

Panel 1

Panel 2

Panel 3

Panel 4

ILL-TEMPERED
TIKIS

A GAME BY BRIAN BOLLINGER
ARTWORK BY GREG SCOTT



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THE STORY

THE NATURAL FORCES IN THE SOUTH PACIFIC ARE OUT OF ALIGNMENT. THE BALANCE OF POWER BETWEEN THE TIKI GODS IS IN CHAOTIC DISORDER. THE TIKI FAMILIES ARE AT WAR WITH ONE ANOTHER. BE THE FIRST PLAYER TO COLLECT A COMPLETE FAMILY (5 DIFFERENT TIKIS OF A SINGLE COLOR) AND BRING PEACE AND HARMONY BACK TO THE SOUTH PACIFIC.

Game Content:

88 Cards:

- 75 Tikis: 3 of each - 5 different Tiki gods, each having 5 different colors.
- 5 Any color Tiki: Wild cards that act as any color for a specific Tiki god.
- 5 Any Tikis: Wild cards that act as any Tiki god for a specific color.
- 2 Any color any Tiki: Wild cards that act as any Tiki god of any color.
- 1 Title Card.

1 Rule Sheet

Special Thanks: to Dana Parker and his gaming group for their assistance with the Ill-Tempered rules variations.

Number of Players: 2-6

EVEN-TEMPERED RULES

If you are new to this game play this version first.

Game summary: Players compete to see who can collect a complete family of Tikis. A family is 5 different Tikis all of the same color.

The set up: Shuffle all the cards together and deal each player 3 cards. Place the remaining cards in a pile face down. This will be the draw pile.

Who goes first?: The person that most recently visited the South Pacific or the person that won the previous game.

Goal: To create a 5 card family of Tikis. The family must consist of all 5 different Tikis and all the cards must be of the same color. Your cards on the table, matched or mismatched, are referred to as your Tiki family.

A Turn: On a player's turn they draw 1 card from the draw pile or the discard pile. (See **Discard Pile Rule**). They then have 3 possible options:

- 1. A player can play a card in front of them, thus, adding to their Tiki family. A player may not have more than 5 cards in front of them. If a player's Tiki family exceeds 5 cards, the player must select a card to move to the discard pile.
- 2. A player can place a card directly from their hand to the discard pile.

- 3. A player can place a wild card from their hand directly into an opponent's Tiki family. It can be played into an "open" spot if the opponent has less than 5 cards or on one of the cards already in play. If a wild is placed on top of an opponents card then the card replaced by the wild is discarded.

Wild Cards: There are a couple different types of wild cards. The first type allows your Tiki to be any color but of a specific Tiki god. The second allows your Tiki to be any Tiki god but of a specific color. The third type is the "king of wilds" – it allows your Tiki to be any Tiki god of any color. **Wild cards can be placed into your family or into an opponent's family.**

Discard Pile Rule: There are two cards that cannot be picked up from the discard pile: Any wild card (ever) or any card that has just been replaced by a wild card. If a non-wild card that has been replaced by a wild card is still on top of the discard pile 2 turns later it may be picked up.

Winning the game: The first player to collect a complete Tiki family, 5 different Tikis all of the same color, wins.

If the draw pile ever runs out of cards simply shuffle all the cards from the discard pile and place them upside down to create a new draw pile.

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General Notes:

At the beginning of the game each player has no Tiki cards in front of them so they have to build their Tiki family one card at a time from nothing. Your first 5 turns you are just drawing a card from the deck and placing a Tiki in front of you. If you have an empty "space" in your Tiki family you must fill that first.

The cards you place in front of you for building your Tiki family do not need to match in color or may have similar Tikis gods. In fact, toward the beginning of the game they probably will not match in color at all or be all different Tikis gods. However, you need 1 of each Tiki in the same color to win the game.

Why play a wild card in an opponent's Tiki family?

It could mess them up... If player A is collecting yellow Tikis and has, in their Tiki family, a yellow Laka, a yellow Ku, a yellow Lono, a yellow Kane and a blue Kane then all they need is a yellow Maui (to put in place of their blue Kane) to win. If player B draws a Laka that is any color (a wild card) it could be used to play on one of player A's yellow cards, such as the yellow Ku, which would cause the yellow Ku to go to the discard pile, and make it so player A now has 2 Lakas, 2 Kanes, and one Lono. Now player A is two cards away from winning instead of one.

And if the **"Discard Pile Rule"** did not exist then player A could just pick up the yellow Ku from the discard and place it back in their collection... But it does exist so they cannot!

ILL-TEMPERED RULES

The set up: Use the flowers on the upper corner of the cards to easily identify the wild cards. Separate the wild cards from the rest of the deck. Create 2 shuffled draw piles - one for the regular cards and one for the wilds. Deal each player 3 cards from the pile of non-wild cards.

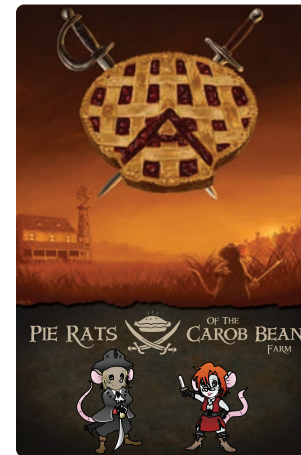
The rules of play are the same as the even-tempered rules except for the following two rules:

1) At the beginning of the game, as people are building their Tiki families, instead of placing a card in front of themselves after the draw, players can choose to place any card into any open space in front of an opponent. It does not have to be a wild card as long as there is an open space.

2) Pay attention to the discard pile. Anytime an opponent discards a card any other player with a non-wild card having the same Tiki name can discard their card onto the discard pile and replace it with a wild from the wild pile. Card color does not matter - only the Tiki name matters. Only the first player to place their matching Tiki named cards gets to do this action. This can happen out of turn but does not change the turn order.

Example: Player 1 discards a Blue Ku, Player 3 quickly plays a Red Ku into the discard pile then draws a wild from the wild draw pile. The game then continues with Player 2 taking his or her turn.

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