Marcel-André Casasola-Merkle

Taluva

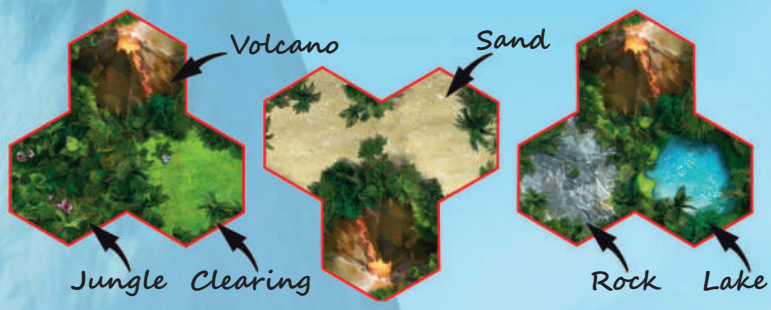
2 à 4 | 8 - 108 | 45 min

Components

12 Temples, 8 Towers et 80 Huts in 4 different colours, 48 Volocano tiles, and 1 rule booklet.

Each Volcano tile consists of 3 hexagons : 1 volcano (always) et 2 fields.







Settlement:
All fields that are **connected** by building pieces of the same colour make up a Settlement of that colour.
A Settlement starts with a single Hut and can expand from thereon.

Setup

All the 48 Volcano tiles are shuffled and are placed aside as a facedown stack.
Each player chooses a color and takes all the corresponding temples, towers and huts.

Variant: Depending on the number of players you'll need a different amount of Volcano tiles:

- 24 randomly drawn tiles for 2 players,
- 36 randomly drawn tiles for 3 players,
- 48 tiles for 4 players (**you can use the 4-player variant available at the end of these rules, forming teams of two players**).

Goal

Regular ending:
If, during the game, 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.

Alternate ending:
If all the Volcano tiles have been played, 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.

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

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Gameplay

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

Each turn consists of two steps:
. **Step 1: Place a Volcano tile**, and
. **Step 2: Place one or more building pieces.**

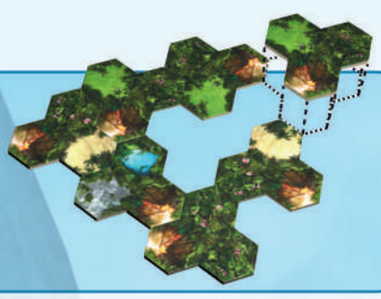
Step 1: Place a Volcano tile



The player draws one Volcano tile from the stack and takes a look at it. In the first turn of the games, 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,**
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



Step 2: Place one or more building pieces

Reminder: a settlement is a set of fields that are connected by building pieces of the same colour.

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).


Building on a Volcano is not allowed

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,**
d) **Expand an existing Settlement.**

a) Build a Hut,

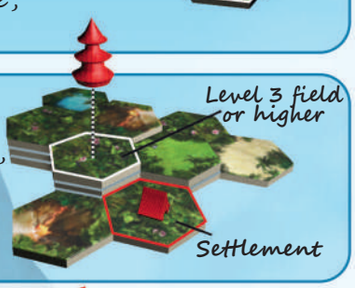
"Buildind a Hut" is the only way to start a new Settlement.

The player places **one Hut** on a **level 1 field** of his choice, which is not adjacent to a settlement of the same color.



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.



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.



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, Clearing, 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, on level 3 field three 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.



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).

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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 a player has placed **all** building pieces of **two** of the three **types** (Towers & Temples, or Huts & Temples, or Towers & Huts), he immediately **wins** the game.



Alternate 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.



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.

4-player variant

Form teams of two, with each player taking his turn alternating between teams.
Only the "early ending" condition changes: a team wins the moment one player places all of his pieces for 2 building types and his teammate manages to do the same for one type of building. The "regular ending" condition doesn't change. Simply add the buildings of both players on the same team.

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 (1 per Settlement)** : adjacent, level 3 or higher
c) **Build one Temple (1 per Settlement)** : adjacent to size 3 or bigger Settlement
d) **Expand existing Settlement:**
- on all adjacent fields of one terrain type,
- Level 1 : 1 Hut - Level 2 : 2 Huts - ... - Level X : X Huts.

Victory :

1. **Regular ending:** placed all pieces of two types, OR
2. **Value at game end:** Temples > Towers > Huts

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Taluva is a game published by FERTI GAMES, 33700 Mérignac, France.
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Graphics by Naïade (box) & Manuel Casasola-Merkle (tiles).