KILAUEA

In KILAUEA, you take on the role of Mo'o, the lizard-like spirits of Hawaiian folklore, and build Tiki columns to worship Pele, the goddess of volcanoes.



COMPONENTS

1 Volcano board
5 double-sided **Forest** boards forming the archipelago

10 double-sided **Action Tiles** (Coral Reef and Volcano)
5 Sea Tiles (used only in 2-player games)

4 personal **Island** boards
4 personal **Canoe** boards
4 Point Markers

18 Tikis in each of the 4 different colors
16 Holy Stones
1 Canoe Pawn

GAME SETUP

SETTING THE CENTRAL PLAY AREA

1. Place the **Volcano** board in the center of the table. Surround it with the **5 Forest boards** randomly and on the side you prefer.
   Align the **Forest boards** with the lava rivers on the Volcano board to properly define the sectors.
2. Place **2 Holy Stones** in the center of the **Volcano.**
3. Fill all the spaces on the Volcano with a **Tiki** of the corresponding color as indicated.
4. Randomly place the remaining **Tikis** in the designated spaces on the **Forest boards**.
5. Randomly distribute the **Action Tiles**:
   Place **5 tiles on their Coral Reef** side between the **Forest boards (5A)**.
   Place **5 tiles on their Volcano** side in the center of each **Forest board (5B).**
6. Place the **Canoe Pawn** on the starting space next to the **Volcano** dock.

SETUP FOR 2-PLAYER GAMES

Remove 3 Tikis of each color. Leave all spaces marked with the "3+" icon empty when setting up the Forests.
Cover Canoe spaces marked with the "3+" icon using the Sea Tiles.

PLAYER AREA SETUP

7. Each player takes an **Island** board and a **Canoe** board, placing them side by side.
8. Align the **Island** board to match the orientation of the **Volcano** board, using the flower icons as reference.

Randomly determine the starting player. Turn order remains fixed throughout the game and proceeds clockwise.

9. Place **Holy Stones** on each player's Canoe board as follows



10. Place a **Point Marker** on the "0" position of the dock illustrated on the **Island** board.
11. In clockwise order, each player takes one **Tiki** from the **Volcano** and places it in a free space on their **Canoe** board.
    After the first round of selection, in reverse turn order *(starting with the last player)*, each player selects a second **Tiki** until everyone has **2 Tikis** in their **Canoe**.

Once the setup is complete, the game begins!

PLAYING THE GAME

The game is played in turns until **3 of the 5 Forests are emptied of Tikis.**
On your turn, you **MUST advance** (1) **your Canoe, perform a main action** (2) and,
in some cases, you **MAY optionally** perform secondary actions (Coral and Volcano tiles).

1. ADVANCE THE CANOE

On your turn, you **MUST** move the Canoe Pawn **ONE space around the Volcano clockwise.** In 3 or 4 player games, there are 10 spaces available, and in 2-player games, there are 5 spaces.

You **MAY** move additional spaces **equal to the number of free Tiki spaces in your Canoe.**

You **MAY** also move extra spaces by offering **Holy Stones to the Volcano.** For each additional space moved, you must place **1 Holy Stone** into the **Volcano** crater as a form of worship.



2. PERFORM A MAIN ACTION

Once the movement is complete, you **must perform one** of the following three main actions:

2.1. CUT DOWN TIKIS FROM THE FOREST | **2.2. PLACE A TIKI ON THE VOLCANO** | **2.3. PLACE A TIKI ON YOUR ISLAND**

Main actions are limited to the section where the Canoe Pawn is currently located. The 5 different sections are divided by lava rivers and marked with 5 different flowers

2.1. CUT DOWN FROM THE FOREST

Take 1 or 2 Tikis from the Forest where the Canoe Pawn is and **place them in your Canoe.** Your Canoe can hold up to 4 Tikis. **If it is full, you cannot perform this action.**



Tikis taken from the Forest **must be fully accessible**, meaning that **ALL** the paths leading to them should be open.





After cutting down **Tikis**, you MAY activate the secondary action of the **Coral Reef** tile adjacent to the Canoe Pawn.

Unlocking Volcano Tiles

If you clear the entire row of Tikis adjacent to a Volcano tile in the middle of the Forest, move that tile to the designated space on the Volcano hillside in the same sector. This can be triggered by a main or secondary action. You MAY also activate the secondary action of the Volcano tile before or after resolving the Coral Reef action.



2.2. PLACE A TIKI ON THE VOLCANO

Move 1 Tiki from your Canoe and place it inside the Volcano sector where the Canoe Pawn is located. The Tiki MUST be placed in its designated color space or on a column of Tikis of the same color. Tikis of different colors cannot be stacked in the same column.
Different sectors are marked by unique flower icons and separated by lava rivers.



After placing a Tiki in the Volcano, take up to 3 Holy Stones from the center and move them to your Canoe (if you have space). You can store up to **5 Holy Stones.**





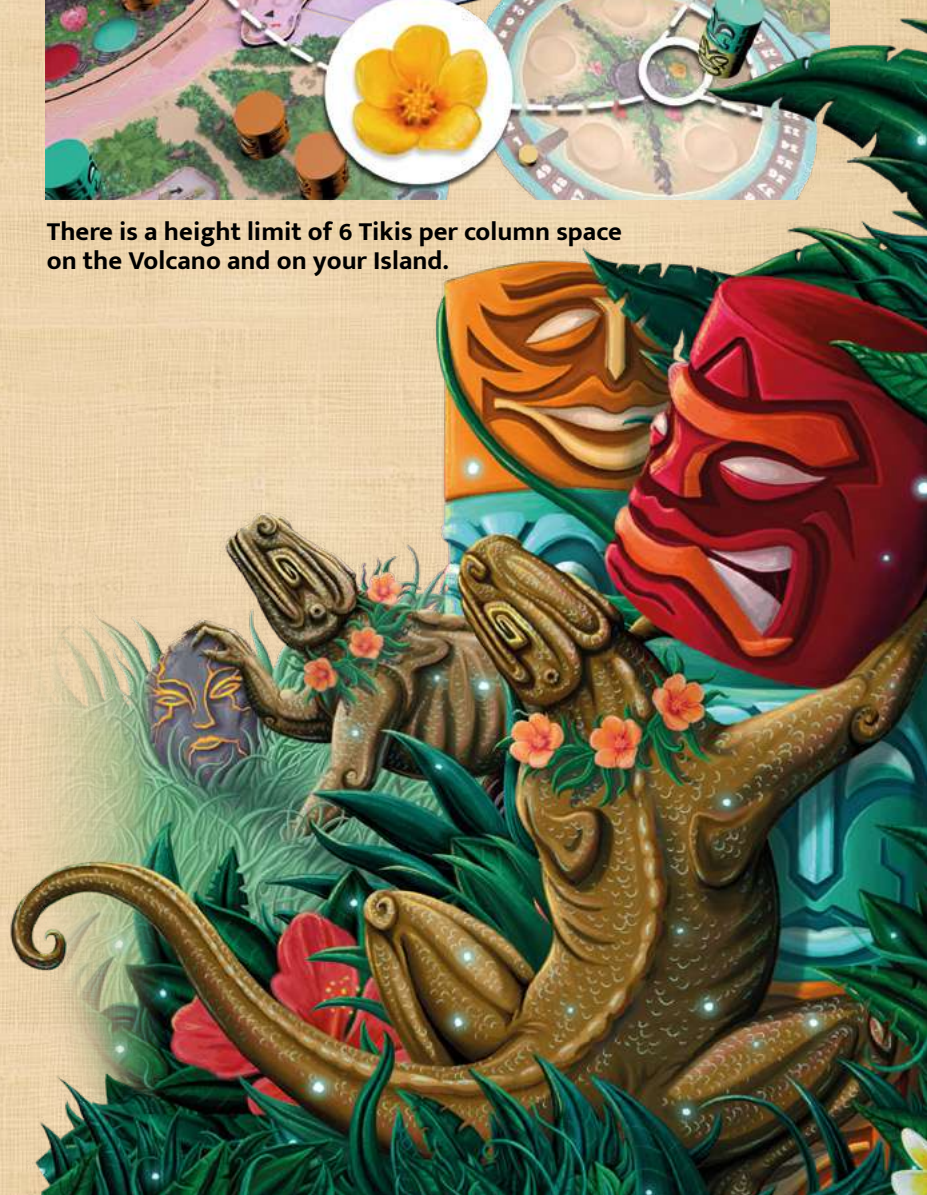
You **MAY** then activate the secondary **Volcano action tile**, if there is one in that Volcano hillside sector

2.3. PLACE A TIKI ON YOUR ISLAND

Deliver 2 Holy Stones as an offering to the Volcano, **then move 1 Tiki from your Canoe to the matching sector on your Island** *(same flower icon as the Volcano sector where the Canoe Pawn is located).*
If you already have Tikis in that space, stack the new Tiki on top.
On your Island, Tikis of different colors can be stacked in the same column.



There is a height limit of 6 Tikis per column space on the Volcano and on your Island.



INTERMEDIATE AND FINAL SCORING

Intermediate scoring occurs when **the first Forest is emptied of Tikis.**
Final scoring occurs when **three of the five Forests are emptied**.
At this point, **the game ends immediately.**
The player who cuts down the last Tiki *(in the 1st or 3rd Forest)* completes their turn, including any tile activation, before scoring.

Scoring Rules: Each sector of the Volcano is scored based on its Tiki columns.



· The tallest column or columns award **1 VP per Tiki**.

· All other columns award **3 VP per Tiki**. If there are no Tikis in a sector, that color scores 0 VP.

· **Multiply the VPs for each color by the number of matching color Tikis on your Island in that sector.**

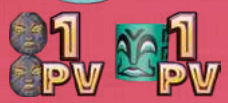


Repeat this process in all 5 sectors, starting with the sector where the Canoe Pawn is located.



Final Scoring Bonuses:

· **15 VPs** if you have at least **1 Tiki in each of the 5 sectors of your Island.**



· **1 VP** for every **2 Holy Stones**.

· **1 VP** for every **Tiki in your Canoe**.

The player with the most VPs wins. In case of a tie, the player with the fewest Tikis built on their Island wins. If the tie persists, players share the favor of the goddess Pele.

SCORING EXAMPLE



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To Ferran, for proposing to me to work on this project together, a real pleasure, my friend. Thanks to my wife Paula and my daughter Brianda for giving me the necessary time to develop this game. Thanks to all the people who have offered to test the game, especially to Iván 'iMisut', David Heras and Héctor Carrión. And to Combo Games, for trusting us in these first steps as publishers.

DAVID BERNAL

Al David, per fer tant fàcil que dues visions de disseny de jocs poguessin coincidir en un terme mig, i a tot l'equip de Combo Games, per tota la passió, estima i sentit de l'humor que han aportat per dur a terme aquest projecte.

FERRAN RENALIAS

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SECONDARY ACTIONS

The Canoe Pawn's position does not limit the effects of any of these actions.



1A: Gain **2 PV**.



2A: Take **2 Holy Stones** from the Volcano.



3A: Deliver **1 Holy Stone** to the Volcano and activate any **Coral reef** tile *(if there is a cost, you have to pay for it).*



4A: Move **1 Tiki** from any sector of your Island to any other sector of your Island *(you may move a Tiki that has other Tikis on top of it).*



5A: Move **1 Tiki** from any sector of the Volcano to any two adjacent sectors.



6A: Move **1 Tiki** from any sector of the Volcano to any two non-adjacent sectors.



7A: Move **1 accessible Tiki** from any Forest to any Volcano sector.



8A: Move **1 Tiki** from your Canoe to any Volcano sector and take **1 Holy Stone** from the Volcano.



9A: Deliver **3 Holy Stones** to the Volcano and move **1 accessible Tiki** from any Forest to any sector of your Island.



10A: Move **1 accessible Tiki** from any Forest to any sector of the Volcano, then move 1 Tiki of another color from that same sector to the space you left empty in the Forest.
(This action does not release a Volcano tile from the Forest, as the Tiki's position is reoccupied.)

SECONDARY ACTIONS

The Canoe Pawn's position does not limit the effects of any of these actions.



1B: Deliver **1 Holy Stone** to the Volcano and gain **2 VP.**



2B: Deliver **3 Holy Stones** to the Volcano and move **1 Tiki** from your Canoe to any sector of your Island.



3B: Deliver **1 Holy Stone** to the Volcano and activate any **Coral reef** or **Volcano tile** already on the Volcano hillside.



4B: Deliver **1 Holy Stone** to the Volcano and move **1 Tiki** from any sector of your Island to any other sector of your Island *(you may move a Tiki that has other Tikis on top of it).*



5B: Deliver **1 Holy Stone** to the Volcano and move **1 Tiki** from any sector of the Volcano to either of two adjacent sectors.



6B: Deliver **1 Holy Stone** to the Volcano and move **1 Tiki** from any sector of the Volcano to any two non-adjacent sectors.



7B: Cut down **1 accessible Tiki** from any Forest to your Canoe.



8B: Deliver **2 Holy Stones** to the Volcano and move **1 Tiki** from any sector of the Volcano to your Canoe.



9B: Deliver **4 Holy Stones** to the Volcano and move **1 Tiki** from any sector of the Volcano to any sector of your Island.



10B: Deliver **2 Holy Stones** to the Volcano, move **1 Tiki** from any Volcano sector to any other Volcano's sector, and then move **1 Tiki** of a different color from the latter sector of the Volcano to the sector from which you moved the first Tiki.