



DODO VOLCANO

Welcome to Dolcania, the last refuge for peaceful dodos... and home to a raging volcano! Save the dodos from the terrible eruption, but beware: volcanic rocks are raining down and the dodos are panicking!

GAME COMPONENTS

1 double-sided game board



Note: The side of the board shown here is for 4 to 5 players.

116 tiles

76 black tiles / 40 white tiles



50 wooden tokens

10 of each color



5 scoring boards

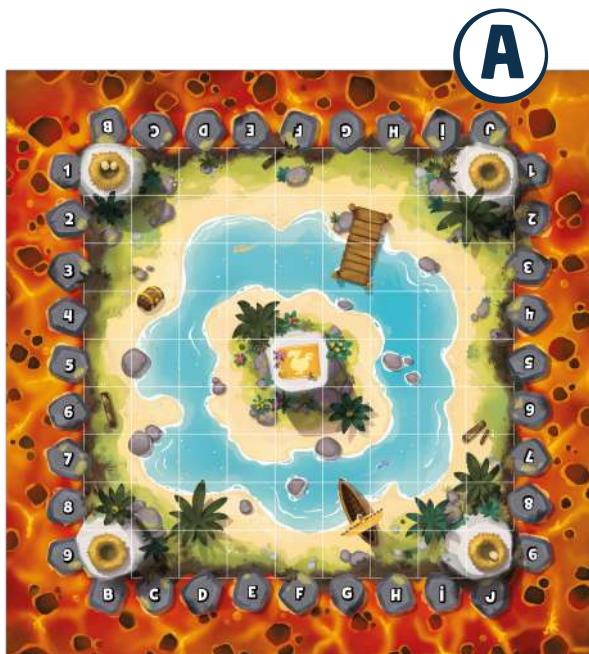


1 opaque tile bag

MISE EN PLACE

For 2 to 3 players

Place side (A) of the board between the players.

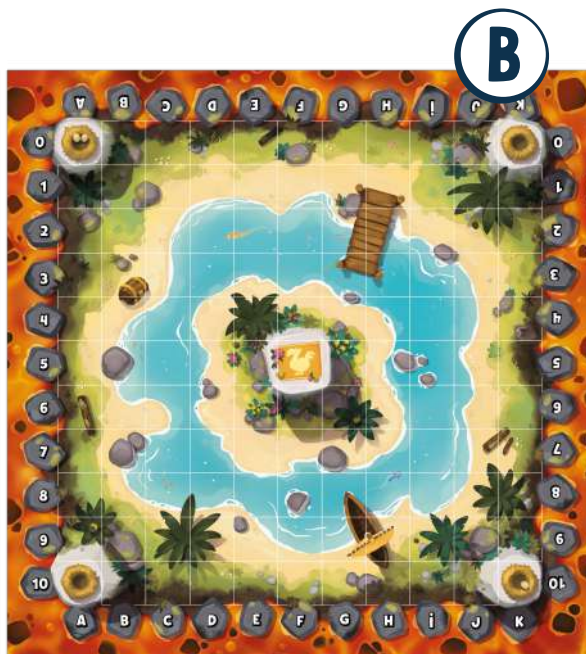


1 Each player takes the number of *Dodo* tokens, in the color of their choice, shown in the table below:

2 PLAYERS	3 PLAYERS	4 PLAYERS	5 PLAYERS
10	8	10	8

For 4 to 5 players

Place side (B) of the board between the players.



2 Place the *Volcanic Rock* tiles in the opaque bag.

About the tiles

For 2- and 3-player games, you can set the white tiles aside, as they are not used in these configurations.

3 Each player randomly draws from the bag the same number of *Volcanic Rock* tiles as the number of *Dodo* tokens they have in front of them.

They then place their *Dodos* on the spaces indicated by the coordinates shown on the *Volcanic Rock* tiles.



4 Return all *Volcanic Rock* tiles to the bag. The first player is the player whose *Dodo* token is placed on the highest coordinate on the board (letter first, then number).



The blue player is therefore the *first player*. The game can begin!

OBJECTIVE

Your goal is to save as many *Dodos* as possible. To do so, move your *Dodos* across the island, take control of your opponents' *Dodos*, and bring them to the center of the board to safety.

But beware: the volcano is rumbling!

Each turn, a *Volcanic Rock* tile falls onto the island, blocking the way and trapping unwary *Dodos*.

The *Dodo Nests*, located in the four corners of the board, allow you to soar to a random new space.

As the turns go by, the board gets tighter and the tension rises. When no *Dodo* can reach the center of the island, the game ends. The players then count their saved *Dodos*.

The player with the most points is declared the winner and the great savior of the *Dodos*!



GAME TURN

Phase 1

The *first player* starts the game, then players take turns clockwise.

On your turn, you must perform the following actions:

1. Draw a Volcanic Rock tile

2. Move one of your Dodo tokens

3. Pass the bag to the next player

1 Randomly draw a *Volcanic Rock* tile and place it on the board according to its coordinate.

When placing the *Volcanic Rock* tile, there are **2 possible situations**:

A The tile is placed on an empty space: **the space is blocked**, and *Dodos* can no longer move onto or stop on that space.

B The tile is placed on a space already occupied by a *Dodo* token: **the Dodo is crushed by the Volcanic Rock**, the space is blocked, and *Dodos* can no longer move onto or stop on that space.

The crushed *Dodo* token is removed from the game and set aside.

About Crushed Dodos

When a tile is placed on a space containing one or more *Dodo* tokens, all tokens on that space are considered crushed and removed from the game.

2 The *active player* must now move one *Dodo* token of their color of their choice.

They may move **1 to 3 spaces orthogonally on the board** (diagonal movement is not allowed).



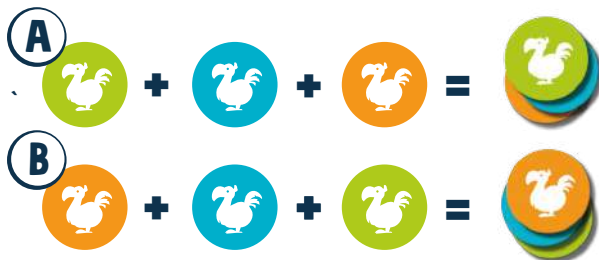
3 After completing their movement, the *active player* passes the bag of *Volcanic Rock* tiles to the next player.

CONTROLLING DODOS

During your movement, you may pass through spaces **already occupied by *Dodos***, whether they are your color or an opponent's color.

Every *Dodo* on a space you pass through **immediately joins your group: you take control of it!**

The *Dodo* leading the group must always be on top of the stack.



About Controlled Dodos

The color or number of Dodos on a space does not matter.

A single Dodo can take control of an entire stack, even if it contains Dodos of different colors.

SAVING THE DODOS

Your mission is to **bring as many *Dodos* as possible to the center of the island**, the only area safe from the volcano.

On each of your turns, move your *Dodos* (and those you have taken control of) to reach **the center of the board**.



As soon as a *Dodo* (or a stack of *Dodos*) reaches the center, it is **immediately saved and placed near you until final scoring** (see End of the Game).

DODO NESTS

At the four corners of the board, *Dodo Nests* allow you to take off and land at a random location on the board.

- 1 During your turn, use your movement to reach a *Nest*.



- 2 Randomly draw a *Volcanic Rock* tile from the bag and place it on the board according to its coordinate.



- 3 Place your token (or stack) on this new tile, then the turn passes to the next player.



Special Effect

As long as your Dodos are on a *Volcanic Rock* tile, they are protected:

- 1 No opponent can take control of your *Dodo(s)*.
- 2 On your turn, you may move off the tile by moving 1 to 3 spaces orthogonally, avoiding spaces already blocked by other *Volcanic Rocks*.

BLOCKED DODOS

As *Volcanic Rocks* fall, some of your *Dodos* may become trapped: they can no longer reach either the center of the island or the *Dodo Nests*.

Even if they can no longer be moved, leave them where they are: they may still score points at the end of the game.



THE VOLCANO AWAKENS



Phase 2

When a player has no movement options left (because their *Dodos* are blocked or controlled by an opponent), they no longer move their *Dodos* but continue playing!

On their turn, they draw 2 *Volcanic Rocks* instead of 1 and place them normally on the board. *Dodos* crushed by these rocks are collected by that player and count as end-game points.

Example

In a 4-player game where only one player can still move, the *active player* draws 1 *Volcanic Rock* tile on their turn, places it on the board, and then moves.

The other 3 players each place 2 tiles.

Before the active player takes another turn, 7 Volcanic Rocks have fallen onto the island (3x2 for the inactive players + 1 for the active player).

END OF THE GAME

The game ends immediately when no player can move their *Dodos* toward the center of the island.

2 possible situations:

- 1 None of the players have any *Dodos* left on the board.
- 2 The remaining *Dodos* are blocked, with no access to either the *Dodo Nests* or the center of the island. (view example page 7)

You can now count the points!

Each player adds up the *Dodo* tokens collected during the game: 2 points for each *Dodo* token of their own color + 1 point for each *Dodo* token belonging to another player.

$$\begin{array}{l} \text{A} \quad \text{🐦} + \text{🐦} + \text{🐦} + \text{🐦} + \text{🐦} = 7 \text{ PTS} \\ \text{B} \quad \text{🐦} + \text{🐦} + \text{🐦} + \text{🐦} + \text{🐦} = 9 \text{ PTS} \\ \text{C} \quad \text{🐦} + \text{🐦} + \text{🐦} + \text{🐦} + \text{🐦} = 6 \text{ PTS} \end{array}$$

In the event of a tie, the player who saved the most Dodos of their own color wins. If the tie persists, the victory is shared!

Author's Acknowledgements

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