



Taluva (2006)

2-4 Players

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Duration: play until all tiles used or a player places all of 2 types of building. 45 minutes



by BGG user: schuetzsc

Setup

- Shuffle all volcano tiles and place face-down
- **variant:** for 2-players draw 24 tiles, 3-players 36 tiles, 4-players 48 tiles
- Pick a start player
- Note: a Settlement consists of connected hexes with buildings of the same color, starting with 1 Hut

On Your Turn

- 1 Draw and place 1 volcano tile. Either expand the landscape by placing on level 1, or cause an eruption by placing on top of existing tiles
 - When expanding, at least 1 side must be touching an existing tile – no other restrictions
 - When erupting, the volcano hex must be positioned on top of another volcano hex. Other hexes from the tile being placed may also cover volcanos
 - Cannot place directly on top of another tile in same orientation
 - No free spaces can be left under the placed tile
 - Can cover Huts (yours or opponents, remove to the box), but cannot cover a Settlement completely
 - Cannot cover any Temples or Towers
- 2 Place 1 or more building pieces using one of the following options – if you cannot build, you are **eliminated from the game** (leave buildings, skip your turn). Can only place on an empty hex, and never on a volcano
 - Begin a new Settlement by building 1 Hut on an empty non-volcano *level 1* hex anywhere (not just on the placed tile), not adjacent to a Settlement of the same color
 - Build 1 Tower on an empty level 3 (or higher) non-volcano hex that is adjacent to one of your Settlements. No Tower may yet be present in this Settlement
 - Build 1 Temple on an empty non-volcano hex adjacent to one of your Settlements with a size ≥ 3 hexes. No Temple may yet be present in this Settlement
 - Expand a Settlement by choosing 1 *type* of terrain (jungle, clearing, sand, rock, lake) adjacent to one of your Settlements and placing 1 Hut *per level* on each adjacent matching hex type

You are allowed to build into a space that merges 2 settlements together, as long as the space meets the piece requirements for at least 1 of the Settlements. After building, it may be the case that a merged Settlement now has multiple Towers or Temples

End Game & Scoring

- If a player places all their buildings of 2 *types* (Temples/Towers/Huts) they immediately win the game
- Otherwise, the game ends when all volcano tiles have been placed
 - Most Temples placed wins. Tie: most Towers placed. Still Tied: most Huts built (including those in box)
 - An eliminated player cannot win the game

