The total number of required Kava counters is the number printed on the ceremony square plus all Kava counters that are placed next to this ceremony square.

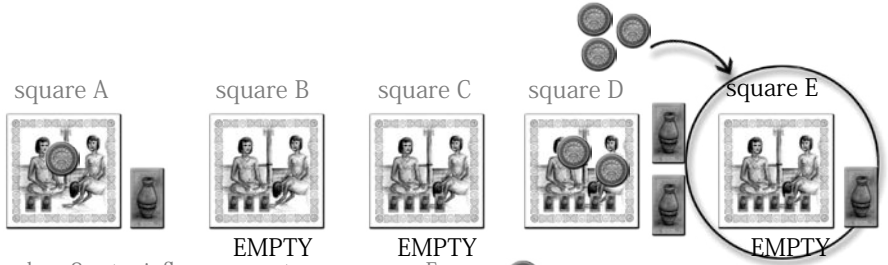
Example:

Tonga pays the 3 demanded Kava counters and takes the 2 influence counters from the ceremony square.

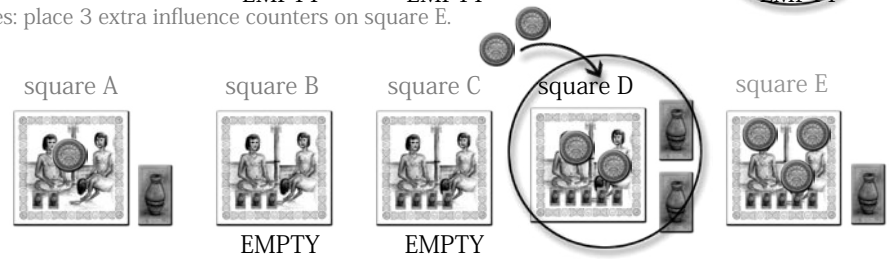
How do I place Kava counters next to a ceremony square? The player who moves the fisherman`s god in phase 2 takes a Kava counter from the supply and places it next to one of the ceremony squares.
Now the total number of Kava required on this ceremoy square increases by one.

How do new influence counters come on the ceremony squares? In phase 2, when the fisherman`s god is moved, new influence counters are placed on the ceremony squares. Start with the last square (see example: square E). For each square that is empty (without influence counters) you put one influence counter on the ceremony square (see example).
Thus you proceed in ascending order of the ceremony squares.

Example:



3 empty squares: place 3 extra influence counters on square E.



Now only 2 empty squares are left: place 2 extra influence counters on square D. Procsed like this with all squares: 2 extra influence counters on square C, 1 extra influence counter on square B, no extra influence counter on square A.

The Fishermen's God Variant:

Every time you choose the fishing (Fischen) action
you get a fish automatically for each canoe adjacent to the fischermen`s god`s island. Roll the dice only for your fisherman`s Huts (in the past god`s shrines) on this island.
For example, if you go fishing at the fisherman`s god`s island with two canoes and one Fisherman`s Hut on this island you get two fish counters automaticly (for the fisherman`s god) and you roll one dice for each of the two canoes.

Do you stil have any questions?
Please do not hasitate to contact us via e-mail:
briefe@pfifficus.eu

Design: Anselm und Helge Ostertag

Grafics: Anselm Ostertag

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Do not feed your children with Kava-Brewer Huts, they are not very delicious.

KAIVAI PEARL DIVER AND KAVA-BREWER

Overview:

New possiblities on the Polynesian Islands: pearl divers pick up valueable shells from the sea bottom, Kava is brewed and big Kava-drinking ceremonies let your influence grow, Celebration halls can be built and your chiefs can put a taboo on the bidding scale.

Content:

12 Kava-brewer huts

44 Kava counters

8 Kava ceremony squares

4 Pearl squares (only side 2 is needed)

4 x 4 Chief counters

4 x 4 Huts /

(Celebrating Hall / Pearl Divers Hut)

32 Fish / Shell counters /

48 Influence counters

This extension can only be played in combination with KAIVAI. You need Kaivai-rules 2nd edition.
Download at: www.pfifficus-spiele.de

Changes of the Rules :

- Kaivai is played over 8 rounds (in the past it was 10).

- All influence counters that are used to gain the majority in the final island-scoring have to return to the supply even if you do not gain the majority.
(in the past only the player who gained the majority had to return the influence counters back to the supply and the other players kept theirs).

- The → Fisheman`s god variant.

Change of Names :

= Fisherman`s Hut (in the past: God`s shrine)

Fisherman (in the past: God`s statue) =

= Shipyard (in the past fisherman`s hut)

This expansion can only be played in combination with the basic game Kavai. Use the Kaivai basic rules and the following additional expansion rules:

Preparation:

Each player chooses a colour and takes the matching 4 Hut pieces and 4 Chief counters of that colour and a pearl square with the number 2.
Place the pearl square next to your player display.

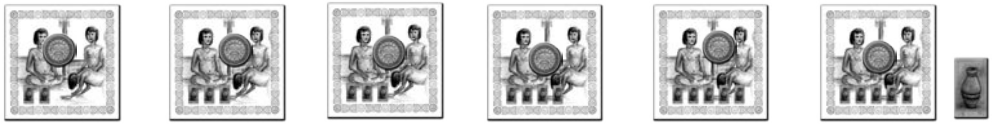
Keep the 12 Kava-brewer huts in the supply. During the game it is possible that some players build many Kava-brewer huts and others none.

Place the Kava Ceremony squares next to the board adjacent to the action spaces and put one influence counter on each square.

3 players: place the following ceremony squares adjacent to the action squares.

2-Kava 3-Kava 4-Kava 5-Kava 5 Kava+ 1 Kava = 6 Kava

4 players:



2-Kava 3-Kava 3-Kava 4-Kava 5-Kava 5-Kava + 1 Kava = 6-Kava

The Kava counters are placed ready on the table.

For setup, starting huts and starting capital keep to the basic rules of Kaivai.

Remaining fish / shells and influence counters are placed in their storage space on the board.

Placing the Starting huts you may choose the new huts aswell.

Recomended setup:
2 Shipyards or
1 Shipyard and 1 Kava-brewer hut.
Experienced players may choose other combinations.

The new huts:

There are four new types of huts in this expansion.
Remember: You can`t deliver fish to huts with a piece placed on it (e.g. fisherman, canoes, houses)!

The Pearl Divers hut:

The pearl divers hut directly gives you shells when you are fishing. You may deliver fish to pearl divers huts.

If you choose the action „Fishing “,and throw the dice landing on *white*, take a shell for EACH of your pearl divers huts and place the shells on your pearl square. Contrary to the fishermans huts (in the past God`s shrine) you may not only take into account the pearl divers huts from one island when you choose „Fishing “, but also all your other pearl divers huts on other islands.

The pearl divers hut has no influence on the number of dice you are allowed to throw. The number of dice still depends on your fishermen (in the past God`s statues) on the island where you are fishing.

Example:
Tonga has got 3 pearl divers huts in total on the board. When Tonga is fishing and rolls the dice he will receive 3 shells on his pearl square for each white spot. For a blue spot, rolled on the dice, Tonga recieves fish as usual.

Shells on the pearl square have a value of 2. They do never loose on value like shells on the player`s display. Notice: change is always placed on the numbered space of the player`s display.

Hint:
To develop it`s full strength the pearl diver`s hut must be built in combination with the fisherman`s hut (= god`s shrine in the past). A strong combination would be: 3 pearl diver`s huts and 2-3 fisherman`s huts.

The Celebration Hall:

The celebration hall initiates a celebration. You may deliver fish to the celebrastion hall.

If you build a celebration hall on an island it initiates immediately a celebration on that specific island. Everyone recieves glory points for fish counters on one`s huts. In addition, you recieve extra glory points for every multiple of three fishes.(→Celebrating, Kaivai basic rules.) It is not the action „celebrate “, so you do not have to place influence counters on the celebrating space on the board.

Hint:
The celebration hall is espacially usefull at the end of the game..

The Chief hut:

The chief hut gives you a chief counter, which is placed on a number of the bidding scale, making that specific number taboo.
In the island scoring (in the past village scoring) chief counters can be used to create majorities.
The hut-tile is a simple hut from the basic Kaivai game. You may deliver fish to the chief hut.

When you build a chief hut, you take a chief counter in your colour and place it on a number on YOUR bidding scale. Now this bid is taboo.

- Every bid can be used by one player only to create a taboo.
- One player may use several bids to create different taboos.
- One player may use the same bid to create several taboos on this bid.

Example:

Takaiha has a taboo on the bid 5 and two taboos on the bid 1.

What is the effect of a taboo?
In Phase 1 (Bidding) any player, who wants to make a bid on a number with a taboo from another player on it, has to pay shell money in the value of 3 to this player for each taboo on this number. You can`t choose a bid that you can`t afford! If you choose a bid with a taboo of yours, you don`t have to pay anything.

Example:
Tonga makes a bid of 1. Takaiha has two chief counters on the bid of 1. Tonga has to pay shell money in the value of 6 to Takaiha (3 per taboo/chief).

When the game ends, take all chief counters from the bidding scale and use them like the influence counters to create majorities in the island-scoring (→ scoring Kaivai basic rules). Every chief counts 1 (like influence counters).

Hint:
It pays to build a chief hut early in the game, so you can use the best bids to create taboos on them. Remember: every bid can be used by one player only to create a taboo.

The Kava-brewer hut:

The Kava-brewer hut gives you Kava, that you can change into influence by using the new type of action: the Kava-drinking ceremony. You can`t deliver fish to the Kava-brewer hut. Take a hut-tile from the basic game + a black wooden hut.

Every Kava-brewer hut produces 2 Kava counters in phase 2 of every round, unattached by the placement of the fishermens God.

Kava may be kept secret.

With the new action KAVA-CEREMONY you can change Kava into influence counters.

Hint:
Kava is a good source to gain influence counters. When this hut is built early enough, it will produce Kava throughout the game.

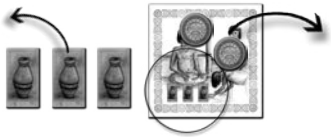
The Kava Ceremony:

The Kava ceremony is a new action. Choosing this action you can change Kava into influence counters.

If you choose this action you don`t have to pay influence counters for it. You choose one of the ceremony squares, pay the required number of Kava counters and take the influence counters placed on this ceremony square. Put the Kava counters back to the supply.

You may choose only one ceremony square per action.

Example:



Tonga pays the 3 demanded Kava counters and takes the 2 influence counters from the ceremony square.