Overview...

More than a thousand years ago the Polynesians began to colonize the Pacific Ocean. Kaivai (Water Eater) was the name they gave to the navigators who guided them across huge tracts of empty sea. The navigators' secret wisdom was based on observing natural phenomena, from the stars to the shape of the crest of a wave. It was accumulated over centuries and passed down orally. Learning the skill of reading theocean was reserved for only the most worthy kin.

In the scattered world of Polynesian islands, players take part in exploration to discover new homelands for their people. Fish must be caught to exchange for shell money or glory. Shell money is used to pay for the building of huts on the island-villages, to gain more glory at the end of the game. Shell-money decreases in value each round, so wealth is short-lived and money should be invested as quickly as possible. Only the player who skilfully navigates through the dynamically growing islands, who is clever in managing fluctuating resources and who knows how to use the favour of the fisherman's god, will gain enough glory to be initiated into the secret wisdom of the Kaivai.

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Content...

1 Game board

Storage space for influence counters

Action spaces

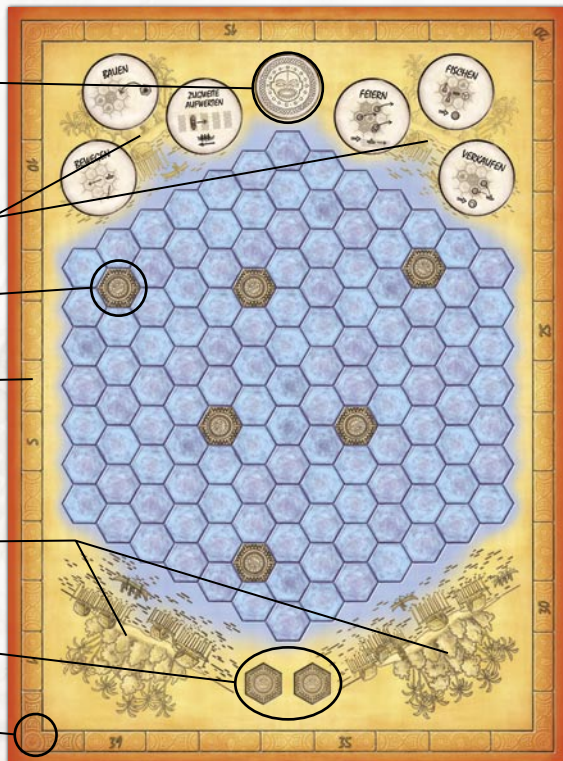Island-village base

Glory track

Storage space for fish / shells

Storage space for cult hexes

Start space of the glory track

4 x 1 Player display

Bidding scale

Increase movement

Number track

4 x 15 Hut pieces

Front side / Back side

4 x 6 Canoes

4 x 6 Fishermen

12 Cult hexes

52 Fish/ Shells

Front side / Back side

24 Influence counters

1 Fisherman's god

4 Dice

Aim of the game...

• Kaivai is played over eight rounds. After 8 rounds there is a final scoring and the game ends. **The player with the most glory at the end of the game wins.**
• During the game 1 point of glory is earned for each fish eaten in a celebration in one of your huts.
• The player initiating the celebration also gains 1 point for every three fish eaten in the whole island-village.
• You lose glory points if you sink an opponent's canoe.
There is also a final scoring at the end of the game:
• 2 points of glory per own hut built at the end of the game.
• 1 point of glory per cult hex in each island-village where you have a majority holding at the end of the game.

Setup...

• Each player chooses a colour and takes the matching **player display**, **15 hut piece**s, **6 canoes** and **6 fishermen** (pawns) of that colour.

• Each player receives a starting capital of **3 shell**, **3 fish** and **3 influence counters**.

• The shell counters are placed on the 5 space of the player display's number track. The fish counters are placed on the 4 space of the player display's number track. Influence counters may be kept hidden.

• All players place a canoe on the start space of the glory track (between 39 and 1).
• All players place another canoe on the start space of the increase movement (Zug-weite aufwerten) scale.
• And all players place a fisherman on the starting space of the bidding scale on their player display.

Note: Shells are the currency. At the end of each round shell money loses value. You need shell money for building your huts.

Fish are the goods. You need canoes and fishermen to gain more fish. If you deliver fish you either get shell money or glory points in return.

Influence Counters allow you to perform an action which has been already performed by another player. You receive new influence counters when the fishermen's god it placed on an island-village where you have a meeting hut.

• Six cult hexes are printed on the board. These are the bases where island-villages will develop.
• Place two additional island-village bases on the board. Each of these additional bases consists of two adjacent cult hexes.
• A cult hex piece must be placed on a (blue) water hex.
• Keep at least three water hexes between the cult hexes of an additional island village base and any other island-village base
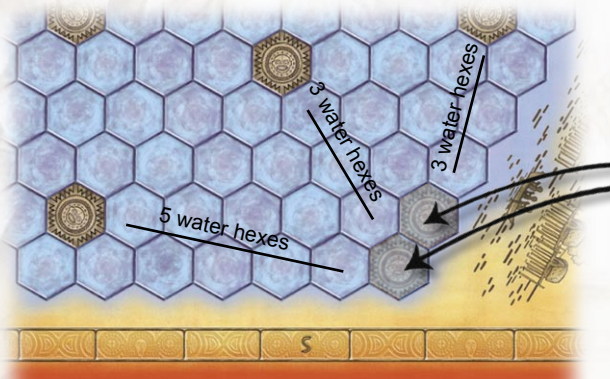
Example: place the cult hexes on two adjacent water hexes.

Keep a distance of three water hexes between all island-village bases.

• The remaining 8 cult hexes and remaining fish/shell and influence counters are placed on their storage space on the board.

Placing of starting huts...

• After the turn order of the first round is set *(→ Setting of the turn order)*, all players place two huts for free.
• The player who bid the highest places his two huts first, followed by the other players in descending order of bid.

• Inexperienced players place two canoe-builder huts, advanced players have free hut-choice. *(→ Performing actions/ Building/ Huts)*

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• Each hut must be placed on a water hex that is adjacent to a cult hex.

Example: Yellow has already placed his huts. Red places both of his huts in the same island-village (A). Each hut must be placed on a water hex that is adjacent to the cult hex A.

The starting hut is a canoe-builder hut: front side of a hut piece (without the dark ring) + a canoe (→ Performing actions/ Building/ Huts).

Tip: place your starting hut in central island-villages. If your huts a more in the centre and within easy reach for others, they will deliver their fish to your huts. During the game fish can be turned into glory points.

Note: A group of adjacent huts and cult hexes forms an island-village. An island-village consists of at least one cult hex. Island-villages cannot be joined together by building huts or placing cult hexes.

Playing the game...

• Kaivai is played over 8 rounds. After 8 rounds the game ends with the final hut scoring (2 points of glory per owned hut built at the end of the game) and the island-village scoring (1 point of glory per cult hex in each island-village where you have a majority holding at the end of the game).

• Each round is divided into 4 phases (after the fourth phase a new round begins):

1.) Setting of the turn order (bidding)
At the beginning of each round all players make a bid between 1 and 10. Their bids determine three things: turn order – turns are taken in descending order from highest bid to lowest, the building costs (Baukosten) for huts, the distance that canoes may move (Zugweite). The lowest bidder moves the fisherman's god.

2.) Moving the fisherman's god
The lowest bidder moves the fisherman's god from the island-village where it is standing to another island-village. The island-village is enlarged by a cult hex and players receive an influence counter from the supply for each of their meeting huts on this island-village. The fisherman's god also brings an advantage when a player performs the fishing action at this island-village.

3.) Performing actions

The highest bidder is the first to choose **one** action and perform it once with each of his own canoe (Note: only when it is an actions with canoe!). Each player takes his turn in descending bid order. The performing actions phase continues with players taking turns until no player can or will perform any further action. There are six different actions:building (Bauen), fishing (Fischen), delivering fish (Verkaufen), moving (Bewegen), celebrating (Feiern) and increasing movement (Zugweite Aufwerten). Performing an action costs influence. If a player's chosen action has no influence counters placed on its space, the player takes an influence counter from the supply and puts it on that action. Otherwise, the player must place as many of his own influence counters on the action's space as there are already there.

4.) Loss of value

In the final phase of a round the players move all the shells and fish on their player display number tracks one space to the left. Shell money loses in value and fish loses freshness.

1.) Setting of the turn order (bidding)...

• **At the beginning of each round all players make a bid between 1 and 10**. A player's bid is marked on his bidding scale by placing the fisherman on the appropriate number. Note that making a bid costs nothing. The bids determine three things:

• **Turn order:** turns are taken in descending order from highest bid to the lowest.

• **The basic building costs (Baukosten)** for huts. The yellow number below the bid.

• **The distance that canoes may move (Zugweite).** The blue number below the bid.
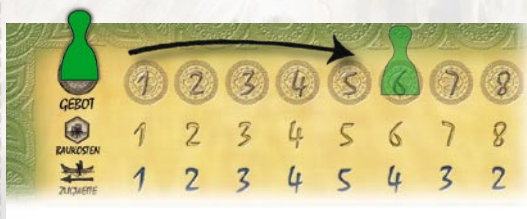
Example: Green makes a bid of 6. He marks his bid with the pawn. His basic building costs are 6. Die distance he can move his canoes is 4. His position in the turn order depends on the other players bids.

• Players bid in ascending order of glory points, with the player with the least bidding first and the player with the most bidding last. In the case of a tie, the player with the lowest total value in shells goes first. If there is still a tie, the number of fish counters on the player display, then the number of canoes on the board, then the number of huts on the board becomes the tie breaker.
• In the first round all players are tied, so bidding order is determined randomly.

• **Every player must make a different bid** – a number cannot be chosen twice.

• **The highest bidder is first to perform actions.**
• **The lowest bidder moves the fisherman's god.**

Tip: making a bid is a very important part of the game. With the bid you set the stage to perform actions you need to succeed. Keep an eye on your opponents and watch your fish and shell supply. This will help you determine how much to bid..

• **In the first round players place their starting huts now.**
(→ Placing of starting huts)

2.) Moving the fisherman's god...

• **The lowest bidder moves the fisherman's god** from the island-village where it is currently standing to another island-village.
• The fisherman's god must move; it cannot remain in the same island-village. It cannot be moved to an island-village that cannot be enlarged by a cult hex.
• The fisherman's god starts the game off the board, so in the first round it is simply placed onto any island-village.

• The island-village, where the fisherman's god is placed, is called **fisherman's god-village.**

• The new fisherman's god-village is enlarged by a cult hex.
• The lowest bidder takes a cult hex piece from the supply and places it on a water hex that is adjacent to the island-village at any position.
• The piece may not be placed so as to join two island-villages or to surround a canoe with impassable hexes.
• The fisherman's god is placed onto this new cult hex.

Note: One cult hex will be placed each round, so by checking the supply of cult hexes, a player can easily see how many rounds are left.

Example: Red has set the lowest bid and moves the fisherman's god from island-village A to another island-village. Red chooses island-village B, because he has got a meeting hut on island-village B, which brings him a new influence counter.
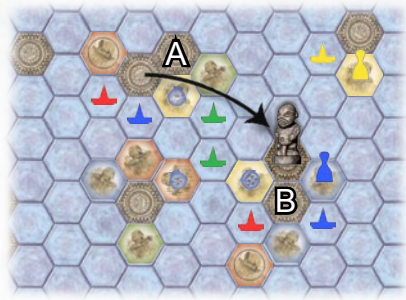
1.) Red takes cult hex from the supply and places it on a empty water hex adjacent to the island-village at any position. However, the piece may not be placed so as to join two island-villages.

2.) Red places the fisherman's god onto the new cult hex.

Moving the fisherman's god/ Blessing of the fisherman's god...

The arrival of the fisherman's god initiates benefits for the fisherman's god-village:

New influence counters..

• Players receive an influence counter from the supply for each of their meeting huts on this island-village.

• You need influence counters to choose an action which have already been performed.

Example: The fisherman's god is moved to island-village A. Green has two meeting huts in fisherman's god-village A: Green receives two influence counters (ic..) from the supply. Red has one „meeting hut" in fisherman's god-village A: Red receives one ic.. For meeting huts in any other island-village than the fisherman's god-village players do not receives influence counters.

A new cult hex...

• As the fisherman's god-village is enlarged by a cult hex its value for the final island-villages scoring increases (island-village scoring: 1 point of glory per cult hex in each island-village where you have a majority holding at the end of the game).

• The cult hexes of an island-village also limit the action spaces of the same island-village. *(→ Performing actions/ Fishing, → Performing actions/ Building)*

Fresh fish...
• When players perform the Fishing action they receive one extra fish counter for each owned canoe adjacent to a cult hex of the fisherman's god-village.
*(→ Performing actions/ Fishing)*

3.) Performing actions...

• The highest bidder is the first to choose **one** action and perform it. Each player takes his turn in descending bid order. The performing actions phase continues with players taking turns until no player can or will perform any further action.

There are six different actions: **building** (Bauen), **fishing** (Fischen), **delivering fish** (Verkaufen), **moving** (Bewegen), **celebrating** (Feiern) and **increasing movement** (Zugweite Aufwerten).

• Performing an action costs influence. If a player's chosen action has no influence counters placed on its space, the player takes an influence counter from the supply and puts it on that action's space.

• Otherwise, the players must place as many of their own influence counters on the action's space as there are already there. Hence, an action's cost in influence counters rises each time it is chosen.

Example: Red is first. He has free choice: all action's spaces are free. Red chooses Building (Bauen) and places an influence counter from the supply on the Building (Bauen) space.
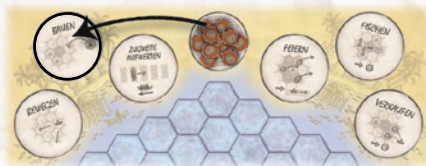
Example: If Green wants to choose Building (Bauen) he has to place an owned influence counter (ic.) on the Building (Bauen) space. If Green chooses Fishing (Fischen) he must place two owned ic. on the Fishing space. If Green chooses one of the actions which has no ic. placed on its space, he takes an ic. from the supply an puts it on that action's space. Green may not choose the action Delivering Fish (Verkaufen), because he cannot afford to pay four owned influence counters for that action.

Green:
Three owned influence counters

• In order to choose an action the player must be capable of performing it. For example, a player with no shells cannot choose the building action. A player whose canoes cannot reach a location where they can fish cannot choose the fishing action.

• If a player cannot or will not perform an action, they must pass and cannot perform any further actions this round. When all players have passed, this phase is over.

• **A player who takes no actions at all in this phase - making a sacrifice - receives 2 influence counters from the supply.** *(→ Performing actions/ Sacrifice).*

Performing actions/ Canoes...

• Using canoes you can perform actions.
• There are two different kinds of action: **actions with canoes** and **actions without canoes.**

Actions with canoes (Building, Fishing, Delivering Fish, Moving):
> • Players may perform the chosen action with each of their canoes.

> • Canoes may be moved up to their full movement allowance before performing this action. A canoe's movement allowance is the blue number (Zugweite) beneath the amount you bid this round plus any bonus from the increase movement (Zugweite Aufwerten) track.

> • A canoe that does not perform an action may not be moved.

> • Canoes move on water hexes, they cannot move over huts or cult hexes. A canoe can move through a hex containing another canoe. But it cannot end its move in the same hex as another canoe, only to sink anotherr player's canoes when the Moving action is chosen. *(→ Performing actions/ Moving)*.

> • When a player builds a canoe-builder hut, he receives a new canoe.

Actions without canoes (Celebrating and Increasing movement):
> • Canoes may not be moved.

Performing actions/ Building (Bauen)...

• The building action is performed using canoes. As many huts may be built in a single action as the player has canoes. But each canoe may build one hut only! Canoes may be moved up to their full movement allowance before performing this action. However,
a canoe that does not perform a build may not be moved.

• A canoe used for building must be adjacent to a cult hex of an island-village. A hut that is built must be adjacent to the canoe's hex and to any hex of that island-village (cult hex or hut). A hut can never be placed so as to join two island-villages or to surround a

canoe with impassable hexes.
• A player who cannot pay for the building costs cannot choose the building action. A player whose canoes cannot reach a cult hex where they can build cannot choose the building action as well.

Example 1: Yellow has chosen the building action. Yellow has a basic building cost of 6 and his canoes can move up to 4 water hexes.
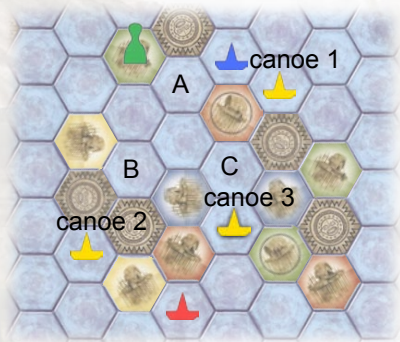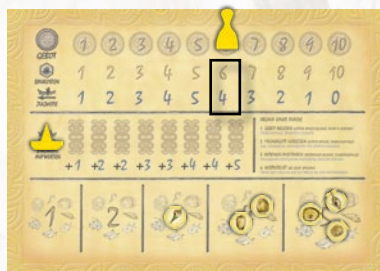*Canoe 1 is already adjacent to a cult hex: Yellow can place a hut on H1.*
Yellow moves canoe 2 to A (distance: 4) and places a hut on H2.
Canoe 3 may not be moved, because it cannot reach a cult hex, where it may perform a build.
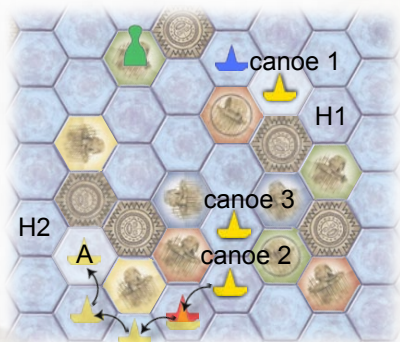
Bid 6: basic building costs = 6, movement = 4
Shell money: 1x 3 + 2x 4 + 3x 5 = 26

Why can't canoe 3 be moved?
Canoe 3 can only reach A, B, or C which are adjacent to a cult hex. However, there is no hex to place a hut.

Note: a hut that is built must be adjacent to the canoe's hex and to any hex of the island-village. A hut can never be placed so as to join two island-villages or to surround a canoe with impassable hexes.

• The building of a hut must be paid for with shells:

Total building costs = basic building cost + 1 for each hut and cult hex the island-village consist of.

• A shell counter has the value of the numbered space it is on the player's display. Change is given.

Example 2: Yellow builds a hut (fisherman's hut) with canoe 1 (island-village A, total costs: 13) and a hut (meeting hut) with canoe 2 (island-village B, total costs: 12). Yellow pays for the building shell counters with a value of 26 (3+4+4+5+5+5 → example 1) and gets change: one shell counter on space number 1.

Island-village B:
Basic building costs: 6
Size of island-v.: 6
Total building costs: 12

canoe 1

Island-village A:
Basic building costs: 6
Size of island-v.: 7
Total building costs: 13

canoe 3 A

canoe 2 B

Performing actions/ Building/ Huts...

• Three kinds of hut may be built: canoe-builder hut, fisherman's hut and meeting hut.

1. The canoe-builder hut:
• Canoe + hut pieces (side without ring!)

• When this hut is built the player places a new canoe from his supply on the hut piece.
• You need canoes in order to perform actions.

• The new canoe cannot be moved until the player's next turn.
• A canoe cannot perform any action or be counted towards a majority until it moves off the hut.

2. The fisherman's hut
• Fisherman + hut pieces (side without ring!)

• The fisherman's hut improves a player's chances of fishing.
• A player who performs the fishing action may roll one dice for each fisherman's hut of the island-village. For each blue spot a player receives a fish counter *(→ Fishing).*

• Fish can be delivered in order to get shell money *(→ Delivering fish)* or glory points *(→ Celebrating).*

3. The meeting hut:
• Hut pieces (side with a ring on it!) =

• A meeting hut brings new influence counters.
• You need influence counters to choose an action which has already been performed.
• When the fisherman's god is moved to another island-village players receive an influence counter from the supply for each of their meeting huts built in that island-village. *(→ Moving the fisherman's god)*
• If a meeting hut is built in the island-village where the fisherman's god is placed, the player immediately receives an influence counter.

Performing actions| Fishing (Fischen)...
• In order to fish a canoe must be adjacent to a cult hex.
• You may fish with as many owned canoes as you wish.
• Canoes may be moved up to their full movement allowance before performing this action.
• A canoe that does not fish may not be moved.

• For each owned canoe adjacent to a cult hex count the number of owned fishermen (pawns) in that island-village.
• Only count the fishermen from a single island-village per canoe; a canoe adjacent to cult hexes from two island-villages would not total the fisherman from both nor could it fish twice in the same turn.
• The total number of fishermen is the number of dice the player will roll for that canoe.
• Always start with the largest dice and progress from large to smaller as further dice are needed.
• For each blue spot rolled on the dice the player places one fish counter on the 4 space of his player display's number track. Repeat for each owned canoe that is fishing.

1. Dice (5 blue spots, 1 white spot)
2. Dice (4 blue spots, 2 white spots)
3. Dice (3 blue spots, 3 white spots)
4. Dice (2 blue spots, 4 white spots)

Blue spot = 1 Fish

The fisherman's god:
• The fisherman's god counts as a fisherman for each player. However, for the fisherman's god you will immediately receive a fish counter with out rolling the dice.

= 1 Fish

Example: Blue has a movement allowance of 4. Blue moves canoe C1 in order to make space for canoe C2. Canoe C1 is still adjacent to a cult hex of island-village A. Now Blue moves canoe C2 with 4 steps to island-village A. Canoe C3 may not be moved, because it cannot reach a cult hex where it may fish.

Now Blue may fish with canoe 1 and canoe 2. In island-village A Blue has two owned fishermen and the fisherman's god as well. Blue immediately receives a fish counter (fisherman's god) and may roll two dice (fishermen) for each canoe (canoe 1 and canoe 2).

Blue receives 5 fish counters and places them on the 4 space of his player display's number track.

Performing actions/ Fishing/ Fisherman's variant...

• If you want to play without luck and dice, a player always receives a fish counter for each own fisherman on the island-village.

Performing actions/ Delivering fish (Verkaufen)...

• In order to deliver fish, a canoe must be adjacent to at least one canoe-builder hut or meeting hut.
• Cult hexes or fisherman's huts do not want fish!
• As many owned canoes can make deliveries in a single action as the player wishes.
• Canoes may be moved up to their full movement allowance before performing this action.
• A canoe that does not perform a delivery may not be moved.
• Each hut (meeting hut or canoe-builder hut) has a capacity of three fish.

• No more fish can be delivered to a hut that already has three fish.
• A canoe can deliver up to three fish to each hut it is adjacent to (huts do not have to be in the same island-village).
• The fish are taken from the player's display and placed on the huts delivered to.
• The fish remain there until there is a celebration. *(→ Celebrating)*

Delivering fish to an opponent's hut:
• If fish are delivered to an opponent's hut they are sold and the selling player receives shells from the supply as follows:
• **First Fish delivered to a hut** = one shell on the 5 space of the player's display number track.
• **Second Fish delivered to a hut** = one shell on the 4 space of the player's display number track.
• **Third delivered to a hut** = one shell on the 3 space of the player's display number track.

Example: A player delivers fish to a hut, on that...
...no fish is placed yet: *...already one fish is placed:*   *...already 2 fish are placed:*

He receives: *He receives:*   *He receives:*
*One Shell on the 5 space*   *One Shell on the 4 space*   *One Shell on the 3 space*

Example: Red may deliver fish with his canoe to each hut it is adjacent to (exception: the yellow fisherman's hut dos not want fish!). Red receives shells with a value of 18 for delivering as follows:
The first fish to the blue canoe-builder hut (5), first and second fish to the green meeting hut (5+4) and second fish to the yellow canoe-builder hut (4).
Red takes the shell counters from the supply an places them on the appropriate spaces of his player display's number track.

2 x 2. Fish:

2 x 1. Fish:
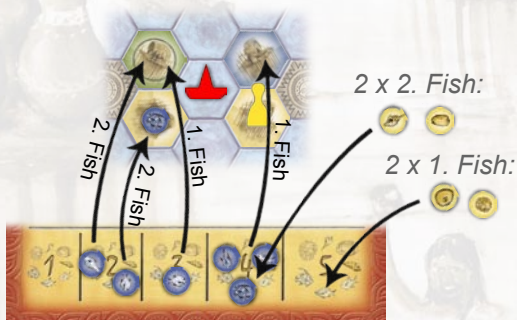
• The space on a player display's number track, where a fish counter was placed, has

no influence on price played for a delivered fish.

Delivering fish to your own huts:
• Fish delivered to a player's own huts (meeting huts or canoe-builder huts) earn no shells. However, they can earn the player glory if there is a celebration.

• Performing a celebration turns delivered fish into glory points and removes fish from the huts. *(→ Celebrating)*

Performing actions| Moving (Bewegen)...

• Choosing this action enables the player to move as many of his canoes as he wishes.
• Canoes may be moved up to their full movement allowance.

• Only when the moving action is chosen can movement be used to sink another player's canoes. Ending a move in a hex with another canoe is only allowed when it is to be sunk. In movement prior to a building, fishing or delivering action, a canoe cannot end its move in the same hex as another canoe.
• Sinking is automatic; the opponent returns the sunken canoe to his supply.
• Anyone who sinks another player's canoe loses an amount of glory depending on the number of canoes the opponent had at sea before the sinking:

2 Canoes: minus six glory points.
3 Canoes: minus four glory points.
4 Canoes: minus two glory points.

• A player's last canoe cannot be sunk.

• A player cannot have negative glory; if you do not have sufficient glory to lose, you cannot sink a canoe.

Performing actions| Celebrating (Feiern)...

• Choose one island-village for the celebration. It does not need to have one of your canoes adjacent, but there must be some fish counters on it.
• You may not move a single canoe.

• Each player receives 1 point of glory for each fish counter stacked on one of his huts in the island-village.

• In addition, the player who declared the celebration receives a bonus of 1 point of glory for every multiple of three fish on the island-village, regardless of who the fish belong to.

Total number of fish	0 - 2	3 - 5	6 - 8	9 - 11	12-14	15-17	18-20	etc.
Bonus	0	1	2	3	4	5	6	etc.

• Each player moves his canoe on the glory track as many spaces as they receive glory points.

• The fish of the celebrating island-village are then eaten up and go back to the supply.

Example: Yellow chooses island-village A for the celebration. Each player receives one glory point for each fish stacked on one of their huts: Red receives two glory points; Blue receives two glory points; Yellow receives two glory points plus a bonus of another two glory points (total number of fish: 6).
Fish on island-villages others than A are not turned into glory points.
Yellow removes all fish counters from island-village A and puts them back into the supply..

Red: +2 gp   Yellow: +4 gp   Blue: +2 gp

Performing actions| Increasing movement (Zugweite aufwerten)

• By choosing this action you permanently increase the movement allowance of your canoes.

• Simply move the canoe on the increase movement (Zugweite Aufwerten) track on your player display one space to the right. The new space shows how much the movement allowance of your canoes is increased.

Example: Green chooses the action increasing movement (Zugweite Aufwerten). He moves his canoe on the increasing movement track one space to the right.
Now green has permanent +1 movement allowance. In this round green has a movement allowance for his canoes of 2 + 1 = 3.

Performing actions| Sacrifice...

• **A player who takes no actions at all in this phase - making a sacrifice - receives 2 influence counters from the supply.**

4. Loss of value

• In the final phase of a round the players move all the shells and fish on their player display's number track one space to the left.
• Fish or shell counters from the 1 space of the number track go back to the supply.

Example: Before Red has: *After the loss of value Red has:*
13 shell money (5+5+2+1) and 3 fish   *9 shell money (4+4+1) and 3 fish*

• Influence counters placed on the action spaces are returned to the supply.

• The fishermen on the player display bid tracks are returned to their start spaces.

• Next, a new round starts with phase 1: bidding.

End of the game and final scoring...

• After the 8th round of play the game ends with a final scoring.

• **First all players receive 2 glory points for each owned hut on the board.**

• Now the island-villages are scored one by one.
• The next island-village to be scored is decided by the player who currently has the least glory (the player who chooses may change the scoring progresses).

• The player with the majority holding in an island-village receives 1 glory point per cult hex in the island-village.

• To determine the majority holding in an island-village, each player totals his own huts in the island-village plus his own canoes adjacent to a cult hex in the village (note that a canoe adjacent to cult hexes of two island-villages would count in determining the majority for both).
• To that total may be added any number of owned influence counters. Each influence counter counts two!
• All players reveal how many they are bidding simultaneously.
• Only the player who gains the majority returns the influence counters to he bid to the supply. The other players keep theirs.

Majority: Huts + canoes (adjacent to a cult hex) + influence counters (•2)

• If there is a tie for the majority holding in an island-village then both players receive half of the glory points (round up if necessary).

• When an island-village has been scored, place an influence counter from the supply on it as a reminder.

Example: Green has the least glory points and may decide the next island-village to be scored. Green chooses island-village A. Everyone may now choose any number of own influence counters (ic.) to add to their huts and canoes to gain the majority. Now all players reveal how many ic. they are bidding. Red is bidding one ic.
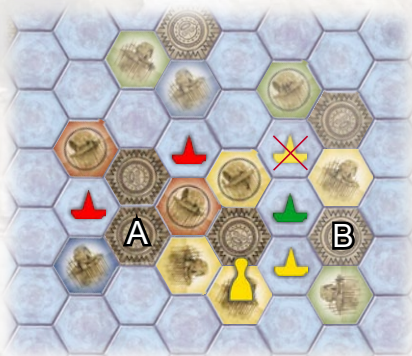
Reds total:
2 huts (2) + 2 canoes (2) + 1 🔴 *(2) = 6*

Yellows total:
3 huts (3) + 1 canoe (1) = 4
(The second canoe does not count, because it is not adjacent to a cult hex of A)

Blues total: 1 hut = 1

Greens total: 1 canoe = 1

Red is holding the majority in island-village A. He receives three glory points (one glory point per cult hex in island-village A).

Now an influence-counter from the supply is placed on island-village A. The next island-village to be scored is B. No one is bidding any influence counters.
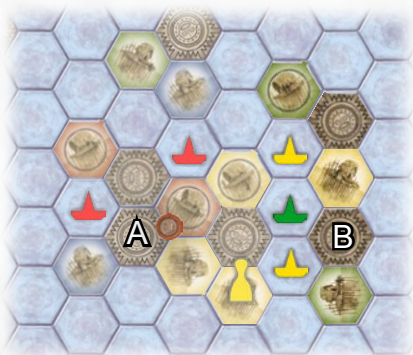
Greens total:
2 huts (2) + 1 canoe (1) = 3

Yellows total:
1 hut (1) + 2 canoes (2) = 3

There is a tie between Green and Yellow: Both Players receive half of the total glory points. One glory point for Yellow and one glory point for Green.

• **The player with the most glory points wins.**

Any questions?...

Do you have any questions? Please do not hesitate to contact us:
 www.pfifficus.eu or per mail: **briefe@pfifficus.eu**

2 player variant...

There is a 2-player-variant of Kaivai. Free download at: **www.pfifficus.eu** but temporary only in German.

Kaivai...

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