KAHUNA - QUICK REFERENCE   v2004-07-26

SETUP - Shuffle the cards and deal 3 to both players. Deal 3 face-up to the side of the board as "community" draw cards. Place the rest face down near the board as a "blind" draw pile.

TURN OVERVIEW - Each player's turn follows this sequence:

1. **Play any number (0 to 5) of cards from his hand** OR **secretly discard cards.**

   - <u>Build a Bridge</u>: For each played card, build one bridge that connects to the island shown on the card.

   - <u>Remove an Opponent's Bridge</u>: Play 2 cards simultaneously. The 2 cards played must match the island(s) that the bridge to be removed connects (e.g., a HUNA-ELAI bridge may be removed with 2 HUNA cards, 2 ELAI cards or 1 card of each).

   - <u>Seize/Lose Control</u>: If the building of a bridge results in the player having a majority of the possible bridges for a given island, he takes control -signified by placing one of his Kahuna stones on it- and removes any and all opponent's bridges connecting to that island. If the removal of a bridge causes a player to not control the majority of possible bridges to an island, remove his Kahuna stone.

   - <u>Secretly Discard</u>: Instead of playing cards, the player may discard any/all card(s) from his hand secretly to the bottom of the discard pile.

   - A player may choose to neither play nor discard any cards.

2. **Draw one card** from either the community draw cards or the blind draw pile OR **draw none**.

   - <u>5 Card Hand Limit</u>: A player may never have more than 5 cards in his hand.

   - <u>Forced Draw</u>: If a player chooses not to draw a card, his opponent MUST draw one next turn.

   - When a community draw card is taken, it is immediately replaced by a card from the blind draw pile.

For Rounds One and Two, when all cards have been drawn score the round. Shuffle the discard pile, deal 3 community draw cards and set the rest as the blind draw pile (players retain the cards still in their hands).

For Round Three, when all cards have been drawn each player takes one more turn (without drawing cards). Then score Round Three.

SCORING and GAME END - At the end of each round, score as follows:

Round One: The player who controls more islands scores 1 point.

Round Two: The player who controls more islands scores 2 points.

Round Three: The player who controls more islands scores the difference of islands controlled.

The winner is the player with the higher total score for all three rounds. If there is a tie, the player who scored in Round Three is the winner. If still tied, then the player with more bridges on the board wins.

<u>Instant Victory</u>: If during Rounds Two or Three a player is without a single bridge on the board, the other player is immediately declared the winner.

CLARIFICATIONS - A bridge may be built by either player regardless of whether either of the islands in question has a Kahuna stone on it. The removal of a bridge may cause a Kahuna stone to be removed, but the removal of a Kahuna stone does not itself cause a bridge to be removed.