STRETCH GOALS
Rules

Tiki
KICKSTARTER

8+ | 15′ | 2

As the “Shaman” variation, these 4 news variations are for “expert” games.
It is recommended to use them after several games of the “beginner” level.

Material





3 tiles with the “Village on stilts” on the front and the “Village in the trees” on the back

1 “Bad Tiki” miniature



1 “Black relic” token



The Village on stilts

PREPARATION BEFORE SET UP :
Replace the 3 tiles “Marshlands” by the 3 tiles “Village on stilts”.
The rest of the set up is identical to the “beginner” game.



When a “Village on stilts” is influenced, the player who owns the totem CAN invert to “village” tiles “ orthogonally adjacent (no diagonal).

All the totems placed on these villages stay on their respective tiles.
There is no totem move from a tile to another.

EXAMPLE :

1. A “Village on stilts” is influenced.
2. The purple player who controls the “Village on stilts” chooses to invert two villages orthogonally adjacent.
3. The villages are moved with their totems.
4. The “Village on stilts” is emptied.





The Village in the trees

PREPARATION BEFORE SET UP :
Replace the 3 tiles “Marshlands” by the 3 tiles “Village in the trees”.
The rest of the set up is identical to the “beginner” game.



When a “Village in the trees” is influenced, the player who owns the totem CAN invert two “Tiki” in a village.

EXAMPLE :

1. A “Village in the trees” is influenced.
2. The purple player who controls the “Village in the trees” chooses to invert two “Tiki” in a village.
3. The two “Tiki” are inverted.
4. The “Village in the trees” is emptied.



The Exploration

In the “beginner” rules, you play with 3 identical tiles (“Marshlands”, value 0).
But you can choose to play with 3 different tiles.

PREPARATION BEFORE SET UP :
For this variation, mix the 6 tiles “Marshlands/Shaman” and “Village on stilts/Village in the trees”. Select 3 of them randomly (front or back) and add them to the 6 basic tiles.

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The Bad Tiki

The Bad Tiki is played with the “beginner” game or added to the variations : “Shaman”, “Village on stilts”, “Village in the trees” or “Exploration”.

SET UP :
After the set up of the game, place the “Bad Tiki” on the central village and the “Black Relic” token near the fruit reserve.







How to play the "Bad Tiki"

- The “Bad Tiki” never leave the game tiles.
- The player who owns the “Black relic” token controls the “Bad Tiki” and considers him as a Tiki of its own color.

When a village is influenced with the “Bad Tiki” inside, resolve the village as usual. The player who controls the totem (the one who owns the “Tiki” on the top), MUST TAKE the “Black relic”.

Empty the influenced village, excepted the “Bad Tiki” who never leaves the game tiles. He stays on the tile of the influenced village. During the game, his allegiance will alternate between the two players.

BE CAREFUL :
If the “Bad Tiki” is placed on the top of a totem in an influenced village and nobody owns the “Black relic”, one fruit from the reserve is spoiled. Empty the village as usual, excepted the “Bad Tiki”.

NOTE
A village where the “Bad Tiki” is placed is not an empty village. It is forbidden to create a new totem by placing a “Tiki” directly in this village.

EXAMPLE 1

1 A village is influenced. The purple player who controls the village win a fruit.



2 The "Bad Tiki" is in the influenced village. The purple player takes the "Black relic".



3 The village is emptied, excepted the "Bad Tiki" who stays in the village.

EXAMPLE 2

1. The purple player owns the “Black relic”.

2. He considers the “Black Tiki” as a purple “Tiki” so he can move this totem.



3. A village is influenced.

4. The purple player controls the “Black Tiki”, he wins 1 fruit.





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