

Kiibati



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GAME RULES “KIRIBATI”

INTRODUCTION

The beautiful island Kiribati, like many islands in the Pacific, is threatened by climate change.

In the foreseeable future, Kiribati will be swept away and sunk by rising sea levels.

People can be evacuated by ships and boats - but what about the animals?

Fortunately, numerous turtles swim from west to east between Kiribati and the rescue mainland, and the animals of Kiribati can save themselves by jumping from turtle to turtle. But beware! Turtles have their ideas. They may well swim deeper. Or submerge completely. That makes the space on their shells smaller and smaller until it disappears completely.

The island Kiribati, with long beaches and coconut trees, is located in the Marine Protected Area and is a UNESCO World Heritage Site. In this game, players rescue various animals from the island. In implementing the game, we deliberately neglected fidelity to reality and relocated the habitat of the animals, especially the endangered kagu, to the island of Kiribati. Naturally, this bird is native to the island of New Caledonia.

OBJECT OF THE GAME

The goal is to get all your animals to the mainland.

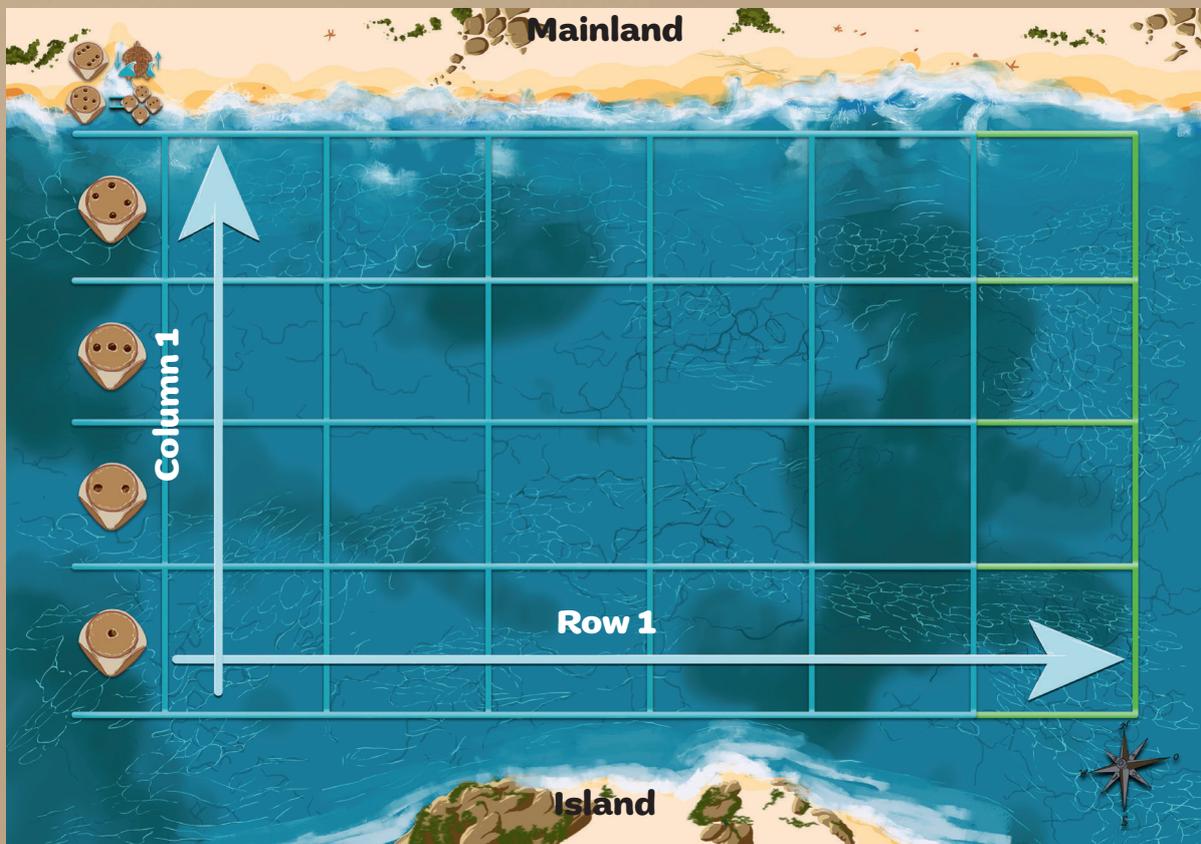
GAME COMPONENTS:

- Double-sided game board (front side variant for children and family, back side professional variant)
- 5 x 5 animals in player color (monkey, lizard, kagu, rabbit, koala)
- 25 organic plastic stands
- 5 x 2 wooden dice in player color
- 5 black wooden markers
- 30 action cards (6 cards per player)
- 12 turtle tiles
- 5 player supports
- 20 event cards (professional variant)
- Start player marker (professional variant)
- 1 set of instructions



GAME BOARD

The game board is divided into columns and rows.



VARIANT FOR CHILDREN (BASIC RULES)

GAME SETUP

Place the game board face-up on the table (side without objects in water). Each player takes a set of animals in one color, the associated dice and a player support. Place the animals on the island and get the turtles ready.

Now place your turtles in the first column (west). Place two turtles of 4 in rows one and two. Choose and place the turtles in rows three and four randomly.

For younger children, we recommend to play with maximum 2-3 animals. We recommend to play with the kagu, the rabbit and the lizard for the first rounds. If you have already played a few rounds, you can choose from the 5 animals yourself.

GAME PLAY

When your turn comes, take it in two steps:

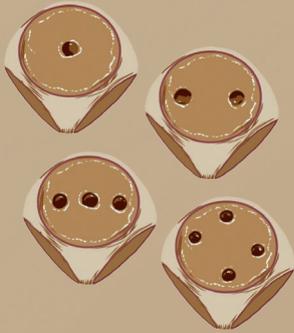
1. Rolling the dice



Roll both dice and choose one of them. With the selected dice, you can perform the following actions depending on the number on the dice:

**The number
on the dice**

Action



Moving a turtle



Free selection



Floating up or diving down

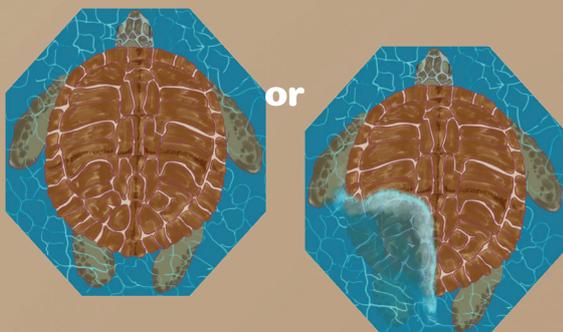
Action: Moving a turtle

On a roll of 1 to 4, a turtle must move one space east in the corresponding row. At the beginning of the game, only the turtle on the first of each row can do it.



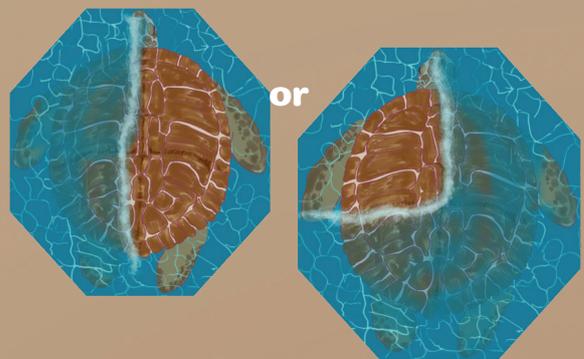
- If the first turtle in column 1 has already swam to the east, a new turtle can be placed in the first position (to the west) instead of swimming. This turtle can be chosen freely from the remaining tiles - certainly, do not pick it up blindly. When choosing a new turtle, you can choose a large or small turtle depending on the tactics: 4 or 3, 2 or 1. Turtles are always put into use only in the first column.

Tactic 1



or

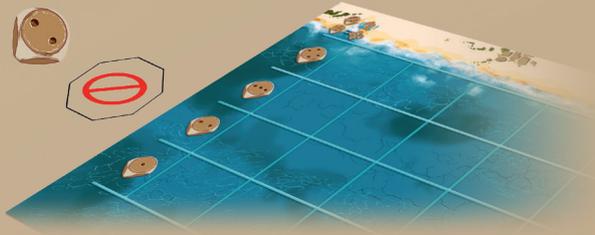
Tactic 2



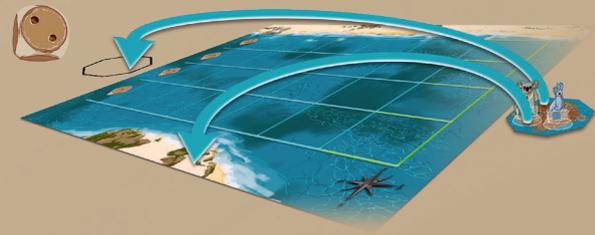
or



- No turtle can be deployed if none was left in the supply. Then the turtle in the rolled row must be moved east, even if this could be disadvantageous for the player.



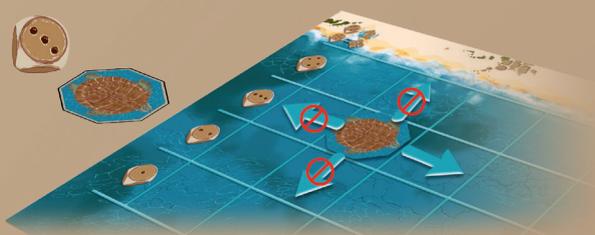
- If no turtle floats in the rolled row AND there is none in the supply, nothing happens in this turn.



- Turtles that are moved beyond the 5th position (in the game with 5 people beyond the 6th position - see green mark) of a row disappear into the open sea and return directly to the supply. If there are one or more animals on this turtle, then in view of the danger of disappearing into the Pacific, they jump into the water and swim to the western shore back to the island.



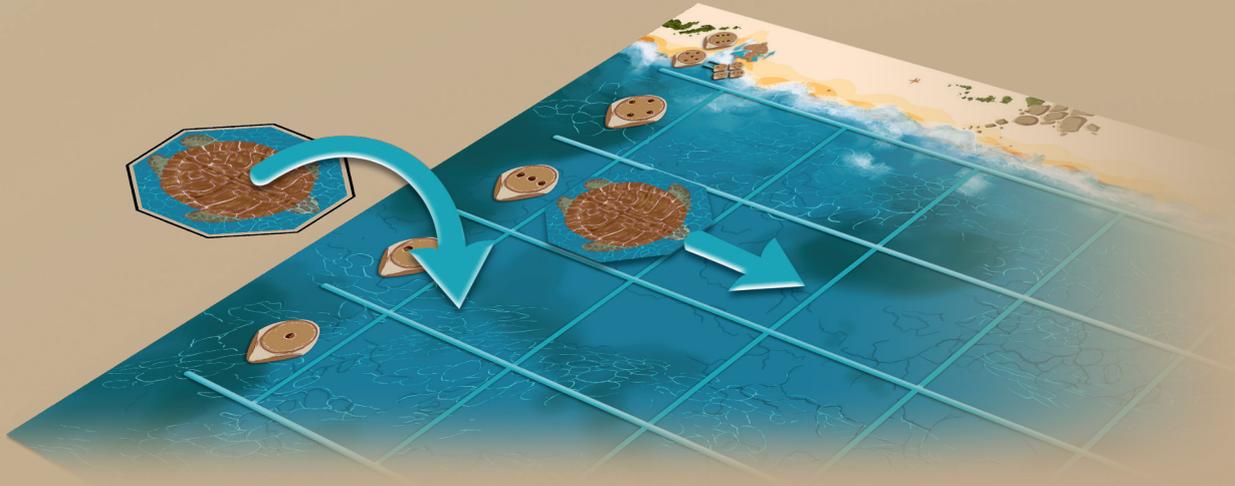
- If two turtles drift one behind the other, the one in front must be moved east.



- Turtles drift only to the east, never to the north or south or even back to the west.

Action: Free selection

On a roll of 5, the player may move a turtle in any row or insert a new turtle.



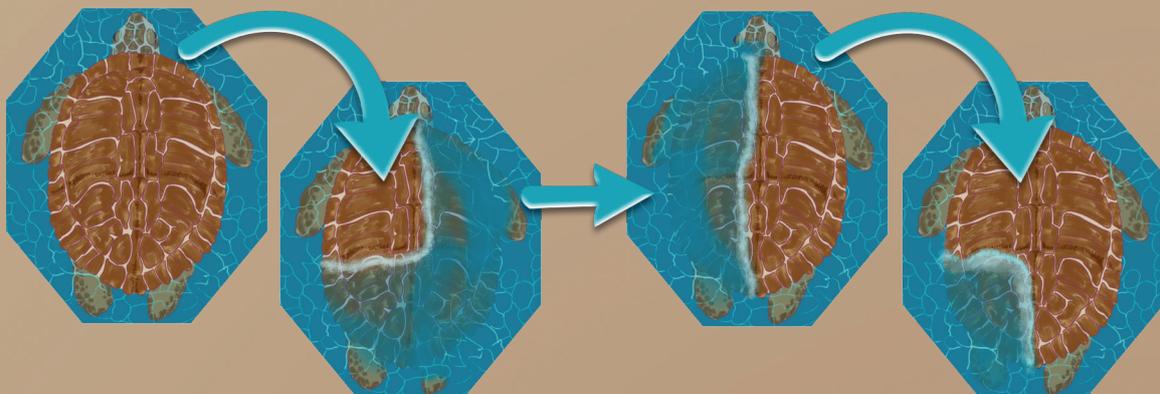
Action: Dive down, or float up

On a roll of 6, the player may let any turtle dive up or down.

Diving down

When the turtles dive down, a turtle with 4 spaces turns over and becomes a turtle with 3 spaces; a turtle with 2 spaces turns over and becomes a turtle with 1 space. When a turtle with 3 spaces dives down, replace it with a turtle with 2 spaces from the supply.

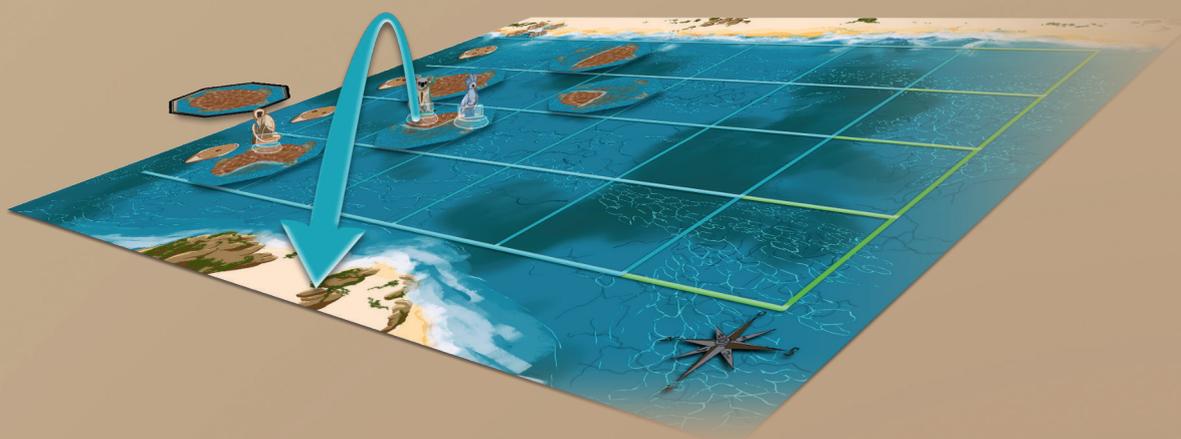
A dived turtle with 1 space disappears from the water surface and goes into the supply.



In rare cases, it may happen that a turtle cannot dive - i.e. when a 3-spaces turtle should become a 2-spaces turtle, but there are no turtles in the supply anymore. At this point another turtle that is capable of diving must be selected. That means that a 4-spaces turtle becomes a 3-spaces turtle, a 2-spaces turtle become a 1-space turtle, or a 1-space turtle is completely submerged.



If a turtle, which is full of animals, should dive down, then one animal must disappear into the sea. The player whose turn it is determines which animal disappears. The selected animal swims immediately back to the island and is placed there again.



Floating up

On a roll of a 6, the player may let any turtle float up. That works the same way as diving down, but in contrast, a free space is created.

2. Moving the animals

The player on the turn **MAY**:



a) Place up to **ONE** animal from the island onto a turtle swimming in row 1 if there is a free place.



b) **ANY** of your animals on the turtle can move a turtle further horizontally or vertically. It always makes sense to move toward the north to the main-land, but moving west, east, or south is also permissible.

No diagonal movement. An exception is the rabbit, which can also move diagonally.

c) Leave your animals where they are - even if they can move.



d) Move **ANY** of your animals on the turtle in the fourth row to the saving northern mainland. These animals are out of the game and count as winning points.



e) Drag **ANY** of your animals on a turtle in the first row back to the southern island.

The player whose turn it is may move each of his animals once, in any order. And all possible moves for all animals are allowed. The only rule is that only **ONE** animal can be moved from the island to a floating turtle in one turn. You may move all other animals or not.

There will always be situations where a player cannot move any of his animals. This can happen if all accessible places on the turtle are already occupied by other animals. Or if there is no turtle currently available to move onto.

When a player has moved all animals - or has not moved, if that seems to make more sense - it is his left neighbor's turn.

IMPORTANT: If you want to insert one of your animals, you must do it first, then you can move the others.

3. SPECIAL ABILITIES OF THE ANIMALS:

LIZARD: The lizard has no special abilities



RABBITS: The rabbits can jump onto a turtle that is diagonally adjacent.



MONKEY: The monkey can jump straight over a turtle. But the monkey doesn't dare to jump over empty water spaces. **NOTE:** When starting from the island, the monkey should be placed on a turtle in the first row like all other animals. Also, when moving to the mainland, the monkey cannot jump over a turtle. The skipping only works on water.





KOALA: The koala can displace another animal on a fully occupied turtle. This animal must return to the island. A koala cannot displace a koala.



KAGU: On a turtle with 3 spaces, the Kagu can still stand on the flooded space or walk onto one. When a 4-space turtle dives, the active player cannot select the kagu and send it back to the island. However, if the turtle continues to submerge, it must return to the island too. This ability does not apply when moving from the island to the first row.



END OF THE GAME

The first player who brings all his animals to the mainland wins the game. The game ends immediately.

VARIANT FOR FAMILY

GAME SETUP

You play with 2-3 players with all animals. With 4 players, the lizard does not join the game. With 5 players, the lizard and the rabbit do not join the game.

In the variant for family you will use the action cards in the game. They make the game a little more unpredictable. And the (nasty) surprises become more frequent.



Before the game starts, sort action cards into 5 sets with 6 cards for each. In the beginning, each player gets 6 cards. Each player chooses 4 cards from the 6 cards. And return the remaining 2 cards to the game box and place them face down.



The cards offer extended moving options, tricks towards other players' animals, or also certain protection when you become a victim of tricks.

After playing a card, put it into the discard pile.

A player may play **ONE** card at any time in his turn. However, a player is allowed to play more than one card in a round: if he plays an action card on his turn, and another in response to the other player.

The victory points of the action cards are only for the professional variant.

GAMEPLAY

The gameplay remains unchanged.

END OF THE GAME

The goal is to pull all your animals to the mainland. The player, who does this first, wins the game.

The game ends immediately.

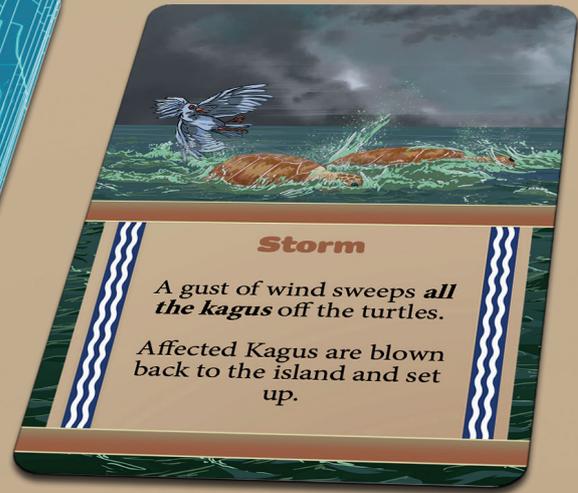


PROFESSIONAL VERSION

GAME SETUP

Play on the back side of the game board (side with objects in water facing up).





In the professional variant, you will use the event cards in the game. They make the game a little more unpredictable.

Dealing, selecting, and playing the action cards corresponds to the family variant.

In addition, 15 event cards are picked out blindly from the 20 event cards and placed face down in a pile next to the game board.

The event cards may only be implemented, if it is possible. Chain reactions only occur if it is indicated on the card. The basic game rules also apply to all event cards, unless the text on a card says otherwise.

The starting player receives the starting player marker.

GAMEPLAY

The rules of the family version remain. At the beginning of each round, flip an event card face up and execute immediately. The event card may have no effect. Some events are valid for a whole game round. Put the event cards into the discard pile after performing the event. When you turn over the last event card, the final game round begins.

END OF THE GAME

Players have 15 rounds. If a player succeeds in moving all his animals ahead to the mainland earlier, the round proceeds to the end and then the game ends.

The winner is the player who can score the most victory points with the rescued animal. Each card that has not played yet brings additional victory points. If several players have the same number of victory points, take the position of the animal that has not rescued into account.

If more than one player has rescued all the animals and has reached the same number of victory points, the player who has brought his animals to the mainland first wins.



Victory points of animals:

- Lizard 9 SP
- Kagu 8 SP
- Koala 7 SP
- Monkey 6 SP
- Rabbit 5 SP

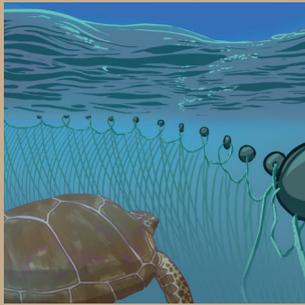
Victory points of hand cards:

- Feeding station 1 SP
- Rest break 1 SP
- Current 1 SP
- Deep sleep 2 SP
- Clamp grip 2 SP
- Shark attack 2 SP

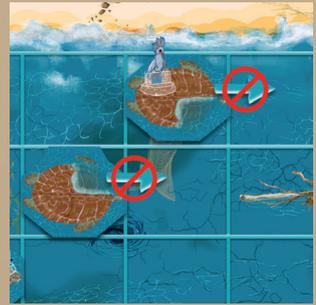
EXPLANATION OF EVENT CARDS



Cloudy: All koalas are rested. And they neither fall asleep nor need to rest. Therefore, the action cards have no effects on koalas in this round.



Fishing net: All turtles cannot pass through the fishing net. Neither move onto the fields nor leave the fields.



Thunderstorm: All rabbits and monkeys of the same color on the island and turtles swap places on the game board. This does not apply to animals that are already on the mainland.



Sunshine: All lizards are in great shape. They all walk one turtle further toward the mainland, if possible. If the animal ends up on a turtle in row four, it may move to the saving mainland in the north.

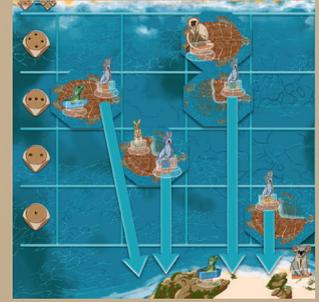


Flow: Each easternmost turtle moves one space to the west. The turtles in column one remain in place.

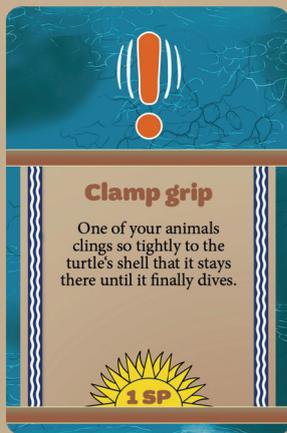




Storm: A gust of wind sweeps all the kagus off the turtles. Affected Kagus are blown back to the island and set up.



EXPLANATION OF ACTION CARDS



Clamp grip: One of your animals clings so tightly to the turtle's shell that it stays there until it finally dives. This effect only lasts until the animal moves to another turtle. Place your black marker on your player support and use it to mark the animal you have chosen.



KIRIBATI

Kiribati is a group of islands in the Pacific known as the Gilbert and Ellice Islands until independence from Britain in 1979. The national territory extends over 4,500 km from east to west and 2,000 km from north to south and includes 32 atolls and Banaba island.

Kiribati occupies a special position in the world due to the threat of global climate change. Most of Kiribati is only 2 meters above sea level. Rising sea levels are estimated to render Kiribati uninhabitable by around 2050 and almost completely flooded by 2070.

Therefore it is necessary to resettle approximately 110,000 citizens of Kiribati. So far, New Zealand is taking in some people, and negotiations are underway with Fiji to sell territory. Until now, Fiji is the only country in the world that has agreed to welcome tens of thousands of climate refugees.

Regardless of whether we succeed in relocating Kiribati citizens in the next 20-30 years, the nature of Kiribati will be irretrievably lost.

KAGU (RHYNOCHETOS JUBATUS)

The Kagu - the main character in our game - is one of the many flightless ratite species. Unlike other ratites, the Kagu's wings are not stunted. The Kagu uses the wings for balancing while climbing, and it can at least glide from high places thanks to its full-size wings.

The Kagu is a pure carnivore feeding on insects, lizards and snails. Amazingly, it can also eat insects, which other animals spurn for their toxicity.

Kagus are found exclusively in New Caledonia in the Pacific and are considered a critically endangered species.

The reason for the feared extinction of the Kagus is on the one hand the progressive deforestation in New Caledonia, on the other hand the importet dogs, rats and pigs, which rob the nests of the ground-nesting kagus.

However, Kagus have been successfully bred in some zoos.

