Haus der Sonne - English translation

[p2]

Components

1 Island board divided into 6 segments, each containing a Fishing Boat space in the water, a Beach space, a Grassland space, a Forest space, a Mountain space, and a Crater space (listed going inwards)

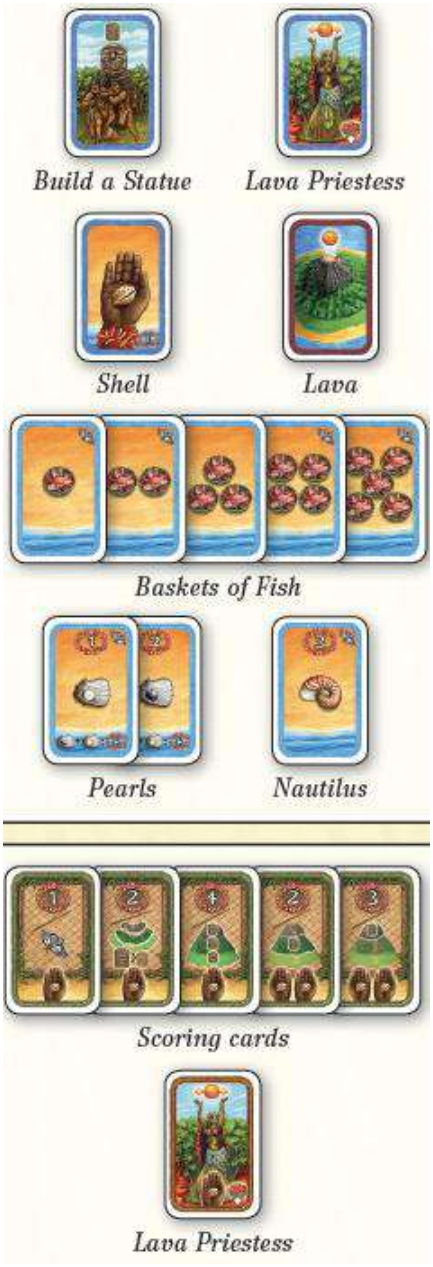
1 Scoring board with a card display

1 wooden **Fishing Boat**

4 wooden **Lava stones**

49 cards, including:

- **1 Starting Player card**
- **42 Palm Tree cards**, including:
  - **15 cards showing 1 palm tree**
  - **12 cards showing 2 palm trees**
  - **15 cards showing 3 palm trees**
- **6 cards for the card display**
  - **5 Scoring cards**
  - **1 Lava Priestess**



Red and yellow wooden components for the players, in each color:

1 Shaman

8 Statues

1 Scoring marker

1 disc set, including:

- **5 Number discs** with numbers from 1 to 5
- **1** personal **Lava disc** (for the “Tactical Variant”, see p. 8)

* Before your first play, you must attach the stickers to the Lava stones and statues. Each disc set requires the numbers from 1 to 5 and a lava symbol.

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Setup (Base Game)



1. Each player receives the wooden components of their color. Place the Shamans on the Beach spaces showing huts, opposite from each other. Randomly determine the Starting Player and give them the Starting Player card. Place your Number discs and Statues in front of you. Place the Scoring discs on space “0/50” of the Scoring board. Put the personal Lava discs back into the game box. They are only used for the Tactical Variant (see page 8).
2. Sort the Palm Tree cards by the number of palm trees on their back sides. Then shuffle each of the three piles.
   Cards showing 1 palm tree: Place 12 of these at random in the indentations of the island (2 per side) and turn them face up. Place the rest on the corresponding space of the Scoring board.
   Cards showing 2 and 3 palm trees: Place each pile on the corresponding space of the Scoring board.
3. Place the Scoring cards and the Lava Priestess face up on the Scoring board.
4. Place the Fishing Boat on the Beach space showing a jetty.
5. Place the Lava stones next to the game board.



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Course of Play

Take turns placing your Number discs on the Beach spaces of the Island board, then moving your Shaman or the Fishing Boat. Depending on the space the Fishing Boat moves to, you can receive cards (which can, for instance, allow you to build a Statue) or acquire Scoring cards. The game goes over two rounds; each round ends with a scoring. Before each scoring, the Volcano erupts and razes some a Statue to the ground. Then you score points for your remaining Statues, Baskets of Fish and other things. The player who has the most points after the second scoring becomes King of the Hawaiian Island.

For a better overview, the illustrations will not show any components that are irrelevant for the given example (like adjacent cards, Number discs, Shamans, etc.).

Notes in small font like this are clarifications that you can skip when reading the rules for the first time.

Your Turn

Take turns by taking **one** of the following actions on your turn:

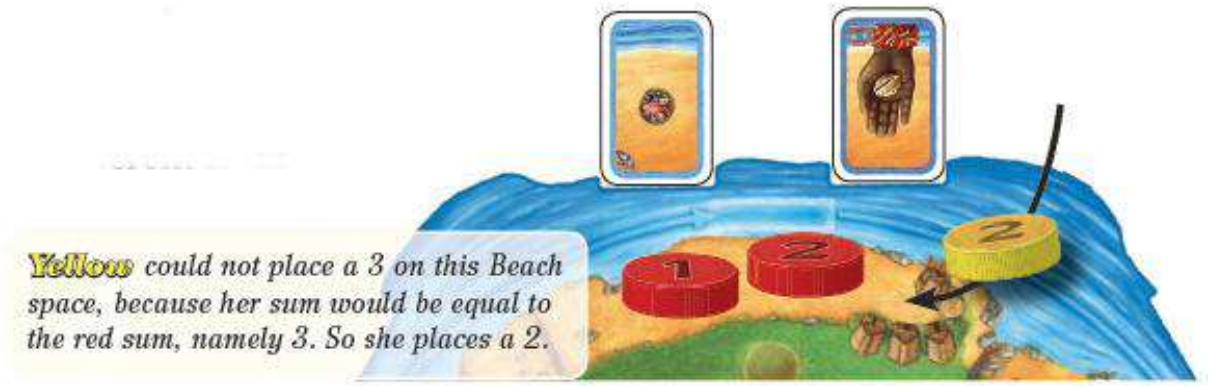
Action	**Where?**	**Afterward**
1 Place a Number disc …	a) … on a Beach space that is **not adjacent** to the Fishing Boat.	**Move your Shaman up to 2 spaces**
	b) … on a Beach space **adjacent** to the Fishing Boat.	**Move the Fishing Boat according to the placed number**

2 Return a Number disc …	… from a Beach space to your personal supply.	**Move your Shaman up to 2 spaces**
3 Move the Fishing Boat 1 space*		

* only if you have already placed all of your Number discs

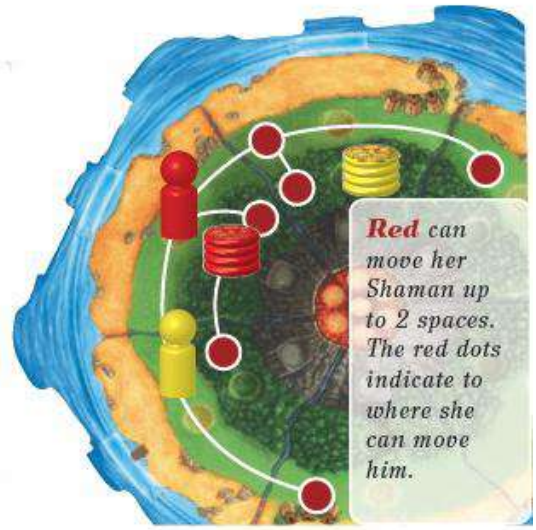
Placing or Returning a Number Disc

There is no limitation on how many Number discs can be on a single Beach space. **However, the sum of the yellow numbers must be different from the sum of red numbers at any time.**



Moving the Shaman

When you place a Number disc on a Beach space that is not adjacent to the Fishing Boat (**action 1a**) or return one from a Beach space to your supply (**action 2**), you **can** move your Shaman up to 2 spaces, according to the following rules:

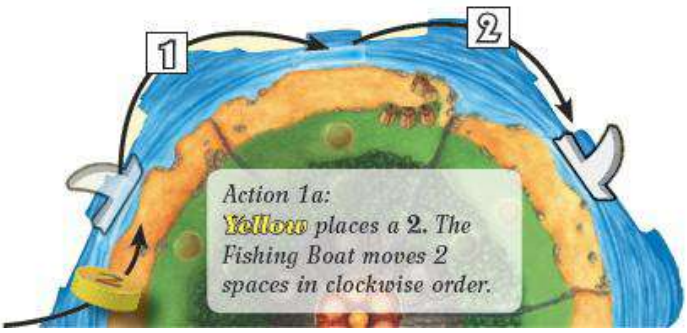


- Your Shaman can move **at most 1 space uphill**. (On your first turn, you can only move him to the Grassland.)
- Your Shaman can move to the space with your opponent's Shaman, but he cannot end his movement there.
- Your Shaman can move to and through spaces with Statues.
- Your Shaman can never move through a Crater space.
- *Your Shaman can move 2 spaces downhill.*
- *Your Shaman starts on a Beach space, but he can only move to Grassland, Forest, and Mountain spaces.*

Moving the Fishing Boat

When you place a Number disc on a Beach space that is adjacent to the Fishing Boat (**action 1b**), move the Fishing Boat in clockwise order by a number of Beach spaces equal to the placed number. If you have no Number disc left at the start of your turn, you can move the Fishing Boat 1 space (**action 3**).

In the segment in which the Fishing Boat ends its movement, you can receive cards, see **Distributing Cards**.



Distributing Cards

In the segment in which the Fishing Boat ends its movement, you can receive one of the cards adjacent to that segment. There are 3 possible cases:

Case 1: Both players have Number discs on the Beach space

The player with the greater sum of their numbers chooses a card first; the other player receives the remaining card.

Special case: If both cards are identical, only the player with the greater sum receives one.

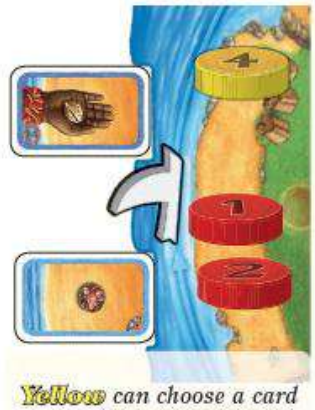
Case 2: Only one player has Number discs on the Beach space

That player can choose one of the cards.

Case 3: There are no Number discs on the Beach space

Nobody receives a card. Both cards remain in the segment.

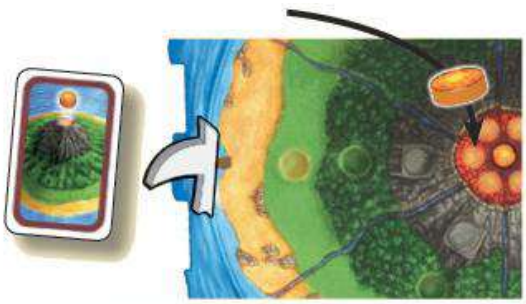
You cannot decline a card. Even if you cannot take the action provided by the card, you must still take one (and discard it in that case).


Yellow can choose a card first, because her sum is greater than Red's. Both players must take their Number discs back.

Place the card face up in front of you and take its action, if possible (see "Using the Palm Tree Cards" on page 6). If both players can take a card action, do so in the order you took the cards.

Do the following before the next player can take their turn:

- **Take Your Number Discs Back**
  Both player must take their Number discs off the Beach space (even if they did not receive a card).
- **Add New Palm Tree Cards**
  Then place a new Palm Tree card from the top of current draw pile on each empty card space. Use the cards with 1 palm tree first, then the cards with 2 palm trees, and finally the cards with 3 palm trees.


You drew a Lava card and placed a Lava disc on the Crater space of the current segment.

The Lava Cards

If a Lava card shows up when refilling the empty spaces with new cards, place a Lava stone in the current segment (where the Fishing Boat is) on the Crater space of the Volcano. Place the Lava card on the discard pile and draw another Palm Tree card to replace it. This can happen several times, if you draw multiple Lava cards in immediate succession. In this case, place the Lava stones on top of each other. If possible, always refill any empty card spaces.

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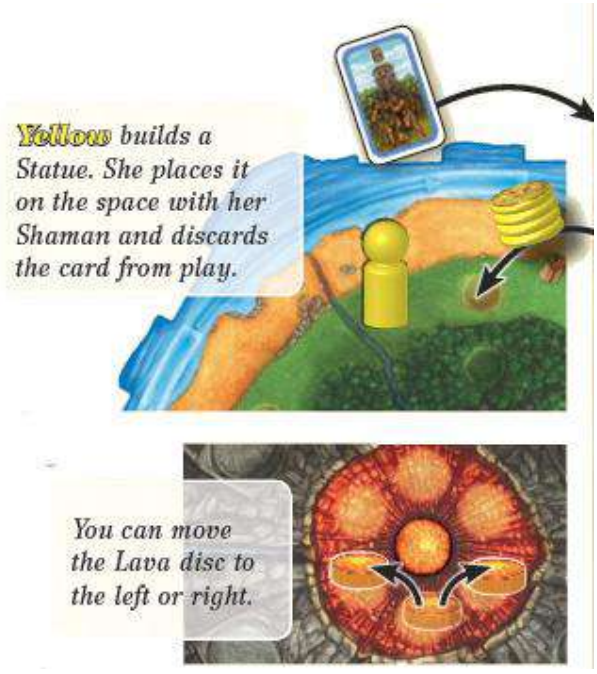
Using the Palm Tree Cards

Action Cards

The “Build a Statue” and “Lava Priestess” cards are action cards and must be carried out immediately, if possible. Whether or not you could carry out the action, place the card on the discard pile.

Building a Statue

You can build a Statue on the space with your Shaman, if it is a Grassland, Forest, or Mountain space. There can only be one Statue on each space. To build a Statue, place one of your Statues on the space. Your Shaman remains in that space. If your Shaman is on a Beach space or on a space where there is a Statue already, you cannot carry out this action.



Lava Priestess

You can move a Lava stones from a Crater space to an adjacent Crater space in clockwise or counter-clockwise order. You cannot move a Lava stones across the center of the Volcano.

The icon in the lower righthand corner of some cards (including the Lava Priestess on the scoring board) is used only in the tactical variant (page 8). Ignore them in the base game.

Shell Cards

Whenever you receive a Shell card (and only then), you can buy a Scoring card or the Lava Priestess from the Scoring board. Place the Shell cards you pay with on the discard pile.

You can collect Shell cards for a later purchase.

Immediately before scoring, each player can buy 1 additional card.

The **Lava Priestess** on the Scoring board costs 1 shell. It serves the same purpose as any other Lava Priestess card. You must use it immediately after purchase. Then turn the card face down and leave it on the Scoring board, indicating that the card cannot be used again before the scoring.

You can buy the Lava Priestess even if you cannot carry out its action.

A **Scoring card** can cost 1 or 2 shells (as shown at the bottom of each card). If you want to buy a Scoring card for 2 shells, you must have kept a shell from a previous turn. Once you buy a Scoring card, take it from the Scoring board and place it in front of you. During scoring, you will score points for your Scoring cards (see "Scoring" on page 7).

During the second scoring, you receive 1 point for each shell left in your hand.

Beach Cards
Baskets of Fish, **Pearls**, and **Nautilus**

Collect these cards in front of you. During scoring, you will score points for them (see "Scoring" on page 7).

Scoring



First Scoring

The first scoring happens immediately as soon as the last card with 2 palm trees is placed on an empty space next to the game board. If there are empty spaces left, they will be filled after the scoring. After the first scoring, the second round is played.

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Second Scoring

The second scoring happens when there are no cards with 3 palm trees left on the Scoring board **AND** the Fishing Boat is moved to a segment with no cards. The game ends after the second scoring.



Before each scoring, do the following in that order:

- **Buying a Scoring card**
  Before each scoring, both players get the opportunity to buy 1 card from the Scoring board, beginning with the player whose turn triggered the scoring.
- **The Volcano Erupts**
  Then the Volcano erupts: in each segment, move the Lava stone from the Crater space downhill. If there is 1 Lava stone on the Crater space, move it to the Mount space below. If there are 2 Lava stones, place one each on the Mountain and Forest space. If there are 3 Lava stones, place one each on Mountain, Forest, and Grassland.

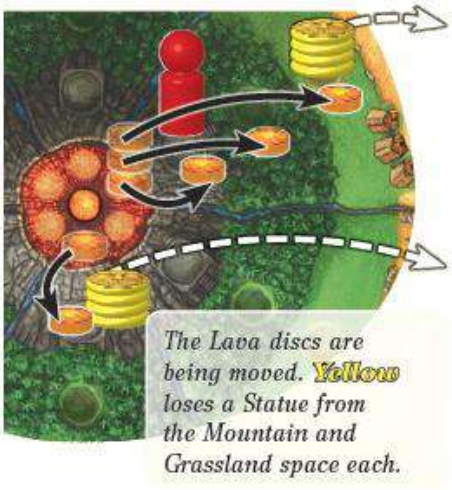
If a Lava stone is placed on a space with a **Statue**, the Statue is destroyed and must be removed from the board by its owner. After that, remove the Lava stones from the board as well.
Shamans are able to dodge the lava: when a Lava stone is placed on a space with a Shaman, nothing happens to that Shaman.

- *If there are 4 Lava stones in a segment, the fourth stone does nothing.*
- *A destroyed Statue can be reused*



SCORING POINTS (see the Scoring board for details)

Mark your scores by moving your Scoring markers on the Scoring board according to the points you score.


The Lava discs are being moved. Yellow loses a Statue from the Mountain and Grassland space each.

- **Points for Statues**
  Each Statue on a **Mountain space** is worth **3 points**.
  Each Statue on a **Forest space** is worth **2 points**.
  Each Statue on a **Grassland space** is worth **1 point**.
  Statues remain on the game board after scoring.
- **Points for Baskets of Fish**
  The player who has more Baskets of Fish than their opponent scores 3 points. If both players have an equal number of those, nobody scores the 3 points.
- **Points for Pearls**
  The White Pearl is worth 1 point, the Black Pearl is worth 2 points. If a player has both, they are worth 4 points total.
- **Points for the Nautilus** (only in round 2)
  The Nautilus is worth 3 points.



Yellow scores 3+3+2+1=9 points for her Statues.

Keep your Baskets of Fish and Pearls after the first scoring. They will also count during the second scoring. (The Nautilus comes into play only after the first scoring.)

- **Points for the Scoring Cards**
  You can score additional points for the Scoring cards you have. You must use all of your Scoring cards during scoring (even if they are not worth any points). Return the Scoring cards to the Scoring board after the first scoring. They can be bought again during the second round. Statues can be scored multiple times via different Scoring cards (e.g. via “Complete Segment” and “Mountain Statues”).

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This is how many points you score for each Scoring card:

Butterflies
You score **1 point** for each **butterfly** on a card you collected.

Statue Majority
You score **2 points** for each landscape type (Grassland, Forest, Mountain) in which you hold the **majority** of Statues.

Complete Segment
You score **4 points** for each segment in which you have 3 Statues.

Forest Statues
You score **2 additional points** for each **Statue** on a **Forest space**.

Mountain Statues
You score **3 additional points** for each **Statue** on a **Mountain space**.

Setting Up Round 2 (Summary):

- Remove all Lava stones from the game board.
- Return all Scoring cards to the Scoring board.
- Turn the “Lava Priestess” on the Scoring board face up again (if it was face down).

Additional Points in the Second Scoring Only

Each player scores 1 point for each Shell card they have left.

Game End and Winner

The player with the most points after the second scoring wins. In case of a tie, the number of Statues on the board breaks the tie. If still tied, the player who has **not** been the Starting Player in this game wins.

Tactical Variant

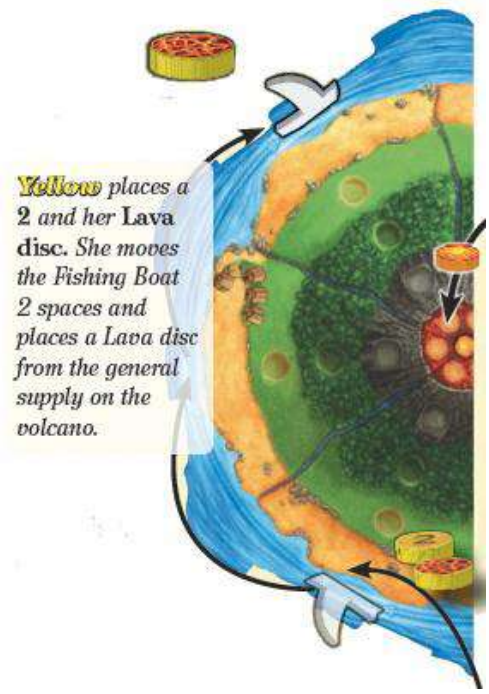
We recommend the following variant to all players who dislike the random nature of the lava. In this variant, the players will have more control over the lava. Before you try this variant, though, we recommend you play the base game first.

Set up the game as usual with the following exceptions:

1. Each player receives their personal Lava disc.
2. Remove the 8 Lava cards from the Palm Tree cards and return them to the game box.

Placing the Lava Disc and Invoking the Lava

Whenever you place a Number disc on the Beach space with the Fishing Boat in front, you can also place the Lava disc from your personal supply there. Move the Fishing Boat as usual and place a Lava stone from the general supply on the Crater space of the segment in which the Fishing Boats ends its movement, even before the cards of that segment are distributed. Once all 4 Lava stones from the general supply are in play, no more can be added to the board that round.



Receiving the Lava Disc Back

The following events will return your Lava disc to your supply:

1. The Fishing Boat ends its movement in the segment with your Lava disc.
2. When you receive a **Lava Priestess** card, you carry out the Lava Priestess action and receive your Lava disc back in your supply.

Unlike your Number discs, you cannot take your Lava disc back as an action.

Scoring

You cannot buy a Scoring card from the Scoring board anymore immediately before scoring. You can only buy Scoring cards when you receive Shell cards.

Any other rules remain the same.