

RAIATEA

THE LEGACY OF THE ARIOI

Object of the Game

In Raiatea, players act as members of the Arioi, a secret Polynesian religious society. Over the course of the game, the Arioi will build colossal To'o statues in attempt to win the favour of their god, Oro. In the game's action rounds, players will take turns leading the group to various action locations. In ceremony rounds, players will call upon the gods for help in building the massive To'o. Construction may fail without these gods' help, so players must plan their Rituals carefully and know how much Mana to sacrifice in order to accomplish their goals. At the end of the game, the player who has collected the most victory points will guide the group as their new High Priest!

Game Components

1 Game Board



6 Location Tiles



5 Player Screens



92 Ritual Cards



1 Sacrifice Bag



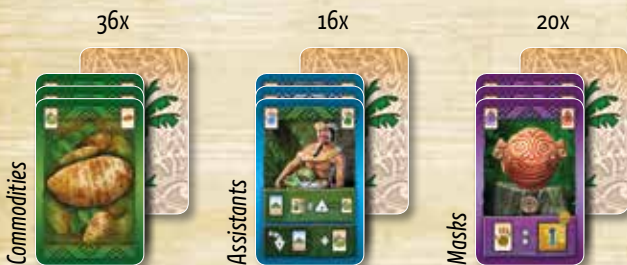
68 To'o Mission Tokens



15 Ritual Clips (3 in each player's colour)



72 Forest Cards



1 Game Round Marker



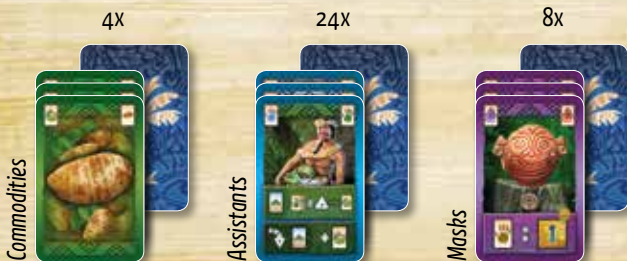
4 Price Markers



10 Player Discs



36 Starting Cards



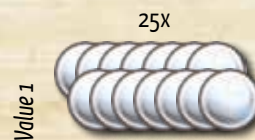
1 Die



1 Starting Player Token



Pearls



Mana Tokens



Value 5



Value 5



Setup

(example for a 4-player game)

1 Give each player the **Player Discs**, **Ritual Cube**, **Ritual Clips** and **Player Screen** of his or her chosen colour. Then, give each player 5 **Mana** and 4 **Pearls**; these are kept hidden behind each Player Screen. Place the remaining Mana and Pearls as general supply next to the Game Board.

2 Randomly determine a starting player and give that person the **Starting Player Token**. Beginning with the starting player, the game will proceed in a clockwise direction.

3 Place the **Location Tiles** on the matching spots of the game board.



16 Place players' **Ritual Cubes** on the spaces of the **Ceremonial Site**. These should be placed in player order, from left to right (the first player's cube should be on the leftmost spot).

15 Shuffle the **Forbidden Ritual Cards** into a draw pile and place them next to the game board.

14 Shuffle the **Normal Ritual Cards** into a draw pile. Each player now draws 5 of these Cards and chooses 2 of them to keep behind his or her Player Screen. Cards not kept by players should go into a discard pile.

- In a 4-player game: Player 1 keeps only 1 Ritual.
- In a 5-player game: Player 5 will repeat this process (drawing another 5 Rituals and keeping 2, so that he or she has a total of 4 Rituals).

Only include the "Tāne" Ritual Cards if you want a more interactive game. See page 11 for details.



13 Place the **Sacrifice Bag** to the side of the game board.



12 Place the **Game Round Marker** at the bottom of the **Round Track**.

11 Each player places a **Player Disc** on the "o" space of the **Priest Track**, as a **Priest Marker**.



4 Sort the 24 **Starting Assistant Cards** by type and place them next to the game board; this is the **Assistant Market**.



5 Place the 4 **Starting Commodity Cards** next to the Assistant Market; this is the **Commodities Market**.



Uru Taro Mahi-mahi Tiare

6 Place a **Price Marker** on the second space of each Commodity's **Price Chart**.

7 Shuffle the 8 **Starting Mask Cards** and randomly deal 1 to each player; these are displayed in front of players' screens. The remaining Starting Mask Cards will form the **Mask Market**.



8 Shuffle the **Forest Cards** into a draw pile, then form the **Forest Supply** by flipping over a number of Cards equal to the number of players, plus one.



10 Turn the **To'o Mission Tokens** so that the sides showing victory points (VP) are face-up. Assign the 1 VP tokens to Statue 1, the 2 VP tokens to Statue 2, and the 3 VP tokens to Statue 3. Then, turn over all To'o Mission Tokens on Statue 1. Return any unused tokens to the box; they will not be used in this game.

9 Each player places a **Player Disc** on the space marked "**Raatira**," these are their **Tattoo Markers**.



The Flow of the Game


Raiatea is played over the course of 3 ceremony rounds and as many as 6 action rounds. The game will end after the third ceremony round.


Action rounds are explained on pages 4-6; ceremony rounds are explained on pages 7-8. Pages 9-11 offer tactical hints and clarifications of certain game elements.




Ceremony round

Action round

3 players = 6 action rounds 


4 players = 5 action rounds 

5 players = 4 action rounds 

Sequence of Play

A. Action Round

The starting player begins by choosing a Location Tile from the game board and placing it in front of his or her screen.

Each location has an action that can be taken by all players, as well as granting a bonus for the player who claimed that location. That player is called the **Kahuna**; Kahuna bonuses are indicated by . Some locations require a die to be rolled; the Kahuna is the player who rolls the die.

Once all players have performed the actions of the first location, the next player claims one of the remaining locations and the process is repeated with new actions and a new Kahuna.

Once **each** player has claimed a Location Tile, the current game round ends and the players prepare the next one:

1. Pass the starting player token one seat to the left.
2. If any Forest Cards remain face-up, add them to their respective Markets (Commodity, Assistant, Mask). Reveal a number of new Forest Cards equal to the number of players, +1.

Turn order: Play begins with the starting player and continues in a clockwise direction.



Location icon

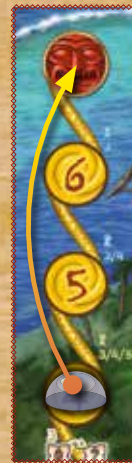
Roll the die for the matching Assistant (see page 10)

Kahuna bonus

Common action



3. Return all Location Tiles to the game board.
4. Advance the Game Round Marker by 1 space. If the next space is **yellow**, a new **action round** begins. If the next space is **red**, the game proceeds to a **ceremony round**.



Once the Game Round Marker has reached the last space marked with the number of players, there will be no further action rounds after this round. With 4 players, skip action round 6. With 5 players, skip action rounds 5 & 6. After this, you will proceed to the last Ceremony round of the game.

Golden Rules:

- The Kahuna is **always** the first to perform an action, followed by other players in turn order.
- Each player **must** choose a location.
- Players are **NOT** required to perform a location action, nor are they required to use a Kahuna bonus.
- Location Tiles remain in front of players' screens until the end of the round.

The different action locations:






Forest

Obtain Forest Cards

Starting with the **Kahuna** and going in **clockwise order**, each player chooses one of the Forest Cards on display. When only one Card remains, add it to the appropriate Market. Then, reveal new Forest Cards (equal to the number of players + 1). The Kahuna again chooses first, but now selection will now proceed **counterclockwise**.

Resolving Forest Cards:

-  **Masks:** The player places his or her chosen Mask Card **in front of his or her screen**. Masks may provide treasure (Pearls or Mana) or allow a player to advance his or her Tattoo Marker. Mask treasures should be taken from the general supply and placed **behind** the player's screen.
-  **Commodity:** The player places the chosen Commodity Card **behind his or her screen**.
-  **Assistant:** The player places the chosen Assistant Card **in front of his or her screen**.

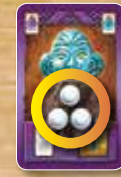
Note: If you are unable to refill the Forest Supply during this action, use Commodity Cards from the Commodity Market. Leave one Commodity Card of each type in the Commodity Market, then shuffle the rest and use them as a new draw pile.



Kahuna bonus: The Kahuna always chooses a Forest Card first.



Don't underestimate the Kahuna's ability to choose first in the Forest!



Masks: the player immediately receives the depicted treasure from the supply (in this case, 3 Pearls).



Discarded Forest Cards are placed on their respective Markets.



Marae

Get Tattoos and Ritual Cards

SACRIFICE COMMODITIES

Here, each player may sacrifice (return to the market) **one** Commodity Card from their hand; a player that does so may advance his or her Tattoo Marker by 1 space. If a player's Tattoo Marker ends its movement on a space with a new rank (Ariki, Arioi, or Tahua), that player may immediately use the new rank's ability. **Upon attaining the rank of Tahua, a player may immediately play any one Ritual from his or her hand, for free. This is a one-time bonus.**

DRAW RITUAL CARDS

Each player may draw 3 Normal Ritual Cards. A player who does so will keep 1 of those Cards behind his or her screen and discard the other 2 onto a pile next to the Ritual stack. Note that higher ranks change the rules for drawing Ritual Cards:

- Ariki:** May draw 3 Normal **OR** 3 Forbidden Rituals, and keep one.
- Arioi and Tahua:** May draw 5 Normal **OR** 5 Forbidden Rituals, and keep one.



Kahuna bonus: The Kahuna may sacrifice an additional Commodity Card from his or her hand to advance his or her Tattoo Marker by 1 space and draw an additional set of Ritual Cards (according to his/her rank) and keep 1.



Sacrifice 1 Commodity = move Tattoo Marker 1 space.



Number and type of Ritual Cards to draw.



Forbidden Rituals have more powerful effects than Normal Rituals, but they are more expensive.



The number of Ritual Cards a player draws depends on that player's rank. For any given draw, a player may only keep 1 Ritual.

Example: Arno chooses the "Marae" location. He adds one Mahi-mahi and one Taro to the Commodities Market and advances his Tattoo Marker by 2 spaces (1 for the sacrifice, plus 1 for his Kahuna bonus). His marker lands on the "Ariki" space, allowing him to immediately use the Ariki's ability. He first draws 3 Normal Ritual Cards and keeps 1 of them. His Kahuna bonus allows him to draw another 3 Ritual Cards. This time, Arno draws 3 Forbidden Rituals, keeping one of these in addition to the one kept from his previous draw.



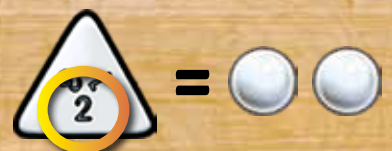
Pearl Oyster Reef

Dive for Pearls

The Kahuna rolls the die; each player receives Pearls equal to the result. This die roll is in addition to the roll made to determine the bonus from Pearl Diver Assistants (see page 10).



Kahuna bonus: The Kahuna receives an additional 3 Pearls.



All players receive an amount of Pearls equal to the result of a die roll.



Path of the Gods

Recruit Priests and Gain Mana

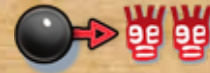
Here, players may pay Pearls to recruit up to 2 Priests. Two Pearls recruit 1 Priest; 5 Pearls will recruit 2 Priests. The number of Priests recruited is also the number of spaces a player will advance his or her Priest Marker. Finally, each player gains an amount of Mana equal to his or her location on the Priest Track.



Kahuna bonus: The Kahuna recruits an additional Priest for free.



2 Pearls = 2 Priests



5 Pearls = 2 Priests



You receive 1 Mana for each Priest you recruited.



Example: Max (black), Rafaël (teal) and Maria (orange) each have 3 Priests. Max pays 5 Pearls and recruits 2 Priests; he advances his Priest Marker accordingly. Max now has 5 Priests, and he gains 5 Mana. Rafaël and Maria don't pay any Pearls, and thus their Priest Markers stay at 3. They each gain 3 Mana.



Neighbourhood

Exchange Masks

In the Neighbourhood, all players may add **one** of their Masks to the Mask Market. Then, starting with the Kahuna and proceeding clockwise, **each player who has added a Mask** to the Market may take a Mask from that Market and place it in front of his or her screen. **This exchange of Masks does not generate treasure!**



Kahuna bonus: The Kahuna may fulfil a face-up To'o Mission by paying the required resources or meeting the required condition. Tokens from To'o Missions are kept behind players' screens. (See "To'o Missions," on page 9).



Players add Masks to the Mask Market in turn order and then take an available one, again in turn order.



Market

Sell Commodities and Hire Assistants

Starting with the Kahuna and going clockwise, players may sell Commodities and hire Assistants. The active player may perform these actions in any order he or she chooses.

SELLING COMMODITIES

A player may sell **one** Commodity by returning a Commodity Card to the Commodities Market. That player chooses any one bonus **at or below** that Commodity's Price Marker, then moves the Price Marker one space downward.

General rule regarding Price Markers

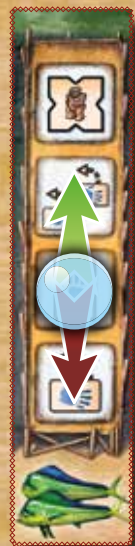
Each time a Commodity is **added** to the Commodities Market (in any game phase), that Price Marker is moved down one space. Each time a Commodity is **taken** from the Commodities Market, that Price Marker is moved up one space. A marker on the top space cannot be moved up any further, and a marker on the bottom space cannot be moved down any further. Do not adjust Price Markers if Commodity Cards are taken to form a new Forest draw pile.

HIRE ASSISTANTS

A player may hire **one** Assistant from the Market. An Assistant costs 2 Pearls and is placed in front of its owner's Player Screen.



Kahuna bonus: The Kahuna may sell one additional Commodity and may pay to hire one additional Assistant.



Mahi-mahi is taken from the Commodities Market

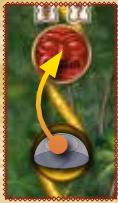
Mahi-mahi is added to the Commodities Market



Hire one Assistant for 2 Pearls. The Kahuna can hire two Assistants.

Sequence of Play

B. Ceremony Round



When the Game Round Marker reaches a red space, a ceremony takes place. Ceremony rounds offer players the opportunity to build To'o statues and perform Rituals they have collected during the previous action rounds. **A ceremony round consists of six steps, which are performed in the order described below.** Players perform each step simultaneously.



Ceremonial site

1. THE DANCE OF THE PRIESTS

Each player may pay 2 Pearls to recruit 1 Priest, or 5 Pearls to recruit 2 Priests. Then, each player gains 1 Mana for each of their Priests. This step is identical to the "Path of the Gods" action, minus the Kahuna bonus.



2. BUY RITUAL CARDS

Each player may put 3 Mana into the Sacrifice Bag and draw a number of Ritual Cards **according to their rank**, keeping **one**.



Each player may buy no more than 1 Ritual during a ceremony round.

3. PREPARATION OF RITUALS

Each player chooses up to 2 of their Rituals (up to 3 if they have reached the rank of Arioi or Tahua) and **attaches one of their Ritual Clips to each**; these Rituals are then put into the Sacrifice Bag. The other players must not see which Rituals a player puts into the bag. Players may carry this process out simultaneously, or in any order.



Players with the rank of Arioi and Tahua may each place up to 3 Rituals in the Sacrifice Bag.

Important rule regarding Brown (General) Rituals

Brown Rituals trigger common effects. They are put into the Sacrifice Bag **WITHOUT** a clip and **IN ADDITION TO** the Rituals marked with a player's clip.



4. INCANTATION OF THE GODS

Step 1: Mana Offering: In this step, players will offer Mana in exchange for the gods' favour. This is done through bidding, as follows: each player conceals any amount of their own Mana in a closed fist, held above the game board. Once all players have done so, everyone opens their hands to reveal how much Mana was offered. Arrange players' Ritual Cubes on the ceremonial site in descending order (whoever offered the most Mana occupies the "1" space, whoever offered the next greatest amount takes the "2" space, and so on). In case of a tie, the relative player order prevails. This is the ceremonial player order. **All offered Mana is put into the Sacrifice Bag.**



Brown Rituals have general effects; they apply to ALL players.



Example: In a four-player game, the current ceremonial player order is Rafaël (teal), Maria (orange), Max (black), and Arno (grey). They each conceal a secret amount of Mana in their hands, then simultaneously reveal their bids. Rafaël bid 7 Mana, Maria and Max each bid 4, and Arno bid 8. Arno's Ritual Cube moves to the 1st position in the ceremonial player order, and Rafaël's Ritual Cube moves to the 2nd position. Maria and Max each bid 4 Mana, so their positions relative to each other remain the same. Maria's Ritual Cube moves to 3rd position, and Max's moves to 4th.

Step 2: Assignment of ceremonial gifts: The player in first position (who had offered the most Mana in the previous step) is the first to choose one of the following three gifts:



1 Tattoo



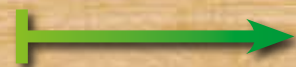
1 Commodity from the Commodities Market



2 Pearls from the general supply



The player in second position chooses one of the two last gifts, and the remaining gift will go to the player in third position. **In a three-player game, no one receives the third gift.**



Redefine ceremonial player order based on the amount of Mana offered by each player. In case of a tie, the relative player order prevails.

The 4 Types of Ritual Cards

All Rituals (Normal and Forbidden) belong to one of four different types:



Personal Rituals (Black): have immediate effects on the owner.



Permanent Rituals (Blue): have persistent effects and are placed in front of the player's Screen.



Interactive Rituals (Burgundy): have immediate negative effects on other players.



General Rituals (Brown): have immediate general effects on ALL players. Ritual Clips do not need to be placed on these cards.

5. RECEIVE THE DIVINE BLESSINGS

Take all Mana and Ritual Cards out of the Sacrifice Bag. Arrange the Rituals on the table in ascending order of Mana cost (seen in the cards' top right corners). If there are Rituals of equal value, sort them according to ceremonial player order (see step 4). If two or more Rituals of equal value belong to the same player, that player decides which of those Rituals will be performed first. General Rituals are always placed before any others of same cost. Then, perform Rituals as described below until all offered Mana has been exhausted or all Rituals have been performed:



If there is enough Mana to activate the leftmost (least expensive) Ritual: return the Ritual's Mana cost to the supply and apply the effect of the Ritual. Discard the completed Ritual or, if it was a blue Ritual, place it in front of its owner's screen.

If there is not enough Mana to activate the leftmost Ritual, discard all remaining Rituals; do not apply their effects. Return any leftover Mana to the Sacrifice Bag and return all clips to their owners.



Sort Rituals by Mana cost.



Ceremonial player order determines the order in which Rituals of equal cost will be resolved.



All brown, burgundy, and black Rituals have immediate effects.

Example (continued): Continuing the example from page 7, the players put the following Cards into the bag: **Rafaël** adds one Uru-Taetae (Mana cost 4) and one Ra'a (Mana cost 5). **Arno** added one Ta'ere (Mana cost 10) and one Ihi (Mana cost 11), plus one Hina (Mana cost 1). As Hina is a brown Card and affects all players, it does not need a player clip. **Max** put in one Roro'o (Mana cost 6), and **Maria** put in one Rau-Pena (Mana cost 4), one Rua-Hatu (Mana cost 4) and one Mata-Arahu (Mana cost 8). The Cards are then placed on the table in ascending order of Mana cost:



Note that there are three Cards with a Mana cost of 4; one belongs to Rafaël, while the other two belong to Maria. As Rafaël acts before Maria in the ceremonial player order, his Card is placed and resolved before either of Maria's 4-cost Cards. Maria decides the order in which her Cards will be placed in the arrangement, and she chooses to have the Rua-Hatu Card come first.

There is a total of 23 Mana in the Sacrifice Bag, but the total cost of all Cards is 53, meaning that at the moment there are quite a few Ritual Cards that will not be resolved. Resolving the effect of Hina, the first Card in the row, costs 1 Mana; this brings the amount of available Mana to 22. Hina's ability then adds 6 Mana per player, adding 24 more Mana for a new total of 46 Mana. This is enough to perform all of the Rituals other than Arno's Ihi. Arno hoped that his Hina would provide sufficient Mana to perform the 11-cost Ritual, but he came up short.



All blue Rituals have permanent effects; these are placed in front of their players' screens.

Note: Rituals may not be used to steal paired Mask Cards.

Note: For a more suspenseful game, don't take Mana out of the Sacrifice Bag all at once. Instead, remove it on a per-Ritual basis.

6. THE CEREMONIAL CONSTRUCTION OF THE TO'O

In ceremonial player order, each player may fulfil **one** available To'o Mission as displayed on the statues. This is typically done by paying required resources or meeting a required condition. If you are unable to fulfil a Mission, or do not wish to do so, you must pass your turn. Once all players have had the chance to fulfil one Mission, repeat the process until all players have passed. Tokens from fulfilled To'o Missions are kept behind players' screens.



END OF THE CEREMONY

After the first Ceremony Round, reveal the To'o Missions on the **second** statue. After the second Ceremony Round, reveal the Missions on the **third** statue. In either case, advance the Game Round Marker by 1 space.

If this was the **third ceremony round**, the game is over and final scoring can take place.



Revealing Missions:

At the start of the game

After the first ceremony

After the second ceremony



End of the Game

The game ends after the third ceremony round. The players now add up all their victory points as follows:

1. VICTORY POINTS GAINED BY RANK:

Players receive victory points (VP) according to rank. Ariki earn 3 VP, Arioi earn 6 VP, and Tahua earn 9 VP.



VP are awarded according to rank.

2. VICTORY POINTS GAINED FROM RITUALS:

The Papa-Ra'i Forbidden Rituals generate VP. A player with such Rituals adds the appropriate amount of VP to his or her total.



Some Forbidden Rituals provide VP.

3. VICTORY POINTS FROM TO'O MISSIONS:

Fulfilled To'o Missions give 1-3 VP, as indicated on the reverse sides of the To'o Mission Tokens.



Fulfilled To'o tokens provide VP.

4. VICTORY POINTS FROM MASKS:

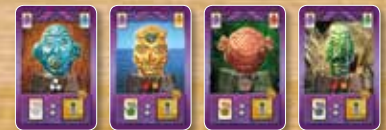
All Masks exist in pairs. If a player manages to collect both Cards of the same pair (i.e., two Cards sharing the same image), that player will gain additional VP. **Note: paired Mask Cards cannot be stolen by the use of Forbidden or Interactive Rituals.** Depending on the Mask, extra VP may be awarded for various achievements. These include:

1. Collected To'o Missions (Pearls, Mana, Commodities, conditional)
2. Hired Assistants (Collectors, Merchants, Shamans, Pearl Divers)
3. Collected pairs of different types of Masks

Masks can only be scored if you have a matching pair. Unpaired Masks are not worth any points at the end of the game. Masks are scored per pair, and NOT once per card. For explanations of how different types of Masks are scored, see the diagrams to the right.



These Masks give +1 VP for each of your To'o Mission Tokens of the type depicted.



These Masks give +1 VP for each Assistant you have of the type depicted.



These Masks provide +2 VP for each differently-coloured pair of Masks you own, to a maximum of 8 VP each.

Rainbow Mirror Cards are wild. On a player's turn, he or she may match a Mirror to one of his or her Masks. A Mask matched to a Mirror is considered to be paired and complete, and will generate VP accordingly. Once attached to a Mask, a Mirror cannot be released from the pair even if the player obtains that Mask's "actual" matching Card. Rainbow Mirrors may not be paired to each other.



The player who has collected the most victory points is the winner. If there is a tie, it is resolved in favour of the tied player who is earlier in ceremonial order.

To'o Missions

There are three ways in which players can fulfil To'o Missions: as the Kahuna at the "Neighbourhood" location, by selling Mahi-mahi at the Commodities Market (if the Price Marker is at the top spot), or during a ceremony. There are 3 types of To'o Missions:

1. **Resource Missions:** These require the player to discard the depicted resources (Pearls, Mana, Commodities, Masks).
2. **Conditional Missions:** Conditional Missions are those that require a player to meet a certain condition, such as having attained a certain rank, having a certain number of Priests, or a certain number of Assistants. They are clearly marked by a dark red border. The player must satisfy the depicted condition. For example, if a player wants to fulfil (and take) the "6 Priests" Mission, he or she must simply have recruited at least 6 Priests. When fulfilling a conditional Mission, the player does not have to discard or pay for anything. A Mission Token's requirements may only be fulfilled once.
3. **Mana Auction Missions:** Mana Missions marked with are auctioned as soon as there are no other types of Mission left in that row. If there is more than one Mission in the row, auction each one separately (these auctions are not considered to be a turn). When To'o Missions are revealed after a ceremony round, an Auction Mission token may be found to occupy a single-space row. Such a token will be auctioned at the very beginning of step 6 of the next ceremony round. Players bid by concealing any number of their own Mana tokens in their hands and then holding their closed fists above the game board. The players reveal their bids simultaneously; the player who has offered the most Mana successfully fulfils that Mission. Resolve ties in favour of the player who is earliest in ceremonial player order. **Regardless of who won the auction, ALL players must then put all bid Mana into the Sacrifice Bag.**



Discarded Commodities and Masks are placed back on their respective Markets!



You must have attained Arioi rank or higher.



You must have recruited at least 6 Priests.



Resolve ties in favour of the tied player who is earliest in ceremonial order.

Assistants

All Assistants have a permanent effect **A** and a “one-time” effect **B**. The following general rules apply for Assistants:

- Whenever you obtain an Assistant, place it face-up in front of your Player Screen.
- Each Assistant’s “one-time” effect may be used once per game. After using such an effect, turn that Assistant go to indicate that it may not be used again in this game unless reactivated through the Market or certain Rituals.
- Used Assistant Cards always retain their permanent effects.



Active



Used (turned)

COLLECTOR:



A When visiting the Forest, the Kahuna rolls the die before any actions are resolved. In turn order, all players owning a number of Collectors equal to or greater than the result of the die roll may take one Commodity Card from the Commodities Market. Adjust selected commodities’ Price Markers up by one step for each card taken.

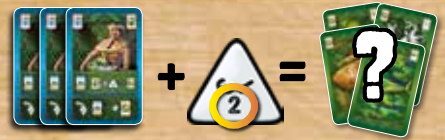
B When it is a player’s turn to select a Forest Card, he or she may activate **one** Collector in order to add a Forest Card to the Forest Supply. Then, that player chooses a Forest Card as Normal, plus a Commodity Card from the Forest Supply. If no Commodity Cards are present in the Forest Supply, this bonus is lost.

In a game with 3 players, there are 4 Forest Cards on display. It’s Arno’s turn, and he chooses the Forest location tile. As the Kahuna, he goes first and decides to use one of his Scouts. Arno draws a card and adds it to the Forest Supply, from which he selects a Mask and a Mahi-mahi. Because this card was taken from the Forest Supply, the Mahi-mahi Price Marker does not move.

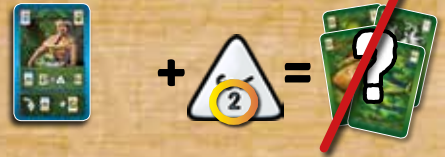


The Forest Location Tile is chosen. Maria has 3 Scouts, and Arno has 1. The Kahuna rolls the Die, and the result is a “2.” Maria has at least 2 Scouts, allowing her to take a card from the Commodities Market. She selects a Tiare card and adjusts the Tiare Price Marker upwards by one step. Arno, with fewer than 2 Scouts, does not get to take a Commodity Card.

Maria:



Arno:



MERCHANT:

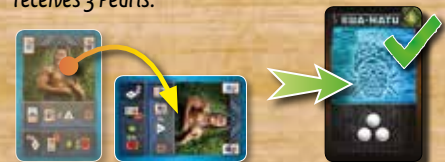


A When visiting the Marketplace, the Kahuna rolls the die before any actions are resolved. All players owning a number of Merchants equal to or greater than the result of the die roll may take one Assistant of their choice from the Assistant Market.

B A player may activate **one** of his or her Merchants to move a Commodity Price Marker to the top space of its Price Chart. A hired Merchant may be used immediately.



Example: Rafaël activates his Shaman to perform one of his Ritual Cards. Since he has 4 Priests, he can only perform Rituals with a Mana cost of 4 or less. He decides to activate his Rua-Hatu Ritual and receives 3 Pearls.



SHAMAN:



A When visiting the Marae, the Kahuna rolls the die before any actions are resolved. All players owning a number of Shamans equal to or greater than the result of the die roll may advance their Tattoo Markers by 1 space.

B Players may activate **one or more** of their Shamans **during their own turns (action round and/or ceremony round)** to perform Rituals they own (one Ritual per Shaman). The Mana costs of each of these Rituals must be equal to or less than the number of Priests a player has recruited.

Example: Max activates his Pearl Diver when constructing the To’o, and immediately fulfils a second Mission after his first one. Play then resumes Normally.



PEARL DIVER:



A When visiting the Pearl Oyster Reef, the Kahuna rolls the die before any actions are resolved. Each player owning a number of Pearl Divers equal to or greater than the result of the die roll earns 4 Pearls.

B When fulfilling a To’o Mission, you may activate **one** Pearl Diver to fulfil a **second Mission (NOT a third or more)**. The required resources must be paid as usual.

Some tactical hints for beginners

- ✱ It is a good idea to visit the Forest frequently.
- ✱ Although fulfilling To'o Missions generates victory points, players should not put all their efforts into construction, particularly in the early stages of the game. Instead, we recommend that you improve your status through the achievement of better rank, more Assistants, and more Priests.
- ✱ Rank is useful for more than VP, as higher ranks provide greater options. We strongly recommend that you strive to achieve the rank of Ariki as soon as possible, as this will allow you to perform Forbidden Rituals.

Advanced rules (optional)



TĀNE GAME

Experienced players may opt to add the Tāne Rituals to their game, as long as they are prepared for some nasty surprises. These interactive Rituals allow players to steal from each other, remove opponents' Priests, or prevent certain Rituals from being performed.



For a more interactive game, add the Tāne Cards to the Ritual Decks.



ORACLE GAME

For players who like to plan ahead, you may choose to play with all To'o Missions tiles from statues 2 and 3 revealed at the start of the game. The construction of statues 2 and 3 may *only* be initiated after the first and second ceremony rounds, respectively, and per the usual rules.



MANA SHORTAGE

If the players want more Rituals to fail, they may try this variant: when buying Rituals and fulfilling the Mana Auction Missions, return the Mana to the general supply instead of putting it into the Sacrifice Bag.

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Iconography

	Receive / goes to		Receive the indicated amount of VP at the end of the game		(Receive a) Forest Card		Location Tile
	Pay / remove		(Receive) the indicated amount of Pearls		(Receive a) Mask Card		Forest
	Place / move		(Receive) the indicated amount of Mana		Every different coloured pair of Mask Cards		Marae
	Indicates a consequence		Bid Mana		(Receive an) Assistant Card		Pearl Oyster Reef
	Per (for whatever you have shown on the left of this icon, receive what is shown on the right)		(Recruit) one Priest		Shaman Card		Path of the Gods
	Identical		Perform the actions of the Priest Track		Merchant Card		Neighbourhood
	Different		Your position on the Priest rank		Collector Card		Market
	Equal to or less than		Sacrifice Bag		Pearl Diver Card		Market column
	Equal to or greater than		(Receive) the indicated amount of Tattoos		Activate an Assistant		Market
	Receive an additional		You must have attained the indicated rank		Reactivate an Assistant		During the indicated phase/action (e.g., in this example, during step 6 of the Ceremony phase)
	Lose		Fulfil any available To'o Mission		(Receive a) Commodity Card		
	Repeat this action		A To'o Token that costs Mana		Uru Card		
	Do not		A To'o Token that costs Pearls		Mahi-mahi Card		
	A Normal Ritual		A To'o Token that costs Commodities		Taro Card		
	A Normal or Forbidden Ritual		A Conditional To'o Token		Tiare Card		
	Draw Rituals according to your rank		Flip the To'o Tokens on the indicated statue		Action Round		The other players
	Draw Rituals according to your rank and keep as many as indicated between the brackets		Receive the Divine Blessings (see page 8)		Ceremony Round		The number of players / all players
	Perform a Normal or Forbidden Ritual		A Ritual Card of the indicated cost / The Mana cost of a Ritual		End of the game		Roll the die