GAME INSTRUCTIONS

OBJECT OF THE GAME
Work together AS A TEAM to find the four hidden Guardian Totems and return them to their shrines before time runs out and the volcano “erupts!”

CONTENTS
Game Board 8 Obstacle Tiles 30 Tool Cards
Electronic Volcano Tiki Mover 8 Mystery Tiles
4 Player Movers Die with Decal Sheet

THE FIRST TIME YOU PLAY
Mystery Tiles (RED) Apply the 8 decals to the blank side of the 8 Mystery Tiles

CHOOSING YOUR LEVEL OF PLAY
Easy Tiki (Easy) – Everyone starts with 7 cards
Tricky Tiki (Medium difficulty) – Everyone starts with 5 cards
Freaky Tiki (Very tough) – Everyone starts with 3 cards
Ultimate Tiki Challenge (Impossible!) – Everyone starts with only 1 card. Do you dare?

STARTING THE VOLCANO TIMER
Turn the timer on by pressing the Tiki button on the volcano. When you’re ready to start playing, press the button a second time. The drums will start beating; the faster the drums beat, the less time you have left. So get moving!

TO PAUSE THE GAME
At any time you may Pause the game for up to 10 minutes by pressing the Tiki button. Press the button a second time to continue playing. Press and hold the button to reset the game.
If you roll NUMBERS:
You can't leave as long as the Tiki is blocking the path. So if you roll a 3, you can move 1, 2, or 3 spaces, or not move at all.

IMPORTANT:
If you roll TIKI SYMBOLS:
You'll need different combinations of Tools to remove the Obstacles. Draw cards or take one from other players to get the tools you need.

Each player starts the game with Tool Cards. Use your Tool Cards to remove Obstacle Tiles. Draw obstacles or take them from other players to get the tools you need.

You now get to reveal the Mystery Tile underneath! Set the tool cards and Obstacle Tile out of play.

If you don’t have all 3 Tool Cards shown on the Obstacle Tile, remove it. You now get to reveal the Mystery Tile underneath! Set the tool cards and Obstacle Tile out of play.

If there's a Player Mover on the Tiki space and turn over the Obstacle Tile.

Captured Players go into the Tiki Temple. If there’s a Player Mover on the Tiki space, that player is captured, too.

If you don't have all 3 Tool Cards, leave the Obstacle Tile face up on top of the Mystery Tile until you get all three cards, or until another player with the necessary cards lands on the space.

To remove an Obstacle Tile:
If there is a Player Mover on the Tiki space, the Tiki goes onto the Tiki space.

Captured Players go into the Tiki Temple.

If you don't have all 3 Tool Cards:
• If you don’t have all 3 Tool Cards, leave the Obstacle Tile face up on top of the Mystery Tile until you get all three cards, or until another player with the necessary cards lands on the space.

If the Tiki catches up with a player on the board, the player’s mover is captured and taken to the Tiki Temple.
Players sharing an Obstacle Space can share an Obstacle Tile.

If the Tiki is blocking your exit— you’re trapped in the Temple until someone rolls a Tiki Symbol and the Tiki moves away!

After you’ve taken your turn, pass the die to the player on your left.

If you don’t reach a Shrine, pass the die to the player on your left and play again. It may take a few tries to defeat the sneaky Tiki, so don’t give up.

If you don’t return the Totem in time, the volcano erupts and the terrible Tiki is victorious!
Set the board back up and play again. It may take a few tries to defeat the sneaky Tiki, so don’t give up.

If you return all four Volcano Guardian Totems to the Shrines before time expires, the Tiki is returned to its prison and you win!