

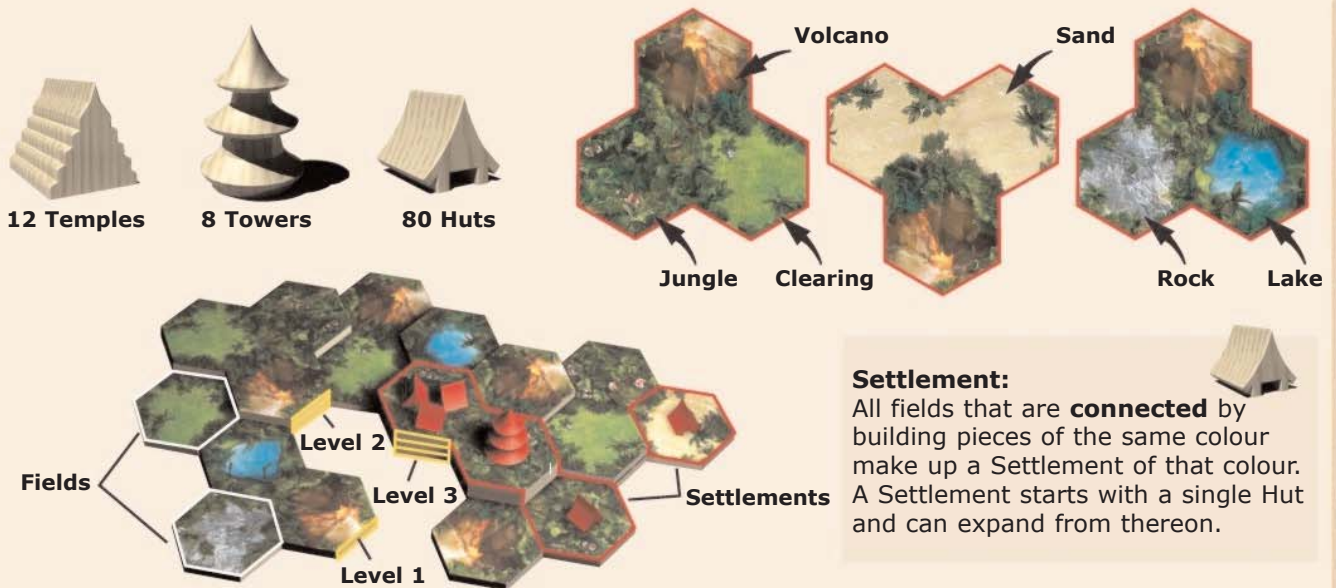
TALUVA



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

Components

12 Temples, 8 Towers and 80 Huts in 4 different colours, 48 Volcano tiles and 4 overview cards



Setup

All **48 Volcano tiles** are shuffled and are placed aside as a facedown stack.

Each player chooses a colour and places the corresponding **Temples, Towers and Huts** in front of him as his construction pool.

Goal

Regular Goal:

The player, who has built **the most Temples** at the **end of the game**, **wins**. In case of a **tie**, the number of **Towers** built counts. If this does **not resolve the tie**, then the player who is ahead in the building of **Huts** wins.

Early Victory:

If, before the game end, a player succeeds in building **all** buildings from **two** out of the three different **types** (Temples, Towers and Huts) then he immediately wins the game.

But Be Careful!

A player who squanders his building pieces and is **unable to build** anymore is immediately **eliminated from the game**.

Gameplay

The youngest players starts the game. Players take their turn in clockwise order.

Each turn consists of two steps:

Step 1: Add a Volcano tile and **Step 2: Place one or more building pieces**

Step 1: Place a Volcano Tile



The player draws one Volcano tile from the stack and takes a look at it. In the first turn of the game, the player simply puts the tile in the middle of the table.

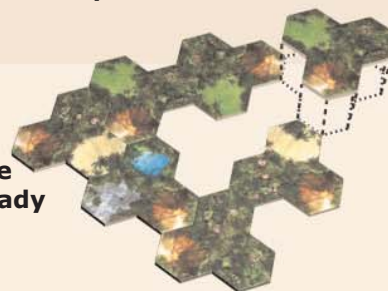
In each of the following turns, the players can choose between two possibilities:

a) Expand the landscape or **b) Volcanic eruption**

a) Expand the landscape

The player places the tile directly **on the table**. At least **one side** of the tile should touch one or more tiles that are **already on the table**.

This may result in "gaps" in the landscape.



b) Volcanic eruption

The player places the tile **on top of existing tiles**.

The following conditions should be met:

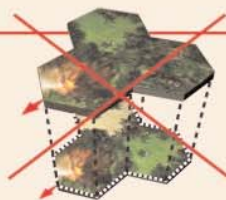
- The Volcano **field** should be placed on an existing Volcano **field**.
- The Volcano may not have the same direction as the Volcano that is being covered.
- No free spaces may be left under the tile.



Not allowed:



Volcano is not on top of Volcano



Volcanoes have the same direction



There is space left under the tile

Covering:

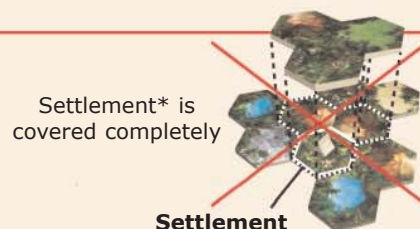
- It is **allowed** to **cover** both your own and other player's Huts. This can result in Settlements being split in two. Covered huts are returned to the box.
- It is **allowed** to **cover** two or three **Volcanoes**.
- It is **not allowed** to **cover Towers** or **Temples**.
- It is **not allowed** to **cover a Settlement completely** (i.e. at least one building piece of a covered Settlement should remain).



Not allowed:



Temple is covered



Settlement* is covered completely

Settlement

*What is a Settlement? See page 1: Components

Step 2: Place one or more building pieces

General building rules:

Building pieces may only be placed on **empty fields**. You cannot build on a **Volcano**. It is **allowed** to **connect** two of your own **Settlements** to each other. If a player cannot build, he is eliminated from the game (see page 4: *Elimination*).

Not allowed:



Building on a Volcano

A player must place **one or more playing pieces** from his pool on the landscape.

To do so, he must choose one of the following possibilities:

a) Build a Hut, b) Build a Tower, c) Build a Temple or d) Expand an existing Settlement



a) Build a Hut

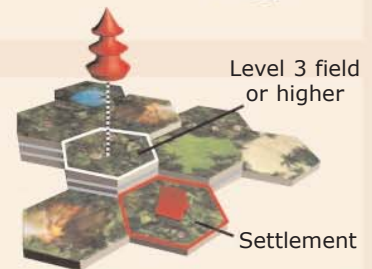
"Building a Hut" is the only way to start a new Settlement.

The player places **one Hut** on a **level 1** field of his choice.



b) Build a Tower

The player places **one Tower** on a **level 3 or higher** field, that is **adjacent to one of his own Settlements**. **No Tower** may yet be present in this Settlement.



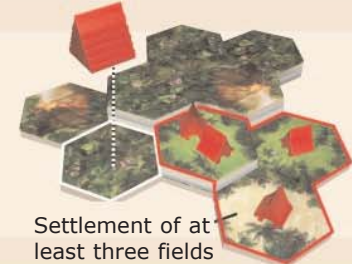
Level 3 field or higher

Settlement



c) Build a Temple

The player places **one Temple** on a field on any level, that is **adjacent to one of his own Settlements**. The Settlement must have a **size of at least three fields**, and **no Temple** may yet be present in this Settlement.



Settlement of at least three fields



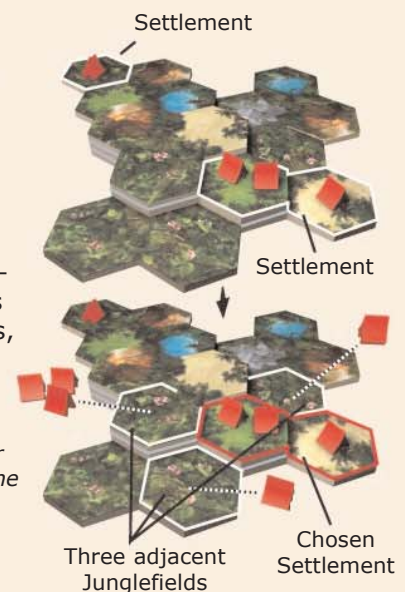
d) Expand an existing Settlement*

"Expand an existing Settlement" is the only way to place more than one Hut in one turn.

The player **chooses one of his Settlements** to expand. After that, he **chooses one type of terrain** (Jungle, Clearance, Sand, Rock or Lake) on which he would like to build.

Now, he occupies every field of that terrain type that is adjacent to the Settlement. For each level of the field, one hut is placed: on a level 1 field one Hut, on a level 2 field two Huts, etc.

Example to the right: *The player would like to expand his below right Settlement. As terrain type, he chooses "Jungle". There are three Junglefields adjacent to the Settlement: in his turn, the player places **one Hut** each on the two level 1 fields and **three Huts** on the level 3 field. He may not build on the Junglefield in the front left as that is not adjacent to the Settlement.*



Settlement

Settlement

Three adjacent Junglefields

Chosen Settlement

***What is a Settlement?** See page 1: Components

Limitation:

From the possibilities mentioned above, a player may only choose one for which he still has enough building pieces (Temples, Towers or Huts) in his pool, and all the conditions are met before building (so, after building there may be for example two Temples in a Settlement).

Elimination

If a player cannot build:

A player **must** place **at least one building piece** per turn. If he cannot do this, he is **eliminated from the game** and has lost. During the remainder of the game, his turn is **skipped**. The building pieces he has already placed remain on the landscape.

Game End

The game can end in two possible ways:

Regular ending:

If **no more Volcano tiles can be placed** because they have all been used, the game ends immediately. The player who has built the **most Temples** wins the game. If there is a **tie**, the **most Towers** counts as well. If there is still a **tie**, then the **number of Huts** built also counts. This includes any Huts that have been returned to the box. Eliminated players are not considered during counting.



Early ending:

If a player has placed **all** building pieces of **two** of the three **types**, he immediately **wins** the game.



Games with ranking:

If you would like to determine a **player ordering**, then follow these steps:

If a player manages to completely build two building types, the game does not end. The player gets the first place, and the others continue play without him. If another player manages to finish before game end, he gets second place, etc.

The first player who is **eliminated** because he cannot build anymore finishes last. If another player is eliminated he ends one-before-last, etc.

If no more Volcano tiles can be placed, the remaining places are divided among the remaining players based on the number of Towers, Temples and Huts built, like with a regular game end.

Overview

1. Place a Volcano Tile

a) Expand the landscape

Place Volcano tile next to existing tiles

b) Volcanic Eruption

Place Volcano tile on top of existing tiles

- Volcano on Volcano that has a different direction
- No free space may be left beneath the tile
- Covered huts are returned to the box
- No covering of Temples or Towers
- No covering of complete Settlements.

2. Place building pieces

a) Build one Hut: level 1

b) Build one Tower: adjacent, level 3 or higher

c) Build one Temple: adjacent to size 3 or bigger Settlement

d) Expand existing Settlement:

- on all adjacent fields of one terrain type
- on each field as many Huts as the field's level

Immediate Victory: Placed all pieces of two types
Value at game end: Temples > Towers > Huts



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Information on the game, the author and our further program can be found on the Internet at: www.hans-im-glueck.de

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