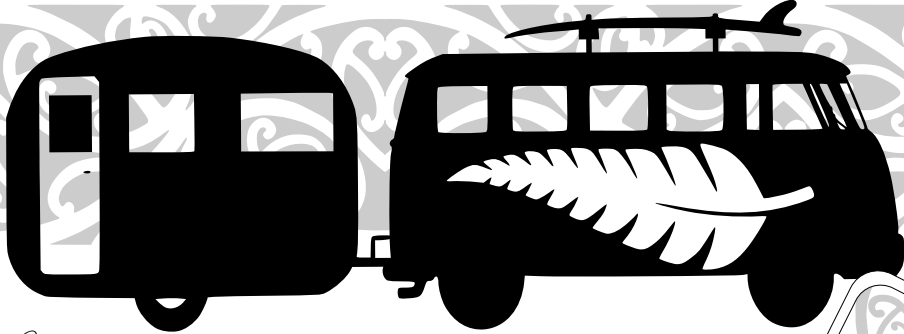
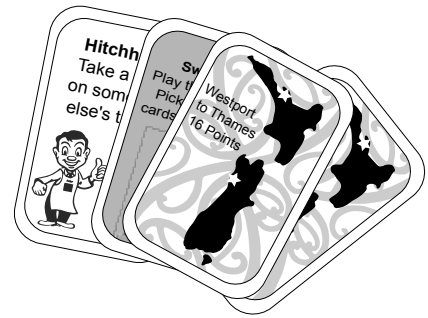


How to Play



Components

- Board map of New Zealand travel routes
- 80 colored milage markers (40 each in color)
- 99 colour cards
- 66 Tiki Tour Cards (missions or routes)



Setup

While the map is placed in the center of the table, each player takes their set of 40 colored milage markers.

Shuffle the colour cards and deal 4 cards to each player. The remaining deck of colour cards are placed next to the board and the top five cards from the deck are placed face-up.

Now, someone shuffles the Tiki Tour Cards and deals 3 cards to each player.

Each player decides which ones they wish to keep. A player must keep at least two Tiki Tour Cards, but may keep all three if he wants. The returned cards are placed on the bottom of the Tiki Tour deck which is also next to the board. All players must keep their Tiki Tour Cards secret until the end of the game.

Object of the Game

The object of the game is to score points by:

- Claiming a route between two adjacent cities on the map
 - Completing a continuous path of routes between two cities listed on your Tiki Tour Cards.
 - Completing special tasks mentioned on some Tiki Tour Cards.
- Note: Points are lost if you don't complete the route given on the Tiki Tour Cards you kept.
Special task Tiki Tour Cards have points which are accumulative.

Game Play

Choose a player who starts first (often the most experienced player).
The play proceeds clockwise until the game ends.

On his turn each player must choose to perform one of the following actions:

- Draw Colour Cards
- Claim a route
- Draw Tiki Tour Cards

The player can perform only one of those actions.

Draw Color Cards

The player can draw two Colour cards.

He may choose between the face-up cards or he draws the top card from the deck.

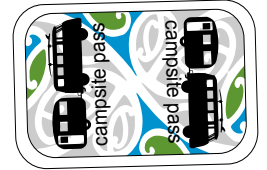
If he takes a face-up card, he must turn a replacement card face-up from the deck.

Then the player draws his second card, either from the face up cards or from the top of the deck.

But when he picks a Campsite card from the face up cards, he can't.

It's allowed to have any number of cards in your hand at any time.

There are 8 types of regular Colour cards, plus Campsite cards and their colours match various routes between cities on the board. Campsites are multi-coloured and act as a wild card that can be part of any set of cards. If a replacement card is a Campsite, the player can't take it immediately. If at any time, 3 of the 5 face-up cards are Campsites, all 5 cards are immediately discarded and 5 new ones are turned face-up to replace them. When the deck is exhausted, the discards are reshuffled good and become a new draw pile deck. When the deck gets empty and no discards are available, the player can't draw another colour card anymore. Instead he may only claim a route or draw Tiki Tour cards.



Claiming a route



A player must play a set of colour cards equal to the number of spaces in that route to be able to claim it. The set of cards must be of the same specific type. When a route is claimed, the player can place one of his wooden markers on each of the spaces of the route and all cards used to claim the route are discarded. A player can claim any open route on the board and they don't need to connect to any of his previously played routes. Player can claim maximum one route on his turn.

Boat Rides

Boat ride are special routes that are easily identified by the special Boat marks and outlines surrounding each of their spaces.



What makes a Boat special is that a player is never quite certain just how long the route he is trying to claim will be! When attempting to claim a Boat route, a player first lays down the number of cards required by the length of the route. Then the three top cards from the Colour draw pile are turned face-up. For each card revealed whose Colour matches the Colour of the cards played to claim the Boat, an additional card of the same Colour (or a Campsite) must now be played from his hand. Only then can the player successfully claim the Boat route.

If the player does not have enough additional Colour cards of the matching Colour (or does not wish to play them), he may take all his cards back in his hand, and his turn ends. At the end of the turn, the three Colour cards revealed for the Boat are discarded.

Remember that Campsites are multi-Coloured wild cards. As such, any Campsite card drawn from the top of the Colour draw pile during an attempt to go through a Boat will automatically match the Colour of the Colour cards played on the route, and force the player to play an additional card. If a player attempts to go on a boat using Campsite cards exclusively, he will only have to play additional cards (which must be additional Campsites in this case) if Campsites show up among the three cards drawn for the boat.

In the rare event there are not enough cards available in the draw and discard piles to reveal 3 cards and determine the effect of the Boat on a player, then only those cards that are available are revealed. If, as a result of players hoarding cards, there are none to be revealed, a Boat can be claimed without risking additional cards.

Tiki Tour Cards

A player can draw more Tiki Tour cards if he wants by drawing 3 new cards from the top of the Tiki Tour Deck. He keep at least one of the cards, but may also keep 2 or all 3. The returned cards are placed on the bottom of the Tiki Tour Deck.

Most Tiki Tours include the name of two cities on the map and a point Value and when the player can completes a connection between these two cities, he will score those points at the end of the game. If the player fails to connect the cities, then the indicated amount of points will be deducted. Some Tiki Tour Cards have special missions to achieve. Follow the instructions on the card to play them. Special missions may require you to discard the card or give it to another player. All other Tiki Tour Cards are kept secret and a player may have as much cards as he wants.



Game End

When a player's stock of colored wooden milage markers gets down to 2 or less markers at the end of his turn, the final turn will start.

After that turn, the game will end and players must calculate their final scores.

Scoring

The points earned of completed routes are already accounted during the game.

Then players reveal all their Tiki Tour Cards and add or subtract the indicated values.

Scoring

Per journey of each length



For ease of counting, the score boards have been colour coded to show the most common times tables.