

Panel 1

ILL-TEMPERED TIKIS

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Panel 2

THE STORY

THE NATURAL FORCES IN THE SOUTH PACIFIC ARE OUT OF ALIGNMENT. THE BALANCE OF POWER BETWEEN THE TIKI GODS IS IN CHAOTIC DISORDER. THE TIKI FAMILIES ARE AT WAR WITH ONE ANOTHER. BE THE FIRST PLAYER TO COLLECT A COMPLETE FAMILY (5 DIFFERENT TIKIS OF A SINGLE COLOR) AND BRING PEACE AND HARMONY BACK TO THE SOUTH PACIFIC.

Game Content:

88 Cards:

- 75 Tikis: 3 of each - 5 different Tiki gods, each having 5 different colors.
- 5 Any color Tiki: Wild cards that act as any color for a specific Tiki god.
- 5 Any Tikis: Wild cards that act as any Tiki god for a specific color.
- 2 Any color any Tiki: Wild cards that act as any Tiki god of any color.
- 1 Title Card.

1 Rule Sheet

Special Thanks: to Dana Parker and his gaming group for their assistance with the Ill-Tempered rules variations.

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EVEN-TEMPERED RULES

If you are new to this game play this version first.

Game summary: Players compete to see who can collect a complete family of Tikis. A family is 5 different Tikis all of the same color.

The set up: Shuffle all the cards together and deal each player 3 cards. Place the remaining cards in a pile face down. This will be the draw pile.

Who goes first?: The person that most recently visited the South Pacific or the person that won the previous game.

Goal: To create a 5 card family of Tikis. The family must consist of all 5 different Tikis and all the cards must be of the same color. Your cards on the table, matched or mismatched, are referred to as your Tiki family.

A Turn: On a player's turn they draw 1 card from the draw pile or the discard pile. (See **Discard Pile Rule**). They then have 3 possible options:

1. A player can play a card in front of them, thus, adding to their Tiki family. A player may not have more than 5 cards in front of them. If a player's Tiki family exceeds 5 cards, the player must select a card to move to the discard pile.
2. A player can place a card directly from their hand to the discard pile.

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3. A player can place a wild card from their hand directly into an opponent's Tiki family. It can be played into an "open" spot if the opponent has less than 5 cards or on one of the cards already in play. If a wild is placed on top of an opponents card then the card replaced by the wild is discarded.

Wild Cards: There are a couple different types of wild cards. The first type allows your Tiki to be any color but of a specific Tiki god. The second allows your Tiki to be any Tiki god but of a specific color. The third type is the "king of wilds" – it allows your Tiki to be any Tiki god of any color. **Wild cards can be placed into your family or into an opponent's family.**

Discard Pile Rule: There are two cards that cannot be picked up from the discard pile: Any wild card (ever) or any card that has just been replaced by a wild card. If a non-wild card that has been replaced by a wild card is still on top of the discard pile 2 turns later it may be picked up.

Winning the game: The first player to collect a complete Tiki family, 5 different Tikis all of the same color, wins.

If the draw pile ever runs out of cards simply shuffle all the cards from the discard pile and place them upside down to create a new draw pile.