



PĀ'ANI PILINA

GAMES OF CONNECTION

INSTRUCTIONS

kula

Game design by

Kealaiwikuamo'o Division, Kamehameha Schools.
Additional images and support provided by:
Eric Enos, Ka'ala Cultural Learning Center,
Kaipo Kī'aha, Kuhiawaho, Lurline McGregor,
Kyle Nakanelua, Forest & Kim Starr, Keoki Stender.

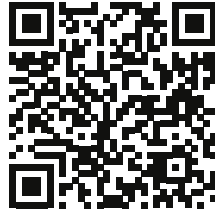
Copyright © 2024 by Kamehameha Schools

Kamehameha Publishing
567 South King Street
Honolulu, Hawai'i 96813

ISBN: 978-0-87336-701-1

INCLUDED IN THIS PĀ'ANI PILINA DECK:

- 80 cards from the kula region
- List of images
- Instructions for three games:
 - 1) Pili Koke
 - 2) Pili Pū'ulu
 - 3) Pili Pilina



Scan the QR code to visit the *Pā'ani Pilina* website for additional materials, gameplay videos, curricular suggestions, other games, and community posts.

www.kamehamehapublishing.org/paanipilina

PĀ'ANI PILINA encourages players to see the relationships in the world around them.

Using the principle of kilo (using your six senses: sight, hearing, smell, taste, touch, and intuition to examine, observe, or forecast) to notice pilina (a relationship or connection) between the images on the cards, players use their 'ike (knowledge) to strategize and win.

The pilina between card images include, but are not limited to: nature, 'ōlelo (language), mo'olelo (stories, mele, genealogy, etc.), history, color, category, and use.

Although background knowledge in Hawaiian language, literature, or culture is not necessary to play the games, a deeper understanding of Hawaiian knowledge can score more points. Players are encouraged to share their knowledge!

This *Pā'ani Pilina* deck features the plants, animals, landforms, and tools commonly found in the kula region of the ahupua'a. The kula region lies between the shoreline and start of the mountains, and may be thought of as sloping plains. It is a common area where houses are built, and may also be where crops are grown.

Additional *Pā'ani Pilina* decks feature the kai (seashore) and uka (mountain) regions, as well as other special places or objects, and each deck is designed to be played alone or mixed with other decks.

We encourage you to look up information as you play. Use the internet, dictionary, books, and other resources.

Customize your rules! And if you do, please let us know so we can share with others.

We hope you enjoy deepening your own pilina with Hawai'i!

PILI KOKE

INSTRUCTIONS

GOAL

Be the first to play all your cards!

SETUP

1. 2–6 players.
2. Each player is dealt 8 cards. Players may view their own cards as they are dealt.
3. The remaining cards are placed face down into two draw piles leaving space for two cards between them. The top card of each draw pile is turned over and placed in the middle, picture side up, to start the pilina piles.



DRAW PILE



PILINA PILE



PILINA PILE



DRAW PILE

PLAYING THE GAME

1. To start the game, everyone calls out, "Ā, 'ā, 'oia!"
2. Players place cards on either one of the pilina piles, based on a relationship between the player's card and the face-up card. This relationship includes but is not limited to: predator/prey, location, mythology or mo'olelo, natural systems, uses.

There is no turn order. Any time a player has a playable card, they may jump in and play it.

3. Cards must be placed one at a time. The card played must have a relationship to the card that is face up, and the player must state that relationship aloud. The other players determine whether they will accept the pilina. If the relationship is decided to be too unclear, then the player returns the card to their hand, and play resumes.
4. If a player doesn't have a card to play, they pull a card from the draw pile and leave it face down in front of them. This indicates to the rest of the players that they are ready to draw a new card. Having a face-down card does not preclude a player from playing if a playable card comes up.
5. Once everyone has a face-down card in front of them, then everybody says together, "Pāku'ī!" and adds the card to their hand.
6. If players get to the bottom of the draw pile, keep the last card played in each pilina pile. Shuffle and halve the rest of the cards, which will then become the new draw piles. Resume play.

WINNING THE GAME

The first player to play all the cards in their hand shouts out, "Lanakila!"

PILI PŪ'ULU

INSTRUCTIONS

GOAL

Score the most points by creating pū'ulu (groups) and stumping other teams!

SETUP

1. 2–5 teams of up to 4 players each. Each team is dealt 16 cards, face down.
2. Dealer is also the scorekeeper and timer. Record each team's name, leaving space to tally up points.
3. Write a tally mark per point.

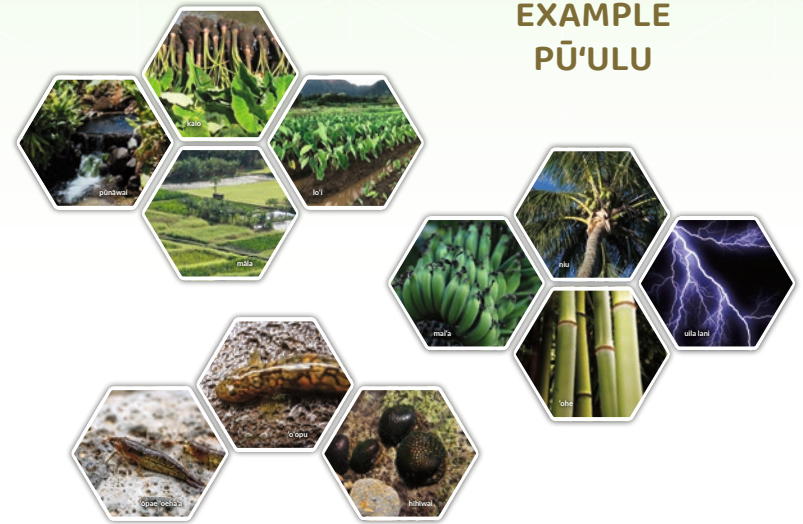
PLAYING THE GAME

Make pū'ulu.

1. To start the game, everyone calls out, "Ā, 'ā, 'oia!" then teams flip over their cards.
2. Teams have five minutes to create at least three pū'ulu. Each pū'ulu must contain at least three cards. More cards = more points!
3. Unused cards are placed on the side, though there is a penalty for them! So, players are encouraged to use all their cards.
4. Once time is called, the pū'ulu cannot be changed. Teams turn their pū'ulu face down, so the other teams cannot see the images.

Guess and stump.

5. The first team to finish presents their pū'ulu first, one pū'ulu at a time.



EXAMPLE PŪ'ULU

6. Other teams have one minute to guess the theme, mo'olelo, etc. correctly. There is no turn taking; everyone can call out guesses. If a minute passes with no correct guesses, then the presenting team has stumped the other teams.

7. The team presents their next pū'ulu in the same way.

For the purposes of this game, pū'ulu are groups of cards that:

- 1) have a common theme (such as medicinal plants, kinolau, tools, etc.), or
- 2) retell a mo'olelo, mele, oli, or ka'ao.

**DEVICES
ARE ALLOWED!
PŪ'ULU MUST
BE VERIFIABLE.**

Guess and stump (continued).

8. Once the first team is done presenting, the team on the left is the next team to present, and so on, until all teams have gone.

WINNING THE GAME

Score the most points to win!

Tally the scores.

Pū'ulu

3-card pū'ulu: **1 point**

4-card pū'ulu: **2 points**

5-card pū'ulu: **3 points**

6+card pū'ulu: **5 points**

Presentation

Pū'ulu guessed correctly:

1 point to the guessing
AND presenting teams

*Pū'ulu without a correct
guess:*

1 point to the presenting
team only

Other

- The team who completes their pū'ulu first: **1 point**
- Cards not used in pū'ulu: **MINUS 1 point per card**
- Players may also agree to award a "**style point**" for a pū'ulu that is particularly inventive, complex or funny, or references an obscure mo'olelo.

Or just share!

Players with limited 'ike Hawai'i may especially benefit from being able to share their own personal associations with the cards. Feel free to take the competition out and use the game as a way to share memories, family stories, and personal stories.

PILI PILINA

INSTRUCTIONS

GOAL

Strategically place cards that build multiple pilina to score the most points.

SETUP

1. Players agree on the number of rounds they will play (usually 4–10). The number of cards each player receives is the same as the number of rounds.
2. Deal out cards, face down. The remaining cards become the draw pile.
3. Dealer is also the scorekeeper and timer. Record everyone's name, leaving space to tally up points.
4. A starter card is taken from the draw pile and placed face up in the center to start the game.

PLAYING THE GAME

Place a card and identify the pilina.

1. Player to the left of the dealer goes first.
2. Player looks for a card in their hand that has a pilina with the card in play. If the player identifies a card with a pilina, it is placed on one edge of the card in play. If the player does not identify a card with a pilina, the player draws a card signifying the end of their turn.

Place a card and identify the pilina (continued).

3. If a player plays a card, they have 30 seconds to place it and identify as many pilina between the cards as they can. The other players determine whether they will accept the pilina. The dealer tallies the points earned as each pilina is accepted by the group. If the pilina is decided to be unclear, the player returns the card to their hand, and play resumes with the next player.
4. As the game progresses, there will be opportunities to place a card that touches multiple cards in play. The card must have at least one pilina with each card it touches.
5. At the end of a player's turn, the rest of the players then have the opportunity to mention one additional pilina each. For each player that mentions a pilina, they earn themselves a bonus of 2 points.
6. The dealer records the totals.
7. Play continues until the end of the agreed-upon number of rounds.

WINNING THE GAME

Score the most points to win!

Tally the scores.

Type/appearance: **1 point**

Uses and cultural connections: **2 points each**

- tools
- medicine
- hula
- 'ōlelo no'eau
- songs/chants
- stories/genealogy

Additional pilina: **2 points**

Final score.

1. Add up all the points.
2. Subtract 2 points for each card left in hand after the last round.
3. The winner is the player with the most points!



TALLY MARKS



Papa Wehewehe 'Ōlelo

GLOSSARY

NĀ MEA KANU - *Plants*

'ŌLELO HAWAI'I	COMMON OR SCIENTIFIC NAME
'Awa	Kava
Hala	Pandanus
Hau	<i>Hibiscus tiliaceus</i>
Ipu	Gourd
Kalo	Taro
Kī	Ti
Kō	Sugar cane
Kokī'o	Hawaiian hibiscus
Kukui	Candlenut
Kupukupu	Sword fern
Laukahi	Common plantain and Ribwort plantain
Mai'a	Banana
Māmaki	<i>Pipturus albidus</i>
Moa	Upright whisk fern
Niu	Coconut
Noni	<i>Morinda citrifolia</i>
'Ohe	Bamboo
'Ōlena	Turmeric
Pia	Arrowroot
Pili	<i>Heteropogon contortus</i>
Pōpolo	Black nightshade
Pua kalaunu	Crown flower
'Uala	Sweet potato
'Ulu	Breadfruit
Wauke	Paper mulberry
Wiliwili	<i>Erythrina sandwicensis</i>

NĀ HOLOHOLONA - *Animals*

'ŌLELO HAWAI'I	COMMON OR SCIENTIFIC NAME
Ae'o	Hawaiian stilt
Āholehole	Hawaiian flagtail
'Alae 'ula	Hawaiian moorhen
Awa	Milkfish
'Enuhe	Caterpillar
Hīhīwai	<i>Neritina granosa</i>
Īlio	Dog
Kōlea	Pacific golden plover
Moa	Chicken
Mo'o	Lizard
Naonao	Ant
Nēnē	Hawaiian goose
'O'opu	Freshwater goby
'Ōpae 'oeha'a	Hawaiian prawn
Pinao	Dragonfly
Pua'a	Pig
Pulelehua	Butterfly

NĀ WAHI - *Spaces*

'ŌLELO HAWAI'I	COMMON OR SCIENTIFIC NAME
'Auwai	Water irrigation ditch
Hale	House
Heiau	Temple
Kauhale	Small cluster of houses; village
Lo'i	Taro patch
Loko i'a	Fishpond
Māla	Garden
Pūnāwai	Water spring

KE AO NEI - *Nature*

'ŌLELO HAWAI'I

COMMON OR SCIENTIFIC NAME

Ahi	Fire
Ānuenue	Rainbow
Ao	Cloud
Hōkū	Star
Lā	Sun
Lepo	Dirt, soil
Mahina	Moon
Makani	Wind
Pōhaku	Rock, stone
Ua	Rain
Uila lani	Lightning

NĀ PONO HANA/NĀ WEHI - *Tools/Adornments*

'ŌLELO HAWAI'I

COMMON OR SCIENTIFIC NAME

'Apu	Coconut shell cup
Imu	Underground oven
Kapa	Tapa
Kī'i	Tiki
Ko'i	Adze
Lei	Garland
Makau	Hook
'Ohe kāpala	Bamboo printing stamp
'Ō'ō	Digging stick
Pā pōhaku	Stone wall
Pahu	Drum
Pāpale	Hat
Pōhaku ku'i 'ai	Poi pounder
'Umeke	Calabash

NO KA 'IKE - *Just for Fun*

'ŌLELO HAWAI'I

COMMON OR SCIENTIFIC NAME

'Inamona	Kukui relish
Kino	Body
Kōnane	Hawaiian checkers
Lima	Hand