



# HUTS

the game



A game about small islands and angry gods.

2-5 Players

**Objective:** To have the greatest number of cubes on the islands matching the colors of the cards in your hand.

## Setup:

Place the islands on the table so that they are each orthogonally adjacent to at least one other. Select 6 cubes of each color and randomly place one cube on each space on each island. Place the omens on the side of the play area, face up. Shuffle the island, God, and Worshipper cards. Deal cards to each player according to the chart. The last player to have visited an island goes first.

## Play:

On a player's turn they choose an omen card, and play an island card from their hand, in either order. Flip the omen card to show it cannot be used. Island cards are always performed on a single island. Reset the omen cards after a \_\_\_\_\_ number of them have been used (see chart). Play passes clockwise. The game is over when all players have 4 cards in hand.

Player	Island Cards	God Cards	Devout Card	Reset Minor
2-	7	1	1	5
3-	6	1	1	4
4-	6	1	1	3
5-	5	1	1	3

## Victory:

Players receive 1 point for each cube on an island matching the color of the island cards remaining in their hand, and 2 for the Worshippers card. The player with the most points wins.

## God Cards:

Are duplicates of the Island Action Cards, but the same action must be performed on each island. They are not worth any points.

## Devout Worshipper Cards:

Cannot be used to perform actions, but are worth twice the points.

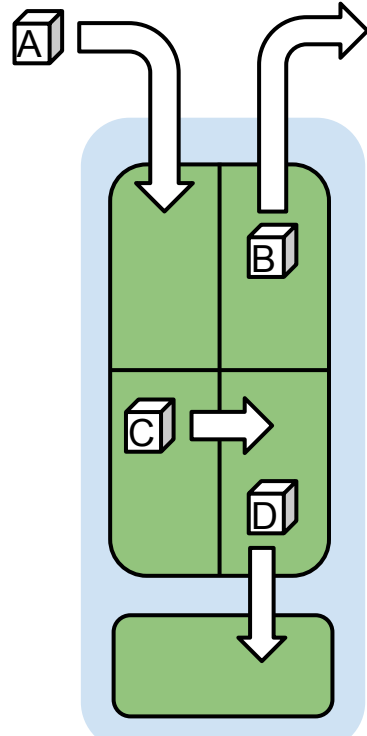


**Huts:** If a card removes any number of cubes from a space with a hut, remove the hut instead. Only one hut per space.

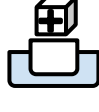


**Lava:** Spaces with lava cannot have cubes or huts on them. Only one lava token per space.

## Omen Cards



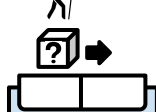
**A) Add** a cube of any color to any space.



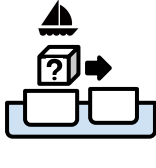
**B) Remove** a cube from any space.



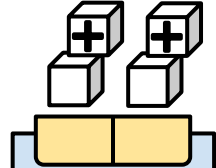
**C) Move** a cube to an orthogonally adjacent space.



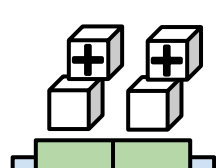
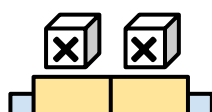
**D) Sail:** Move a cube from any space bordering water to any space bordering water on an orthogonally adjacent island.



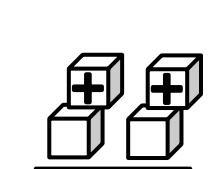
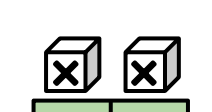
## Island Cards



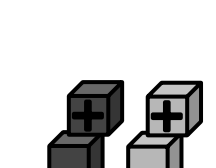
**Calm:** For each yellow island space, add a cube of a color already present.  
**Storm:** For each yellow island space, remove a cube.



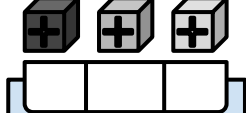
**Feast:** For each green island space, add a cube of a color already present.  
**Famine:** For each green island space, remove a cube.



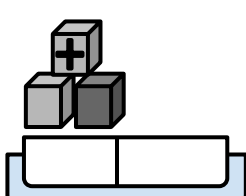
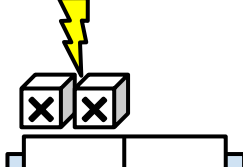
**Abundance:** For each brown island space, add a cube of a color already present.  
**Avalanche:** For each brown island space, remove a cube.



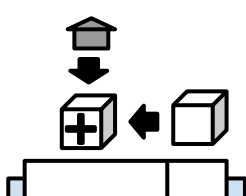
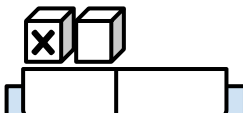
**Peace:** Choose two different colored cubes on adjacent spaces. Add to each space a like colored cube.  
**War:** Choose two different colored cubes on adjacent spaces. Remove those cubes.



**Thunder:** Add a cube to an empty island space of a color not present on the island. Repeat until there are no empty spaces or absent colors.  
**Lightning:** Remove all cubes on a space without a hut, or a hut.



**Prosperity:** Add a cube to each space on an island with two or more cubes.  
**Plague:** Remove a cube from each space on an island with two or more cubes.



**Huts:** Add a hut and a cube of any color to a space then move all adjacent cubes there. In clockwise order, all players who have played this card may add any cube to a hut, but not the same hut as another player.  
**Lava:** Remove a hut, a cube, and add a lava token to a space. Move all cubes into adjacent spaces. In clockwise order, all players who have played this card may add lava to a space adjacent to a lava token, but not the same one as another player. Cubes there move to adjacent spaces.

