

MOAR MOAI!

2-6 players, 60-90 minutes

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Leading the greatest and most powerful clan on Easter Island isn't easy. There are always arguments to sort out, zoning ordinances to enforce, and also fishing to mandate. With all this day to day work to do, it is hard to keep sight of the big picture: how do you cement your rugged handsomeness (and earnest reputation) into the annals of history?

The answer is of course with a hand-carved stone statue of your face placed prominently on the shore for all to look at through the centuries.

But wait, what's this? Rival clan leaders have stolen your innovative idea and are having statues of their own built! Now it is a race to see which clan's statues will measure up. You'll need more statues and bigger statues (perhaps even ones with hats) if you want to maintain your stately stature.

Of course, there's more to building a statue than just some rock and a chisel. Your people want trees to build fishing canoes, but you need the lumber to transport your creations to the shore. It's a tug of war between keeping your people fed and erecting the best statues.

*Who needs food? We need to build **MOAR MOAI!***

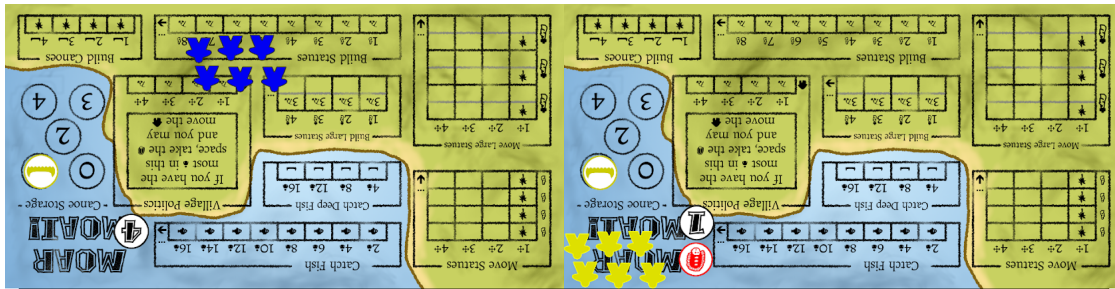
Objective:

Build statues and push them to the shore in order to be the clan with the most impressive array of statues by the time that the island is rendered uninhabitable.

You will need: 1 player mat/player, 1 map, event cards, and tokens as defined below:

Name	Count
Small Statues	16 per player
Large Statues	8 per player
Canoe Tokens	1 per player
Worker Meeples	30 per player
Fish, Tree, Stone, Village, Chief Tokens	1 each
Turn Order Tokens	1 per player
Event Deck	21 cards (7 green, 7 yellow, 6 red, 1 gray)

Sample setup for 4 players:



MOAR MOAT!

Turn Summary:

- Update events.
- Place workers in turn order:
 - Low turn order first.
- Declare resource use:
 - High turn order wins ties.
- Take actions in order: Move statues, Fish, Move village, Build canoes, Build statues.
- Age population:
 - Keep the larger half.
- Regenerate ecosystem:
 - Reset counters.
 - Damage ecology.
 - Advance events.
- Update turn order:
 - Player with most workers gets lowest token.
 - Tied players reverse their order from last turn.

EVENTS

UPCOMING

ACTIVE

Endgame Scoring:

- Score your statues:
 - Statues score based on location (shore -> 5, etc).
 - Hatted statues are worth double points.
 - Statues in the village are worth 1 extra point.
 - Ignore statues beyond the village.
- The chief gets 5 points.
- Player with the most statues in the village gets 5 points.
- Player with the most statues in every other location gets 2 points.

STONE

25 24 23 22 21

20 19 18 17 16

15 14 13 12 11

10 9 8 7 6

5 4 3 2 1

FISH

20 19 18 17 16

15 14 13 12 11

10 9 8 7 6

5 4 3 2 1

TREES

20 19 18 17 16

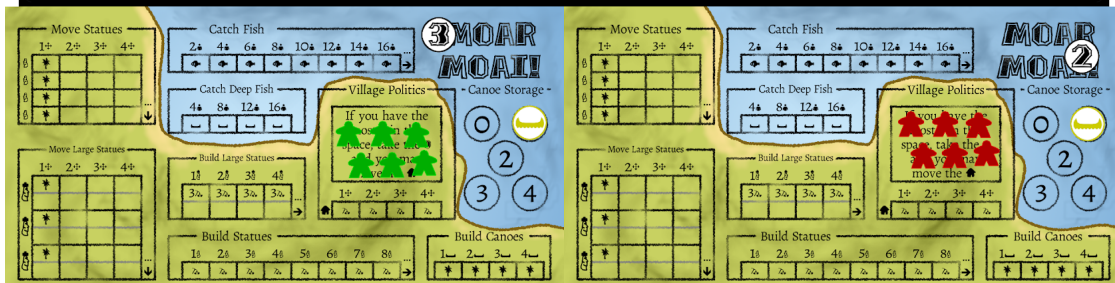
15 14 13 12 11

10 9 8 7 6

5 4 3 2 1

SHORE

5



Setup Phase:

Each player starts with 6 small workers on their player mat, 1 canoe on their canoe track, 1 small statue in the quarry, and 1 randomly dealt turn order token. The player with the “1” turn order token gains the chief token as well.

Place the other tokens in their respective spots (see image and explanation below) and build the event card deck (also below). Place the village token on the map space labeled *Hills*.

Starting resource token locations:

Place the fish, tree, and stone tokens on the numbered tracks in the bottom of the game board on the space marked for your player count.

FISH									
20	19	18	17	16					
15	14	13	12	11					
6p		5p							
4p	9	8	7	6					
5	4	3	2	1					
2p									

TREES									
20	19	18	17	16					
15	14	13	12	11					
6p		5p							
4p	9	8	7	6					
5	4	3	2	1					
2p									

STONE									
25	24	23	22	21					
20	19	18	17	16					
6p				5p					
15	14	13	12	11					
4p									
10	9	8	7	6					
3p				2p					
5	4	3	2	1					

Building the event deck:

Take 3 of the red phase 3 event cards at random and the gray phase 3 “Game Over” card. Shuffle and place them on the map in the spot marked “Events” to begin to form the event deck. Shuffle the yellow phase 2 cards and place 4 of them on top of the events deck. Do the same with 4 green phase 1 cards. The deck should now contain 12 cards. Once you are done, reveal the top card from the deck and place it in the Upcoming area. Finally, put all event cards that were not added to the deck back into the box.



About Scoring:

At the end of the game, statues are scored based on where they are located, what size they are, and also where they are in relation to the Village token. To get the maximum number of points, players will want to place their statues on the shore.

Additionally, players with the most statues in any area gain points (the village being the biggest bonus), and the player with the chief token gains points as well.

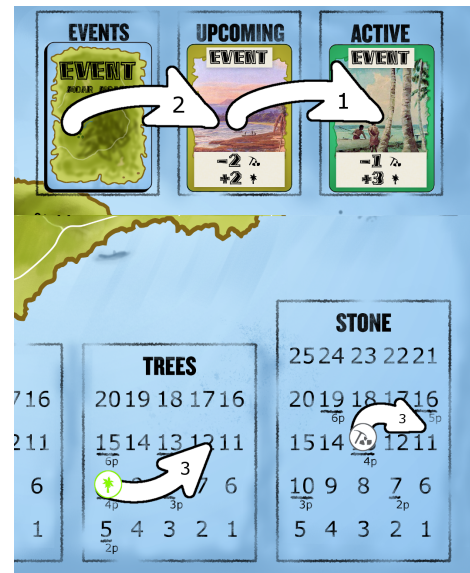
Play Phase:

During the play phase players build statues and earn points by moving them toward the shore. The play phase repeats until the “Game Over!” event occurs. See **Ending the Play Phase** below for more info.

Events:

Move the Upcoming event card to the the Active area (covering up any cards

already there) and reveal a new Upcoming event card. Modify the locations of the tokens according to what the Active event card says. For example: -2 stone, +2 tree means you should move the tree token two spaces up and the stone token two spaces down on their tracks.



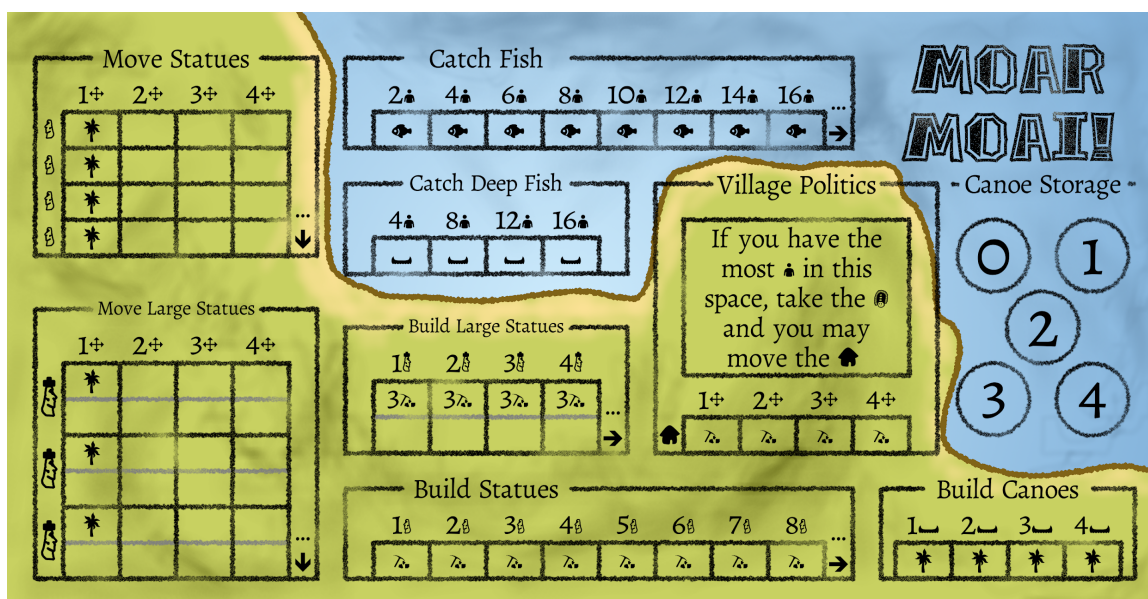
Worker Placement:

Place your workers on your worker placement mat. Players declare that they are done placing their workers in turn order (low to high). You may reassign workers until your turn, but may not change your worker placement after declaring that you are done.

How to place workers:

When you place workers on an action on your worker placement mat, place it in the leftmost available space. If the action has multiple rows, place it in the leftmost available space of any row.

Some spaces have resource costs printed in the boxes that outline the space. For each resource cost symbol that you cover up, you will use up one of the associated resources to gain the benefit of the space. The benefit of the space is printed above the box, and what the benefit is in regards to is to the left of the box. If a box has a gray edge, it means that to gain the benefit of the box, you have to fill in both boxes touching the gray edge.

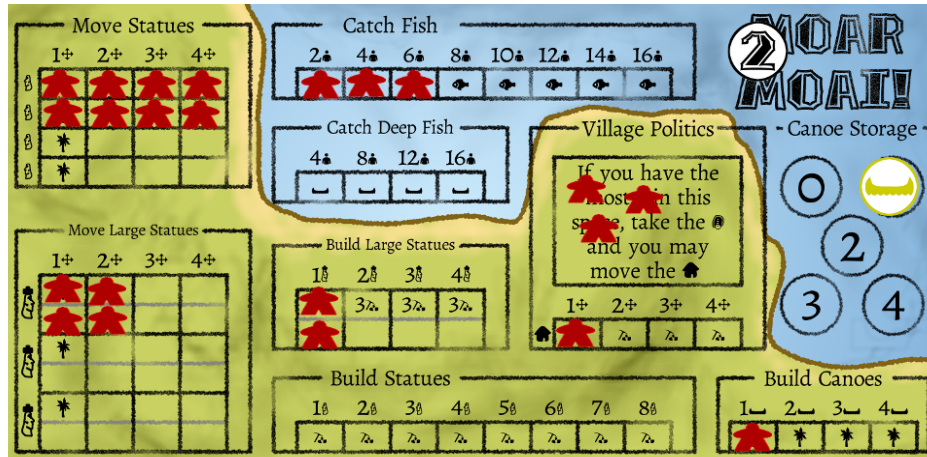


Possible Actions:

- **Move small statues:** Place a worker to move a small statue 1 space. The first worker placed per statue that you move uses up one tree from the public supply. If you wish to move multiple statues, fill multiple rows of this action.
- **Move large statues:** Place a two workers to move a large statue 1 space. The first worker placed per statue that you move uses up one tree from the public supply.
- **Catch Fish:** Place a worker and use up a fish from the public supply to gain 2 workers, placing them beside your mat. New workers can replace those lost every turn, and allow you to perform more actions each turn.
- **Catch Deep Fish:** Place a worker and use up a canoe from your canoe track. If you do, gain 4 workers, placing them beside your mat.
- **Build Large Statues:** Place 2 workers and use up 3 stone from the public supply. If you do, gain 1 large statue, putting it in the quarry.
- **Build Small Statues:** Place 1 worker and use up 1 stone from the public supply. If you do, gain 1 small statue, putting it in the quarry.
- **Village Politics:** Place a number of workers in the bottom of this action equal to how far you want to move the village. Place any number of workers in the top of this action (in the large box). If you have more workers in this action (top and bottom) than any other player you gain the Chief token. If you have the Chief token you may then move the village token 1 space per worker that you placed in the bottom of the action, using up 1 stone from the public supply for each space you move it.

- **Build Canoes:** Place 1 worker and use up 1 tree from the public supply. If you do, gain 1 canoe, incrementing your canoe token on your canoe track by one.

Here is an example worker placement mat:



In this example, the player is: moving 2 small statues 4 spaces each, moving a large statue 2 spaces, catching 3 fish (to gain 6 workers), building a large statue, trying to become chieftain, move the village 1 space, and building a canoe.

Actions:

Once worker placement ends, players all declare the number of each resource that they are taking (trees, fish, and stone). If there are not enough resources then the player who is taking the fewest resources of that type gains access to the resources first. The player with the Chief token takes resources as if he were requesting one fewer resource than he is. If there is a tie for fewest resources taken, the person among the tied players with the highest turn order token takes resources first.

When a player does not get all of the resources that they tried to, they move their worker(s) that were not supplied with resources to the upper right corner of the mat to indicate that they will not be performing their selected action that round.

This mechanic allows for players selecting their actions first to be undercut by later players and get more resources if the first players were too greedy.

Due to this mechanic, you are usually guaranteed to get two trees, two fish, and three stone, however event cards can change that, and having the fewest workers or the Chief token often allows you to get one more of any resource than other players.

The work occurs in the following order: Move Statues (both types), Fish (both types),

Build Statues (both types), Village Politics, Build Canoes. Note that because of the order of work you may neither move a statue nor use a canoe on the turn it was built.

To use up a resource, move the resource counter to the next lowest space on its track. If a token is already on the lowest space, you may use up the final resource by placing it on the event deck. If this happens, no more resources of that type can be used until the next turn.

Population:

After all actions have been taken, the population ages. Half of your workers that are on your mat are returned to your pool of workers. If you have an odd number of workers, keep the larger half.

Ecosystem:

For each resource token that is on the event deck, take a card from the event deck and place it on the Active area (representing the damage done to the ecology of the island). Return all of the tokens to their starting positions on their respective tracks.

Turn Order:

The player with the largest number of workers takes the 1 turn order token and goes first next turn. The player with the next largest number of workers takes the 2 turn order token and goes second, etc. If there is a tie, the tied player who has the highest turn order token from the last turn takes the lower token and goes before the other tied players.

Ending the Play Phase:

The game ends if the 'Game Over!' event is in the Active area (even if it got there through ecological damage). Otherwise go back to the events part of the play phase.

Scoring Phase:

The player with the Chief token gains 10 points.

The player with the most statues (large and small) in any location gains 5 points.

The player with the most statues (large and small) in the same location as the village gains 5 extra points.

Statues that are either on the same location as the village token or closer to the shore than the village are counted for points.

Statues are worth points based on where they ended up, as follows:

Location	Small Statue Points	Large Statue Points
Shore	5	10
Lowland	3	6
Hills	2	4
Mountains	1	2
Quarry	0	0

Finally, any statues that are on the same location as the village token are worth 1 additional point.

Sum up your score. After scores are calculated, the player with the highest score wins. If two or more players are tied, then the tied player with the highest turn order token wins.

Variants:

If you like a longer game, play with more of the event cards. The game should nearly double in length if you add in all of the event cards.

Print and play:

Available upon request.

[Image Gallery](#)