

Playing the game

The players choose a starting player, who begins the game. The others then follow in clockwise order.

A player's turn consists of 2 parts:
1. place 1 volcano tile 2. place 1 or more buildings (huts, tower, or temple)

Part 1: place 1 volcano tile

The player draws 1 volcano tile and looks at it. On the first turn of the game, the starting player merely places the tile drawn in the middle of the table.

On later turns, the player chooses between two possibilities:
a) expand landscape or b) volcanic eruption

a) Expand landscape

The player places the volcano tile directly on the table. The tile must touch at least one previously placed tile on at least one edge. There may be "holes" in the game board thus created.

b) Volcanic eruption

The player places the volcano tile on top of already placed tiles.

The following conditions must be met to do so:

- The volcano space must lie on top of a volcano space on an already placed tile.
- The volcano on the placed tile may not be flowing in the same direction as the volcano on the already placed tile.
- The tile must not be placed on "empty" (non-tile) spaces.

Not allowed:



Other covering rules:

- A player may play a tile that covers his own or opponents' huts. A settlement could be, thereby, divided. Huts so covered are returned to the box, not their owners.
- A player may cover two, or even three volcanoes with a tile.
- A player may not cover a temple or tower.
- A player may not completely cover a settlement. He must leave at least one part of the settlement with one hut, temple or tower uncovered.

Not allowed:



* What is a settlement? See page 1: contents.

Part 2: place 1 or more buildings

Not allowed:



General building rules:

Buildings (temples, towers, and huts) may only be placed on unoccupied spaces. Volcanoes may not be built on. A player may connect two or more of his own settlements. When a player connects two or more settlements, the resulting settlement may contain more than one tower or temple, but only if this happens as a result of a connection. A player may never choose a settlement containing a tower to place another tower or a settlement containing a temple to place another temple. If a player cannot build he is out of the game (see page 4: out of the game).

A player must always place 1 or more buildings from his supply on the game board.

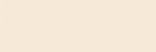
Thus, a player must always choose one of the following possibilities:

a) build hut, b) build tower, c) build temple or d) expand existing settlement

a) build hut

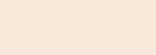
The only way to start a new settlement.

The player places 1 hut on a level 1 space of his choice.



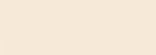
b) build tower

The player places 1 tower on any space that is level 3 or higher that is adjacent to one of his settlements. In this settlement, there cannot already be a tower before placement.



c) build temple

The player places 1 temple on any space at any level that is directly adjacent to one of his settlements. The settlement must have at least 3 spaces and have no temple already in it before placement.



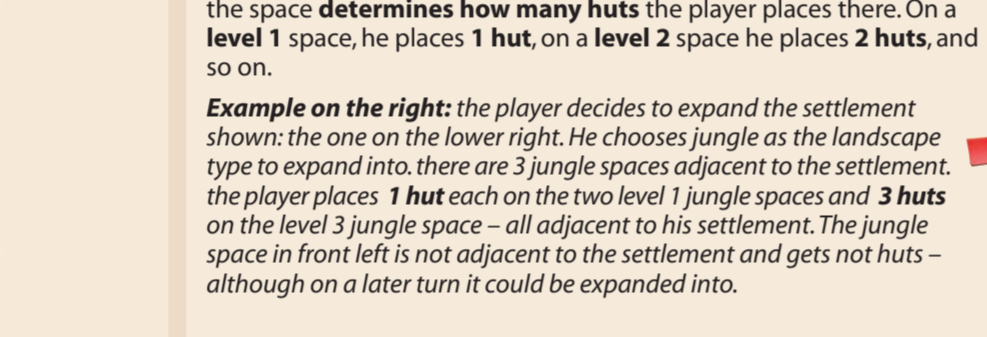
d) expand existing settlement*

"Expanding a settlement" is the only way to place more than 1 hut in a turn.

The player chooses one of his settlements to expand. Next, he decides which landscape type to expand into: jungle clearing, sand, rock, or lake.

Then, he fills every empty space of the landscape type chosen that is directly adjacent to the settlement chosen with huts. The level of the space determines how many huts the player places there. On a level 1 space, he places 1 hut, on a level 2 space he places 2 huts, and so on.

Example on the right: the player decides to expand the settlement 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. The player places 1 hut each on the two level 1 jungle spaces and 3 huts on the level 3 jungle space - all adjacent to his settlement. The jungle space in front left is not adjacent to the settlement and gets not huts - although on a later turn it could be expanded into.



* What is a settlement? See page 1: contents.

Restriction:

A player may only choose one of the four options described above (and he must choose an option that he has enough building material (huts, towers, or temples) to build. He must also choose an option that fits the rule requirements.

Out of the game

When a player cannot build a building:

In each turn, a player must place at least 1 building. If a player cannot place a building, he is out of the game and has lost. For the rest of the game, he is skipped over when it would have been his turn. His pieces, however, remain on the board for the rest of the game.

End of game

The game can end in two ways:

Normal end:

When the supply of volcano tiles is exhausted, the game ends at the end of the player's turn when this occurs. The winner is the player who has placed the most temples. If players tie for the most temples, the player among them with the most towers built is the winner. If there is still a tie, the winner is the player among those tied who has built the most huts (including those that were covered and returned to the box). Players who are out of the game cannot win.

Premature end:

When a player has built all of 2 of the 3 kinds of his buildings, he wins immediately.

If you want to determine 2nd, 3rd, and so on places in a game, use the following:

When a player has built all of 2 of the 3 kinds of his buildings, he takes first place, but the game continues. If another player reaches this goal, he finishes in second place, and the game continues, and so on.

When a player is out of the game, his finish is last place. If another player is out of the game, he finishes second to last, and so on.

When the supply of volcano tiles is exhausted, the remaining places are determined in the normal manner.

Rule summary

1. place volcano tile

a) expand landscape

place volcano tile next to existing tile(s)

b) volcanic eruption

place volcano tile on top of existing tiles

volcano on volcano, but not flowing in the same direction

no empty space under the tile

covered huts returned to the box

cannot cover temples or towers

cannot completely cover a settlement

2. place building

a) build 1 hut on level 1

place volcano tile next to existing tile(s)

place volcano tile on top of existing tiles

no empty space under the tile

covered huts returned to the box

cannot cover temples or towers

cannot completely cover a settlement

premature winner: has built 2 types completely

normal ending: temples > towers > huts

For their help over many test games, the author and publisher thank: Julia Sommerer, Manuel Casasola Merkle, Achim and Viola Tietz, Jan Halaszka, Corinna Kiebe, Maja and Rodrigo Dorn, Ana Maria Kocmanic, Karja Stockmann, Anna Zeller, Saffron Malvern, Tanga Schwenters, Dieter Henning, Harro Wilden, Karl Heiser, Schmidt, Genger, Abraham, Tom Hilger, and the testers from Bodefeld and the BSW meetings.



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TALUVA



AUTHOR: MARCEL-ANDRÉ CASASOLA MERKLE - GRAPHICS: MANUEL CASASOLA MERKLE - 2-4 PLAYERS - AGED 10 AND UP

Contents

12 temples, 8 towers, and 80 huts in 4 colors, 48 volcano tiles, and 4 summary sheets



Preparation

Shuffle all 48 volcano tiles and place them face down in stacks at the edge of the table. Players will use these to build the game board.

Each player chooses a color and takes all the temples, towers, and huts of that color, placing them in his play area (the area on the table in front of him).

Goal

Normal goal:

the winner is the player who, at game end, has built the most temples. If there is a tie for most temples, the player among those tied who has built the most towers is the winner. If there is still a tie, the player among those tied who has built the most huts (including those that were covered and removed from the game) is the winner.

Premature victory:

If a player has built all of 2 of his three building types (temples, towers, and huts), he wins immediately.

Caution!

If a player plays wastefully and can no longer build buildings, he loses the game immediately.

Playing the game

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* What is a settlement? See page 1: contents.

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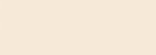
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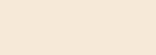
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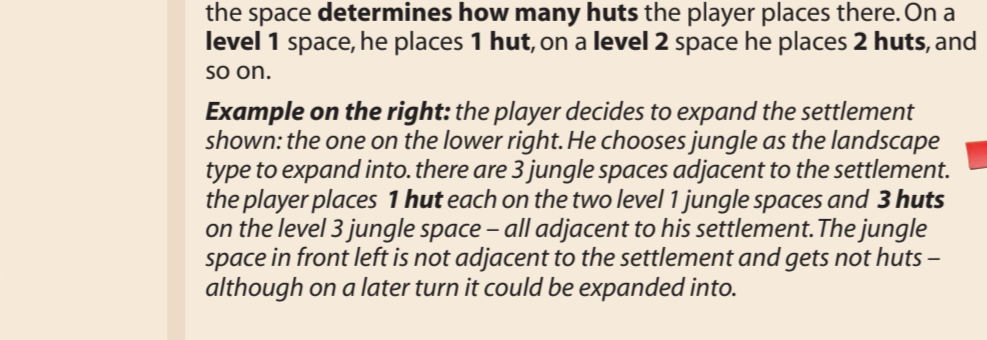
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