Tavarua

Goal

Have the most points at the end of the game

Setup

Place the six wave tiles on the "break" spaces. Roll the dice and place one on each tile.

Each player chooses a colour, and takes two surfboard tokens, one surfer meeple, one balance marker, two pairs of score markers, one mat. Choose to start with long or short board: place the appropriate token on the Shore with your meeple on it. Flip the mat to the appropriate side and put the balance marker on the centre space. While on the long board you may not play 4-value cards.

From the Wave deck, remove the blue Barrel cards; shuffle and discard five face down to the Wave discard pile. Shuffle deck with remaining Barrels, and deal 12 face down to the discard pile. Return the discard pile to the box without looking.

Shuffle the player and stoke decks. Deal five player cards to each player, and give them one green Stoke token. Each player may discard any or all of their hand and replenish to five.

Choose a random first player. Play rounds until the Wave deck is exhausted.

Round

Advance/Play

Take the wave tile closest to shore, put its contents on the Shore, and place it at the top of the board; slide all waves down. Roll a die and place it on the new tile.

If you have ridden a wave to the Shore, gain a Stoke token.

If you are at the Shore, you may switch board: place the appropriate token on the Shore with your meeple on it. Flip the mat to the appropriate side and put the balance marker on the centre space.

If you are at the Shore, you may buy Stoke cards for 1 Stoke token each. You may not play them until next round.

Each player chooses their next action by placing one (1C) or more (MC) cards from hand, and for some actions Stoke tokens (S), adjacent to their mat. While paddling out in the channel: Catch, Paddle Out, Wait or Paddle In. While on a wave: Ride, Bail; in the Wash between the two, Recover. (The Score spot is where your score pile goes, not an action in itself.)

Resolve

Catch: (1C, S) Gain a Stoke token. Move your surfer onto the adjacent wave. You may only try this if it has broken (die ≤ row value) and has space (max 1 for ①–④, 2 for ⑤–⑥). If die = row value, take a Perfect token. If too many surfers try to catch a wave, matching colours and numbers with the higher numbers prevail (teal > maroon), others remain in the channel. Move your balance marker by card value ± Stoke.

Paddle Out: (1C, S) move (card value ± Stoke) spaces outward in the channel, stopping at the end.

Wait: (MC) discard cards and hold position.

Paddle In: (1C, S) move (card value ± Stoke) spaces inward in the channel, stopping adjacent to the shore.

Ride: (1C, S) move your balance marker by the card value ± Stoke tokens. If you run off either end of the board, you wipe out: gain a Stoke, go to the Wash (off your board), discard all but the single highest score card of your score pile, and Recover next round.

If you are on a long board and at the foremost space, take a Hang Ten token.

Any player who has ended their ride scores it. Add up value of cards in your score pile, +2 if you made it to Shore, +1 per Stoke, +2 for Hang Ten, +5 for Barrel, +(cards in pile) for Perfect. Mark your top two scores with each type of board on the scoreboard.

Bail: (MC) move to the Wash (on your board) and keep your score pile.

Recover: (1C) move from Wash to Shore.

Wave/Score

Discard the top card of the Wave deck. All players on a wave must shift their balance marker accordingly, and may wipe out: gain a Stoke, go to the Wash (off your board), discard all but the single highest score card of your score pile, and Recover next round. Otherwise put the card and any tokens in your score pile.

If the Wave deck is empty, the game ends.

All players refill their hands to five cards.

Pass the First Player token to the right.

Final scoring

Each player's score with each board is the sum of their best two scores.

The player with the highest short board score is the Shortboard Champion.

The player with the highest long board score is the Longboard Champion.

Whichever of them has the higher *other* score is the Grand Champion.

Break ties by highest single scoring wave.