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

1. Place the volcano in the center of the board.
2. Place the Player Movers on START.
3. Place the Tiki Mover on the orange TIKI space in front of the Tiki Temple.
4. Separate the Obstacle and Mystery Tiles and shuffle them, face down.
   WITHOUT REVEALING THE TILES, randomly place a red Mystery Tile face down on each Question Mark on the board, then place an Obstacle Tile face down on top of each red Mystery Tile, as shown.
5. Choose one player to take the first turn and give that player the Die.
6. Choose your level of play (below).

TOUCH 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.
HOW TO PLAY

ROLLING & MOVING

After turning on the Volcano Timer, the first player starts by rolling the die.

If you roll NUMBERS:
- You may move your mover UP TO that number of spaces in ANY DIRECTION on the path.
- If you roll a 3, you can move 1, 2, or 3 spaces, or not move at all.

MOVING THE TIKI

When Tiki Symbols are rolled, move the Tiki the number of Tiki Symbols shown on the die.

1. Move the Tiki two Tiki spaces
2. Captured Players go into the Tiki Temple.
   - The Tiki goes onto the Tiki space.
   - The captured player is removed from the game.

If the Tiki catches up with a player on the path, the player’s mover is captured and taken to the Tiki Temple. Place the Tiki on the orange Tiki Space. You can’t leave as long as the Tiki is blocking your exit—you’re trapped in the Tiki Temple until someone rolls a Tiki Symbol and the Tiki moves away.

If you roll TIKI SYMBOLS:
- The evil Tiki is coming to get you! Move the Tiki Mover the number of Tiki Symbols shown on the die.

IMPORTANT: The Tiki can only move on the TIKI spaces on the board, and only in a clockwise direction. If the Tiki Mover passes over a Player Mover between Tiki spaces, the first player it passes is captured and goes back to the Tiki Temple with the Tiki. See “Moving the Tiki” for more details, below.

If you roll 3:
- The Tiki passes your space, that player is captured, too.
- The Tiki goes onto the Tiki space.
- Captured Players go into the Tiki Temple.
- The Tiki goes onto the Tiki space.
- If there’s a Player Mover on the Tiki space, that player is captured, too.

TOOL CARDS

Each player starts the game with Tool Cards. Use your Tool Cards to remove Obstacle Tiles.

You’ll need different combinations of Tools to remove each Obstacle Tile. Draw cards or take them from other players to get the tools you need.

- A Backpack is a “wild” card. It can be used as a substitute for any Tool Card. It cannot be used as a Shortcut card.
- A Surfboard can be used as a substitute for any Tool Card. It cannot be used as a Shortcut card.
- On your turn, you may play a Shortcut card to move an extra four spaces in addition to your dice roll. Discard the Shortcut card after you use it.

WINNING THE GAME

If you and your team can return all four lost Guardian Totems to their Shrines before time expires, the Tiki is returned to its prison and you win!

If you don’t return the Totems in time, the volcano explodes and the terrible Tiki is victorious!

END YOUR TURN ON THE SHRINE SPACE TO PLACE THE TIKI TILE IN THE MIDDLE. PLACE THE TOTEM TO A SHRINE AND GIVE THAT PLAYER THE TOTEM.

Shrine Slots

“Ambush

Left: All Player Movers that helped reveal this tile are placed in the Tiki Temple. Put the Tiki Mover on the orange Tiki Space in front of the Tiki Temple. Discard this tile.

You’ve Found a Guardian Totem—Now Run to a Shrine!

To stop the evil Tiki, the Guardian Totems must be returned to their sacred shrines before time runs out and the volcano “erupts”! You must roll and move your Player Mover to any one of the four Shrine spaces in order to insert the Totem Tile into the Shrine slot.

Note: Only the player who finds the Guardian Totem can return it to a Shrine.

GUARDIAN TOTEMS & WINNING

Revealing a Mystery Tile

Once you’ve successfully removed an Obstacle Tile using your Tool Cards, you get to reveal the Mystery Tile beneath it. There are three types of Mystery Tiles:

Guardian Totem

Good job! Place the Totem on the front of the Shrine. If you must now take it back to a Shrine, if more than one player helped remove the obstacle, choose who will return the Totem to a Shrine and give that player the Totem.

Nothing Here

There’s nothing here. Discard this tile.

Ambush

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“THE DRUMS GO BOOM … THEIR END IS YOUR DOOM!”

When the Tiki taunts you, you have only 1 minute left to return a Guardian Totem to a Shrine!

HURRY!

When you place a Totem Tile into a Shrine slot, the Volcano Timer will reset. You have 8 minutes to return the first Guardian Totem to a Shrine. 6 minutes to return the second Totem, 5 minutes for the third, and 4 minutes for the fourth. The faster the drums beat, the less time you have, so pay attention to those drums! The Tiki will taunt you when you have one minute left.

WARNING: CHOKING HAZARD – Small parts.

CAUTION: GAME CONTAINS FLASHING LIGHT WHICH MAY INDUCE SEIZURES IN PEOPLE WITH PHOTO-SENSITIVITY.

STOP AT ONCE IF YOU HAVE SEIZURES OR PHOTO-SENSITIVITY.

If you return the Totems in time, the volcano explodes 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.

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ELECTRONIC VOLCANO “ERUPTS” WITH LIGHTS AND SOUNDS.

IN ANY DIRECTION

ON THE PATH

IN A STRAIGHT LAG"