# Kahuna

A tactical game of South Sea magic
for 2 players aged 10 years and up

## Overview

Two priests, wielders of Kahuna magic, compete to learn who is the
more powerful. They have selected a small group of  12 uninhabited
islands and will use their magical powers to build bridges linking
the islands. Each bridge gives a priest some control over the forces
of the islands. When a priest has built enough bridges linking an
island, he claims control over the island and its vast powers. As the
magics and the control of islands shifts, the gods track the contest,
declaring, in the end, who is the most powerful.

## Goal

The gods watch for three rounds, keeping track of who controls the
islands. The sum of these scores are tallied to determine which
priest is the winner.

## Contents

  1 game board with 12 islands connected by dotted lines representing
possible bridges

50 Kahuna magic bridges, 25 each in black and white

20 Kahuna stones, 10 each in black and white

24 cards, 2 for each island

## Preparation

Place the board on a table between the two players. Each player takes
25 bridges and 10 stones of one color..
One player is chosen as dealer. The dealer shuffles the 24 island
cards and deals 3 to each player face down; these are their starting
hands. Each card bears the name of one of the 12 islands and shows
the island in red on a small map of the archipeligo. The dealer then
turns 3 cards face up next to the board and places the remaining
cards in a stack up-side-down next to the board.
The non-dealer is the starting player and moves first. Afterwards,
the players alternate turns throughout the three rounds.

# Playing the game

During a turn a player may play from 0-5 island cards. After playing all the island cards desired, the player draws one card to add to his hand. A player may never have more than 5 cards in his hand.

### Playing island cards
• When a player plays a single card, he places it face-      up on the table and then places a bridge on one of the available dotted connecting lines between the island on the card and one of its neighbors.
• If the player wants to play several cards, they are played and bridges placed one at a time.
  (exception: removal of opponent's bridge)
• All  cards played are placed in a face-up discard pile.
• Instead of playing card(s), a player may  discard one or more cards secretly under the discard pile.
• A player may choose to play no cards in a turn.

### Control of an island: Kahuna stone placement
• When a player has bridges on more than half of the connecting lines from an island, he controls that island and may place one of his Kahuna stones on the island. Note: the cards indicate the number of connecting lines under the island name.

• When a player gains control of an island, he removes any bridges on that island belonging to his opponent. If such a removal causes the loss of control on a neighboring island, the Kahuna stone on the effected island is also removed. Bridges and stones thus removed are returned to the player who owns them.

### Removal of opponent's bridge
A player may play a pair of island cards to remove an opponent's bridge between two islands. The two cards must name only the two islands connected by the bridge to be removed. For example, the bridge connecting HUNA and ELAI can be removed only by playing one of the three following pairs of cards: "HUNA - ELAI ", "HUNA - HUNA " or "ELAI - ELAI ". The bridge is returned to the owning player.

The player could then play a card from either island (for example: HUNA or ELAI) to place his bridge between the two islands.

### Drawing an island card
After a player has played all cards he desires, which could be none, he may add one card to his hand, taking either one of the three face-up cards or the top card from the face-down stack. When one of the three face-up cards is taken, it is replaced by the top card from the

face-down stack. However, if a player chooses not to take a card, his opponent must take a card on his next turn.

If a player has five cards in his hand and chooses to take a card, he must first discard one or more cards.

A player's turn ends when he takes a card or indicates he has choosen not to take a card.

## Scoring between the rounds

When the last card is taken (from the face-down stack and the three face-up cards) in the first and second rounds, the players count the number of islands they control (the number that have Kahuna stones). If the players control the same number of islands, no points are scored.

After the first round, the player with the most islands scores 1 point.

After the second round, the player with the most islands scores 2 points.

Note the scores on a piece of paper.

After scoring, shuffle the discard pile, draw three cards and place them face-up next to the board, and place the remaining cards face-down on the table. Bridges, Kahuna stones, and cards in the players' hands remain for the next round. Play continues with the player who was next to play when the last card was taken.

## Final scoring and game end

When the last card from the face-down deck is taken at the end of the third round and the last of the face up cards has been taken, each player takes one additional turn (without taking cards). After those two turns, the islands are scored for the third and final time. This time the player with the most islands is awarded the difference in points.

These points are added to those previously earned. The player with the most total points from the three rounds is the winner. If there is a tie, the player who scored most in the third round is the winner. If there is still a tie, the player with the most bridges at the end is the winner. If that does not resolve the tie, declare the game a draw and play another.

<u>Premature ending</u>
The game ends prematurely, if a player in the second or third round has no bridges on the board. In this situation, the other player is declared the winner.

Example, the following example shows how within two turns, the control of the islands can change:

White's turn:
1)  White plays BARI and places a bridge between BARI and DUDA, achieving the majority on BARI and places a white Kahuna stone on BARI. White then removes the black bridge between BARI and ALOA. Thus, black loses the majority on ALOA and removes the black Kahuna stone from ALOA.
2)  Next white plays ALOA and places a bridge between ALOA and BARI. Thus, white now has the majority on ALOA and places a white Kahuna stone on ALOA. White now removes the black bridge between ALOA and HUNA, causing black to lose control on HUNA. Black must remove the black Kahuna stone from HUNA.

Black's turn:
1)  Black plays two HUNA cards and removes the white bridge between HUNA and ELAI.
2)  Then black plays ELAI and places a bridge between HUNA and ELAI and now has the majority on both HUNA and ELAI. Black places black Kahuna stones on HUNA and ELAI. White removes its bridges between HUNA and DUDA, DUDA and ELAI, and ELAI and BARI. Additionally, white removes its Kahuna stone from DUDA, having lost majority on that island.

# Variants

Players wanting to play the game with fewer raid-like elements of surprise and more long-term planning should play with the following rule modifications:

A player may only place a bridge on a free dotted line between two islands, if neither of these two islands are controlled by the other player (Kahuna stone in place).

When a player removes an opponent's bridge by playing a pair of island cards, he may place his own bridge on the freed dotted line without needing to play an additional card. He may do so, however, only if neither of the two islands is still controlled by the other player.

## Playing with handicaps

If an experienced player plays with a beginner or it appears that the players have different strengths, the players may want to handicap the stronger player, making the game more challenging for both players. After the cards have been dealt and the three cards placed face-up, the weaker player may place one, two or three bridges of his color depending upon the level of handicap chosen by the players.

## The Author

Günter Cornett, born in 1960 in Flensburg, lives in Berlin. He has worked as a truck driver, garden worker, and game retailer. He is active as a game critic and in the field of multimedia. In his spare time he is interested in kayaking, the internet and his small company: Bambus Spielverlag.