



Kerala



For 2-5 players, ages 8 and up

GAME OVERVIEW

Welcome to the elephant festival in the Indian province of Kerala! Colorfully decorated elephants parade around everywhere. The celebration is alive with color and music. As part of the festival, you want to make the most beautiful festival platform, displaying as many elephant symbols as possible. Round by round, you will expand your festival platform with tiles, placing one new tile per turn and moving one of your two elephant figures onto it from an adjacent tile. Your two elephant figures dictate where you can place a new tile. A tile can also be placed on top of another tile. Watch out for your rival platform builders. They can foil your plans by grabbing highly sought after tiles before you can get them.

GAME OBJECTIVE

Each player builds **their own festival platform** with colored tiles. At the end of the game, you want to have **only one continuous area of each color**; otherwise, you will **lose points**. (Note: For your own color, you can have **two areas**.) Also each missing color **subtracts points**. You will gain points for **each elephant symbol** on your festival platform. Some tiles have more than one symbol on them. The game ends when the **bag of tiles is empty**. The player with the most points **wins**.

GAME MATERIALS

5 Start tiles (1 in each of the 5 colors)



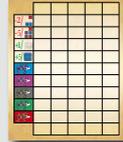
100 Game tiles (20 in each of the 5 colors)



1 Fabric bag



1 Scoring pad



10 Elephant figures (2 in each of the 5 colors)



In addition you will need a pen or pencil, which is not included.

GAME PREPARATION

- Each player gets **2 elephant figures** and a **start tile of the same color**. With fewer than 5 players, place the unused elephant figures and unused start tiles back into the box.
- Each player places his or her **start tile with the elephant symbol face up in front of them**. Your start tile is the beginning of your **festival platform**.
- Each player puts his or her **two elephant figures on his or her start tile**.
- Depending on the number of players, you may have to remove a **certain number of the 100 game tiles** and **place them back in the box**:
 - For **2 players**, remove **20 random tiles**. The tiles that are removed should **not be the same color** as either of the players' colors!
 - For **3 players**, remove **10 random tiles**. The tiles that are removed should **not be the same color** as any of the players' colors!
 - For **4 players**, remove **4 random tiles**. The tiles that are removed should **not be the same color** as any of the players' colors!
 - For **5 players**, do not remove **any tiles**. You will play with all 100 tiles.



Example with 3 players: Blue, black, and red 10 random tiles that are not blue, black, or red are removed accordingly.

- Place all of the **tiles in play** into the fabric **bag**. Place the bag in the center of the table.
- Set one **score card** from the scoring pad aside. You will not need it until the end of the game.

Example: Setup for five players



GAME PLAY

The game is played over several rounds. The youngest player starts and is given the bag of tiles.

First, he or she draws the same number of tiles from the bag **as the number of players**. For example, if there are five players, the starting player draws five tiles from the bag. Lay the tiles that were drawn **face up** in the center of the table.

The first player **must select one tile** and place it **orthogonally adjacent** to his or her start tile, aligned with one of the start tile's four sides.

"Orthogonally adjacent" means lined up next to each other vertically or horizontally, not diagonally.

The player then moves **one** of their **elephant figures** from his or her start tile to the **new tile**. This ends the player's turn.

Now **the player to the left of the starting player** chooses from the **remaining** tiles. This player places the chosen tile adjacent to his or her start tile and moves one of his or her elephant figures onto the tile.

This continues until the last player of the round takes the last tile and adds it to his or her platform. At this point, the round ends.

The next round starts when the starting player passes the bag of tiles to the player **to his or her left**.



Example: You are playing with four other players and have pulled these tiles out of the bag.



Example: The blue player chooses the black tile with three elephant symbols and places it next to her start tile. She then moves one of her elephant figures onto that tile.

Next Rounds

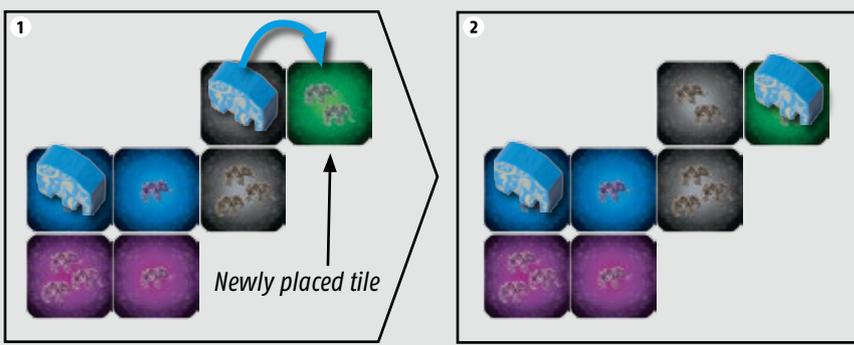
The rounds continue in the same manner, with the player that has the bag of tiles pulling out as many tiles as players then placing them face up in the center of the table. The players then each choose a tile, place it adjacent to another tile, and move one of their elephants.

OTHER RULES

Placement Rules

When it is your turn, choose **1 tile** from the center of the table. You must place this tile orthogonally adjacent to one of the two tiles with your **elephant figures** on them. Then **move** the elephant figure **onto the newly placed tile!**

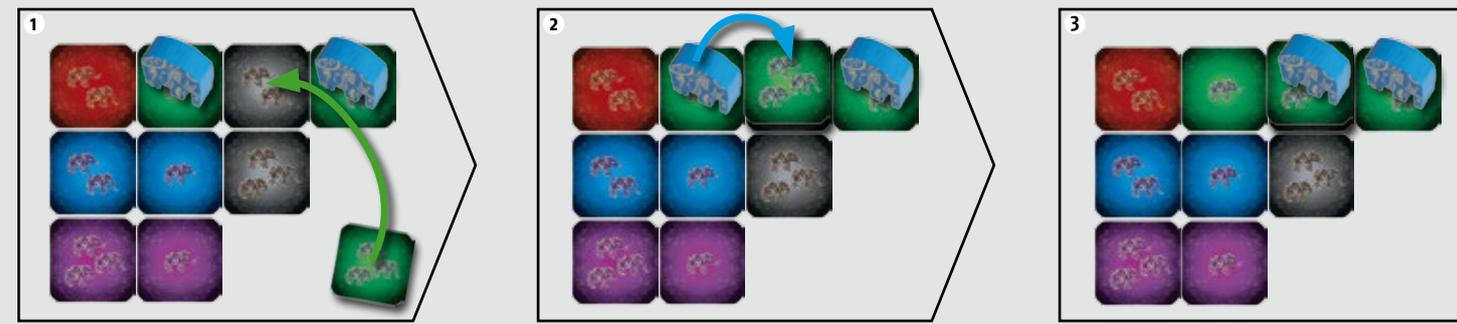
Example: Later in the game, the blue player has taken the green tile with two elephant symbols. She places the tile next to the black tile which has one of her blue elephant figures on it. She then move the elephant figure from the black tile to the new green tile.



Overlaying

You can place a tile on top of an already-placed tile. You can do this **multiple times**. However, the tile must be placed adjacent to an **elephant figure** and the elephant figure must be placed onto the new tile.

Note: Only 1 elephant figure can be on a tile at a time. The only exception is at the start of the game, when two elephants are on your start tile. Placing tiles on top of other tiles may enable you to reconnect 2 separate areas, creating a single larger area of the same color.



Example: Later in the game, the blue player has chosen the green tile with three elephant symbols on it. She places it on top of the black tile with two elephant symbols. Then she moves her elephant onto the newly placed tile.

Passing

Two times during the game you have the ability to **pass** (in other words, to skip your turn). If you pass, you do not take **any tiles from the center of the table**. You **lay** one of your elephant figures **on its side**. If you have placed both of your elephant figures on their sides, you may not pass. When players pass, the unchosen tiles remain in the center of the table until the end of the round. Then at the end of the round the extra tiles are placed back **in the box**.



Important: You can still move an elephant figure from tile to tile as usual **after it has been placed on its side**. Laying the figures on their sides just helps keep track of the number of passes taken.

The Tiles

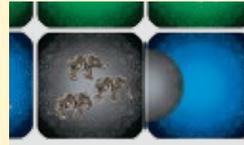
Tile with 1, 2, or 3 elephant symbols

Tiles with elephant symbols get the same number of points as the number of elephants depicted on them; i.e. **1, 2, or 3 points**.



Special tile with colored edge

These tiles have a **second color** along **one edge**. At the end of the game, if this edge is adjacent to a tile of the second color, you receive **5 points**. There is **no penalty** if the colored edge is placed next to a **non-matching color** or **no tile is adjacent** to the edge. However, the tile still counts as a tile of the primary color and you may lose points if you have two separate areas of the same color.



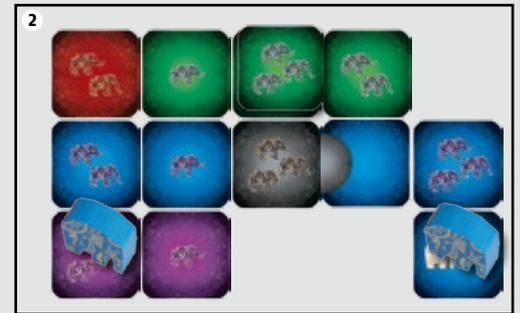
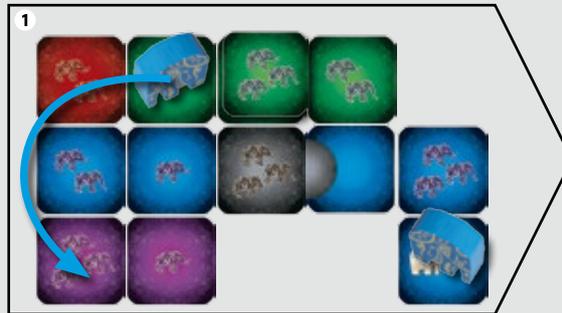
Example: The blue tile with the black edge is adjacent to a black tile. So, the player would be awarded 5 points at the end of the game.

Special tile: move elephant figure

If you add a move–elephant–figure tile to your festival platform and move your elephant figure onto it, you may **immediately** move **either** of your **elephant figures** to **any** tile.

Example: The blue player has placed a special move–elephant–figure tile on the lower right of her festival platform. The blue player then placed her elephant figure onto this tile. She then moves her second elephant figure from the green tile to the purple tile.

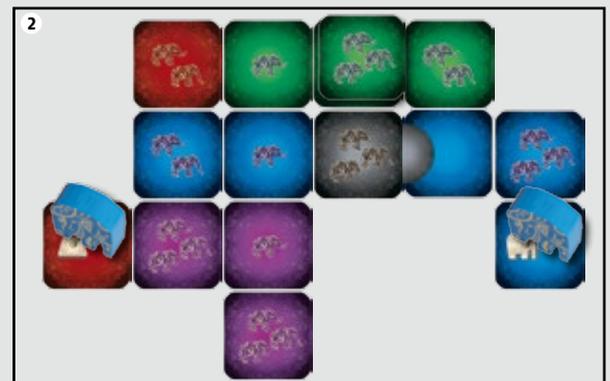
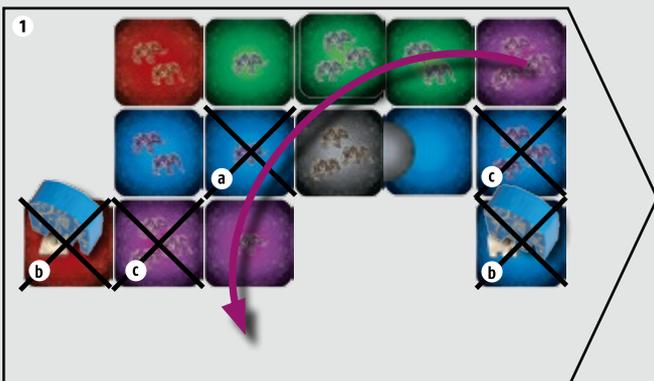
Note: The elephant figure depicted on this tile does not count as an elephant symbol and is therefore not worth any points at the end of the game.



Special tile: move tile

When the move–tile tile is added to your festival platform and you move an elephant figure onto it, you may **immediately** move a **tile (or a whole stack of tiles)** to another **open** spot on your platform. However, there must be **no elephant figure** on the tile or stack of tiles. You cannot move a tile or stack of tiles that is **surrounded by tiles on all four sides**. When moving a stack of tiles, the whole stack must be moved (you cannot move only the top tile) and the stack **cannot be rearranged**. You cannot place the moved tile(s) on top of another tile; only on an open spot, as defined by the regular tile placement rules. Also you **cannot split your platform** into two parts by moving the tile(s). There must be **no hole** or **diagonal-only connection** between tiles after moving.

Example: The blue player has placed a special move–tile tile at the bottom left of her festival platform and placed an elephant figure onto it. The blue player then moves the purple tile to another location. The blue player cannot move the tiles crossed out with black X's because they are either a) surrounded by other tiles and would create a hole, b) an elephant figure is on the tile, or c) removing the tile would split the platform into two parts. The purple tile is placed such that it does not result in a split platform, hole, or diagonal-only connection.



END OF GAME

The game ends when the **bag is empty** and you have **finished the final round**. Then, scoring begins. To simplify scoring, you can write your points in one of the columns on the **score card** and total them up.

Scoring

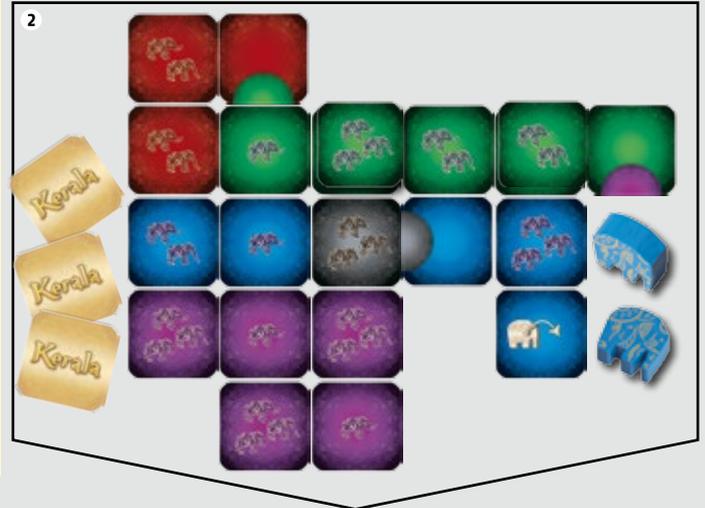
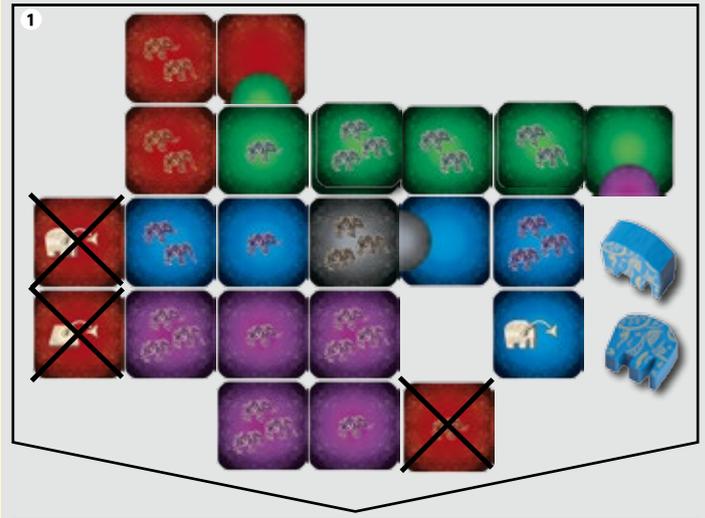
Each player will score his or her own festival platform. First, remove your two elephant figures from the festival platform. Keep standing elephant figures standing and lying elephant figures on their sides. Check if you have **one continuous area of each color**. (For a special tile with a colored edge, use the primary color to determine the continuous areas, not the secondary color.) If you have more than one area of a certain color, choose one of the areas. Remove and turn over all the tiles and stacks of tiles from all other areas of that color. You decide which areas you want to count and which are removed. For each tile that you remove from your festival platform and flip over, you receive **-2 points**. For **each tile in a stack** that is removed, you receive **-2 points**. Place the tiles that you remove back into the box. It does not matter if your festival platform has been divided up into several parts by the removal of tiles at this point. All parts of your festival platform will still be counted.

Exception: For your player color (the color of your elephant figures) you may have two areas of the same color!

Check that your festival platform has **at least one tile of each color**. For **each missing color**, you receive **-5 points**. For each **elephant figure** you **did not** lay on its side, you receive **+1 point**. For each special tile with a **colored edge** that is next to a tile of the **correct** color, you receive **+5 points**. For each color, count how many **elephant symbols** are on the tiles of your festival platform. For each **elephant symbol**, you receive **+1 point**. The elephant symbols on tiles that were **built over** in a stack **do not count**. Whoever has the **most points** wins the game. In the case of a tie, both players share the victory.

Note: Sometimes you cannot avoid having multiple areas of a color during the game. Don't worry. This doesn't necessarily mean you will lose.

Example: At the end of the game, the blue player has three red areas. So, she has to remove two of the red areas. The blue player decides, of course, to remove the areas that cost her the least points. So the blue player removes the three tiles in the extra areas and turns them over. Each tile scores -2 points. The blue player also has two areas of blue tiles. That is okay because that is the same color as the player's color.



Example (cont.): At the end of the game the blue player gets the following points: -6 points for the red tiles that were removed. She has all five colors on her platform, so she does not lose points for that. She has one elephant figure still standing, so she receives +1 point. She has two tiles with a colored edge that are adjoined to the appropriate colors, so she receives +10 points. In addition, she gets +6 points for the elephant symbols on the blue tiles, +11 points for the purple tiles, +3 points for the black tiles, +8 for the green tiles, and +4 for the elephant symbols on the red tiles. In total the blue player receives 37 points.

3

	Blue Player	Purple Player	Red Player	Green Player	Black Player
-2/	-6				
-5/	-				
+1/	1				
+5/	10				
	6				
	11				
	3				
	8				
	4				
	37				

The Author: Kirsten Hiese was born in 1965 and is a professional florist. In 2004, she created her first children's game. Since then she has published 16 games by various publishers. She lives with her husband and her three children in Porta Westfalica, Germany. Kerala is her first game with Kosmos Verlag.

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Kirsten Hiese and Kosmos thank all the test players and rule readers.



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Printed in Germany / Imprimé en Allemagne

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