

Panel 5

General Notes:

At the beginning of the game each player has no Tiki cards in front of them so they have to build their Tiki family one card at a time from nothing. Your first 5 turns you are just drawing a card from the deck and placing a Tiki in front of you. If you have an empty "space" in your Tiki family you must fill that first.

The cards you place in front of you for building your Tiki family do not need to match in color or may have similar Tikis gods. In fact, toward the beginning of the game they probably will not match in color at all or be all different Tikis gods. However, you need 1 of each Tiki in the same color to win the game.

Why play a wild card in an opponent's Tiki family?

It could mess them up... If player A is collecting blue Tikis and has, in their Tiki family, a yellow Laka, a yellow Ku, a yellow Lono, a yellow Kane and a blue Kane then all they need is a yellow Maui (to put in place of their blue Kane) to win. If player B draws a Laka that is any color (a wild card) it could be used to play on one of player A's yellow cards, such as the yellow Ku, which would cause the yellow Ku to go to the discard pile, and make it so player A now has 2 Lakas, 2 Kanes, and one Lono. Now player A is two cards away from winning instead of one.

And if the "Discard Pile Rule" did not exist then player A could just pick up the yellow Ku from the discard and place it back in their collection... But it does exist so they cannot!

Panel 6

ILL-TEMPERED RULES

The set up: Use the flowers on the upper corner of the cards to easily identify the wild cards. Separate the wild cards from the rest of the deck. Create 2 shuffled draw piles - one for the regular cards and one for the wilds. Deal each player 3 cards from the pile of non-wild cards.

The rules of play are the same as the even-tempered rules except for the following two rules:

1) At the beginning of the game, as people are building their Tiki families, instead of placing a card in front of themselves after the draw, players can choose to place any card into any open space in front of an opponent. It does not have to be a wild card as long as there is an open space.

2) Pay attention to the discard pile. Anytime an opponent discards a card any other player with a non-wild card having the same Tiki name can discard their card onto the discard pile and replace it with a wild from the wild pile. Card color does not matter - only the Tiki name matters. Only the first player to place their matching Tiki named cards gets to do this action. This can happen out of turn but does not change the turn order.

Example: Player 1 discards a Blue Ku, Player 3 quickly plays a Red Ku into the discard pile then draws a wild from the wild draw pile. The game then continues with Player 2 taking his or her turn.

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