

KAIVAI English Player Aid

BID

Game Setup:

Each player receives:

- canoes, fishermen, player mat and hut pieces in their color
- 3 shell tokens (on 5 space of player mat – indicating $(3 \times 5) = 15$ total value)
 - 3 fish tokens (on 4 space – indicating 3 total fish of 4 “freshness”)
 - 3 influence counters

Each player then places:

- a canoe on start space of glory track
- a canoe on start space of Bonus Movement (*ZUGWEITE AUFWERTEN*) on player mat
 - a fisherman on start space of Bid (*GEBOT*) on player mat

Players agree on position of 2 additional islands on the board
(2 cult hexes each, at least 3 water hexes from other islands)

Randomly choose bidding order for first round of game
(Suggestion: roll dice)

Place the player mat on this player aid (covering these Game Setup instructions) so that the player mat translations on the left, round summary on the right and action phase/scoring explanations below are visible.

Round summary

1. Bidding (lowest to highest in glory points)
1a. First round only: (highest to lowest bid)
• place 2 huts for free

2. Move Fisherman’s God
• lowest bidder chooses island and moves God pawn
• enlarge chosen island by one cult-hex
• all receive 1 influence token per meeting hut on chosen island

3. Action phase (highest to lowest bid)
• turns continue until all players pass

4. Loss of value
• Shells lose value
• Fish lose freshness

BUILDING COST

MOVEMENT

BONUS MOVEMENT

Action phase: select an action (pay influence counters as necessary)

Sacrifice: if you take no actions in this round, get 2 influence tokens

BEWEGEN: Move

- move canoes (max movement based on player mat bid + bonus)
- sink other canoes (and lose 2, 4 or 6 glory points)

ZUGWEITE AUFWERTEN: Increase bonus movement

- move the canoe on the player mat one space to the right

BAUEN: Build

- move canoes* adjacent to cult hex
- each canoe can build one hut (note building restrictions)
- building cost = player mat bid + total hexes on island
- canoe hut: place one canoe on hut, can be used next turn
- fisherman hut: place one fishing pawn on hut
- meeting hut (side with circle): get influence tokens if island chosen by the Fisherman God

FISCHEN: Fish

- move canoes* adjacent to cult hex
- per canoe, roll dice (# of dice = number of fisherman huts on island)
- get fish (place on 4 space on player mat)= number of blue dots + one bonus fish if Fisherman’s God on island

VERKAUFEN: Deliver/Sell

- move canoes* adjacent to meeting hut or canoe hut
- meeting/canoe huts can store up to 3 fish each
- deliver to self: place fish on your hut
- sell to others: 1st fish = 5 shells, 2nd fish = 4, 3rd fish = 3

FEIERN: Celebrate

- select one island; all fish on that island are consumed
- all players score glory points (one point/fish on their huts)
- player who called celebration earns bonus (one glory point per three fish on any hut, rounded down)

End of game scoring (After 8th round)

First, score 2 glory points per hut

Then, score each island: player with plurality scores 1 point per island cult hex

- player with lowest glory points chooses one island
- players secretly choose influence tokens to bid, reveal simultaneously
- winner has most of: number of huts + canoes adjacent to cult hex + (2 x bid influence tokens)
- winner discards bid influence tokens, others keep
- if players tied for plurality, glory points split

Winner = most glory points

Tiebreaker = most shells

* canoes for these actions can only move if they can take that action

KAIVAI English Player Aid (Minimalist version)

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Each player receives:

- canoes, fishermen, player mat and hut pieces in their color
 - 3 shell tokens (on 5 space of player mat)
 - 3 fish tokens (on 4 space)
 - 3 influence counters

BUILDING COST

Each player then places:

- a canoe on start space of glory track
- a canoe on start space of Bonus Movement (*ZUGWEITE AUFWERTEN*) on player mat
 - a fisherman on start space of Bid (*GEBOT*) on player mat

MOVEMENT

BONUS
MOVEMENT

Players agree on position of 2 additional islands on the board
(2 cult hexes each, at least 3 water hexes from other islands)

Randomly choose bidding order for first round of game
(Suggestion: roll dice)

Remember that after the first round bidding, all players place 2 huts for free.

Place the player mat on this player aid (covering these Game Setup instructions) so that the player mat translations on the left, round summary on the right and action phase/scoring explanations below are visible.

Round summary

1. Bidding (lowest to highest in glory points)
2. Move
Fisherman's God
3. Action phase
(highest to lowest bid)
4. Loss of value

Action phase:

BEWEGEN: Move and/or sink

BAUEN: Build huts

ZUGWEITE AUFWERTEN: Increase bonus movement

FEIERN: Celebrate

FISCHEN: Fish

VERKAUFEN: Deliver/Sell
(Sacrifice)

End of game scoring (After 8th round)

2 glory points per hut

Island scoring: Determine plurality on each island:

- number of huts + canoes adjacent to cult hex + (2 x bid influence tokens)
- Winner of plurality earns 1 glory point/cult hex (ties split glory points)

Winner = most glory points
Tiebreaker = most shells