BORA BORA

THE EXCITING STRATEGY GAME OF GODS, GOODS AND GREATNESS

GAME IDEA

Stake your fortunes in the mysterious island world of Bora Bora. Journey across islands, building huts where the resilient men and women of your tribes can settle, discovering fishing grounds and collecting shells. Send priests to the temples, and gather offerings to curry favor with the Gods.

In Bora Bora, players use dice to perform a variety of actions using careful insight and tactical planning. The player who best watches how the game develops and uses the most effective strategy will prevail.

The winner is the player with the most victory points at the end of the game.

GAME IDEA

Players build huts and populate them with men and women, who help them during the game. They also send priests to the temple to influence the Gods

Play progresses by adding dice to perform actions

The player with the most victory points at the end of the game is the winner

GAME COMPONENTS

6 cardboard frames *(Before playing for the first time, carefully remove the cardboard components from their frames)*
- 18 offerings
- 36 shells
- 12 fish tiles
- 36 woman tiles
- 36 man tiles
- 60 task tiles (+ 2 replacements)
- 24 jewelry tiles
- 7 action tiles
- 10 God tiles
- 24 building tiles
- 4 turn order tiles

1 game board

30 building materials (10 each of sand, stone and wood)

60 God cards (12 per color)

In each player color:
- 12 huts
- 4 priests
- 2 markers
- 3 dice
- 1 player board



If you are reading these rules for the first time, we recommend ignoring the bold text in the right-hand column of each page. These bolded texts summarize the rules to help players quickly recall details during subsequent games.

GAME SETUP

Place the **game board** in the middle of the table. It shows:

"Fishing" action space

5 islands with a total of **12 regions** (3 each of **mountain, beach, forest** and **plains**)

each region has one **building space**

Regions are connected by either **land paths** or **water paths**

Summary of a game round



Scoring track (0-100)

Status track

Temple

Jewelry tile display

Task tile display

Man and Woman tile display

Place the building materials, shells, and offerings in a common supply next to the game board, easily accessible to all players.

Place action tiles – depending on player count – face up next to the game board:

- 2 players: 5 tiles ⇨ Helper, Temple, Build, Man / Woman (together), Land / Water Path (together) *(see also page 11)*
- 3 players: 6 tiles ⇨ Helper, Temple, Build, Man, Woman, Land / Water Path (together) *(see also page 11)*
- 4 players: 7 tiles ⇨ Helper, Temple, Build, Man, Woman, Land Path, Water Path

Randomly place the **12 fish tiles** face up onto the spaces intended for them adjacent to the 12 regions, so that one tile is next to each region.



Separately shuffle the **man and woman tiles (36 of each)**, and place them *face down* in two separate supply piles next to the game board. Draw 6 from each pile and place them *face up* onto the orange and turquoise spaces in the bottom right hand corner of the game board.

Separate the **7 light green** and the **53 dark green task tiles**, and shuffle each pile. Give each player *one* randomly-drawn light green (crane) tile and *two* randomly-drawn dark green (parrot) tiles. Players will place these tiles later in any order they choose *face up* onto the three spaces intended for them in the lower right hand corner of their player boards (see next page). Remove the remaining light green tiles from the game and place the remaining dark green tiles in a supply pile next to the game board. Draw additional dark green tiles equal to player count plus two *(i.e. 4 to 6 tiles)* and place them *face up* onto the corresponding spaces on the game board.

Shuffle the **24 jewelry tiles** and then randomly place them *face up* onto the 6 x 4 jewelry tile display spaces intended for them on the game board.

Set out all building materials, offerings, shells, and 5 - 7 action tiles



Add a fish tile *face up* to each island region

Draw 6 man and 6 woman tiles and add them *face up* to the game board

Separate the light and dark green task tiles; shuffle each pile and pass out 1 light green and 2 dark green tiles to each player

Place 4 to 6 dark green task tiles *face up* onto the game board (e.g. 4 tiles for a 2-player game, 5 for 3, 6 for 4 players)

Place all 24 jewelry tiles *face up* on the game board

Place 6 of the 10 **God tiles** in a pile on the corresponding temple space on the game board.



Shuffle the **God cards** and place them in a pile face down next to the game board. Draw and reveal the top five cards, placing them next to the pile.

Give each player:

- **1 player board** in his color;
- **12 huts** in the same color, placed on the 12 corresponding hut spaces on his player board;
- **6 building tiles** in the same color, placed dice-side up on the 6 corresponding spaces on his player board;
- **1 God tile**, placed on the corresponding space on his player board;
- **3 dice** in the same color, placed next to his player board;
- **4 priests** in the same color, placed next to his player board;
- **2 God cards** drawn from the pile, and added to his hand (hidden from the other players);
- **2 offerings** from the supply, placed next to his player board;
- **1 turn order tile** (randomly drawn), placed next to his player board.

When playing with fewer than four players, return all unused game components (huts, priests, building tiles, dice, as well as unused turn order and God tiles) to the game box.

Now the player who drew the #1 turn order tile places one of his markers on the victory point starting space on the scoring track (marked "0/100"), and the other marker on the status track below the 0 space. The second player places his first marker on the 1 victory point space on the scoring track and his second marker *underneath* the start player's on the status track. The remaining players follow in turn (first markers on the 2 / 3 victory point space, and second markers underneath the previous player's on the status track).



In *reverse turn order*, each player:

- places one of his huts on an empty building space on one of the four regions next to a *1-fish* tile on the central game board;
- receives from the general supply the resource corresponding to the one indicated on his region, i.e. either a building material (sand, wood or stone), or an offering tile;
- immediately either places the building material on a free, matching ceremony space on his player board, or places the offering tile next to his board.

Continue in reverse turn order to the next player, and so on. Ignore the fish tiles of those regions for now.

Place 6 God tiles in a pile on the temple space

Shuffle the God cards and form a draw pile; reveal 5 cards

Give each player:

- **1 player board**
- **12 huts**
- **6 building tiles (dice-side up)**
- **1 God tile**
- **3 dice**
- **4 priests**
- **2 God cards (hidden)**
- **2 offerings**
- **1 turn order tile**

Place one marker on the scoring track (0-3 VP) and the other below the 0 space on the status track (position depending on turn order)

***In reverse turn* order, each player places 1 hut onto a 1-value region** (and takes the building material or offering tile)





Summary of the trading options for the Helper dice action

Spaces for God and jewelry tiles

Summary of the 12 different men and women

Summary of the effects of the 5 different Gods

Summary of the Fire Bonus

Summary of additional victory points awarded at game end

Spaces for the huts (note: place 2 huts on the 12th space, bottom right)
Spaces for man and woman tiles

The ceremony spaces, i.e. spaces for building materials and/or *built* building tiles

Spaces for *not yet built* building tiles

Spaces for *not yet completed* task tiles

Space for *completed* task tiles

GAME RULES (for 4 players)

The game lasts six rounds, with each round consisting of three consecutive phases – A, B and C *(see summary on the bottom left corner of the game board).*

Phase A: Roll and place dice, carry out actions

Players *simultaneously* roll *all three* of their dice. The first player chooses one of his dice and places it on the action tile of his choice and immediately carries out the corresponding action. The next player then does the same, placing *one* die and carrying out the corresponding action. Play continues, in turn order, until all players have placed their three dice.

***Important!* When placing a die on an action tile, you can *only* place a die showing a value that is *lower than the lowest value* currently on that action tile (regardless of color).** *(Exception: Blue God, see page 10)*



Example: A 5 and a 3 are currently on an action tile. You could place a 1 or 2 there but not a 3, 4, 5 or 6.

The individual action tiles

"Expand" action (via land path or water path)

Expanding means settling a region adjacent to one in which you already have a hut. You can expand via an adjacent land path (brown arrow) or water path (blue arrow). The number showing on your die indicates the *highest-value* land or water path along which you can expand (lower numbers are *always* allowed). You are *not* allowed to expand diagonally.

For example, you could use a 5 or 6 to expand via water path from the central island's mountain region to the south island's plains. You could also use a 4, 5 or 6 to expand to the east island's beach.

Via a land path, you could use a 4, 5 or 6 to expand to the plains to the north, or a 2, 3, 4, 5 or 6 to expand to the beach to the west. You could not expand to the forest regions of either island, as these are only diagonally adjacent to your region!

To expand, take a new hut from your player board *(you may choose any hut, but it is better to save the 12th space until the end of the game)* and place it on the *building space* of the new region. You now have a free space on your player board that you can *later* fill with a man or woman tile *(see below).*
Additionally, from the new region you may take either the building material (adding it to your ceremony space) or the offering tile (placing it next to your player board).

Finally, you must decide *now and only now* whether or not you want to score victory points for the fish tile adjacent to the new region. *More details on this can be found on page 10 under "Red God".* Fish tiles can only be scored once per player per region, and only during expansion.

If there is already a hut on your new region's building space, move it off to the side, but make sure it stays in the *same region.*

Important! Each player can have no more than one hut per region!



GAME RULES

6 rounds, each with phases A, B and C

PHASE A

Players simultaneously roll all 3 dice
In turn order, players place their first die and carry out the corresponding action; then they do the same for the second and the third dice

The values of the dice on an action tile must always decrease (Exception: the Blue God)

"Expand" action
(via land or water)

Take a hut from your player board and place it onto a region adjacent to one with one of your own huts; note, expand only along a path with a number less than or equal to your die roll

Place the hut onto the building space of the new region (move a pre-existing hut off to the side)

Take the corresponding building material or offering tile

***Only now* can you score VPs for the corresponding fish tile (using a Red God card)**

Note: fish tiles can only be scored once per player per region

Maximum 1 hut per player per region

"Woman" action

Each woman tile on the game board is placed upon one of six numbered positions. Take <u>one</u> woman tile from any position that is less than or equal to the value of the die that you had placed upon the woman action tile.

So if, for example, you had placed a 4-die on the woman action tile, you can take <u>one</u> woman tile from the board in any of the places numbered 1-4, but <u>not</u> in places 5 or 6.

Place the tile onto a *free* space on your player board (i.e. one of the 12 spaces along the right hand side of your player board not currently covered with a hut or a tile), such that the tile *covers* the green checkmark at the top of the space but leaves the status / shell at the bottom of the space *visible*. If you don't have a free space, then you cannot choose this action.



Note: Placing the new tile doesn't do anything further – that is, you *can't* carry out the action shown on the right or left hand side of the tile yet!

"Man" action

Carry this action out in the same manner as the woman tile *(see above).*

"Helper" action

Trade for various items. The die result indicates how many items you can trade for. The trade value is shown in the upper left hand corner of each player board. Tattooing, shell collecting, or scoring 1 victory point each costs 1 die point. An offering, God card, or building material of your choice each costs 2 die points, as does moving a hut onto your 12th space.

The individual "Helper" trading options:

Tattooing *(man tiles):* For each die point used, shift one *not yet* tattooed man on your player board down, i.e. so that the green checkmark on that space becomes visible while the status / shell area is covered. The man is now tattooed and may not be tattooed again for the rest of the game. Move your status marker one space to the right along the status track for each status symbol () displayed on the left side of the man tile. If you land on an occupied space on the status track, place your marker *on top* of the pile. You may spend additional die points to tattoo additional men but are not obligated to do so.

Collecting Shells *(woman tiles)*: Carry this out in the same manner as tattooing: For *each* die point used, shift *one* woman tile down and take the number of shells from the general supply that corresponds to the number of shells displayed on the left side of the woman tile. Place the shells next to your player board so that all players can see them.

<u>Example:</u> Anna uses two of the five die points she has available for the tattooing "Helper" action, and shifts two of her man tiles down. A total of 5 status symbols are on those two man tiles, so she moves her status marker from 0 to the first space below the 4 on the status track.
She uses an additional die point to shift one of her woman tiles down in exchange for 3 shells from the general supply. She plans on using the final two points for an offering (see below).

Victory points: Move *one* space forward along the victory point track for each die point you are trading in for victory points.

Offerings: Take one offering from the supply for every *two* die points you are trading in for offerings. Place the offerings next to your player board so that all players can see them.

<u>"Woman" action:</u>
Take a woman tile (less than or equal to your die) and place it on your player board



Do not perform the tile's effect at this point



<u>"Man" action:</u>
See "Woman" action above

<u>"Helper" action:</u>
Different items can be traded for, depending on the die result



Tattooing:
Shift one man tile down per die point and then score the corresponding number of points on the status track

Collecting shells:
Shift one woman tile down per die point and then take the corresponding number of shells from the supply

Victory points:
1 VP per die point

Offerings:
1 offering per 2 die points

God cards: Take *one* God card and add it to your hand for every *two* die points you are trading in. You can take either the top card of the draw pile or one of the five face up cards. If you take one of the face up cards, *immediately* replace it with the top card from the draw pile.
You can use God cards during the course of the game to making offerings.
More information on page 10: The Gods.

Building materials: Take *one* building material of your choice from the supply and place it on a matching ceremony space for every *two* die points you are trading in. *Should you not have an open matching space, then place it next to your player board instead.*
Should the supply run out of the necessary building material, use something else as a temporary replacement. The supply of building materials, offerings, and shells is unlimited.

Move hut: Move *one* of the huts on your player board to the last, 12th, space (bottom right, with a slightly lighter border) of your player board for every *two* die points you are trading in. You can have as many huts as you want on the 12th space.
Each movement allows you to make space for additional man and woman tiles without having to use the "Expand" action first. Note: you *cannot* move huts that have already been placed onto the game board.

Example of different "Helper" actions:
Ben has placed a 6-value die onto the "Helper" action tile. He takes one wood (-2), tattoos one man (-1) and collects some shells with a woman (-1). He moves his scoring marker ahead 2 spaces along the victory point track for his final two die points.
Or: Ben could have also chosen to draw 1 God card (-2), 1 offering (-2) and 1 building material of his choice (-2).
Or: Ben could have shifted 6 man / woman tiles down.
Or: ... taken 2 God cards and 2 victory points… etc., etc.



"Temple" action
Take a priest from your supply and add him to the temple on the game board. The die result indicates the *highest-value* space you can place your priest onto (lower values are *always* allowed). Should a priest already be located on this space, shift him one space in the direction of the arrows. This can in turn shift additional priests, until either an empty space is filled or the last priest in the row drops off the end and is returned to the supply of his owner.

Each newly-placed priest *immediately* awards a one-time Fire Bonus (see next page). Additionally, all priests in the temple are worth victory points at the end of a round. *More details under "Phase C".*



"Build" action
Build one of your as-yet unbuilt building tiles. The die result indicates the *highest-value* tile you can build (lower values are *always* allowed). Remove building materials from two horizontally or vertically *adjacent* ceremony spaces on your player board, returning them to the general supply. Then place the chosen building tile (die side *down*) onto the two spaces. Depending on the current round, you score either 10, 7 or 4 points for this. The points are shown above the jewelry tile spaces on the game board. You also receive the one-time Fire Bonus (see next page).



God cards:
Take 1 God card per 2 die points

Building materials:
Take 1 building material (and add it to a matching ceremony space) per 2 die points

Move hut:
Move 1 hut to space 12 per 2 die points

"Temple" action:
Place a new priest onto the corresponding temple space (possibly shifting existing priests to the right); **immediately take Fire Bonus**



Priests are also worth victory points at the end of a round

"Build" action:
Remove any two adjacent building materials; place corresponding building tile in their place
Immediately score victory points and take Fire Bonus



If you don't have two adjacent building materials in your ceremony space, then you cannot choose this action. Building materials or building tiles, once placed onto a ceremony space, cannot be moved again.

Should you build so that you have individual spaces left at the end of the game, then you will not be able to fully complete the ceremony spaces (see also page 9: Final Scoring).

The Fire Bonus



When you receive this bonus (either by adding a priest to the temple or by placing building tiles on ceremony spaces), you immediately choose *either* a God card *or* an offering ***and*** *either* move ahead one space on the status track *or* take one shell. *For details, see "Helper" action.*

Example: Cleo places a priest. For her Fire Bonus, she immediately takes a God card (instead of an offering) and a shell (instead of a status step). She is not allowed to take two offerings, nor is she allowed to take an offering and a God card.

Fire Bonus:
Either **1 God card** ***or*** **1 offering** ***and either*** **1 status** ***or*** **1 shell**

"Fishing" action

Score 2 victory points for any die (regardless of its number) placed in the "fishing" action space in the upper left hand corner of the game board. *Important!* When using the "fishing" action, the rule that new dice must be of lower value than those already placed is *not* in effect. In other words, you can place *any* die here and score 2 victory points.

"Fishing" action:
Score 2 victory points for placing any die on this space



Phase B: Use man and woman actions

In turn order, players may use *one* of their man *and one* of their woman tiles; the order of usage is up to each player individually.

The available actions depend on the symbols indicated on the right hand sides of the tiles. If you have multiple identical women, then you can use these tiles *together* for a more powerful *single* action (but you may not use them to carry out *multiple* separate actions). The same goes for the men – but *never* for men and women *together*!

The individual locations of your man and woman tiles on your player board *doesn't* matter, nor does whether or not they have been shifted down. Using them *doesn't* change them; they are neither shifted nor discarded.

Example: Don adds the values of his two male Pathfinders (one is tattooed, one is not) together to use them to expand across one land path of value 4 or less; he could not use them to expand across two paths of value 2 or less. Should he also have a female Pathfinder, he could then use her to expand again – independently from the men – but is not obligated to do so.

PHASE B

In turn order, each player may use one of his man *and* one of his woman tiles, in either order

If you have multiple identical men (or women), you can *combine* them to carry out a *single*, more powerful action (however, you can never combine men and women)

The individual woman (and man) actions

(See also the corresponding summary on each player board)

Land Path: Expand just as if you had placed a die of value 2 onto the "land path" action tile.
(If you have two such women (or men), then you can use a land path of value 4 or less; if you have all three such women (or men), then you can use any land path.)

Water Path: Expand in the same way as described above, only via a water path.

Woman: Take a woman tile from the game board as if you had placed a die of value 3 onto the "woman" action tile. *(Or, if you have two such women (or men), as if you had placed a die of value 6. Note: the third matching woman (or man) tile has no effect!)*

Man: Take a man tile in the same way as described above.

Build: Build one of your building tiles as if you had placed a die of value 3 on the "build" action tile.
(Or, if you have two such women (or men), as if you had placed a die of value 6. Note: the third tile has no effect!)



Use *one* land path of max. value 2 (4/6)



Use *one* water path of max. value 2 (4/6)



Take *one* 1-3 (1-6) value woman tile



Take *one* 1-3 (1-6) value man tile



Build *one* 1-3 (1-6) value building tile

Building materials: Take one building material of your choice from the supply and place it onto a matching ceremony space on your player board. *(Or take 2 or even 3 building materials. Note: they can be different types.)*

Move hut: Move one of your huts onto the 12th space of your player board. (Or move 2 or even 3 of your huts.)

Victory points: Move your scoring marker two spaces forward on the scoring track. *(Or 4 or even 6 spaces forward.)*

God card: Take a God card into your hand. *(Or take 2 or even 3 God cards.)*

Offering: Take an offering from the supply. *(Or take 2 or even 3 offerings.)*

Status: Move your status marker one step forward on the status track. *(Or move forward 2 or even 3 spaces.)*

Shell: Take a shell from the supply. *(Or take 2 or even 3 shells.)*


Take 1 (2/3) building materials of your choice


Move 1 (2/3) huts onto the 12th space


Score 2 (4/6) victory points


Take 1 (2/3) God cards


Take 1 (2/3) offerings


Move forward 1 (2/3) status steps


Take 1 (2/3) shells

Phase C: Assess the right half of the game board

Always deal with the status track first, followed by the temple, then the jewelry tiles, and finally the task tiles.

1.) Status track

Each player scores the number of victory points that corresponds to the space his status marker is below, in other words, between 0 and 15 points. Then, return all players' status markers to the 0 space, making sure that the player who was the furthest back is on the bottom and the player who was the furthest ahead is on top. Finally, reassign the turn order tiles: the player on top of the pile is the start player and gets the "#1" tile, etc.

2.) Temple

Players score victory points for the priests they have in the temple. In the first two rounds each priest is worth 1 victory point; in the next two rounds each priest is worth 2 victory points and in the final two rounds each priest is worth 3 victory points *(as also indicated along the bottom of the temple).*
Then, the player with the most priests in the temple receives the top God tile, adding it to his player board. In the case of a tie, the God tile goes to the player among those who tied whose priest is furthest to the left.
Should there not be any priest in the temple, then the corresponding God tile is removed from the game.

3.) Jewelry tiles

In the new turn order, players may choose to buy one jewelry tile from the current round's column, paying for it by returning as many shells to the supply as indicated on the chosen tile. Place jewelry tiles face down on the appropriate spot on your player board; you will score the victory points for them at the end of the game. *See next page: "Final Scoring".*
If you can't or don't want to buy a jewelry tile, then your turn is skipped. Any leftover jewelry tiles from the current round are discarded.
The six columns illustrate what round the game is currently in, and how many victory points building tiles or priests are worth.

PHASE C

1.) Status track

Each player scores the number of victory points corresponding to the location of their status marker (0-15)
Return all markers back to status space below 0 (as a pile); **reassign turn order tiles accordingly**

2.) Temple
Each priest is worth:
- **1 victory point (round 1 & 2)**
- **2 victory points (round 3 & 4)**
- **3 victory points (round 5 & 6)**

Give the top God tile to the player with the most priests in the temple

3.) Jewelry tiles

Each player may buy 1 jewelry tile from the current round's column

Victory points are awarded for jewelry tiles at the end of the game

4.) Task tiles

In the new turn order, players one at a time complete *one* of their three task tiles. If the player can complete the task without help, he scores 6 VPs. If the player requires the help of the Yellow God to complete it (see page 11), he scores 4 victory points. After the task is completed, the player places the tile face down on the space with the checkmark on his player board, where it remains until the end of the game.

If the player can't complete any of his three tasks, he *must* choose one task tile to surrender, and return it to the game box. No points are scored.

Finally, in turn order, each player chooses a new task tile from the game board and adds it to the newly freed space on his player board (note: this is also required during round 6).

The round is now over. Prepare for the next round by returning to the game box the two task tiles that were not chosen, *and* any remaining man or woman tiles. Then, add six new man and six new woman tiles to the board, along with new task tiles (player count plus 2). Do this at the beginning of round 6 as well.

Each player takes their three dice back from the action tiles. The next round can now begin ...

GAME END

The game ends after round 6. Each player now completes his *three* task tiles (each one is completed as at the end of the individual rounds).

Final scoring: *(see also the summary in the bottom left corner of the player boards);* players receive:

- 2 victory points for every own unused God tile;
- 1-6 victory points for each fish tile adjacent to a *building space* containing a hut of their color;
- 1-9 victory points for each of their jewelry tiles.

Additionally, each player scores *6 victory points* for *each* of the following:



- 9 completed task tiles;
- 6 claimed jewelry tiles;
- all 12 ceremony spaces full (regardless of whether it is full with building materials and/or building tiles);
- all 6 building tiles built;
- huts added to all 12 regions;
- all 12 man / woman spaces filled with man or woman tiles.

Remaining building materials, shells, offerings or God cards are not worth anything.

The player with the most victory points is the winner. In the event of a tie, the winner is the player among those who tied who went earlier in turn order during the last phase C.

4.) Task tiles

Each player must complete one task tile per round:

- **6 VP (when completed)**
- **4 VP (when completed with the Yellow God's help)**
- **0 VP (when not completed)**

In player order, each player then takes a new task tile (this also happens at the end of round 6)

New round:

- **add 6 new man and 6 new woman tiles**
- **add 4-6 new task tiles**
- **return the 3 dice to each player**

GAME END

At game end, complete the remaining three task tiles (6, 4 or 0 VP *each*)

Final scoring:

- **per God tile: 2 VPs**
- **per fish tile: 1-6 VPs**
- **per jewelry tile: 1-9 VPs**

Additional 6 VPs for each:

- **9 task tiles completed**
- **6 jewelry tiles claimed**
- **Ceremony spaces full**
- **all building tiles built**
- **huts on all 12 regions**
- **12 man / woman tiles**

The player with the most victory points is the winner

The Gods

To play any God card, you must also give up an offering. If you don't have an offering then you can't play a God card. Place used God cards face up onto a discard pile next to the draw pile and used offerings back into the general supply. If the God card draw pile runs out, shuffle the discard pile and use it, face down, as a new draw pile.



Important! You may play two God cards of the same color, paying only *one* offering, for the ability to choose any God action you desire.

Blue God - If you play a Blue God (*only possible in Phase A*), then you can add a die to an action tile even if its value is the same as or greater than the lowest die value on that tile.

Note: You must use one Blue God card per die. Thus, if anyone wants to play an equal or greater value die later in the round, they must also play a Blue God card. White or Red Gods may also be played.

White God - If you play a White God (*only possible in Phase A*), then you can add a die to an action tile as if its value was 6. Do *not* change the die's value to 6, it remains as it was!

Red God - You may only play a Red God (*in Phases A or B*) when expanding, i.e. when placing a hut onto a new region's building space. The Red God allows you to score the fish tile adjacent to the *new* region, i.e. to score as many victory points as indicated by the fish tile.

Important: The fish tile remains in place after scoring so that it is available to the other players.

Note: Players can play no more than one Red God per region, and thus can score each fish tile at most once.

Example: Anna plays a Blue God (and makes an offering) to be able to place a 3-die on the "water path" action tile, which already shows a die with a 1. Additionally she plays a White God (and makes another offering) to be able to use the 3 as a 6, i.e. allowing her to expand over a water path with a value of 6, and places a new hut in the new region. Finally she plays a Red God (and makes a third offering) to score 5 victory points for the fish tile adjacent to the new hut.

Green God - If you play a Green God (*only possible in Phase B*), then you can do one of the following:

Either:

Double the effect of the man or woman type you are currently using. If you are using multiple identical man (or woman) tiles, double the total amount, i.e. after taking into account the effect of multiple tiles.

(Note: multiple *actions* are still not possible).

Example 1: Cleo has two woman tiles that will score her 4 victory points when activated together. By using the Green God, she can double this to 8 victory points.

Example 2: Ben is able to build at most a 3-value building tile. By using a Green God, he can build a 4, 5 or 6 value building tile (but not a second 3-value building tile).

Or:

Activate a *second*, different, man or woman *type*.

Example: Don uses his two woman tiles together to expand via a 4-value land path. He then uses a man tile that allows him to take one God card. He picks a Green God card that he immediately plays (after paying the requisite offering). He decides to activate another of his women tiles, and chooses one that lets him take one man tile from the game board.

THE GODS

Can be used in different phases; each God card "costs" one offering

You can play two identical God cards to use any God action of your choice



Die placed on an action tile can be of equal / greater value than the lowest die on that action tile



Die placed on action tile is considered to be of value 6, but not changed to value 6



Score the fish tile of the expanded region



Either double a man / woman action effect or gain an additional man / woman action

For clarity: You can play at most one Green God in Phase B and use it to either double the effect of one man/ woman action or use one additional man/woman action.

Yellow God - If you play *one* Yellow God (*only possible in Phase C*), then you can replace exactly one of a task tile's requirements.

If, for example, the task tile requires 3 wood, then you can use a Yellow God to need only 2 wood.
Or, if huts in 9 regions are required, then you can use a Yellow God to need huts in only 8 regions.



Replaces one task tile requirement

Using a Yellow God to help with a task tile means that you only score 4 victory points for that tile (instead of 6).

Using a Yellow God allows you to score 4 VPs instead of 6 for that tile

Note: At the end of the game, when players complete their three remaining task tiles, you may use one Yellow God *per tile*, thus allowing you use up to three total cards. You must pay one offering for each.

God tile: God tiles can be used in place of any God card of your choice. When used, return the God tile to the game box. You do *not* need to give up an offering to use a God tile.



God tile can be used as any God, and *no offering is required*

The two or three player game

2 AND 3 PLAYER GAME

Use 5 or 6 action tiles only



Fewer action tiles are laid out, so that some actions are combined:
In the 2 player game - In addition to the "Build", "Temple" and "Helper" actions, there are *combined* "Man / Woman" and "Land / Water Path" actions. Use the "Woman" and "Land Path" tiles face down, and return the "Man" and "Water Path" tiles to the box. A total of five action tiles are thus available.
In the 3 player game - In addition to the "Build", "Temple", "Helper", "Woman" and "Man" actions, there is a *combined* "Land / Water Path" action (use the "Land Path" face down), and return the "Water Path" tile to the box. A total of six action tiles are thus available.

The rules for placing dice remain the same as in the 4 players game. Always place lower die values (exception: Blue God) and, when choosing a double action tile, choose *one* of the two available actions.

Example: Don places a 3-value die onto the combined "Man / Woman" action tile and takes a woman tile. Subsequent players must now place either a 2-value or 1-value die here, but are free to choose a man tile instead of a woman tile. The same goes for the combined "Land / Water Path" action tile.

All other rules remain the same



If you have questions or comments about this game, please call or write to us at:

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The task tiles

The following examples illustrate all of the task tiles, beginning with the 7 starting task tiles (light green backs with a crane) and followed by the 53 remaining task tiles (dark green backs with a parrot). In general, *all* tasks indicate a *minimum* requirement – not an exact number. Thus, you can always have more of what is required, but not less.

Note: You *never* need to give anything up when completing task tiles. You only need to show that you have them.

A task tile is considered "complete" when you ...



... have a man and a woman tile on your player board.



...have a woman tile on your player board and a priest in the temple.



Similar: "A man tile on your board and a priest in the temple" or "Three priests in the temple".



... have a woman tile and a jewelry tile on your player board.



Similar: "A man tile on your board and turn order tile #1".



... have a hut in *any* three regions.



Similar: "Huts in any nine regions" or "At least one hut on all five islands".



... can show three *identically-colored* God cards.
Similar: "Two God cards of a specific color" (total of 5, 1 per color) or "Four different God cards".





Important! God cards required by task tiles cannot be replaced by God tiles or by using two identical God cards!



... have three different man tiles on your player board.



Similar: "Three different woman tiles" or "Three different jewelry tiles".



... have any four man tiles on your player board.



Similar: "Any four woman tiles" or "Any four jewelry tiles" or "Any four built building tiles".



... have two "Necklace" jewelry tiles. ***(Total of 6, 1 per jewelry type.)***
Similar: "Two God tiles", "Four offerings" or "Five shells".





... have three stone building materials on your ceremony spaces or next to your player board. ***(Total of 3, 1 per building material type.)***



Similar: "Any five building materials".



... have a hut in each of the three mountain regions ***(do not need to be on the regions' building spaces). (Total of 8, 1 per region type and 1 per fish tile type.)***





... have four huts on the 12th space of your player board.



... have any three man tiles shifted down on your player board.



Similar: "Any three woman tiles shifted down" or "Any five person tiles shifted down"



... have two of the depicted person tiles (women *and/or* men) on your player board.

(Total of 12, 1 per person type.)



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