

MOAI – Player aid sheet

Published games came with 14 (not 15) wood markers, and no player reference cards.

*Note: # men = # player markers ;
manpower of a man = printed number on markers.*

SETUP

- Place Wood markers near palm forest .
- Place disaster markers on fields (# **players**/open fields/ disaster fields: **2/8/8** ; **3/11/5** ; **4/14/2** ; **5/16/0**).
- Sort Moai tiles by size & place face-up near volcano.
- Players choose colours. Blank man near Turn Order track; 9 men (3@3, 3@2, 3@1) to his stock;
9 (3@3, 3@2, 3@1) facedown in reserve to side of board.
- Deal 5 Moai cards to each player.
- Shuffle each Epoch's cards, & make one deck: Epoch 1 cards on top, Epoch 2 in the middle, Epoch 3 at the bottom.
- Randomly choose a player to be Birdman.

TURN SEQUENCE

1) BIRDMAN

- **Draw # Epoch cards** = (# players + 1); lay out face up. If Roggeveen drawn, see * below.
- **Place total # wood markers** shown on Epoch cards on forest (1 per space in # order).
- **Determine player order**: Each player makes secret bid of Moai cards (≥ 0). Use card values (not # cards). Highest bid is new Birdman. Current Birdman breaks ties (but is last if *himself* tied). Place markers on Turn Order track in *descending* bid order. Discard all bid cards.

2) EPOCH

- *In player order, take a face-up Epoch card & resolve any disaster* on it. Last player discards remaining Epoch card.

3) WORK

- *In player order, each place one man on board in turn until all men from stock are placed.* If all your men are on board, but other players still have men to place, you may pass, or swap positions of any two of your own men anywhere on the board (men moved to fields/ocean must turn face up).

Forest: place man in any space with wood, face down.

Volcano: place man in any empty space, or a space with own men, face down. Can make new spaces.

Field: place man in any empty space, face up.

Ocean: place man on own empty boat, face up.

4) RESOLUTION

- *In zone order*:

Forest: *In space # order*: single player takes wood, leaves men face down. Multi-players turn men face up; highest manpower takes wood (Birdman breaks ties; can choose himself); leave all men face up. Return unclaimed wood to wood stock.

Volcano: *In player order*: In each space, reveal ≥ 0 men; spend 1 wood to build 1 Moai of height $\leq$ revealed manpower in that space. Need only reveal men used to build; need not build with all/any men. Leave revealed men face up.

Fields & Ocean: *In player order*: Can feed # men = total field & ocean manpower. Only men in Forest and Volcano can starve. Starved men return to reserve (face down). Can save 1 of own men by playing (1 Raid + any 1 card) & removing to reserve one opponent's man, from Forest or Volcano, of manpower = # on second card; can do this multiple times.

5) REFRESH

- *In player order*:

- a) **Must draw # new Moai cards** = # in top left of own Epoch card.
- b) **Must return # men from board to stock** = # in top right of own Epoch card. Must return 1 man from each zone you occupy before you can return a second man from any zone. Ocean counts as a 4th zone.
- c) **May play 2 cards & draw 1 man from reserve to stock**, of manpower $\leq$ lower card value. Can do this multiple times.
- d) **If have Boat Epoch card**, may spend 1 wood to build boat (retain card).
- e) **Must discard Epoch card** (except a boat built in (d)).

* Discard Roggeveen and draw replacement Epoch card. Finish the turn (some players may not get Epoch cards), but Skip 5 b, d & e, then score.

Score: Sum of Moai heights + # men (not manpower) on board & in stock +2/unspent wood. Tied players share victory (Birdman doesn't break score ties).

DISASTERS:

Hard Time: Nominate any other player; randomly choose one of his Moai cards and discard it.

Topsoil Erosion: Place a disaster marker on any field that does not yet have one. Any man in that field returns to his owner's stock.

Civil War: Remove a man belonging to another player from the map to his reserve.

Fire: Either: A) Remove to the wood stock any one wood marker from those just placed on the Palm Forest spaces, or currently owned by any player; or B) Discard any one boat owned by any player; any man on the boat is returned to that player's stock.

Moai Hatred: Nominate another player; that player must discard one Moai tile of his choice that he has built; the tile is returned to the tile stock.