

Kerala – English Rules Translation

2-5 Players, Ages 8 and Up

Welcome to the elephant festival in the Indian province of Kerala! Everywhere colorfully decorated elephants wander around - everything is colorful and alive. As you take part in the festival, you want to make a fairground with as many elephants' symbols as possible. Round by Round you will grow your festival platform with a tile and one of your elephant figurines will migrate to the new tile. Your two elephant figures dictate where you can place a new tile. Tiles can be built over again. However your teammates also repeatedly get in the way and grab highly sought after tiles away before you can get them.

Gameplay

Each of you is building their own fairground of colored tiles. At the end you want only 1 continuous area of each color, otherwise you will lose points. Also, each missing color brings negative points. You will gain bonus points for each elephant symbol in your area. The game ends when the tile bag is empty. Whoever has the most points wins.

Game Material

5 Start tiles – 1 in each color (Front side has one elephant – back side colored /has Kerala logo)

100 Game tiles (20 in 5 colors)

1 bag; 1 score pad

10 Elephant figures (2 each in 5 colors)

Game Preparation

- Each player gets two elephants and a start tile in a color. With fewer than 5 players, put unneeded player materials back into the box.
- Each places their start tile with the elephant symbol face up. Your starting tile begins your Festival Platform.
- Each player places their two elephant figures on their start tile, standing up.
- Depending on the number of players you will use a certain number of the 100 game tiles. Place unused tiles in the box.

With 2 players, remove 20 tiles. The removed tiles should not be the color of any player.

With 3 players, remove 10 tiles. The removed tiles should not be the color of any player.

With 4 players, remove 4 tiles. The removed tiles should not be the color of any player.

With 5 players you will play with all 100 tiles.

- Place all in-play tiles into the cloth bag. Place the bag in the middle of the table.
- Set the score pad aside. You will not need it until the end of the game.

Game Play

The game is played over several rounds.

The youngest player starts and gets the bag and will be first player.

When you are the first player, you draw as many tiles from the bag as there are players playing. If you are playing with five, for example, you draw 5 tiles from the bag.

Lay the drawn tiles in the middle of the table.

The first player has to choose one of the tiles and place it orthogonally adjacent (not diagonally) to his start tile. Then he will move one of his two elephant figures from the start tile to the newly added tile. Your turn is completed.

Now the next player clockwise must choose one of the remaining tiles from the center of the table. He also places it adjacent to the start tile and puts one of his elephant figures on it.

So it goes around until the last player of the round takes the last tile and adds it to their Platform. This ends the round.

The start player passes the bag to the player on his left. This player will be start player for the next round.

Next rounds: The new “bag owner” pulls as many tiles as there are players and places them in the center of the table. He takes a tile and places it in his Festival Platform next to an elephant, which moves onto the tile. The remaining players follow as usual. So goes each round...

Other Rules

Placement rules

On your turn you choose exactly 1 tile from the center of the table. You have to place this tile orthogonally adjacent to one of the two tiles with an elephant figurine. The elephant figurine then moves onto the newly placed tile.

Building Over

You can build over an already placed tile -- or “overbuild” – several times. The overbuilt tile must still be adjacent to an elephant figure and the elephant figure must be placed on the newly placed tile.

Note: Only 1 elephant figurine can stand on a tile. The only exception is the start of the game, when two elephants are on your start tile. Overbuilding tiles may enable you to reconnect 2 separate areas, to create a single, larger area of that color.

Passing

Two times during the game you have the ability to pass. If you pass, you do not have to take any tiles from the center of the table. You lay one of your elephant figures on its side. If you have already laid down both elephant figures you may no longer pass. When players pass, tiles will remain in the center of the table at the end of the round. Put these pieces back in the box at the round's end.

Important: Even after an elephant tile has been laid down, you can move it from tile to tile.

The Tiles

Tiles with 1,2 or 3 Elephant Symbols

Tiles with elephant symbols will score at the end of the game as many points as elephants are depicted on them (1, 2 or 3).

Special tile: Colored Edge

These tiles contain a second color along one edge. At the end of the game, should this edge be adjacent to a tile of the second color, you will score 5 points. There is no penalty if this tile is placed next to a non-matching color or if there is no tile adjacent at all.

Special tile: Elephant Figure Movement

If you add such a tile to your festival platform and move your elephant tile to it, you may immediately move either of your elephant figures to any tile.

Note: The elephant picture on this tile will not score points at the game's end.

Special tile: Tile Movement

If you add such a tile to your festival platform and move your elephant tile to it, you may immediately move a tile (or tile stack) to another free spot in your platform. This tile cannot have an elephant figurine on it. You also may not remove a tile that would divide your platform into two parts... all tiles still must be connected orthogonally after the movement.

Game End

Is the bag empty? If so, the game ends and the final scoring occurs. To simplify scoring, you can put your points on the scorepad by category then add up everything.

Each of you will score your own playfield. First remove your two elephant tiles from the festival platform and place them on the side. Standing figures should remain standing and lying figures should remain lying.

Check if you have only 1 contiguous area of each color. If you have more than one area of a color, choose all areas except one and remove each tile or tile stack in those surplus areas from the play area and flip them over. You can choose which areas will be removed.

Exception: For your player Color (the color of your elephant figurine) you may have 2 areas!

For each tile you must remove from the play area you lose 2 points. For each tile in a removed stack you lose 2 points. Put removed tiles back in the box.

If your Festival Platform has been divided by the removal of tiles into several parts, that doesn't matter. All parts of your festival ground will still be counted.

Check that you have at least 1 tile on your platform of each color. For each missing color you lose 5 points.

For each elephant that you did not lay down (i.e. for each of your two times that you did not pass) you score one point.

For each special tile with a colored edge, you score 5 points if the adjacent tile is of the correct color. There is no penalty for not matching this edge to the correct color.

Count in each color how many elephant tiles are visible. For each elephant symbol, score 1 point. Tiles that have been built over will not count.

Whoever has the most points wins the game. In a tie, players share in victory.

Note: Sometimes over the course of the game you will not be able to prevent having multiple areas of one color. Don't worry. This does not necessarily mean you will lose!