

INTRODUCTION

"It all began with a tournament organized in favor of the Gods. During a great gathering, everyone on the island competed against each other in an extreme contest to prove their dedication. For the occasion, each population fielded its finest champion..."

Welcome to Whakaari! The volcanic island where, since antiquity, a challenge has been held every year that decrees the fate of the participating tribes. Who will prove worthy to receive the favour of the gods? Watch out for the leaders of the opposing tribes, but above all keep your eyes open to save yourself from the most feared of dangers: lava!

GAME'S GOAL

You must reach the opponent's board in front of you with your meeple.

SET UP

Choose the color of your Pawn, take the board, totem checkpoint of the corresponding color and one Superpower marker. Place the Volcano in the centre of the table and use the short side of the box to align the Boards at the correct distance from the Volcano. The Boards should be arranged facing each other (check image below).

In case of an odd number of players, place one Board in front of each player, even if it doesn't belong to anyone. This Board will serve as the finishing line for the player on the other end of the table.

NOTE. Volcano and Boards must Never be moved during the game.

At this point, randomly scatter all platforms in the space between the Volcano and the Platforms so that there are no overlapping platforms. All Squared Platforms must be showing the Stable Side (check image below).

Now that the game board has been created, proceed as follows:

- 1. Deal an initial hand of two Action Cards each.
- On your board, place the Special Power marker on the flame icon with the number 0 and the Totem Checkpoint in the marked area.
- 3. Place your Meeple on top of the Totem Checkpoint.
- 4. Shuffle the decks of Action and Event Cards separately and place them, face down, next to the area marked by the Boards

During your

TURN STRUCTURE

The first player is the person that saw a volcano last. During your turn, you perform the following three actions in order:

- 1. Control the Platform your meeple is standing on:
- If it's on a Stable Platform, flip it over to the unstable side. From now on that Platform will be unstable.
- If it's on an Unstable Platform, draw an Event Card activating its effect immediately.
- If it's on your own Board, there are no additional effects.
- 2. Draw an Action Card.
- 3. Play one of your Action Cards.

EXTRA POSSIBLE ACTIONS

- Use your Superpower: the Superpower can only be used if you have accumulated at least one use (see section "Superpower").
- Place your Totem Checkpoint: you may place your Totem Checkpoint on the platform where your meeple is and only during your turn.
 Once placed, the Totem Checkpoint can only be moved by card effect.

Now your turn is over and proceeding clockwise the other players will take their turn.

NOTE: If you are on your Board and do not have platforms that can be reached with your cards, you can physically approach one of those closest to you.

VICTORY

The first player to reach the opposite player's board with his meeple wins.

COMPONENTS









unstable side

16 Circular 18 Squared Platform

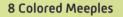


8 Colored Totem Checkpoint

3 Coco Bomb



1 Volcano





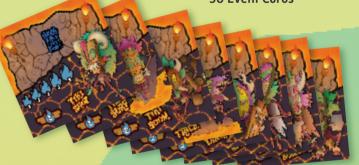
8 Superpower marker



70 Action Cards



30 Event Cards



8 Colored Boards

RINGRAZIAMENTI

Vogliamo dedicare i ringraziamenti di questo gioco a tutti coloro che ci hanno aiutato e supportato in questo percorso.

Grazie alle nostre famiglie, ai nostri amici e a tutti voi che avete provato e acquistato Whakaari.

Un particolare grazie a Marco Valtriani, che ci ha affiancato in questo bellissimo percorso e ci ha permesso di conosP cere la persona oltre che il Game Designer.



ACTION CARDS

Action Cards are used by players to both move and block opponents. Action Cards can be freely rotated.

- 1. Illustration.
- 2. Platforms Distance. These rocks determine the distance allowed for actions.
- 3. Action icons. The icons indicate the actions that can be done. If there is a "+", it is possible to do both actions, in the order you prefer. If there is a "/", you must choose one of the two possible actions to perform.







Short Distance

Long Distance

Supreme Distance

EVENT CARDS

Event Cards represent the unpredictable events that can happen during the race. These cards are drawn when you are on an unstable platform at the start of your turn.

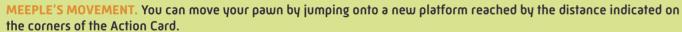
- 2. Platforms Distance. These rocks determine the distance allowed for actions.
- 3. Event icons. The icons indicate the events that will occur and the effects to apply.

PLAYER BOARD

- 1. Starting Point. Place your Totem Checkpoint and meeple here at the start of the game.
- 2. Superpower changes. Each time you return to your Checkpoint due to an Event Card, you gain a Superpower change. To mark the increase of charges, move the Superpower marker to the right by 1.
- 3. Superpower. This section specifies your Superpower and the maximum amount of uses allowed during a turn, indicated but the number in the blue Flame.



ACTION CARDS ICONS





Important: Distance Platforms on the corners of the card must perfectly join the start and destination platform in order to make the move. If you jump over or do not reach the destination platform, you will not be able to reach it and will have to choose another destination platform.



DAMAGE UNOCCUPIED PLATFORM. Damage any empty platform.

If the platform is stable, turn it to the unstable side.

If the platform is unstable, it collapses and you must remove it from the game.



DAMAGE OCCUPIED PLATFORM. You may damage any platform occupied by one or more Meeples:

If the platform is stable, turn it to the unstable side.

If the platform is unstable, players on the affected platform must draw ONE Even Card and revolve its effects.



DAMAGE A NEARBY PLATFORM. Damage a platform at Short Distance

If the platform is stable, turn it to the unstable side.

If the platform is unstable, it collapses and you must remove it from the game.



MOVE PLATFORM. You can drag a platform, in any direction, by calculating the distance through the Distance Platforms on the card. Dragging should be done with one finger, moving any platforms in your patch and leaving them in the new position.



ADD PLATFORM. Place one of the platforms removed from the game in a spot of your choice.



SAVE YOURSELF FROM A COLLAPSE. This card is the only one you can play during someone else's turn. When the platform your meeple is standing on is about to collapse, you can use this action to jump onto a platform next to it or back to your own board. You may not jump forward when saving yourself from a collapse.

EVENT CARDS ICONS



PLATFORM COLLAPSE. The platform your meeple is on collapses and is removed from play. If you do not possess the Save Yourself from a Collapse Action Card, your meeple will be moved to your Totem Checkpoint, even if it is still on your

If there is a Totem Checkpoint on the collapsed platform, move it to the first available platform in the direction of the Board of the Players that placed it.



OLCANIC ERUPTION. You insert one of the platforms removed from the game by tossing it like a coin from your board. The platform remains on the side where it falls. If it ends up outside the area delimited by the boards, remove the platform from the game.



RETURN TO CHECKPOINT. Return to your Totem Checkpoint, even if it is still on you Board.



who placed it.

LAVA WAVE. Drag the platform your meeple is on, towards your Board, by the distance indicated by the Distance Platforms on the card. Dragging should be done with one finger, moving any platforms in your patch and leaving them in the new position.

REMOVING AN EMPTY STABLE PLATFORM. Remove one of the unstable platforms with no checkpoints in play. If the platform contains a Totem Checkpoint, move it to the first available platform in the direction of the board of the player

SPECIAL ICONS



This icon indicated that it is possible to move any This icon indicates that it is possible to move ONLY platform EXCEPT that of the acting player. the platform of the acting player.



TOTEM CHECKPOINT

The Totem Checkpoint serves to establish, when you fall into the lava due to Even Cards, the point from which you will restart. Each Player has his own Totem Checkpoint of the color corresponding to his Character.

- You may place the Totem Checkpoint during your turn.
- If you fall into the lava, or are pushed back by jets of hot air, you gain one Superpower charge and must return to your Totem Checkpoint.
- Once placed, it can only be moved by the effects of cards.

SUPERPOWERS

Each Superpower has a maximum number of uses per turn specified on the board. Each time you use the Superpower, you lose one charge and must move the Superpower marker 1 to the left.

TIKI TANK: during your turn, if your meeple lands on a platform occupied by one or more opponents, push them off onto platforms of your choice that can be reached by Long Distance. If there is no platform within this distance, the opponent ends up in the lava and must return to their Totem Checkpoint. Maximum 3 uses per turn.

TIKI SURF: paddle your platform by dragging it with your finder for a Short Distance in any direction. Maximum 1 use per turn.

TIKI SHOOT: move onto a platform at Short Distance and then hit any platform at Long Distance with debris. If the platform hit is stable, turn it to the unstable side. If the platform hit is unstable, the platform collapses. Maximum 2 uses per turn.

TIKI TRICK: Move your token at Supreme Distance. Maximum 2 uses per turn.

TICKI BOOM: Move one Long Distance and place a Coconut Bomb on one of the Platforms behind you. When a player lands on a platform containing the Coconut Bomb they activate it and the platform becomes unstable if it is stable, if it is already unstable it collapses. Maximum 2 uses per turn. There may not be more than 3 Coconut Bombs in play.

TICKI SPELL: Move a platform by a Short Distance, in any direction, by a Long Distance and put your meeple on it. Maximum 2 uses per turn.

TIKI BUILD: This is the only power you can use during another player's turn. You can save your meeple from the platform's collapse by jump? ing onto a platform at Long Distance even further ahead. You can always use it, provided you have accumulated at least one charge

TICKI CHECK: Move your meeple by a Long Distance and move your Totem Checkpoint to the new platform. Maximum 2 uses per turn.