put all rectangular place tiles within the angle of the realm.



Put fishing boats to the left of the realm.



Put kahunas on spaces 1-5 (see above), beginning with the 1 and without gaps to the 5.



Put tikis on spaces 1-6 (see above), beginning with the 1 and without gaps to the 6.



A row of place tiles is called a village.
Here new villages can be started.



A player may only start a new village with one of these 5 place tiles (all picture a hut of some kind). A player can also add them to an existing village. A player must begin building villages at the top of his realm and work his way downward without gaps. A village need not be completed to start a new one.

A player may never put a **second place tile of the same kind** in a village, even if it is the opposite side (side I vs side II). However, a player may put 4 different fruit tiles in a village.

What the place tiles offer the players and when

Shell huts (round end):



Side I: the player receives 1 extra shell when the supply manager distributes the shells at the end of the round.



Side II: 2 extra shells instead.

Feet huts (round end):



Side I: the player receives 1 extra foot when the supply manager distributes the feet at the end of the round.



Side II: 2 extra feet instead.

1 extra shell (foot) means that the player gets an extra shell (foot) during resource distribution (in addition to the basic amount). All such shells and feet are added to the basic distribution.

Fruit 1 – 4 (round end):



Side I: The player receives 1 fruit when the supply manager distributes resources at the end of the round.

Side II: 2 fruits instead.



Since there is no basic distribution of fruits, only those players who have fruit tiles will receive fruits. What do the players use fruits for?

Fruits are the "3rd currency" on HAWAII. And they are the best currency. That is because fruits can be used instead of both shells and feet. For example, when a player buys a place tile and the price token shows 4 shells, he can pay 4 fruits instead of 4 shells. When a player moves his chieftain 2 spaces, for example, he can pay 2 fruits instead of 2 feet.

A player may not, however, mix commodities when paying. For example, paying with 2 shells and 2 fruits. The exchange hut offers an exception to this rule (see below).

Long hut (final scoring):



Side I: it serves only to bring this village closer to the tikis (see tikis).



Side II: in addition, scores 5 points in the final scoring.

Exchange hut (turn of the chieftains):



Side I: when paying, the player can exchange **one** commodity: feet, shells, or fruits instead of **one** of the others.



Side II: like side I, but he can exchange **two** resources. A player can use each exchange hut once per turn and cannot split its benefits.

Spear hut (turn of the chieftains):



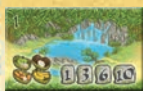
Side I: whenever a player acquires a price token with crossed spears, he immediately scores 1 point, recording it by moving his sub-chief forward 1 space on the scoring track. That is also valid for price tokens on the player sequence track.



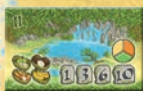
Side II: like Side I, but he scores 2 points.

Players cannot use spear and exchange huts in the turn they are bought. Their effects are additive.

Irrigation system (final scoring and end of the round):



Side I: the side I counts only for the final scoring. The player scores 1-10 points for 1-4 fruit tiles in the same village.



Side II: in addition, the player receives 1 extra shell, 1 extra foot or 1 extra fruit from the supply manager at the end of each round (the player chooses).

Surfer (round end):



Side I: at the end of each round, the surfer reduces the large number on the round indicator **for this player** by 2.



Side II: like Side I, but the reduction is by 4.

Surfer effects are also additive.

Hula dancer (final scoring):



Side I: during the final scoring, the hula dancer scores 1 point for each place tile in the village she is in (and only there!). She includes herself and the start hut.



Side II: like Side I, but 2 points each.

Tiki (final scoring):



The tikis are important for the final scoring. The player only scores villages which extend to the row of tikis. That is, there must be at least 1 tiki above one place tile of the village.

To make this clear when scoring villages, the players remove all place tiles of villages that do not reach at least 1 tiki before scoring the villages.

Kahuna (final scoring):



The kahunas (expert) score the points shown during the final scoring (naturally only if the village is scored, see tikis).

Special feature with the tikis and kahunas: when the player puts a tiki on a space, which shows 1 or more feet, he receives these immediately from the supply manager.

The same is true for kahunas, except there are shells instead of feet. The player must first pay for the kahuna; he cannot use these shells to help with the payment. Kahunas can be placed in front of villages not yet started.

Fishing boat (turn of the chieftains):



The fishing boat is included in the starting equipment. It has only side I and can take 2 feet.

Boat (turn of the chieftains):



Side I: this boat has room for 3 feet.



Side II: this boat has room for 3 feet. It also has a pre-printed foot, which counts as a foot from the

player's supply. The player can pay up to 3 more feet or fruits and launch this boat. If the player pays with fruits, this is not considered as mixing different currencies. To activate this boat, the player must spend at least one fruit or foot.

Please remember: if a chieftain goes fishing, or visits an island, the player must pay with feet (not for the move, but for fishing or the island visit).

The player must have room on his available boat or boats for the feet he pays. This can be on one or more than one boat. To show that a boat has been used, the player turns it to a vertical position. The player puts the feet used back into the general supply.

The Gods (also they are place tiles):

In each village, a player may place only 1 God (to that extent they are treated like same tiles).
A player may have each God only once in his entire realm.

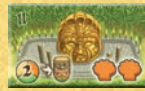
KU (turn of the chieftains and round end):



Side I: it scores 1 point for the player each time the player takes a price token with a spear (like the spear hut). In addition, the player receives 1 extra foot at the end of the round from the supply manager.

Side II: like Side I, but with 2 points.

KANE (turn of the chieftains and round end):



Side I: at the end of the round, the player receives to 1 extra shell from the supply manager (as with the shell hut).

Side II: like Side I, but with 2 shells.

Also, for both sides: immediately after buying KANE (and only then), the player can pay any 2 resources (also mixed) into the general supply, and take 1 tiki and put it in the appropriate place in his realm.

PELE (turn of the chieftains):



Side I: the player need pay only a maximum of 2 feet for moving his chieftain, regardless of the distance. Of course, the player pays only 1 foot for a move of 1.

Side II: like Side I, but pays a maximum of 1 foot.

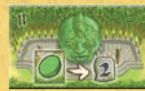
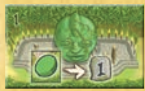
LONO (round end):



Side I: when the player's sum equals or exceeds the large number on the round indicator, he scores 2 extra points, regardless of his scoring position.

Side II: like Side I, but +4 points.

LAKA (final scoring):



Side I: during the final scoring, the player scores 1 point for each fruit shown on all his fruit tiles. This means all fruits in the player's realm, not just in the village with LAKA.

Side II: like Side I, but with 2 points.

KANALOA (final scoring):



Side I: during the final scoring, the player scores 2 points for each boat and each surfer (regardless of whether they are on side I or II). All boats and surfers in the player's entire realm score (only if they are still in the final scoring).

Side II: like Side I, but with 4 points.



The 10 islands



The player scores 5 points in addition to the points at the dock. This island is available twice.



The player takes 2 kahunas from their place and puts them both on empty spaces in his realm. He pays nothing for it and also takes no price token.



The player takes a foot hut from its place and puts it with side II in his realm. He pays nothing for it and also takes no price token.



The player takes a shell hut from its place and puts it with side II in his realm. He pays nothing for it and also takes no price token.



The player takes a hula dancer from her place and puts her with side II in his realm. He pays nothing for her and also takes no price token.



The player takes any one fruit tile from its place and puts it with side II in his realm. He pays nothing for it and also takes no price token.



The player takes a surfer from his place and puts him with side II in his realm. He pays nothing for it and also takes no price token.



The player takes 2 tikis from the supply and puts both on empty spaces in his realm. He pays nothing for it and also takes no price token.



The player immediately receives 4 fruits from the supply manager.



When a player cannot put a place tile legally in his realm, he scores only the points on the dock. If a player can accommodate only 1 tiki or 1 kahuna in his realm, then he puts this one and leaves the other one in its place.



When a place has nothing left, the player cannot take anything.