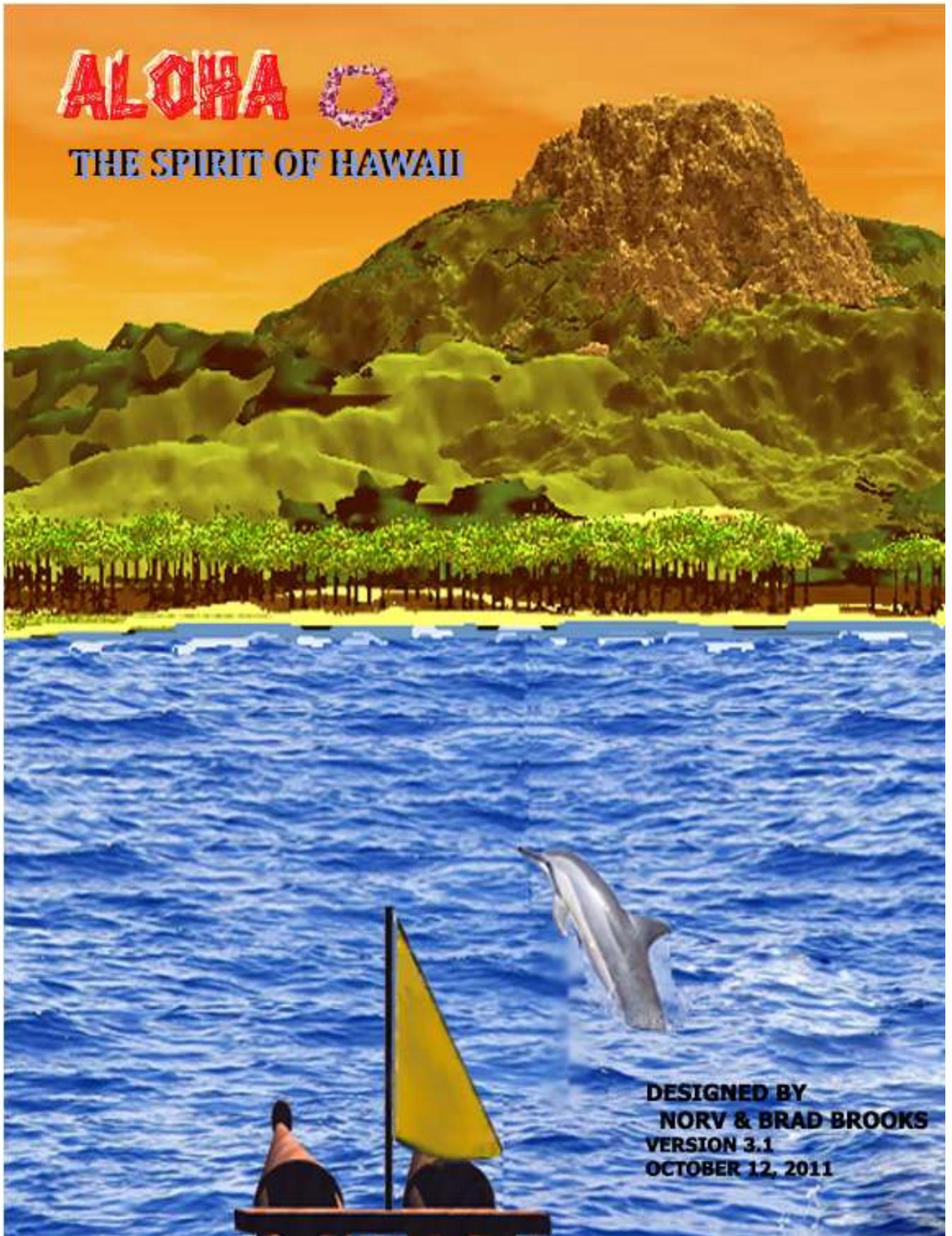


ALOHA ○

THE SPIRIT OF HAWAII



**DESIGNED BY
NORV & BRAD BROOKS
VERSION 3.1
OCTOBER 12, 2011**

ALOHA

THE SPIRIT OF HAWAII
VERSION 3.1 DECEMBER 21, 2011

2 – 4 PLAYERS

AGES 8 & UP

90 MINS PLAYING TIME

RESOURCE MANAGEMENT GENRE

OVERVIEW:

“Double-hulled canoes equipped with a small sail glide across a pacific sea following a dolphin in search of a new home.” There are several theories as to how and who first discovered what is now known as the Hawaiian Islands. What is documented is the discovery of these idyllic islands by Captain James Cook in 1778 which he called the *Sandwich Islands*. After the discovery by Cook, other Europeans and Americans came to the *Sandwich Islands*. An entry was found in James Cook's log describing the natives as "riding the ocean's waves on wooden boards", which became the first written account of surfing.

GOAL:

Although game play follows an historic track, it is not a game of re-creating history, but possibly re-writing history.

ALOHA is a game of resource management scoring points for best management of three elements: PURE HAWAIIAN tokens, ALOHA tokens and COMMERCE tokens. Points can also be scored through collection of Royal Family cards. At the conclusion of the EPILOGUE stage, the player with the most points wins.

GAME COMPONENTS:



Game Board –

TOKENS -

Pure Hawaiian tokens (player color specific)



Home Rule tokens



King/Queen token



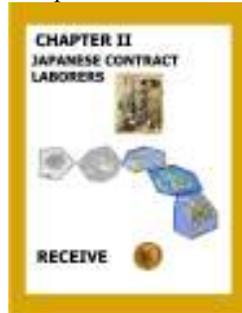
Action tokens



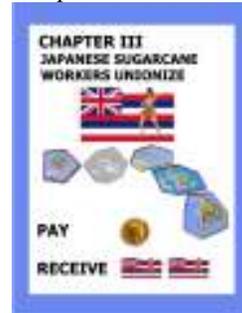
CARDS –
Event
Chapter I



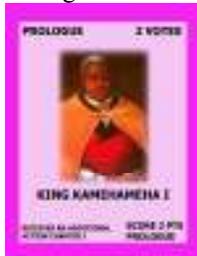
Chapter II



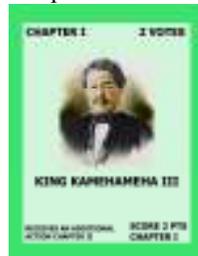
Chapter III



Royal Family
Prologue



Chapter I



Chapter II



Epilogue



MARKERS –

Score (player color specific)



Resource Tracking (player color specific)



Stage



DICE

1 set (2) 6 sided White

1 set (3) 6 sided Black

(1) 4 sided

SET UP:

Give each player a set of (15) 1's & (3) 5's Pure Hawaiian tokens and a set of (15) Action tokens. Place (1) of each player's Score markers on the Score track on the #0. Repeat with player's Pure Hawaiian tracking marker on the #20; also player's Commerce tracking marker on the Commerce icon; as well as the Aloha tracking marker on the Aloha icon and the Warrior tracking marker on the Warrior icon.

GAME PLAY:

The game consists of 5 Stages: *Prologue*, *Chapter I*, *Chapter II*, *Chapter III* and *Epilogue*.

Chapters I, II & III all have the same steps of play; whereas the Prologue & Epilogue each have their own steps of play.

Prologue:

Randomly determine a first player and then clockwise order.

Steps

1. Polynesian Migration – a player selects one of the 5 islands – KAUAI, OAHU, MOLOKAI, MAUI or HAWAII – and places (20) of his Pure Hawaiian tokens on the selected island. Also, place 2 of the player's Action tokens on the selected island. Only 1 player per island.
2. Actions – after all players have completed their Polynesian Migration, the first player executes an Action and in turn order players execute 1 Action a turn until all players have executed 2 Actions. After each Action the player removes 1 Action token from an island on which the player has Pure Hawaiian tokens.
Actions:
 - a. Migrate Pure Hawaiian tokens to one of the other 4 islands. A player may migrate from 1 to all his Pure Hawaiian tokens in 1 group to 1 island. The island may already be occupied by Pure Hawaiian tokens.
 - b. Warrior – a player may select a Warrior token.
3. Battle of Kuamo'o – to unite the islands under King Kamehameha I and determine which player controls the King each player receives 2 dice with the player having the most Warrior tokens receiving an additional die. If 2 players are tied for most Warrior tokens, both receive an additional die. If more than 2 tie, no player receives an additional die. The player with the highest total controls the King, receives the King token and in Chapters I, II & III the player controlling the King receives 1 additional Action. In case of a tie, keep rolling until the tie is broken. The player also receives the King Kamehameha I royal family card. Next, for each island the player with the most Pure Hawaiian tokens control the royal Chief of that island and receives the royal family card for that island. In case of tie, no one controls the royal Chief. Royal family cards are used for scoring at end of Prologue stage and as votes in the *Epilogue* stage.
4. Scoring – the player controlling King Kamehameha I scores 2 points and each island royal Chief scores 1 point.

Chapters I, II & III

Action Distribution: The King/Queen token is placed on an island of the player's choice on which he has a presence, and represents an Action. The player with a Royal Family card for an island receives 2 Actions on that island. Other players with presence on the island receive 1 Action.

Turn Order: The player with the most Actions plays first followed by the player with the next highest number of Actions. This sequence keeps repeating even if that requires a player to play more than 1 Action consecutively. If 2 or more players are tied for most number of Actions, the tied player with the most points goes first. If they are still tied, they go clockwise from the player who played first the last Round.

Steps

1. Reset Action tokens
2. Actions – randomly place 4 Event cards face up from the appropriate deck of Chapter's Event decks. A player may either Migrate Pure Hawaiian tokens, take a Warrior resource, take a resource of the type represented on island or Select & Execute an Event card.
 - Migrate – Pure Hawaiian tokens may migrate to one of the other four islands. Each migration of tokens to another island requires 1 Action token taken from the island from which they are migrating.
 - Warrior – a player may select a Warrior resource and removes 1 Action token from any island. (Warriors are not available in Chapter III)
 - Island Specific Resources - a player with an Action token on Kauai may take a Pure Hawaiian resource. The player adjust his Pure Hawaiian tracking marker and places Pure Hawaiian token from his pool on Kauai. A player with an Action token on Oahu may take a Commerce resource and adjust his tracking marker on the Commerce track. A player on Molokai may take 2 Aloha resources and adjust his tracking marker on the Aloha track. A player on Maui may take an Aloha resource and adjust his tracking marker on the Aloha track. A player with an Action token on Hawaii may take 2 Warrior resources and adjust his tracking marker on the Warrior track. (Warriors are not available in Chapter III; so a player may take a Home Rule Party token)
 - Event cards – to select a face up Event card the player must have an available Action token on an island which is displayed as Active on the Event card. At the bottom of most cards there's indicated a number & type of resource the player Receives and may indicate a number & type of

resource the player must Pay. If a player is required to pay a Pure Hawaiian resource, a Pure Hawaiian token must be removed from the island the Event impacts and the Pure Hawaiian tracking marker adjusted. If the Event card has an inner red border, it is a Calamity card and is executed immediately. Calamity cards affect all players as indicated on the card and does not count as a player's action. If a player does not have the resource to meet the payment required then it's ignored by that player. When an Event card is executed another card is drawn and placed face up. If the card has a red border around the Event results, it is a Calamity card which a player may play on all his opponents. To play this card a player must have an Action token on the island impacted. A player needs only to have presence on the island impacted by the Calamity to be affected.

3 Conflict -

Chapter I Paulet Affair – (see Appendix for documentation on the Paulet Affair) to reinstate the monarchy of King Kamehameha III and determine which player controls the King each player receives 2 dice with the player having the most Warrior tokens receiving an additional die. The player with the highest total controls the King, receives the King token and in the next Stage receives 1 additional Action. The player also receives the King Kamehameha III royal family card. Next, for each island the player with the most Pure Hawaiian tokens control the royal Chief of that island and receives the royal family card for that island. Royal family cards are used in Scoring Chapter I and its votes used in the *Epilogue* stage.

Chapter II Abdication of Queen Lili'uokalani - (see Appendix for documentation on the Abdication of Queen Lili'uokalani) To determine which player controls the new Republic of Hawaii each player receives 2 dice with the player having the most Warriors receiving an additional die. The player with the highest total controls the last Kingdom of Hawaii monarch, receives the Queen token and in the next chapter receives 1 additional Action. The player also receives Queen Lili'uokalani royal family card. Next, for each island the player with the most Pure Hawaiian tokens control the representative of that island to the new Republic and receives the royal family card for that island. Royal family cards are used in Scoring at end of Chapter II and its votes in the *Epilogue* stage.

Chapter III does not have this conflict Step.

4. Scoring –

See Scoring Chart

Epilogue

Steps:

1. Converting Resources – each player in High to Low Victory points Turn Order may convert up to a total of 5 Resources. Pure Hawaiian tokens may be converted to Commerce and/or Aloha Resources on a 1 to 1 ratio. Commerce and/or Aloha Resources to Home Rule Party Vote tokens on a 1 to 1 ratio.
2. Island Representatives – player with the most Pure Hawaiian tokens on an island gains the influence on the representative and receives the Island Representative card. If there's a tie, no one gains influence.
3. Elect the Governor – King, Queen, Royal Island Chief and Island Representative cards each have a value in Votes indicated at the upper right corner. Each player adds his total of Home Rule Party tokens to the total of votes on the cards he has. The highest total controls the newly elected Governor. Total Pure Hawaiian tokens is the first tie breaker and total Aloha tokens the second tie breaker with Commerce tokens the final tie breaker. If still tied, an independent is elected Governor and the Governor card goes to no one.
4. Final Scoring – the **Governor** scores 5 points; ***Epilogue Island Representatives*** score 1 point, See Scoring chart for scoring on Pure Hawaiians, Commerce and Aloha tokens.

Winning – player with the most points is the winner. Tie breaking follows same formula as Governor ties.

APPENDIX

Paulet Affair

The **Paulet Affair** was a five month occupation of the Hawaiian Islands in 1843 by British naval officer Captain Lord George Paulet, of HMS Carysfort.

Paulet had become captain of HMS Carysfort on 28 December 1841, serving on the Pacific Station under Rear-Admiral Richard Darton Thomas (1777–1857) Richard Carlton, who had been the British Consul to the Kingdom of Hawaii since 1825 met Paulet off the coast of Mexico in late 1842. Charlton claimed that British subjects in the Hawaiian Islands were being denied their legal rights. In particular, Charlton had a claim to land that was under dispute. Paulet requested permission from Admiral Thomas to investigate the allegations.

Paulet, after being unable to get an audience with King Kamehameha II took stronger measures. Paulet warned Captain Long of an American ship, USS *Boston* on 17 February:

"Sir, I have the honor to notify you that her Britannic Majesty's Ship Carysfort, under my command, will be prepared to make an immediate attack upon this town, at 4 o'clock P.M. to-morrow, (Saturday) in the event of the demands now forwarded by me to the King of these Islands not being complied with by that time.

Sir, I have the honor to be your most obedient humble servant, George Paulet, captain"

The *Boston* did not interfere.

On 18 February The Hawaiian government wrote back that they would comply with the demands under protest, and hoped that a diplomatic mission already in London could settle any conflicts. On 25 February the agreement was signed ceding the land subject to any diplomatic resolution. Paulet appointed himself and three others to a commission to be the new government, the Provisional Cession of the Hawaiian Islands, and insisted on direct control of all land transactions.

James F. B. Marshall, an American merchant of Ladd and Company was invited aboard the *Boston* where he secretly met chief Hawaiian Kingdom minister Judd. Judd gave Marshall an emergency commission as "envoy extraordinary" and sent him to plead the case for an independent Hawaii in London.

On 26 July American Commodore Thomas sailed into Honolulu harbor on his flagship HMS *Dublin* and requested an interview of the king. This time Kamehameha was more than happy to tell his side of the story. On 31 July Thomas informed Kamehameha III the occupation was over; he reserved the right to protect British citizens, but respected the sovereignty of the Kingdom of Hawaii.

For more details on the Paulet Affair go to [http://en.wikipedia.org/wiki/Paulet_Affair_\(1843\)](http://en.wikipedia.org/wiki/Paulet_Affair_(1843))

Abdication of Queen Lili'uokalani

Lili'uokalani was arrested on 16 January 1895, several days after the failed 1895 Counter-Revolution in Hawaii led by Robert William Wilcox, when firearms were found at the base of Diamond Head Crater. She denied any knowledge at her trial, defended by former attorney general Paul Neumann. She was sentenced to five years of hard labor in prison by a military tribunal and fined \$5,000, but the sentence was commuted to imprisonment in an upstairs bedroom of Iolani Palace, where she composed songs including The Queen's Prayer (*Ke Aloha o Ka Haku*) and began work on her memoirs.

During her imprisonment, she abdicated her throne in return for the release (and commutation of the death sentences) of her jailed supporters, including Minister Joseph Nawahi, Prince Kawanakoa, Robert Wilcox, and Prince Jonah Kuhio.

Following her release, she was placed under house arrest for a year and in 1896, the Republic of Hawai'i gave her a full pardon and restored her civil rights. She then made several trips to the United States to protest against the annexation by the United States and attended the inauguration of US President McKinley with a Republic of Hawai'i passport personally issued to "Lili'uokalani of Hawai'i" by President Dole.

For more details on Lili'uokalani and her abdication go to <http://en.wikipedia.org/wiki/Liliuokalani#Abdication>

To see "United States Public Law 103-150" - The "Apology Resolution" Passed by Congress and signed by President William J. Clinton November 23, 1993 go to <http://www.hawaii-nation.org/publawsum.html>