



## CREATE YOUR OWN VOLCANO

If you see a blank Volcano Mat, don't throw it away! Create your own ideas and design a Volcano! Get your creative hat on!

- Draw your Volcano.
- Pick 3 Taniwha and 1 Mega Taniwha to add to your challenge deck.
- Play and have fun!

You will also see some blank Obstacle, Taniwha and Person cards in the game. Use your knowledge and imagination to create your own challenges!

See if you can come up with other challenges that might be relevant to a Volcanic eruption. Think about your local environment, city and town to get inspiration.

Design your card and check with a parent or teacher!

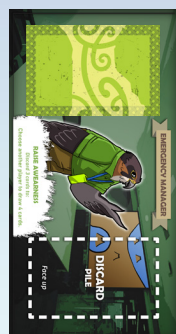


# WELCOME TO 5-MINUTE VOLCANO

Welcome, Tamariki, to 5-Minute Volcano! In this game, you must work together using your character's knowledge to help inform people and overcome volcanoes and Taniwha!

There are no turns in this game. Everyone will need to use their own cards in the time limit to match the symbols on the Person, Obstacle and Taniwha cards.

Remember to work together as a team. Will you win by using your team's knowledge? Or will you all fail to stop the volcano?



VOLCANO



CHALLENGE DECK

PLAYER DECK



PLAYER MAT

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## CHARACTERS

There are 5 Player Mats, each representing a type of Character. These mats are double-sided and have a different Character on each side. Each Player Mat has its own deck, as shown below.

**VOLCANOLOGIST & SEISMOLOGIST**



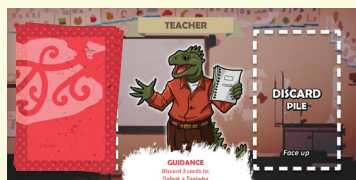
**CONSERVATION WORKER & EMERGENCY MANAGER**



**KURA TAMARIKI & UNIVERSITY STUDENT**



**MĀORI ELDER & MAYOR**



**TEACHER & JOURNALIST**

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**VOLCANOLOGIST  
& SEISMOLOGIST**

**MĀORI ELDER & MAYOR**

For example,  
if you want  
to play as the  
Volcanologist,  
you must take  
the blue deck.

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**CONSERVATION  
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MANAGER**

**TEACHER &  
JOURNALIST**

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## **THE VOLCANO**

A Volcano consists of a Volcano Mat and Challenge cards.

### **VOLCANO MATS**

Volcano Mats represent the final challenge your team must face in order to overcome a Volcano.

Each Volcano Mat shows:

- A. The **Volcano number**. You'll be starting with Volcano #1 (Whakaari) and working your way up to the final Volcano (Taupō).
- B. The **Knowledge symbols** needed to overcome this Volcano.
- C. The **number of Challenge Cards** needed to create this Volcano mat.



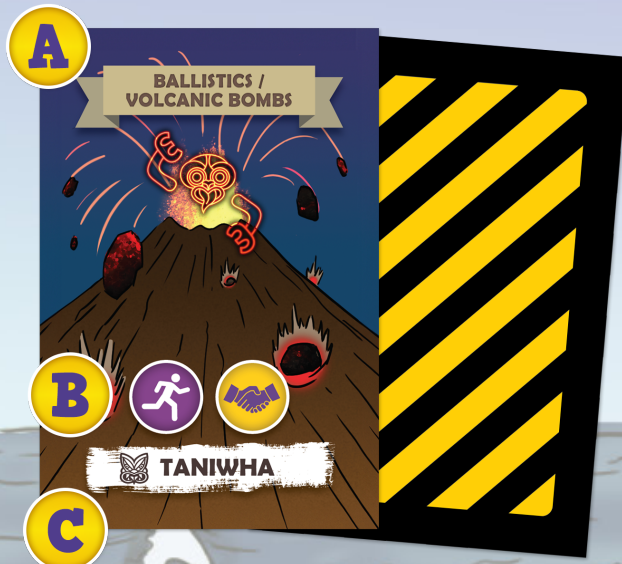
**NOTE:** Start with Whakaari (Volcano #1). If you overcome the volcano, move on to Tongariro (Volcano #2), and so on.

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## CHALLENGE CARDS

Each Challenge Card represents a problem that your team must overcome. Challenge Cards have the following information on them:

- A. A **description** of the card.
- B. A **group of symbols**, which can be Research, Support, Teach, Evacuate, and Environment. Your team can overcome a Challenge Card by playing Knowledge Cards that match all of these symbols. Remember that some cards show people, like grandparents and we are using **Knowledge** to help them understand volcanic hazards!
- C. A **type**, which can be Taniwha, Obstacle or Person. Some special cards and abilities allow you to overcome a card without having to match the symbols on the card.



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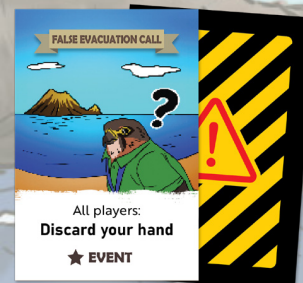
## MEGA CHALLENGE CARDS

When creating the Volcano, shuffle in two Mega Challenge Cards for each player in the game. Mega Challenge Cards have a warning symbol on the back of the card, and come in two varieties:



**Mega Taniwhas** are extra-tough challenges that require more symbols to overcome than a normal Challenge Card and cannot be stopped by character abilities.

**Event Cards** (identified by a ★ icon) require the team to do a specific action. When you flip over an Event Card, you must immediately do what it says. The Action Cards **Saw That Coming!** and **Aid From The Prime Minister!** can stop an event before it takes effect.



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## CHARACTER DECKS

There are two types of cards in the Player Decks:

**Knowledge Cards** have one or more large symbols in the middle. These are used to overcome cards in the Volcano by matching their symbols.



**KNOWLEDGE TYPES:**  
**RESEARCH, EVACUATE, TEACH, SUPPORT AND ENVIRONMENT**

**Action Cards** are cards unique to each Player Deck. Some of these allow you to overcome certain types of Volcano Cards, while others let you draw cards or exchange them with other players. All Action Cards have a black border.

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## SETTING UP

To begin your game:

- Select which character you want to play and place the mat for your chosen character in front of you.
- Take the cards with your character's colour. This is your character's knowledge deck. Shuffle it, then place it face down on the draw pile space on your character mat.
- Draw a starting hand from your deck. The number of cards you draw depends on how many people are playing:

Number of Players	Starting Hand Size
2 players	5 cards
3 players	4 cards
4 or 5 players	3 cards



### TWO-PLAYER GAMES

If you're playing a two-player game, you'll need additional cards to overcome the Volcano. Each of you should select a second deck and shuffle both decks together.

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- Place the **Volcano Mat** in the middle of the table. Start with the first volcano, Whakaari.
- Build the **Volcano**, as follows:

### BUILDING THE VOLCANO DECK



Count out the number of Challenge Cards shown on the Volcano Mat...



...add 2 Mega Challenge Cards per player...



...then shuffle and place the deck on the Volcano Mat, covering the symbols!

- **Set a timer to 5 minutes.** Use any timer that can be set to 5 minutes and can be easily paused and restarted.
- Start the timer when you turn over the first card in the Volcano.

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## HOW TO PLAY

There are **three ways** to overcome challenge cards with symbols:

### 1. USING KNOWLEDGE CARDS

You can overcome the card by playing Knowledge Cards to the middle of the table until all the symbols on the challenge card are matched. Knowledge Cards don't all have to come from the same player.

The Knowledge Card types are: Research, Evaluate, Teach, Support and Environment.

### 2. USING ACTION CARDS

You can also overcome challenge cards by playing certain **Action Cards**. One example is **Use Expertise**, which can be used to overcome any Taniwha.



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### RULES FOR PLAYING KNOWLEDGE AND ACTION CARDS

**Play cards to the middle of the table, not to your discard pile.** The discard pile on your player mat is only for cards you discard to use your ability, or cards you discard because an Event Card told you to.

**A card laid is a card played.** Once you lay a card to the middle of the table it counts as played, so it cannot be taken back. (It's OK to show a card to other players without actually playing it if you like.)

**You can play Knowledge Cards that don't match the symbols on a Challenge Card.** If you're facing a Challenge Card and don't have anything useful in your hand, you can play non-matching cards just to get rid of them and draw new cards. But use this strategy sparingly! Unlike discarded cards, cards played to the middle of the table cannot be recovered by any means.

**The rules change when facing a Volcano.** Once you get to the Challenge Volcano, you are no longer allowed to play Knowledge Cards that don't match the Volcano's symbols. You also can't play Action cards that specifically overcome Taniwha, People or Obstacles (Volcanoes don't count as any of those types). If you play a card that breaks any of these rules, you must return it to your hand.



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## 3. USING SPECIAL ABILITIES

Each character has a special ability that they can use to help the team. The ability for each character is described on the bottom of their Character Mat.

To use your ability, discard 3 cards **face up** to the Discard Pile space on your Character Mat, announce your ability to the team, and perform the action on your Character Mat.



### NOTES ON USING ABILITIES

1. If you don't have 3 cards to discard, you cannot use your ability.
2. If your ability allows you to overcome a certain type of Challenge Card (Taniwha, Obstacle or Person), then you can only use your ability when facing a card of that type. All other abilities can be used anytime.
3. Players can use their abilities while time is paused without restarting the clock. However, each player may only use their ability **once per pause**.

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## SWEEP THOSE CARDS AWAY!

Once your team has overcome a Challenge Card, sweep the cards off to the side, along with any cards played to overcome it. Then turn over a new Challenge Card to continue your game!

## REFILLING YOUR HAND

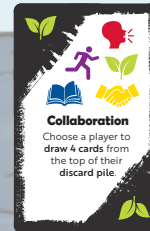
Anytime you play or discard cards, always refill your hand back to the starting hand size (see table right) immediately after the current action has been resolved. If you play a card or ability that makes you draw cards, draw those first, then refill your hand if you still need to.

If you ever have more cards in your hand than the starting hand size, do not refill again until you have fewer cards than your starting hand size.

Number of Players	Starting Hand Size
2 players	5 cards
3 players	4 cards
4 or 5 players	3 cards

## OUT OF CARDS?

If you run out of cards in your hand and draw pile, you can't do anything until another player helps you out with a card like **Helping Hand**, **Share New Knowledge**, or **Collaboration**... so be careful not to waste your cards!



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## WINNING

If you can overcome the Volcano, then you have won this round of 5-Minute Volcano! Ka Pai!

However, there are more volcanoes to stop each round, including Taupō, Aotearoa's very own super volcano! Once you help stop this massive eruption, you win the game! Congratulations!



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## PREPARING THE NEXT ROUND

- Gather all of the cards, sort them back into their respective decks and return Character Decks to the appropriate players.
- Replace the Volcano Mat with the next Volcano in the middle of the table. (Volcano Mats are double-sided, so you flip Volcano #1 to reveal Volcano #2.)
- Set up the new Volcano as indicated in the section "Setting Up".
- Reset the timer to 5 minutes and go overcome the new Volcano!

**Want to mix it up?** In between Volcanoes, you can choose new characters, add players, or remove players, as needed.



# LOSING

There are three ways the Volcano can get the best of your team:

- If all players run out of cards, or
- If you cannot match the symbols or play any cards to stop the challenge, or
- If time runs out before you and your team overcome the Volcano.

If you find yourself in any of these situations, your team has perished in the Volcano! Reset the timer, rebuild the Volcano Deck, and try again!

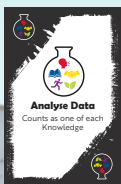


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## MEET THE CHARACTERS & THEIR ACTION CARDS

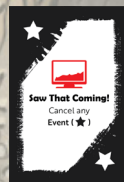
### VOLCANOLOGIST & SEISMOLOGIST

These characters specialize in knowledge, so they are the best Characters to rely on when you need **Research**.



**Analyse Data** provide one of each symbol when played, so they are useful against Volcanoes or cards that require many different symbols.

You don't have to use all the symbols when you play **Analyse Data**.



**Saw That Coming!** stops **Event Cards** from taking effect. It is especially useful for protecting your team from events that would force you to discard, such as **False Evacuation**.

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## MĀORI ELDER & MAYOR



These leaders are the Characters with the most **Support** symbols in their deck.



**Wisdom** pauses the timer until someone plays a card.



**Community Resilience** allows a single player to put all of their discarded cards back into their deck. This card can save a player who has run out of cards!



**Aid From The Prime Minister!** allows you to instantly overcome any card you may face, including Taniwha, Events and Mega-Taniwha. It is the only card in the game that can instantly overcome Volcanoes.



**Helping Hand** allows all players to draw 3 cards from their discard pile back into their hand. This card is best used right after the team has been forced to discard useful cards due to a **False Evacuation** or other event.

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## TEACHER & JOURNALIST



This pair specialises in their passion for teaching. As a result, their deck is the best one in which to find **Teach** symbols.



**Double Symbol Cards** count as a teach symbol plus one other symbol. These are best used against Volcano Cards that have both symbols on them, but in a pinch they can serve as one or the other. You don't have to use both symbols when you play them.



**Educate** allows you to choose two players to draw 3 cards.

You may choose yourself as one of the players if you like!

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## KURA TAMARIKI & UNIVERSITY STUDENT



These younglings are masters of movement, which is why they have more **Evacuate** symbols in their deck than any other characters.



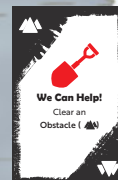
**Share New Knowledge** allows you to give your hand to another player. This card is helpful when you have good cards in your hand that you want to keep, but also need to search for something else.



**Did You Know...** allows you to instantly inform a Person.



**Learn From Others** allows you to take another player's hand, which can be useful if they want to use their ability but have cards in their hand that they don't want to lose.



**We Can Help!** allows you to instantly clear an Obstacle.

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## CONSERVATION WORKER & EMERGENCY MANAGER



These two nature-loving characters are very skilled with the environment, so they're the best choice when you need **Environment** symbols.



**Run Simulations** can be played as any one symbol of your choice.



**Check The Info Board** allows you to instantly inform a Person.



**Collaboration** allows you to have a player draw 4 cards from their discard pile to their hand. This card is best used if a player has just been forced to discard something useful.

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## BONUS RULES

If you want a bit more learning, add 1 minute extra to your timer, so you start with 6 minutes.

**Physical actions:** After overcoming a Mega Taniwha, your team must quickly perform an action for each card. After doing the action, the entire team must say “Long, Strong, Get Gone”



Stand up carefully on your chair to escape the waves!



Place your bag or an object above you to protect your head.



Pretend to pack an emergency bag.



Place your hands over your mouth and nose like a mask.



Pause time and walk around the table. No running!



LONG



STRONG



GET GONE

**Did you know?** “Long or Strong, Get Gone” means that if an earthquake lasts longer than a minute or is so strong you can’t stand, you should evacuate because there could be a tsunami coming!

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## QUICK PLAY

All players choose a Character Mat and take the corresponding deck for their character. Everyone draws their starting hand.

Number of Players	Starting Hand Size
2 players	5 cards
3 players	4 cards
4 or 5 players	3 cards

Place the First Volcano Mat in the center of the table. Take 2 Mega Challenge Cards per player and shuffle them with 20 Challenge Cards to form the Volcano Deck.

Place the cards on the Volcano Mat.

## HOW TO PLAY

Start a 5-minute timer and flip over the top card of the Volcano.

If it is an **Event Card**, then do what it says immediately.

If the card has symbols on it, you and your team will have to overcome the challenge in one of **three** ways:

- Play **Knowledge Cards** to match the symbols on the card. The symbols can come from many players, or just one.
- Play an **Action Card** to overcome the card.
- Use a **Character’s Special Ability** to overcome the card.

Once the card has been dealt with, sweep it away and flip over the next card in the Volcano.

Once you have overcome all cards in the Volcano, you still need to overcome the Volcano itself!

Made by - Kieron Wall Supervisors - Heide Lukosch, Ben Kennedy, Simon Hoermann, Kathryn MacCallum  
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Wiggles 3D

Te Whanga Whānui/ Rapa Moana  
BENEATH  
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