

TALOVA

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Extension



This expansion contains four modules, which can be combined individually or all together with the base game.

SHIP EXPANSION

CONTENTS:

8 Ships (in 4 different colors).

SETUP:

Each player takes the 2 Ships according to his, or her building color.

GAMEPLAY:

Instead of placing a building, a player can place a Ship according to the following rules:

- To play a Ship, it must be put into a Lagoon. The Lagoon must be adjacent to a settlement of his color.
- A Volcano tile can never cover a Ship.
- You may only have one Ship per Lagoon.
- You may **never** place a Volcano tile into a Lagoon that already **contains a ship**, regardless of the Lagoon's size.
- A Ship is **not part of a Settlement**. It is not taken into account to expand a Settlement or build a Temple or a Tower (see Phase 2).

LAGOON

A Lagoon is a zone that is entirely surrounded by fields and volcanoes from the island of level 1.



NOT ALLOWED



An open zone is not considered as a Lagoon.



An open zone is not considered as a Lagoon.

END OF THE GAME:

- When a player succeeds in building two different types of buildings out of the four, he wins immediately.
- Or, the game ends if the Volcano tiles have all been placed (see the basic rules to define the winner).
- If there is a tie, the winner is decided between the following way:



DOUBLE-HEX TILES EXPANSION

CONTENTS:

5 Double-Hex tiles: Volcano-Lake, Volcano-Jungle, Volcano-Sand, Volcano-Volcano, Jungle-Jungle.

SETUP:

Shuffle together the Double-Hex tiles. Take as many Double-Hex tiles as there are players and put them **faceup** next to the 48 Volcano tiles. Put aside the non-used tiles.

INFO

The player uses this tile as a Volcano tile.

GAMEPLAY:

- Each round, instead of picking a Volcano tile, a player can choose any Double-Hex tile

- This move is possible only once per game.

EXCEPTION

A player can use a second Double-Hex tile if there are no more Volcano tiles.

The Double-Hex tile that has no Volcano (*Jungle-Jungle*) can only be placed at level 1.



BE AWARE

If the Volcano-Volcano tile is placed at level 2 (or higher), 1 of the 2 Volcanoes must cover a volcano already put in game according to the set-up rules (see covering rules).



END OF THE GAME:

(see basic rules). The game ends if the Volcano tiles and the Double-Hex tiles are used up (see the basic rules to define who is the winner).

GAME BOARD EXPANSION

CONTENTS:

1 double-sided game board.

SETUP:

Before beginning the game, you must define on what zone the game is going to be played:

Beginner, Intermediate, Expert.

GAMEPLAY:

During the game, the player that plays a tile must respect the following **overtaking rules**:

- A tile **cannot overhang** the game zone with more than **2 corners**.
- If a tile overtakes the game zone with more than 2 corners, the player **must** find another place to play it.
- If a player **cannot put** his, or her tile because the latter systematically overtakes the game zone then they cannot create a volcanic eruption, and **the game ends**.

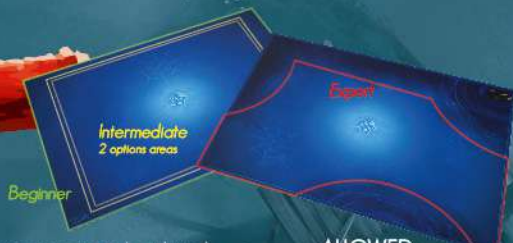
END OF THE GAME:

(see basic rules).

The game ends if the Volcano tiles and the Double-Hex tiles are used up

(see basic rules to define who is the winner).

The game ends if one player cannot play his, or her tiles without breaking the overtaking rules.



ALLOWED
2 corners out.



NOT ALLOWED
more than 2 corners out.



5th PLAYER EXPANSION

CONTENTS:

27 Black Buildings, 12 Volcano Tiles.

GAMEPLAY:

Same as basic rules.