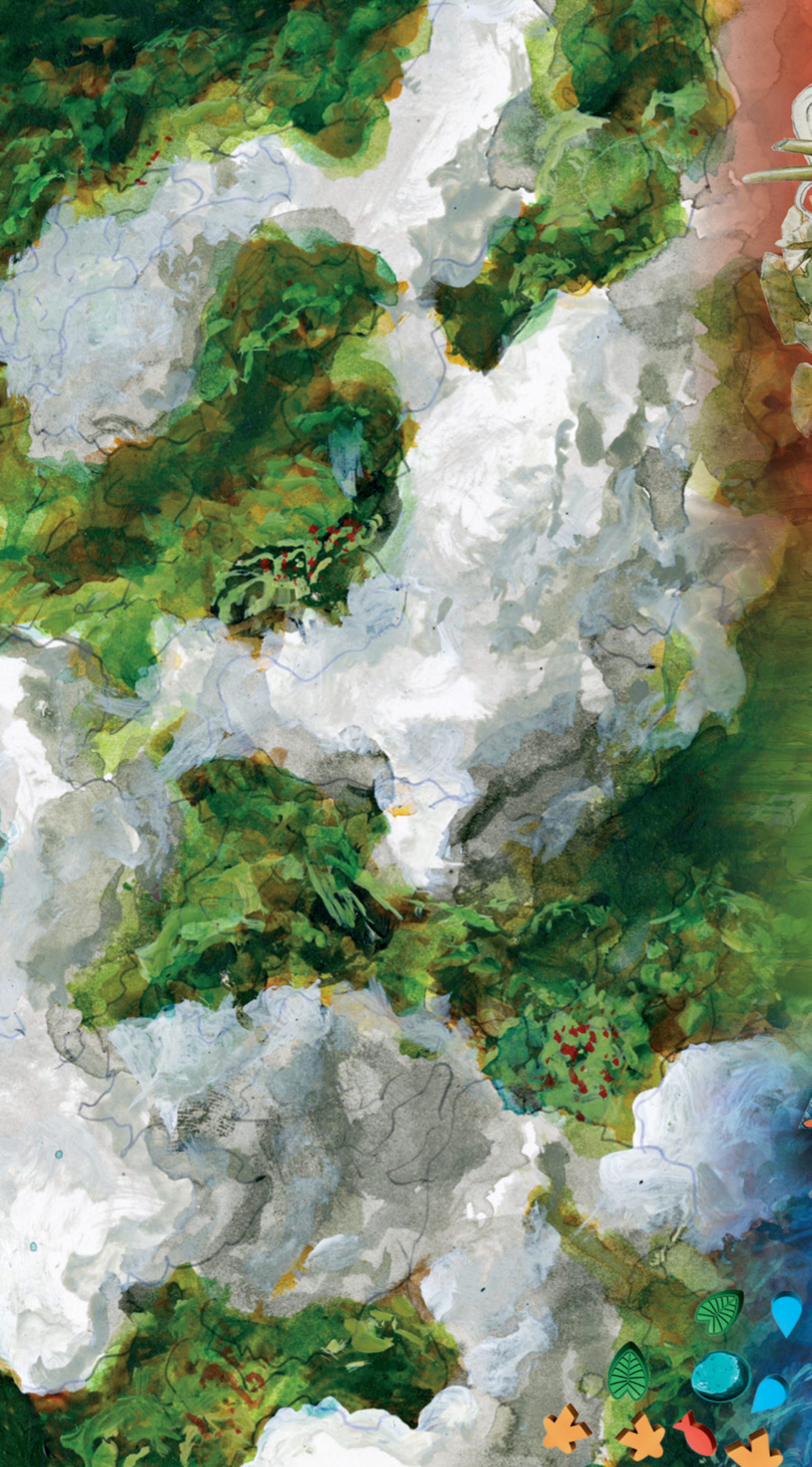


RACE AGAINST TIME TO SAVE OUR 'ĀINA

[INSTRUCTIONS](#)



ĀINA

RACE AGAINST TIME TO SAVE OUR 'ĀINA

MO'OLELO

'Āina is a game that challenges you to use strategy and cooperation to flip a landscape from negative to positive, distribute resources for lasting wealth, and open pathways for water to flow—all in 64 moves. The cards are also the playing board. They create a landscape of a stylized **ahupua'a** (traditional land division), and the entire game revolves around **laulima** (working together) to restore its vibrancy.

Each card has two sides, a negative side and a positive side. The negative side is red and white. The positive side features parts of a clean, healthy 'āina. A shape is also depicted on each side of the card, and there are a total of four different shapes. The shape on the negative side and the positive side are not necessarily the same.

The deck is balanced—there is an equal number of each shape, and an equal number of negative and positive cards. Therefore, the outcome of gameplay rests in players' ability to respond to circumstances.



WAO & RESOURCES

Four general land regions of the ahupua'a are pictured on the positive side of each card. Each region has a corresponding resource and **akua** (god).



NAHELE
mountains and watershed



KAUHALE
where people live



MĀLA'AI
agricultural land



KAI
beach and nearshore areas



When resources are distributed among players, all players will receive at least two resources, but no one receives all four, reinforcing the collaborative nature of the game.

No single player can win the entire game, though it is possible and encouraged to build off another player's successful turn.

TIME CARDS

Each **wā** (time period) is the equivalent of one round. Each round has four turns. Each turn is made up of four moves by one player.

A player's turn consists of dealing out four Time Cards. The cards must be played in order, from left to right, but being able to see all four cards in a turn allows the player to strategize the best way to maximize their moves.



During their turns, players should do **two things**:

1. flip as many cards from negative to positive as possible, and
2. set resources on the positive cards so that they do not flip back to negative in future rounds.



A mismatched resource can be put on a positive card, but during the Cosmic Event at the end of the round, the resource will then be stripped from the card. As a metaphor, it is meant to comment on how proper resource management yields long-term sustainability but improper resource management is only a temporary solution.

Players also have the option to not lock cards in place, which could be a good strategic move if that player is running out of resources, or if they are trying to set up a more successful turn for the next player.

AKUA



In the game, the pathways created by the akua keep those cards permanently, positively flipped. In 'ōlelo Hawai'i, the word for wealth is **waiwai** and our game landscape echoes that: letting **wai** (water) flow through our ahupua'a creates opportunities for other areas to grow and flourish.

COSMIC EVENTS

After each wā (round), a Cosmic Event takes place. This is meant to reset the board. Often, in real life, there are both man-made and natural events that cause a reallocation of resources or test of work that has been done, such as the end of a grant period, a natural disaster, or a graduation of a cohort. The Cosmic Event invites players to adjust their strategies, based on this reset.

Āina creates a cohesive narrative of how collaborative planning and action can make real, positive change in our environment, and demonstrates how an **'Ōiwi** (Indigenous) approach to **mālama 'āina** (taking care of the land) can and will restore our land and cultural vibrancy.



COLLECTIVE GOAL

You are part of a community that has approximately one generation (64 flips) to transform your ahupua'a from negative to positive. Using collaboration, strategy, and resource sharing, you have the power to not only save your 'āina, but also set it to prosper for future generations. Everyone wins or loses together.



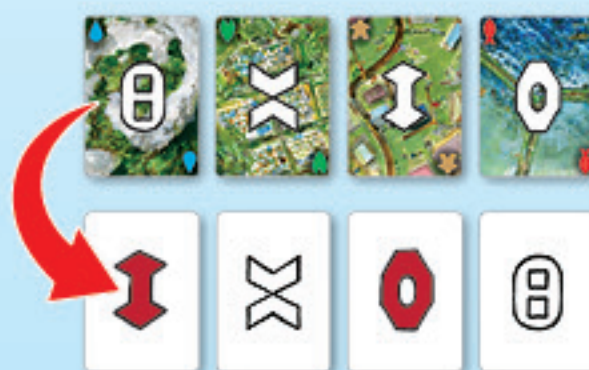
RESOURCE PLACARD



TIME PLACARD



SPACE CARDS • 36 cards



TIME CARDS • 64 cards



RESOURCES • 48 pieces (12 each)



AKUA • 4 akua + wooden bases



AKUA'S PATH • 24 crystal pōhaku



GAME SETUP

USED TIME CARDS for each round go here



TIME CARD DECK goes here

STARTER CARDS (note semi-circle)



AKUA'S PATH used during a Cosmic Event



AKUA on respective resource (color coded)



RESOURCES MIX (each player gets a set)



RESOURCES

There are four types of resources. Each player will receive two to three different resources, and one of them will be dominant.
No player will receive every resource type.

PLAYER RESOURCES

Resource tokens are proportionally distributed at the start of each game.



Raindrop



Kalo



People



Fish

TWO PLAYERS

12 of one type
6 of another type
6 of a third type

FOUR PLAYERS

6 of one type
3 of another type

SIX PLAYERS

4 of one type
2 of another type

THREE PLAYERS

6 of one type
3 of another type
3 of a third type

FIVE PLAYERS

6 of one type
3 of another type
2 players get one extra piece

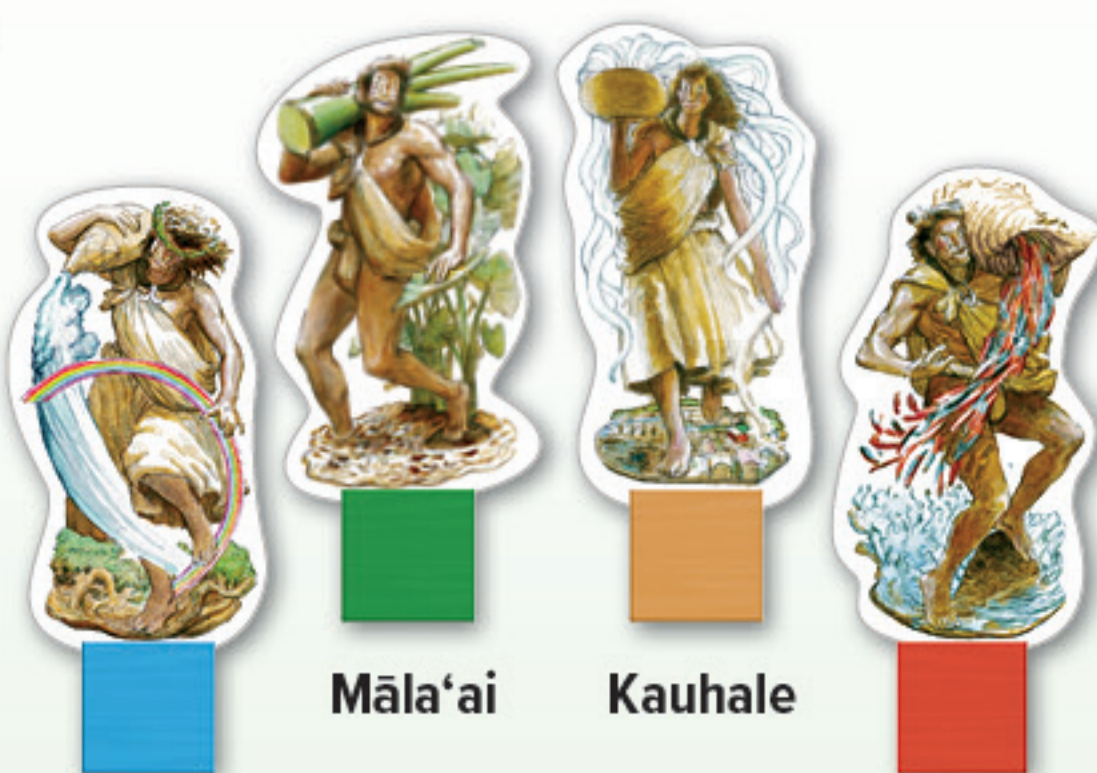
SEVEN+ PLAYERS

Partner up to form groups

COSMIC EVENTS PIECES

Players do not receive akua or crystal pōhaku at the outset of the game.

These pieces come into play when a Cosmic Event occurs. Keep reading to find out when.



Nahele

Māla'ai

Kauhale

Kai

4 AKUA



AKUA'S PATH

EXAMPLES OF RESOURCE DISTRIBUTION

TWO PLAYERS

- Player 1 receives all the fish, half the people, half the kalo;
- Player 2 receives all the rain, half the people, half the kalo.

THREE PLAYERS

- Player 1 receives nine raindrops, three kalo, four people;
- Player 2 receives nine kalo, three fish, four people;
- Player 3 receives nine fish, three raindrops, four people.

FOUR PLAYERS

- Player 1 receives six kalo, three fish, three people.
- Player 2 receives six raindrops, three kalo, three people.
- Player 3 receives six fish, three raindrops, three kalo.
- Player 4 receives six people, three fish, three raindrops.

NOTE: The resources get sparse after six players and each player may only get two resources. The overall divvying up of resources can be up to the players, as long as no single player has every resource.

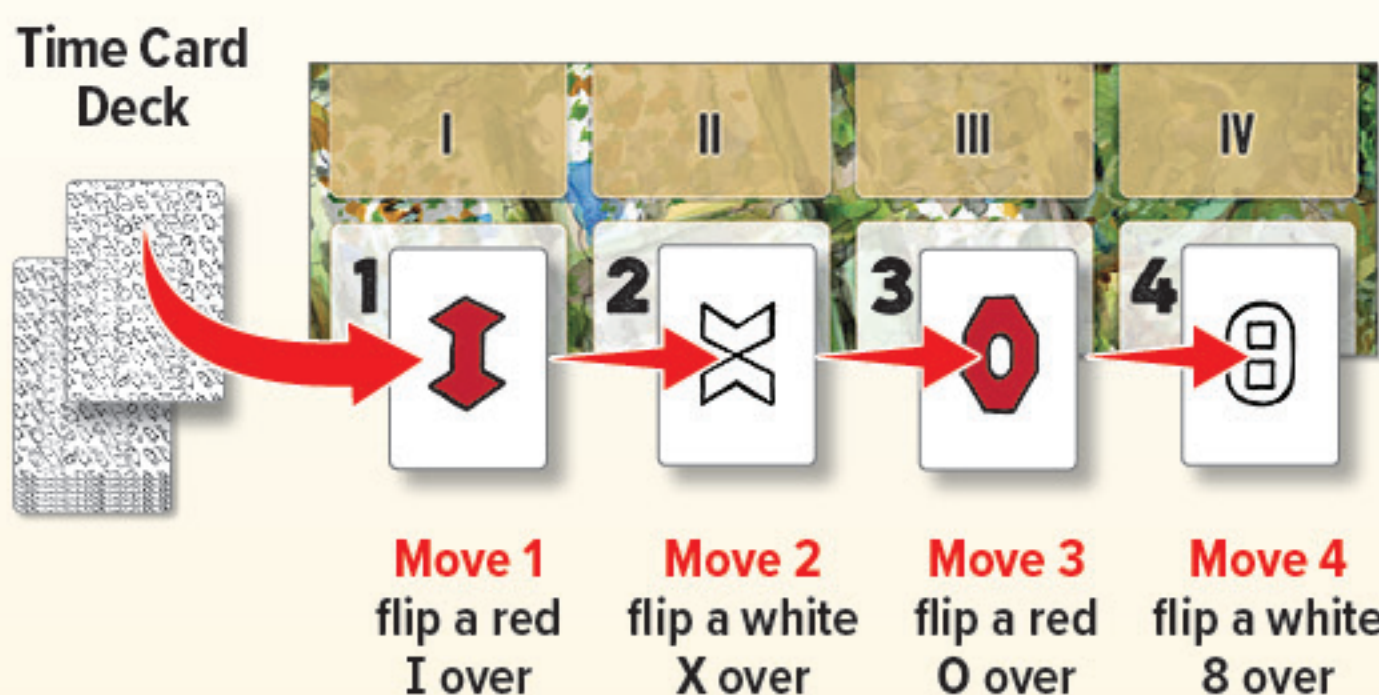


ROUNDS

- Please read all instructions before playing.
- Oldest player goes first.
- There are four rounds. Each round has four turns.
(Player 1 = 4 cards = 1 turn / 4 turns = 1 round).
- Each turn is four moves, which must be completed in order 1–4.
- Each turn is completed by one player, though they can get community input.
- After each round is a Cosmic Event.

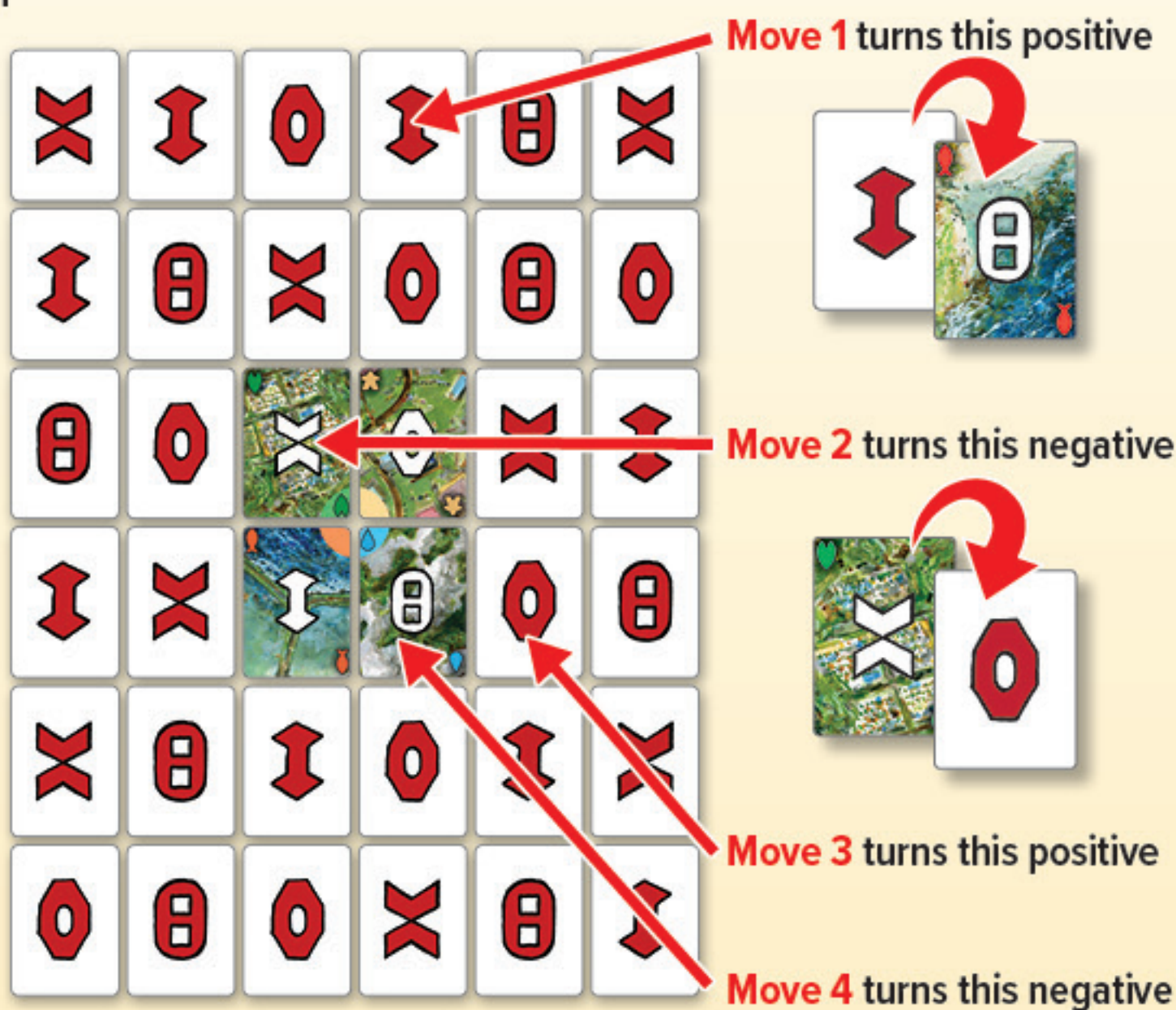
FIRST TURN, ROUND ONE (WĀ ‘EKAHI)

1. Player One draws four Time Cards and places them on the numbered placard. Draw from top of the deck, no peeking or arranging.



2. The symbols on the four selected Time Cards instruct players on which cards to flip on the playing space.

3. If there are no cards that have the corresponding symbol to flip (say, no red I), then skip that move (Move 1 in the example) and go on to the next move (Move 2).



Once a player flips a card, they cannot change their mind to another card.

4. The goal is to get four positive cards in a row, so the turn may look some thing like this:



5. If the player gets four positive cards in a row, they then have the option to LOCK them in place using their resources/tokens. Locked cards are pa‘a (fixed in place) for the rest of the game.

6. LOCKING POSITIVE CARDS

- A. Once there are four positive cards in a row (horizontal or vertical only), the player can place four of their own tokens, one on each card in the row, thus locking them.
- B. If the player has tokens that match the icon on the card, they must place a matching piece on that card.



Non-matching tokens may be used to lock the card **FOR THE CURRENT ROUND ONLY**. Consequences will be seen during the Cosmic Event.

- C. If the player does not have four tokens, that row of four cannot be locked. Another player may build off of up to three flipped cards to create another row during their turn

ADDING TO EXISTING LOCKED POSITIVE CARDS



- D. Rows are locked in sets of four. Players can add onto existing rows (for example, flipping a card to positive at the end of a locked row), but **FOUR TOKENS MUST BE USED EACH TIME A ROW IS LOCKED**. So, if a player wants to lock one additional card that was flipped after a locked row, the three cards closest to this card would each need another token, and one token would be put on the new card to lock it.
- E. The maximum lock on a card is two tokens; after that the card can no longer be used as part of a row of four. The exception to this rule is the akua and its path (see Cosmic Event section). The akua and crystal pōhaku can be used infinitely to build more rows of four.
- F. After any rows are locked, the player then takes their Bonus Flip.

7. BONUS FLIP

When a player locks four cards with tokens, a bonus flip can be taken by that player, allowing them to flip over any negative card on the board. This can cascade into additional rows of four / locked cards / bonus flips. The player must take the bonus flip(s) before moving on with their turn.

- A. After the four moves are completed, it is the next player's turn to draw four cards. Place the used cards on the roman numeral corresponding with the round.
- B. After four turns, it is the end of the round, and time for the Cosmic Event.

A NOTE ON ORDER OF OPERATIONS:

- Player must complete moves in the order presented on the Time Placard, 1–4.
- All instructions—including locking and any bonus flips—for a move must be completed before the next move is made.
- All moves must be completed before the next player's turn.

COSMIC EVENT

After each wā (round), the Cosmic Event is triggered. The Cosmic Event essentially resets the board, one for each round. There are a total of four rounds per game, and a total of four akua, one for each Cosmic Event. Each akua represents one of the resources, and they are color coded.

FOUR STEPS TO THE COSMIC EVENT

1. THE AKUA MAKES A PATH

The path follows a straight line across the maximum number of cards possible to link resources.

At the start of the Cosmic Event, players must decide together on which akua they will summon to the board. Each akua's path starts at one resource and ends at another. For example, the Nahele akua starts at the raindrop (💧) and ends at the kalo (🌿).



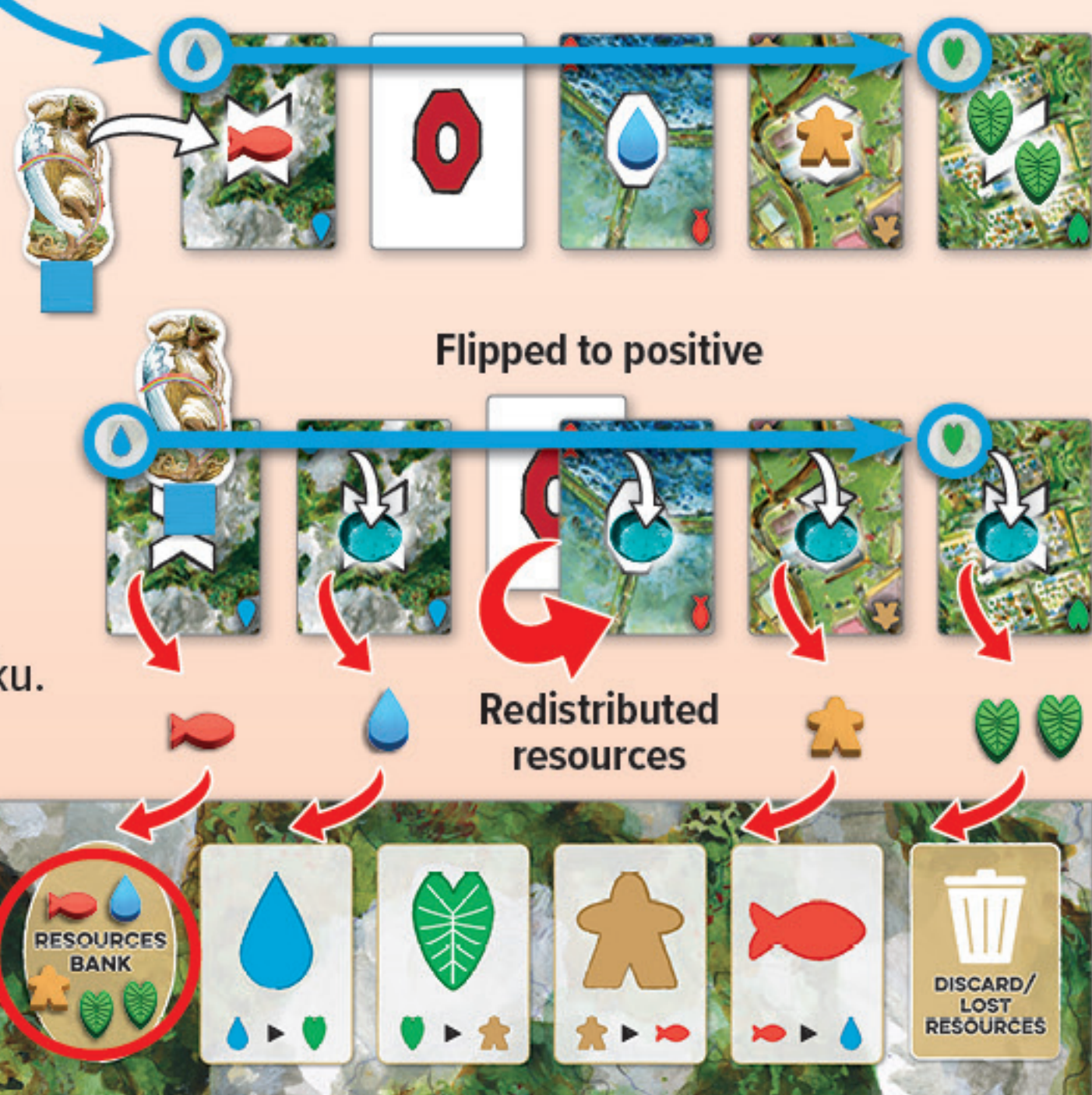
AKUA'S PATH

Akua can be placed on any positive space on the board with the same resource.

All negative spaces in the akua's path are flipped to positive. The akua now lives in that space and cannot be reused.

The pathway is then locked with the akua's crystal pōhaku.

Not only are these cards locked, but also they do not draw any resources for future rounds, and can be used as building points for future locks.



2. RESOURCES ARE REDISTRIBUTED

The resource tokens taken from the akua's path are put into the shared pool labeled Resources Bank. These resources are available to all players in wā IV only.



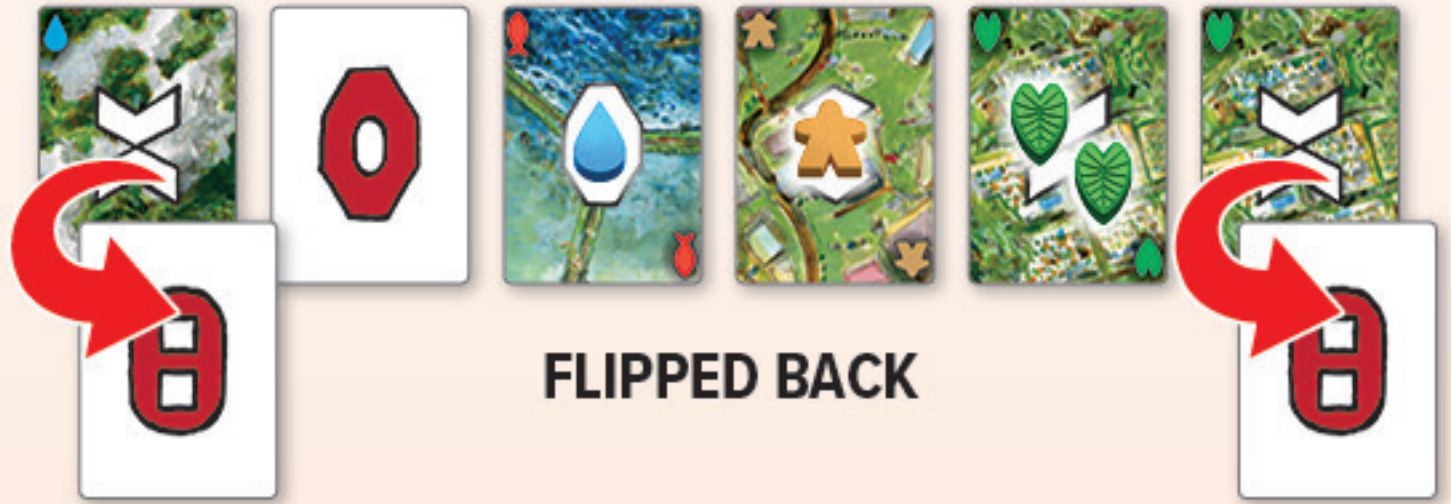
NOTES ON THE AKUA:

- Akua paths can only go in a straight line.
- Akua paths can intersect each other.
- If you are unable to use the akua, the other parts of the Cosmic Event are still played.



3. UNLOCKED CARDS ARE FLIPPED BACK TO NEGATIVE

All positive cards that do not have resources on them are flipped back to negative.



4. MISMATCHED RESOURCES ARE DISCARDED

Any resources on the board that do not match the symbol on their cards are gathered up and put in the Discard / Lost Resources pile. These resources are now out of play for the rest of the game.

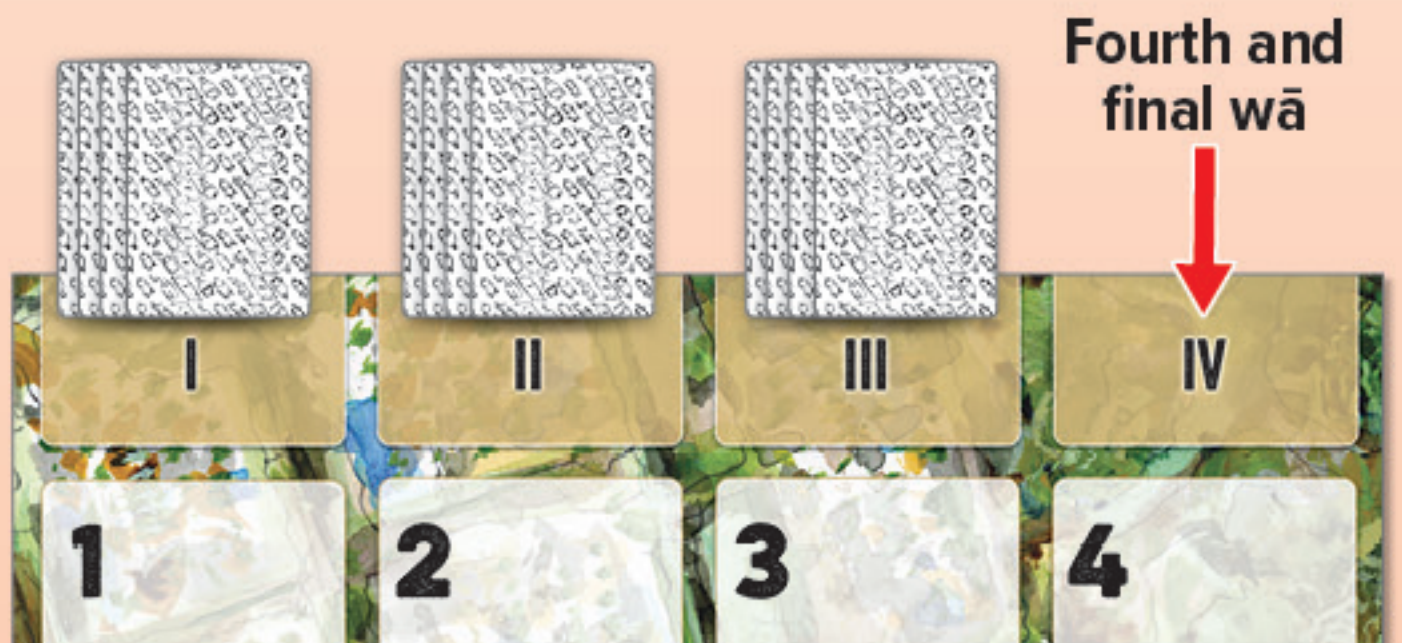


RESUME PLAY

After the Cosmic Event, the next round starts with Player Two of the previous round.

THE FOURTH AND FINAL WĀ

On the fourth and final round (after the third Cosmic Event), all players can use the tokens in the Resources Bank in order to lock in positive cards.



FINISHING THE GAME

To win the game, all cards must be flipped to the positive side before the end of the last Cosmic Event.



SOME TIPS FOR SUCCESS

- This is meant to be a collaborative, decision-making game. Please make use of your teammates! However, the final decision of flipping cards is left to whoever's turn it is.
- Because you can see all the cards for each turn, plan each move before flipping cards.
- The resources are, by design, uneven. This ensures one player cannot dominate the board.
- Setting up others for success makes resources go further.
- Keep in mind the positive and negative potential of the Cosmic Event, and plan accordingly.
- **TALK STORY AND HAVE FUN!**

CREDITS

‘Āina was developed by Solomon Robert Nui Enos, Meredith Desha Enos, Pat Ohta, and Charles Kupahu Timtim. Original artwork by Solomon Robert Nui Enos. Additional support provided by: Jason Ubay, Ke‘ōpūlaulani Reelitz, Kaipo Kī‘aha, Wahine‘aipohaku Tong, Kawena Lei Apao, Katherine Burke, Ahukini Fuertes, haumāna of Ke Kula Kaiaupuni o Waiau. Original kalo design by All Things Maoli.

QUESTIONS? COMMENTS?

Additional materials, such as gameplay videos, curricular suggestions, and community posts can be found on our website:



www.kamehamehapublishing.org/aina



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