If players reach this goal, he finishes in second place, and the game continues, and so on. Finishing places: a) build hut b) build tower c) build 1 temple
• A player may play a tile that already in it is visible to the player. The player places the volcano tile on top of already placed tiles. • A player may choose one of his settlements shown: the one on the lower right. He chooses jungle as the landscape type to expand into. there are 3 jungle spaces adjacent to the settlement. • A player may connect at least 3 spaces on the level 3 jungle space – all adjacent to his settlement. The jungle could be, thereby, divided*. Huts so covered are returned to the box, not their owners!

Restriction: • The tile must not be placed on “empty” (non-tile) spaces. • The volcano on the placed tile may not be placed on “empty” (non-tile) spaces. • A tile must not be placed on a volcano tile. • The tile must not be placed on a settlement. • The tile must not be placed on a temple.

Not allowed:
A player reaches this goal, he finishes in second place, and the game continues, and so on. Premature victory: Players who are out of the game cannot win! Premature end: There may be “holes” in the game board thus created.}

A player’s turn consists of 2 parts: 1. a player may play a tile that already in it is visible to the player. The player places the volcano tile on top of already placed tiles. 2. a player may choose one of his settlements shown: the one on the lower right. He chooses jungle as the landscape type to expand into. there are 3 jungle spaces adjacent to the settlement. 3. a player may connect at least 3 spaces on the level 3 jungle space – all adjacent to his settlement. The jungle could be, thereby, divided*. Huts so covered are returned to the box, not their owners!

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