

Fiji

A game for 2-5 players by Friedmann Freise. Condensed rules for 3-5 players by Eric Postpischil, <http://edp.org/>.

Setup

Give each player a screen. Players will keep their beads behind their screens.

Place 5 green, 4 red, 3 yellow, and 2 blue beads as a supply on the table.

Shuffle the condition (yellow) cards.

Shuffle the exchange (green) cards.

The goal (red) cards will be set up in each round, below.

Play

Play four rounds.

Round Setup

Give each player 5 green, 4 red, 3 yellow, and 2 blue beads. (Excess from previous rounds go to the supply.)

Put the goal card with the arrow on the table with the arrow pointing right.

Shuffle and deal the remaining four goal cards in a row to the right of the arrow.

- Shuffle the goal cards in both order and orientation.

Deal four condition cards in a column below the goal cards.

Deal four exchange cards in a column, to the right of the condition column.

Exchanges

Play three exchanges: Offer, analyze conditions, execute effects, and pay offers.

Offer: Each player takes 1-4 beads into their fist. When all players are ready, all players reveal their offers.

Analyze Conditions and Execute Effects:

Process each condition-effect pair in turn from top to bottom.

Determine which player fulfills the condition.

- The one-hand image means fewest beads (including zero) of the colors shown.
 - The two-hand image means most beads of the colors shown.
 - Ties are disqualified, and remaining players are candidates. Ties may cause the “last” player to qualify.
- Perform the paired effect, but only if it can be completed. (If not enough beads are in the supply, there is no effect.)
- Plain hand showing beads: The fulfilling player takes the beads shown from the supply.
 - Hand with bead and half-filled circle: The fulfilling player takes half the beads of the color shown from the supply, rounded down.
 - Hand with bead and three other hands: All other players take one bead of the color shown from the supply.
 - Pointing finger, fist with bundled twigs: The fulfilling player keeps their offer instead of paying it (below).
 - Pointing finger, rotating goal card: The fulfilling player must rotate one of the goal cards 180°.
 - Pointing finger, two goal cards: The fulfilling player swaps two goal cards (without rotating them).

Pay Offers: After all condition-effect pairs are evaluated, players pay their offers to the supply.

Round Scoring

After three exchanges are performed, all players reveal their beads.

Determine player ranking based on the goals:

- The arrow points to the tops of the cards.
- The goal for cards oriented with the large (small) bead at the top is to have the most (fewest) beads of that color.
- Rank is decided first by the leftmost card, then, if tied, by the second card, and so on.

The first player receives one fewer shrunken heads than the number of players in the game.

The second player receives two fewer, and so on.

If two or more players are tied, they take shrunken heads for the rank one lower than the tied rank.

End of Game

The game ends after four rounds. The player with the most shrunken heads wins.