



Escape the volcano reality show!

You're on "Smackatoa"- the reality TV game where you're stranded on a mysterious chain of volcanic islands, and have to escape before the constant eruptions destroy you all. There are alliances ready to shift, players ready to backstab, and producers ready with plot twists that will turn your world upside-down. Through it all, players must either cooperate to finish their escape raft in time... or fall victim to the spirits of Smackatoa!

COMPONENTS

2 Dice, Rules, Card Sheet, Plot Twist / Volcano Mat, Scoring Track & Markers, Appearance Fee &



Eruption Token (1)



Totem (12)



Card (63)



Raft Piece (16)



Penguins (5)

HOW TO PLAY

Smackatoa is played as a series of hands. Each hand represents you and your opponents being stranded on one of the volcanic islands in the Smackatoa chain. Play alternates between the players (trying to build an escape raft with their cards) and the volcano (which erupts every turn and forces players to discard cards). Players score points by either being the first one to lose all their cards, or being the player who completes the raft. The volcano gets points for every player who loses all their cards. Play multiple hands until someone reaches 300 points. That person, or that volcano, wins.

SETUP

Shuffle the Smackatoa! Cards and deal each player a hand as follows:

3 players get 8 cards each

4 players get 6 cards each

5 players get 5 cards each

6 players get 4 cards each.

The 12 totems are shuffled and dealt out randomly.

If there are five players, remove the 2 and the 12 Totems from play first.

Place the Eruption token on the Smackatoa! Eruption Table at Level 1.

Roll the dice. The player with that number Totem goes first. Play proceeds clockwise, with the volcano going (erupting) last.

PLAYING A HAND

Each player, on their turn, plays a card from their hand and follows that card's instructions.

Players who still have cards in their hand are "cardholders", players with no cards left are "out".

If you are out, your turn is skipped until such time as you are a cardholder again. If a cardholder on their turn does not have a card they can legally play, they must discard a card. Players may not draw a new card unless a card played during their turn specifically directs them to. After each player has a turn, Smackatoa erupts. An eruption has two parts:

A) Rolling for target. The player who went last rolls the dice. The totem with that number is now the "hot totem". Whoever holds the hot totem is the target of the volcano's eruption. However, if that player has no cards left, the energy of that totem magically flows into the Evil Looking Skull totem, which is now hot. If the holder of the Skull is also out of the cards, then the volcano misses everyone, and the Eruption phase is over. In a five player game, if you roll a 2 or a 12 for target, the Evil Looking Skull becomes the hot totem.

B) Rolling for damage. Once the target is determined, roll the dice again and consult the Smackatoa! Eruption Table at the volcano's current eruption level. The targeted player discards the number of cards indicated on the table. The targeted player may then give the hot Totem to any cardholder.

The eruption is now over, and all Totems cool down (none are hot) until the next eruption. Move the volcano up to the next eruption level. If the volcano is at Level 4, move it back down to Level 1.


Play then resumes with the first player. Play continues until either the raft is complete (16 Raft pieces are on the table in play), or no players have any cards left.

CARD INSTRUCTIONS

There are 63 Smackatoa! Cards, comprised of:

 31 Raft cards, denoted by a raft, build the raft.

 25 Plot cards, denoted by a director's chair, help or hinder your goals.

 7 Zap Cards, denoted by a volcano, are special cards played at certain times when it is not your turn. Card descriptions and effects are on the Smackatoa Card reference sheet.

SCORING

At the end of each hand, points are awarded as follows...

1) Escape Bonus. The player who actually completes the raft (places the sixteenth and final raft piece) gets fame, fortune, and 100 points. If the card they used to complete the raft was a Coconut Tree, then the National Association of Coconut Farmers (NACF, Official Sponsors of Smackotoa, "Have You Seen the Size of Our Coconuts Lately?") gives them an additional 50 point bonus, for a total of 150 points.

2) Appearance Fee. Whoever lost all their cards first gets a head start on all the other players in contacting their agents and booking themselves on the morning chat shows. They receive an Appearance Fee bonus of 50 points. Keep track of this during the hand with the "Appearance Fee" piece. The first person to lose all their cards should grab for this greedily, and chuckle as they place it covetously in front of themselves. However if this player is made to draw cards (say, via Voodoo Schmoodoo) then they lose the Appearance Fee (because you can't do the chat shows if you have to go back and play the game again). If this happens, the Appearance Fee goes to the next player out of the hand.

3) Volcano points. For every player who is out of cards at the end of the hand, the volcano scores points based on the total number of players in your game.

3 players, the volcano scores 25 points per player out of cards

4 players, the volcano gets 20 points per player

5 players, the volcano gets 15 points per player

6 players, the volcano gets 10 points per player

If a player completes the raft with their last card, the volcano does not receive points for eliminating them. After scoring, remove all raft pieces and penguin tokens from play, set the eruption token back to level one, deal out the cards and play another hand.

WINNING

The first player to reach 300 points wins the game. Keep in mind that this may be the volcano. In the case of ties between players, the player with the highest totem wins. In the case of ties with the volcano, the volcano wins (it's bigger than you). If the volcano wins, roll two dice. The player who has the totem matching the die roll is the Official Smackatoa! Scapegoat. The fact that you lost is their fault, in perpetuity. They're the reason your show got cancelled.

CREDITS

Game design by: Brendan Herlihy. Game art by: Scott Starkey. Game development by: Steve Jones. Volcano bears striking resemblance to: Ted Yen. (If you sort of look at it just right and tilt your head 30 degrees). Thanks to the many playtesters over the evolution of this game.



© 2009 Blue Panther LLC

BPN09001

Made 100% in the USA

www.bluepantherllc.com

questions@bluepantherllc.com

PLOT CARDS

Plot cards are not generally played on the raft (although certain Plot Twists can change that in a hurry...). They are used to help you, or hurt your opponents, or help your opponents, or sometimes, to do nothing at all.



Oh Look! Penguins! Boy. Sure are a lot of penguins on this mysterious tropical chain of volcanic islands... Place a penguin token in play. You are permitted to emit a single forlorn squawk as you do so.



Death Comes A'Waddlin' Choose a player. That player loses 10 points per penguin token in play. Remove all penguins tokens from play afterwards. A player's score may not go below zero.



What? They Float! Add one piece to the raft for every penguin token in play.



Volcanopult Discard all your cards. Gain Corporate Sponsor bonus of 50 points if you are the first person out of the hand and stay out! You CAN get both the Corporate Sponsor Bonus & Appearance Fee in one hand.



Plot Twist The Executive Producer has to keep things interesting SOMEHOW... Roll two dice and consult the Plot Twist Table. The Plot Twist corresponding to that number is now in play for the remainder of the hand. If multiple Plot Twists are played in the same hand, all non-duplicated rules are in effect simultaneously.

For example, one Plot Twist might make the card "Oh Look! Penguins!" gain "Add a piece to the raft. Draw a card.". Another player might play another Plot Twist, and get the result "Oh Look! Penguins!" gain "Gain 10 pts for each penguin in play (including this one)." Both are in effect simultaneously; they are not duplicates. So if you play a Penguin, you add a piece to the raft, draw a card, AND get 10 pts for every penguin in play. If the third Plot Twist were played, and this time the result was "Oh Look! Penguins!" gain "Add a piece to the raft. You may play another card.?" The "add a piece to the raft" portion is a duplicated rule, and only non-duplicated rules are in effect simultaneously. So; playing a Penguin would now allow you to draw a card, get 10 pts for each penguin in play, and you'd get to play another card. But you'd only add one piece to the raft. You wouldn't even think about adding two pieces; it's a nice penguin and all, but come on. Is one card worth all this trouble? Sure it is...



Reward Competition Roll the dice. Whoever holds that target card (whether in or out of the hand) gains 50 points. If playing with five players, a roll of 2 or 12 is rerolled.



Don't Taunt the Lava Causes an immediate eruption. Roll for target, damage, then discard per normal Eruption rules. Do not increase the Eruption level afterwards. If you are not the target of the eruption, add one piece to the raft.



Rumble Rumble Skip the next eruption. This includes an eruption caused by Don't Taunt the Lava. So, if Player A plays Rumble Rumble, and Player B plays Don't Taunt the Lava, not only does the Taunt eruption not happen, Player B gets to add a piece to the raft, because they're not the target of the eruption that didn't happen.



Sabotage! You may remove one piece from the raft. If you do, add 25 points to your score. Sneak.



Backstab! Choose a cardholder. That player discards all their cards. Double-sneak. You may NOT Backstab yourself. Why? Your arms aren't long enough.



Fast Talk Choose another cardholder and look at their hand. Choose one card from their hand and add it to yours. You may now play another card.



Trust Me! Choose another player and exchange hands with them. It's not stealing, it's strategic borrowing.



Waiter at the Bug Buffet "Dibs on the millipede!" The Executive Producer has kindly enlisted your services for the obligatory "Let's make the castaways eat icky things!" segment. All players except you draw a card.



The Inevitable Treasure Map And said groveling shall commence.... now! Look at the top three cards of the deck. Add one to your hand and give the other two to other players any way you choose.

RAFT CARDS

Completing the raft is the goal of all players. All Raft cards allow you to add at least one piece to the raft. The mechanics of building the raft are simple. The first player to add a piece to the raft simply places it in the center of play. All subsequent raft pieces are placed adjacent, above, or below pieces already placed, until four rows of four tiles have been played.



Flotsam Add one piece to the raft.



Driftwood Add one piece to the raft. You may give one of your totems to another player. You may also choose to keep all your totems if you wish.



Jestsam Add one piece to the raft. Draw a card from the deck.



Coconut Tree Add one piece to the raft AND draw two cards from the deck. If you complete the Raft with a Coconut Tree, then you receive a 50 point bonus.



Bamboo Tree Add one piece to the raft AND you may play another Raft card. You may also choose not to play another card if you wish.



Banana Tree Add one piece to the raft AND you may play a Plot card. You may also choose not to play another card if you wish.



Rubber Tree Add one piece to the raft for each card you have played so far this turn, including Rubber Tree. For example, if you played Bamboo Tree (which allows you to play another Raft card) and then Rubber Tree, you would add one piece to the raft for Bamboo Tree, and then two pieces to the raft for Rubber Tree, because you have played two cards this turn.



Taboo Tree Add two pieces to the raft, the volcano scores 25 points.

ZAP CARDS

Zap cards may be played instantly under certain circumstances when it is not your turn.



Fireproof Immunity If, during an Eruption, you possess the hot totem, you may, before rolling for damage, play this card to give that totem to another player. That player then becomes the target of the eruption... unless they happen to play another Fireproof Immunity! Whichever player winds up being the volcano's target still retains the right, after discarding, to give that totem to another player.



Magma Powered Buzzsaw (MPB) If you are the volcano's target, you may play MPB to add one piece to the raft for every card you discard. MPB does not count toward the number of cards you discard (because you're playing it, not discarding it). You must be the actual volcano target, meaning damage has been rolled on the Eruption Table. Note that you add one piece to the raft for every card you ACTUALLY DISCARD, not for each piece the Eruption Table says you have to discard. For example, if you have three cards in your hand: MPB, and two Penguins. You are the volcano's target, and the Eruption table says you have to discard four cards. You may now play MPB, discard your hand, and add two pieces to the raft - one for each of the Penguins you discarded.



Voodoo Schmoodoo This card may be played instantly, on any player, including yourself, who has no cards or is about to discard all their cards. That player, after discarding, draws two new cards from the deck.



Spite: My Only Friend You may play this card instantly whenever you are about to discard all your cards, and you are a sore loser. Both are necessary. Roll two dice. If you roll a 12, your heated rhetoric causes the volcano to catastrophically explode, setting off a nuclear test site nearby, which attracts a fleet of aliens spaceships with death rays and robots and... aw hell. Everyone loses. And dies. But mostly loses. Ha! That'll show'em! Good television. If you play Spite, you may not also play Voodoo Schmoodoo to bring yourself back in the hand. Because then it just wouldn't be spite, now would it?