

ka pai



The indigenous people of New Zealand, the Māori, have a historically strong connection to the land. They put up totems (pouwhenua) that tell stories of this connection, the environment and their ancestors. In Ka Pai, each player host a Hui (Māori social gathering) and try to connect these totems through tribes (Iwi's) to spread their knowledge as far as possible, while at the same time gathering the tribes into powerful, individual groups.

There are four different tribes represented by the symbols: triangle, square, circle and line.



Components

2 dice

1 score block

4 pencils

Note: The distribution of the symbols on both dice is different.

Set up

Each player gets a **score sheet** and a **pencil**.

The youngest player gets **both dice**.

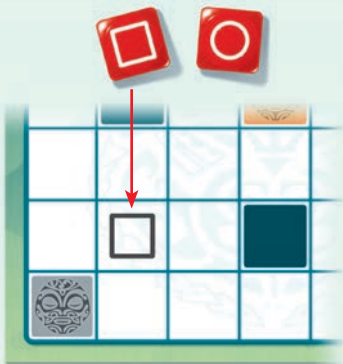
Tip: The game can be played with an unlimited number of players!

Game overview

The game is played in rounds. Each round all players use the result of the dice rolled and simultaneously draw symbols on their sheet. By making groups of the same symbol and connecting totems with other totems, they try to score the most points at the end of the game.

Each round **one** player rolls both dice and **all players** must use the result of this roll by drawing the rolled symbol(s) on their sheet:

- If the rolled symbols on both dice are the **same** all players must draw **both** symbols.
- If the rolled symbols on both dice are **not the same**, each player must **choose** and draw one of the rolled symbols on their sheet.



Example:

The rolled dice shows a square and a circle. Each player must choose one of these symbols to draw. This player decides to draw a square.

Draw symbol(s)

You can only draw symbols in **free spaces** in which nothing is drawn yet. You can't draw symbols in a filled space or in a space with a totem.



You can draw the very **first symbol** in any space on your sheet. All following symbols must be drawn **horizontally or vertically adjacent** to an **already drawn symbol**. Any symbol can be drawn next to each other - they don't need to be identical.

When two symbols are drawn in the same turn, both symbols must be drawn **adjacent to each other**. Exception: Only when a player does not have two adjacent free spaces. The two identical symbols can be drawn in two non-adjacent spaces.

Make a group

When a player has drawn **three symbols of the same type** in horizontally or vertically adjacent spaces, these symbols form a group. That player marks this group by drawing a ring around this group. **Groups of three triangles** (\triangle), **three squares** (\square) and **three circles** (\circ) score points at the end of the game (see: End of game and scoring). **Groups with lines** (/) give a bonus for groups and might also score points (see: Choose a bonus).

Important: Symbols can never be part of multiple groups.



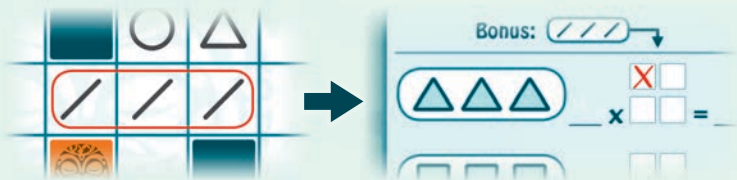
Example:

This player has drawn his third triangle in vertically adjacent spaces. He draws a ring around these three triangles to make a group.

Choose a bonus

After **making a group of three lines (/)**, the player must immediately choose a bonus by marking a **bonus** field space. Groups of the selected symbol score bonus points (see: End of game and scoring).

Important: Only groups of three lines enable marking a bonus space.



Example: After making a group with three lines, the player decides to mark a bonus space for triangles.

End of game and scoring

The game ends when all players have completely filled all spaces in the main area on their sheets.

Now each player scores points for:

- **Groups of symbols:**

Count the number of **groups of each symbol** (triangle, circle, square) and write down that number on the top of their score sheet. That number will be multiplied by either 2, 3 or 4 depending on the type of symbol.

- **Connected totems:**

Count the number of **totems connected to another totem** with an uninterrupted connection of the same symbol between each totem. You

score points for the highest number of connected totems in the same network. If you have multiple networks connecting totems, you only score one network. You score **2/4/7/12** points for connecting 2/3/4/5 totems.

- **Bonuses:**

Count the number of **marked bonus spaces for each symbol** and **multiply** this number with the number of groups of that symbol.

The player with the most points wins the game. In case of a tie, the player with the most bonus marks wins. If a tie still consists, victory is shared.

The screenshot shows a Connect Four board with the following symbols and connections:

- Triangles (▲):** 3 groups of 2 (rows 1, 2, 3) and 1 group of 3 (row 4). Total groups: 4.
- Squares (■):** 1 group of 3 (row 1) and 1 group of 3 (row 2). Total groups: 2.
- Circles (●):** 1 group of 4 (row 1) and 1 group of 2 (row 2). Total groups: 2.

Connections (red lines) are shown for:

- Group 1: (1,1) to (1,2) to (1,3) to (1,4) to (1,5) to (1,6).
- Group 2: (2,1) to (2,2) to (2,3) to (2,4) to (2,5) to (2,6).
- Group 3: (3,1) to (3,2) to (3,3) to (3,4) to (3,5) to (3,6).
- Group 4: (4,1) to (4,2) to (4,3) to (4,4) to (4,5) to (4,6).

Scoring summary:

- 3 groups of 2 triangles: $3 \times 2 = 6$
- 1 group of 3 squares: $1 \times 3 = 3$
- 1 group of 4 circles: $1 \times 4 = 4$
- Bonus: 2 groups of 2 triangles (marked with 'X') and 3 groups of 2 lines (marked with '/'). $2 \times 2 + 3 \times 1 = 7$
- Total score: **26**

Example: This player scores 6 + 3 + 4 points for groups with the same symbol. He has two different networks connecting totems (one at the bottom connecting two totems and one at the top connecting three totems). The best network connecting 3 totems is scored. Therefore he scores 4 points. Finally he scores 6 (three groups of triangles multiplied by two bonus marks) + 3 (three groups of lines multiplied by one bonus mark) = 9 points for bonuses. His total score is 26 points.

Solo game

Play with the regular rules and try to beat your own score. Compare your score with the following to see how you've done:

- 0-29** Not exactly Ka Pai, but keep it up and you'll get there!
- 30-39** Have you been practising?
- 40-49** Getting closer...
- 50-55** Almost there!
- 56+** Ka Pai! *



* Ka Pai means „well done!“ in the Māori culture.

Game design: Mads Fløe

Graphic design: Oliver Freudenreich

Rulebook development: Jeroen Hollander

Project manager: Jonny de Vries



© 2019 White Goblin Games
www.whitegoblingames.com