GIANTS

CONTEXT AND GOAL OF THE GAME

You portray in this game a Clan Chief during the Golden Age of Easter Island. The gameboard represents a simplified map of the island. The stone platforms represent the Ahus where the Moaïs will be erected, turned inwards towards land.

Your clan is in competition with the others, and your prestige depends on the sculpting and transportation of more imposing Moaïs than the other clans.

Each of your Figurines represents a group of men. You can increase your clan's population if you wish. Every turn, you will choose which part of your population is dedicated to sculpting Moaïs and which part transports the statues, often in cooperation with other players.

The transportation of statues from the quarries to the Ahus (the stone platforms) is done using Figurine paths and sometimes using wooden logs for assistance.

You may also use your influence, represented by the Tribe Markers, in order to select the best statues and to mark with your color the statues that you are not able to transport during your turn. You can also count on your Sorcerer, who possesses many great powers, and on the strength of your Chief. You also may call upon the powerful incantations engraved on the Rongo tablets.

The winner is the player that earns the most points, taking into account the position and the size of the statues erected by the player's clan at the end of the game.

GAME PREPARATION

Material distributed to each player at the beginning of the game:
1 Screen, 2 Tribe Markers, 1 Worker, 1 Sorcerer and 1 Chief.

> *Quick Game Option: each player starts with two Worker Figurines instead of one.*

For 3 players, each takes 7 bases of their color.
For 4 players, each takes 6 bases of their color.
For 5 players, each takes 5 bases of their color.

❶ Each player places their Figurines, Tribe Markers and bases behind their screen, **in their reserve**.

❷ The Score Counter for each player is placed on the 0 square of the score path.

❸ **Remaining Figurines and Tribe Markers** are mixed and placed into the receptacle (initial assembly required) that will serve as a reserve pool.

❹ **Dice:** for all games the 3 white dice are used. For 4 players add one brown die, and for 5 players add both brown dice.

❺ **Moaïs and Rongo half-tablets** are kept in the game box at the start of play.

❻ **Wooden Logs** are placed on the area of the game board without hexagons.

❼ **Forest Hexagons** are placed numbered-side visible on the matching forest hexagons on the board.

❽ **Headdresses** are placed in the headdress quarry tile, off the hexagon grid on the game board.

❾ **The Moaï quarry tile** is placed beside the game board, ready to receive the Moaïs that will be sculpted each turn.

❿ One player is chosen to play first. That player places the **1st player pawn** in front of his screen.

MATERIAL

Game board: It represents Easter Island, with its Ahus along the coastlines, the Moaïs quarry, the Headdress quarry, the village, the Sorcerers' hut and the seven forest hexagons.

Player Material (for each color):

6 Workers (round base)   1 Chief (oval base)   1 Sorcerer (star base)

1 screen   7 Bases   6 Tribe Markers

1 banner   1 Score counter

Other Material:

30 Rongo half-tablets   1 First Player Pawn

27 wooden logs   14 headdresses   5 dice

17 Moaïs of size 1   12 Moaïs of size 2   6 Moaïs of size 3

1 receptacle (requires assembly)   2 tiles representing the quarries

Moaï quarry
Sorcerers' hut
Forest
Headdress quarry
Village

GAMEPLAY

Each turn is composed of 5 phases:
1 – Moaï draw
2 – Auction
3 – Figurine Placement
4 – Transportation / Marking of Moaïs and Headdresses
5 – End of turn and First Player change

During phases 1, 2 and 5 all players play simultaneously. During phases 3 and 4, the First Player plays followed by the others in clockwise fashion.

1-DRAWING MOAÏS FROM THE QUARRY

Roll as many dice as there are players (see game setup). The result indicates the size of the Moaïs that can be sculpted in the quarry during the turn.

On the first turn only: results of 0 are counted as 1, and results of 3 are counted as 2.

During the game, it is possible that a die will indicate the size of a Moaï that has been used up. In that case, the die indicates a broken Moaï (no Moaï).

The Moaïs designated by the dice are placed, clearly visible, on the quarry tile.

2-AUCTION IN THE MOAÏ QUARRY

During this phase, the players are competing to determine who will be able to sculpt the available Moaïs in the Moaï Quarry.

Each player:

1) Places in one hand a number of **Tribe markers. This bid determines the order in which players choose the Moaïs.**

2) Places in the other hand a number of workers to sculpt the Moaïs. These are called Sculptor Figurines.
A player may choose a Moaï only if he has placed a number of Sculptors equal or greater to its size (1, 2 or 3).

The players show simultaneously what they have bid.
The player who bid the highest number of Tribe Markers chooses a Moaï first and places it in front of his screen. Then, the player having bid the second highest number chooses a Moaï, and so on.

In the event of a tie: If more than one player has bid the same number of Tribe Markers, the player who possesses the greatest number of Rongo Half-Tablets (see below) in front of his screen chooses first. If there is still a tie, the winner of the tie is decided by turn order.

Notes:
A Chief is worth 3 Sculptors, the Sorcerer counts for one Sculptor.
It's possible to show an empty hand, but no Moaï may be taken.
Only bidding Tribe Markers is meaningless.

If at the end of a round, there are Moaïs left in the quarry tile and one or more players still have unused Sculptors, it is possible to take an additional Moaï (see example).

After the auction phase, **all the elements bid by the players** (including the Figurines that were not used to sculpt) **are placed in front of their screen.** They cannot be used during the rest of this game turn.

In every game phase, Worker, Chief and Sorcerer may be used either for sculpting, transportation of Moaïs and Headdresses, or for using wooden logs, but:
• the Sorcerer may also make an extra action per turn, depending on his location on the game board.
• the Chief is worth 3 Workers for sculpting and transportation, and he may also make an action like the Sorcerer if he uses a magical Rongo Tablet.

Example - Auction for 5 players:

The dice roll indicates that the following Moaïs are available: 1-2-2-3-0

(hence a Moaï of size 1, 2 Moaï of size 2 and a Moaï of size 3)

The following table lists the bids of the different players (Blue is the First player and purple the last player):

	Tribe Markers	Sculptors	Half-Rongo Tablets
Blue	2	3	3
Green	2	3	0
Red	1	2	1
Yellow	1	1	1
Purple	0	0	0

At the end of the auction, it appears that Purple has decided not to sculpt a Moaï this turn.

The two players that have bid the most Tribe Markers are Blue and Green.

Blue has 3 Rongo half-tablets, while Green doesn't have any.

Blue decides first and take the Size 3 Moaï, which mobilizes 3 Sculptor Figurines.

Green chooses a Moaï of Size 1, which mobilizes 1 sculptor amongst the 3 bid.

The competition is then between Red and Yellow, who both bid 1 Tribe Marker. They both possess 1 Rongo half-tablet, but Red is currently 3rd in turn order, while Yellow is 4th.

Red chooses first and picks the Size 2 Moaï.

There is only a Size 2 Moaï remaining. Yellow cannot choose it because he only has one Sculptor remaining... He passes.

Green, on the other hand, still has 2 Sculptors (she only used one of her three bid), she may therefore take the second size 2 Moaï, to go along with the Size 1 Moaï that she selected already.

3-PLACEMENT OF TRANSPORTER FIGURINES AND PLAYING THE SORCERER'S ACTION

The goal of this phase is to create a path using Figurines and wooden logs in order to roll the Moaïs to the Ahus, and to put the headdresses onto the Moaïs.

During phases 3, the First Player plays followed by the others in clockwise fashion

Using the material in his reserve, each player can do one of these actions:

A - Place 1 Worker or the Sorcerer (+0, 1 or 2 wooden logs) or the Chief on a hexagon anywhere on the game board.

B - Place the Sorcerer (+0, 1 or 2 wooden logs) on a special hexagon and play the corresponding action (see below).

C - Place the Chief on a special hexagon, spend two Rongo half-tablets and play the corresponding action. (see page 4).

D - Place 1 Tribe Marker in front of his screen to take a Rongo half-tablet that is placed in front of his screen.

E - Or pass until the end of the phase.

Following turn order, each player places one Figurine or Tribe Marker, and after the first round, all players that did not pass can start a new round of placement; this until their reserves of Figurines and Tribe Markers are exhausted or they all have passed. *If all but one player have passed, the remaining player may place as many Figurines or Tribe Marker as he or she is able and willing to.*

A - Placing a Worker, Sorcerer or Chief

There is no restriction to placement: it is possible to place a Worker, Chief or Sorcerer on any hexagon. Hence several Workers, Chiefs and Sorcerers (whether belonging to the same player or not) might find themselves on the same hexagon (including the special hexagons).

It is allowed to place one or two wooden logs at the same time as a Worker or Sorcerer in order to increase their transportation capacity. It is of no use to place a wooden log with a Chief, because he already possesses the maximum transportation capacity (3).
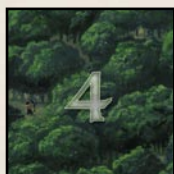
B - Sorcerer actions

1) THE VILLAGE: if the Sorcerer is placed on the village, the player immediately takes a Worker of his color from the receptacle.

2) THE SORCERERS HUT: if the Sorcerer is placed on the sorcerers hut, the player immediately takes a Tribe Marker of his color from the receptacle.
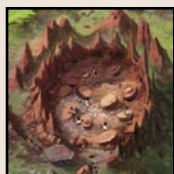
3) THE FOREST: if the Sorcerer is placed on a forest hexagon, the player immediately takes as many wooden logs as indicated on the hexagon. The forest hexagon is turned so the cut face is up, and no other Sorcerer may harvest wooden logs there.

Workers, Tribe Markers and wooden logs obtained by a sorcerer are placed behind the player's screen and may be used right away.

4) RESERVE AN AHU: to reserve an Ahu, the player places the Sorcerer on the hexagon adjacent to the Ahu. A base is taken from behind his screen and placed on the Ahu, colored side visible. From that time onwards, only that player may place a Moaï on this Ahu. Once the Ahu is reserved, the player may not remove the base.

5) SCULPT A HEADDRESS: if the Sorcerer is placed on the Headdress Quarry hexagon, a headdress is taken and placed in front of the player's screen.

Example - Placement Phase:

At the end of the first turn's auction, the material available for each player behind their screen, is the following:
1) Blue Player: 1 Chief, 1 Sorcerer, 1 Worker
2) Yellow Player: 1 Sorcerer, 1 Worker
3) Red Player: 1 Sorcerer, 1 Worker
4) Green Player: 1 Chief, 1 Sorcerer, 1 Tribe Marker

1) Blue is the First Player, he places a Worker on the game board.
2) The Yellow Player places a Sorcerer on the Sorcerer's Hut and takes a Tribe Marker.
3) The Red Player places a Sorcerer on a Forest hexagon and collects 4 wooden logs.
4) The Green Player places a Sorcerer on the village and takes a Worker.

Available Material:
1) Blue Player: 1 Chief, 1 Sorcerer
2) Yellow Player: 1 Worker, 1 Tribe Marker
3) Red Player: 1 Worker, 4 Wooden Logs
4) Green Player: 1 Chief, 1 Worker, 1 Tribe Marker

1) The Blue player starts again. He places his Sorcerer on the Sorcerer's Hut and collects a Tribe Marker
2) The Yellow Player places a Worker on the game board.
3) The Red Player places a Worker and a wooden log on the game board, in the same hexagon as Yellow.
4) The Green Player uses a Tribe Marker in order to acquire a Rongo half-tablet.

1) Blue Player: 1 Chief, 1 Tribe Marker
2) Yellow Player: 1 Tribe Marker
3) Red Player: 3 Wooden Logs
4) Green Player: 1 Chief, 1 Worker

1) The Blue Player places his Chief.
2) The Yellow Player uses a Tribe Marker to acquire a Rongo half-tablet.
3) The Red Player can do nothing with her wooden log all by itself. She passes.
4) The Green Player places his Worker.

1) Blue Player: 1 Tribe Marker
2) Yellow Player: Nothing
4) Green Player: 1 Chief

1) The Blue Player wishes to keep his Tribe Marker for the rest of the turn, he passes.
2) The Yellow Player passes.
3) The Green Player places his Chief.
4) The other players having passed, the Green Player announces that he has nothing left to place. The placement phase ends.

The receptacle

The Receptacle contains all the Figurines and Tribe Markers not yet taken by the players. The elements of other non-used colors are also kept there.

In this way, it is not possible to know during the game how many Workers each player has left. Obviously, counting the number of elements still in the Receptacle is not allowed.

Adjacent Hexagon: Each Ahu is adjacent only to the hexagon it overlaps

In this example shown, the 1 hexagon is adjacent to the Ahu A, but not to the Ahu B.

Note: As long as a player has not erected a Moaï on a Ahu that has been reserved, the mobilized base is not counted in the end of game conditions (being out of bases).

3

C - CHIEF ACTION: BREAKING A RONGO TABLET

If the Chief is placed on a special hexagon or adjacent to an Ahu, the player's Chief may play an action as if he were the Sorcerer, by breaking a completed Rongo tablet, **meaning discarding 2 half-tablets** *(see below)* that are placed back into the tablet draw.

The chief makes his special action only when he is placed on the gameboard. The chief may only perform one such action per turn, even if other complete Rongo tablets are available.

D - ACQUIRING A RONGO HALF-TABLET

Rather than placing a Figurine, players who still have unused Tribe Markers may activate one by placing it in front of their screen. The players then take a Rongo half-tablet and place it in front of them, for all to see.

E - PASSING

When a player passes, nothing more may be done during that phase, even if figurines are still available.

To show the other players that he has passed for the phase, the player attaches his colored banner to his screen.

4-TRANSPORTATION / MARKING OF MOAÏS AND HEADDRESSES

The players' goal is to place their Moaïs on their Ahus, and to top them in order to earn extra points.

Each player, in the game turn order, may:

* **move a Moaï or a Headdress and then possibly mark it**
OR
* **mark a Moaï or a Headdress without moving it**

One may only move or mark one Moaï or Headdress at a time. If a player wishes to make several movements and/or markings, he must wait until the other players have played or passed (which is final until the end of the phase) according to turn order before making another placement and/or marking.

MOVING A MOAÏ OR A HEADDRESS

The Moaïs leave the Moaïs quarry Hexagon, the Headdresses the Headdress quarry Hexagon.

* **The Size 1 Moaïs and the headdresses may pass through all hexagons occupied by at least 1 Worker or 1 Chief.**
* **The Size 2 Moaïs may move through all hexagons occupied by at least 2 Workers, 1 Worker and 1 log, or 1 Chief.**
* **The Size 3 Moaïs may move through all hexagons occupied by at least 3 Workers, 1 Worker and 2 logs, 2 Workers and 1 log, or 1 Chief.**

- It is not necessary to have Workers on the starting hexagon.
- Moaïs and Headdresses may not, during the same turn, pass twice through the same hexagon.
- Moaïs and Headdresses may pass through any hexagon, including the special hexagons and the quarries.
- In the same Transportation phase, a Figurine or a wooden log can be used for several transports.

The Chief is worth 3 Workers for transporting Moaïs (even if he used a Rongo tablet during the placement phase).

The Sorcerer acts like a normal Worker during transportation (even if his power was used during the preceding phase).

• Using Figurines of another player

A player is free to use the Figurines of other players (they may not prevent this) in order to transport a Moaï or a Headdress.

Two Rongo half-tablets recovered during the placements of transportation Figurines phase gain their magical power when they are completed in front of the player's screen. The Chief may gain, for this phase, the Sorcerer's magical powers by reading the writings on the Rongo tablets, destroying the tablets in the process.

Hint: Playing a Tribe Marker in this way, in addition to gaining a Rongo half-tablet, allows you to delay the placement of a Figurine without having to pass.

By attaching the banner on the screen, the Green Player indicates that he has passed and is done for the phase.
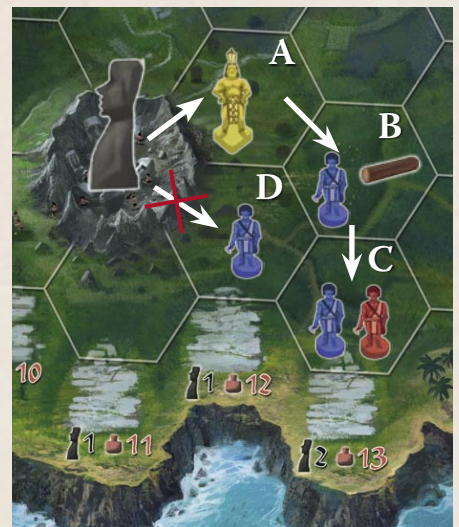
Example - Moaï transportation:

The Blue Player has a Size 2 Moaï that he wishes to transport. The Moaï starts from the quarry where no Figurine is required (starting hexagon).

The Blue player has a Worker on hexagon D, but it isn't enough to transport a Size 2 Moaï (requiring 2 Workers)

He must go through hexagon A, where the Yellow player has placed her Chief. The Chief has a transportation capacity of 3, and can therefore move the Moaï. The yellow player scores 2 points.

On hexagon B, the Blue Player doesn't need anyone else (a Worker and a log). On the other hand, on hexagon C, he needs the help of the Red Player to reach hexagon C, which awards 1 point to the Red Player.

For each opponent's Figurine used, the owner of the Figurine scores 1 Prestige Point (PP) immediately and moves his score marker up the score track running around the game board.

Players do not earn points when they use their own Figurines during transportation, and lose no points for using other players' Figurines.

Notes:
• If a player has a choice between using different players Figurines to transport a Moaï or a Headdress, the player gives the Prestige Points (PP) to the player of his choice.
• When a Chief transports a Size 1 Moaï or a Headdress of an adversary, he earns 1 PP; if he transports a Size 2 Moaï, 2 PP; if he transports a Size 3 Moaï, 3 PP.

• The wooden logs

The wooden logs must be placed at the same time, and in the same hexagon, as a Figurine during phase 3 (placement of Figurines). **During transportation, a log is counted like a Worker.**

Any player may use a log placed to transport a Moaï, but it does not award points to the player who placed the log.

However, one cannot use only logs to move through an hexagon, a minimum of one Worker must help.

At the end of the turn, the logs used are permanently removed from the game.

• Erecting a Moaï

After transporting a Moaï, it is possible to erect it on a free Ahu if a player has **at least one Worker of his color** on the hexagon adjacent to the Ahu.

In practice, the player places one of his bases face down on the Ahu, and then places the Moaï on top of it.

If the Moaï is erected on an Ahu that has already been reserved, the base is turned over, and the Moaï is then placed on top of it.

Note: once a Moaï is erected on a base it can no longer be moved.

• Topping a Moaï

After transporting a Headdress, it is possible to place it on an untopped Moaï erected on an Ahu if a player has at least one Figurine on the hexagon adjacent to the Ahu.

If players cannot remember the placement of their Moaïs when it is time to top them, they may discard a Rongo half-tablet at any time to look at the base's color under a Moaï.

Marking a Moaï or a Headdress

If, after a movement, a Moaï or a Headdress has not been erected, it is left where it stopped moving. Unless it is marked, during the next Transportation Phase, another player may take possession of it.

At the end of their movement, players may mark their Moaï or Headdress, by placing a Tribe Marker from behind their screen (if there are any available) on the Moaï or Headdress. As long as the Tribe Marker is present, only that player can move the Moaï or the Headdress.

The Tribe Marker is placed back behind the player's screen as soon as the Moaï is erected on an Ahu or in the case of a Headdress, topped on a Moaï. The marker recovered may be reused immediately.

Remark: it is possible to mark a Moaï or a Headdress without moving it.

• An unmoved Moaï or Headdress

- A Moaï won during an auction during this turn that was not moved (that was kept in front of the Player's screen), must be placed at the end of the Transportation phase on the Moaïs quarry Hexagon, on the Gameboard. The player can immediately mark it if he has a Tribe Marker available.
- A Headdress sculpted during this turn that was not moved (that has been kept in front of the player's screen), must be placed at the end of the Transportation Phase on the Headdress quarry Hexagon, on the Gameboard. The player can immediately mark it if he has a Tribe Marker available.

Example - Transportation with logs:
The Yellow Player has a Size 2 Moaï that she wants to transport. The Moaï leaves the quarry and passes first through hexagon A, where the Red Player has placed a Worker and 2 logs. The Yellow Player may not use the logs without at least one Worker. The Red Player earns one Prestige Point for loaning her Worker.

Then the Yellow Player moves her Moaï onto hexagon B. She already has a Worker on this hexagon, she may therefore use it, along with the wooden log that is also there. She doens't need any help, and doesn't award any points.
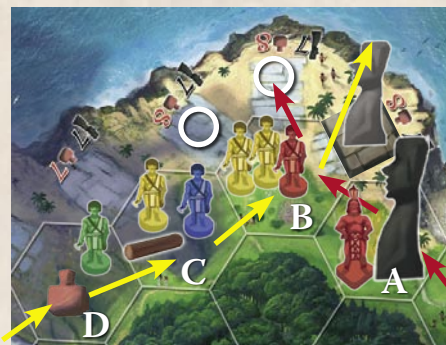
Example - Moaï and Headdress erecting:
The Red Player has one Size 3 Moaï that she was able to transport up to hexagon A. All the conditions are met so that she can move onto hexagon C. Still, she cannot erect it, because none of the Figurines present are of her color. On hexagon B, however, she has a Red Worker and she can therefore erect her Moaï on one of the two emplacements available (denoted by white circles). Although by doing this, she would allow the Yellow player to score 2 points.

Next, Yellow has a Headdress that she moved up to hexagon D. She can continue without any problems her transportation up to hexagon B, where she can top the Moaï erected there, since she has a yellow Worker present on the hexagon.
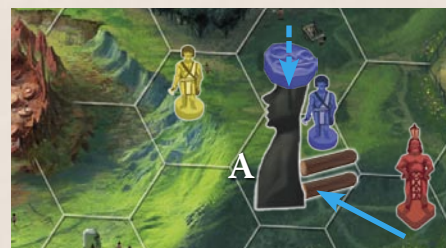
Example - Moaï marking:
The Blue Player has moved his Size 3 Moaï up to hexagon A. But he cannot go any farther. and has to leave it there, marking it so that no one can take it (he places one of this Tribe Markers on the Moaï).

◆ Recovering a Moaï or an abandoned Headdress

Anyone may take possession of a Moaï or Headdress that was not erected during the previous Transportation Phase and was left unmarked, under the condition that the player either erects it on a free ahu or marks it.

In practice, during the transportation phase, a player, in the normal turn order, may, at his turn, move the Moaï or the Headdress as if it belonged to him. At the end of its movement, the player must either mark it, or erect it on an Ahu.

END OF THE TRANSPORTATION PHASE

The transportation phase ends when all the players have made all of their movements and passed.

Example - Take possession of an abandonned Headdress:

On the preceding turn, a player was not able to move the Headdress, nor mark it. It is therefore placed on the Headdress quarry.

The Blue Player is the first to take it and moves it three hexagons. He awards 1 Prestige Point to the Red Player (hexagon A) and 1 Prestige Point to the Yellow Player (hexagon C).

As he cannot move it farther than hexagon C, he decides to mark it with a Tribe Marker so that other players cannot take it from him.

5- END OF THE TURN AND CHANGING OF THE FIRST PLAYER

The players take back all of their Transporting Figurines on the game board behind their screens as well as the Sculpting Figurines and the Tribe Markers that were placed in front of their screens.

Players may also, if they want to, recover Tribe Markers placed on Moaïs or Headdresses, but possession is then lost.

The logs used are permanently removed from the game.

The first player gives the First Player pawn to the player to his left, who becomes the First Player, and a new turn begins (See 1 – Drawing Moaïs for the quarry).

END OF GAME AND FINAL TALLY OF PRESTIGE POINTS

If at the end of phase 4 (transportation), one or more players have erected Moaïs on all their bases, the game ends.

The bases placed on the game board are turned over, to reveal the color of their owners.
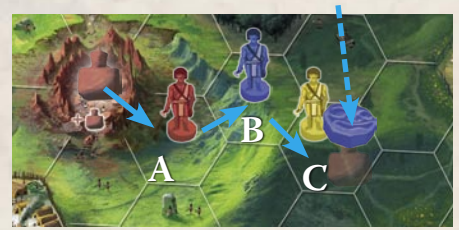
The Moaïs and the Headdresses stay in place.

For each Moaï erected on an Ahu, the players advance their Score Counter up the number of Prestige Points indicated by the Ahu concerned (the black number next to the small Moaï symbol), multiplied by the size of the Moaï, adding the number of Prestige Points indicated by the Headdress symbol (the red number) if the Moaï is wearing one.

The players also earn 3 Prestige Points for every complete Rongo tablet (two half-tablets) that they still possess. A Rongo half-tablet by itself does not award anything.

Example - Scoring:

The Blue Player erected a Size 3 Moaï on a 9 value Ahu. He earns 9 x 3 = 27 Prestige Points.

The Red Player erected a Size 1 Moaï on an 8 value emplacement. That awards her simply 8 Prestige Points.

The Yellow player erected a Size 2 Moaï on an 8 value emplacement. That awards him 8 x 2 = 16 points. On top of that, his Moaï is topped, awarding an additional 6 Prestige Points for a total of 22.

Variant: Playing with a visible score

For more strategic game, everyone may agree at the beginning, to score the Moaïs as the game progresses.

For each Moaï erected, the players move their Score Counter up the number of Prestige Points indicated by the Ahu concerned (number next to the small Moaï symbol), multiplied by the size of the Moaï, the headdresses are still tallied normally at the end of the game.

GAME TURN EXAMPLE

At the beginning of the turn, the players have the following elements:

Turn Order	1	2	3
	GREEN	RED	BLUE
Chief	1	1	1
Sorcerer	1	1	1
Workers	3	3	4
Logs	0	5	0
TM**	2	3	3
1/2RT*	2	1	1

1/2RT = Rongo Half-Tablets

**TM = Tribe Markers*

Moreover:

• The Green Player possesses 1 Tribe Marker placed on a Size 1 Moaï on the game board.
• The Blue Player possesses 1 Tribe Marker placed on a Size 2 Moaï on the game board.
• In addition, a Headdress abandoned during the preceding turn is present on the Headdress quarry hexagon.

PHASE 1 – ROLLING THE DICE

The die roll gives the following results:

One Size 1 Moaï, one Size 2 Moaï and one Size 3 Moaï.

PHASE 2 – AUCTION

Here is what each player bid:

Green   2 TM   1 Worker
Red   2 TM   1 Chief
Blue   2 TM   1 Worker

All the players bid the same number of Tribe Markers (2). It must therefore be decided by the number of Rongo Half-Tablets they possess. Green has two, while the others have one. Green chooses first and take the Size 1 Moaï (with only one Worker bid, he could not choose anything else).

With their Rongo half-tablets, Red and Blue's tie is decided by the turn order. Red plays first and takes the Size 3 Moaï (his Chief is worth 3 Workers).

The Size 2 Moaï is the only one available, but Blue only bid 1 Worker, so he cannot take a moai this turn.

Since the other players have no Workers left, the Size 2 Moaï cannot be sculpted and is removed from the game.

Here are the Figurines remaining for each player at the end of the auction phase:

	GREEN	RED	BLUE
Chief	1	-	1
Sorcerer	1	1	1
Workers	2	3	3
Logs	0	5	0
TM	-	1	1
1/2RT	2	1	1

PHASE 3 – FIGURINE PLACEMENT

Green: Places his Sorcerer on the Village and takes 1 Worker.
Red: Places one Worker and two logs.
Blue: Places one Chief.

	GREEN	RED	BLUE
Chief	1	-	-
Sorcerer	-	1	1
Workers	3	2	3
Logs	0	3	0
TM	-	1	1
1/2RT	2	1	1

Green: Places one Chief on the Village, breaks a Rongo Tablet (discarding the two half-tablets) and takes a Worker.
Red: Places a Worker and two logs.
Blue: Places a Worker.

	GREEN	RED	BLUE
Chief	-	-	-
Sorcerer	-	1	1
Workers	4	1	2
Logs	0	1	0
TM	-	1	1
1/2RT	-	1	1

Green: Places a Worker.
Red: Places a Worker.
Blue: Places a Sorcerer on the Headdress quarry and takes a Headdress.

	GREEN	RED	BLUE
Sorcerer	-	1	-
Workers	3	-	2
Logs	-	1	-
TM	-	1	1
1/2RT	-	1	1

Green: Places a Worker
Red: Places a Sorcerer and a log. Thanks to the power of the Sorcerer he reserves the Ahu adjacent to the Hexagon.
Blue: Takes a Rongo Half-Tablet.

	GREEN	RED	BLUE
Workers	2	-	2
TM	-	1	1
1/2RT	-	1	1

Green: Places a Worker.
Red: Passes.
Blue: Places a Worker.

	GREEN	RED	BLUE
Workers	1	-	1
TM	-	1	1
1/2RT	-	1	1

Green: Places a Worker.
Blue: Places a Worker.

Having no more Figurines, Green and Blue pass. The placement phase is over. Here are the elements remaining to each player at this point:

	GREEN	RED	BLUE
TM	-	1	-
1/2RT	-	1	1
Moaï	1 Size 1	1 Size 3	-
Headdress	-	-	1

Also:

• The Green Player possesses 1 marked Size 1 Moaï on the game board.
• The Blue Player possesses 1 marked Size 2 Moaï on the game board.

PHASE 4 – TRANSPORT

• Green could take the abandoned headdress in the quarry, but not having any erected Moaï available, and no more Tribe Markers to mark it, it wouldn't do him much good. Rather, he decides to move the Size 1 Moaï that he made on the preceding turn up to hexagon A and erect it. He recovers his Tribe Marker and places it behind his screen.

• Red, then, recovers the abandoned headdress and moves it up to hexagon B and marks it *(+3PP for Blue)*.

• Blue moves his Size 2 Moaï and erects it on the Ahu adjacent to hexagon C *(he will earn 2x5=10PP at the end of the game)(+1PP for Red)*.

• Green doesn't move his second Size 1 Moaï. He places it on the Moaï quarry and marks it with the Tribe Marker that he got back from his first Moaï.

• Red moves his size 3 Moaï to the hexagon B and erects it on the Ahu *(he will earn 3x3=9PP at the end of the game)(+1PP for Green)*.

• Blue takes his Headdress up to hexagon C and tops his Moaï *(he will earn 6PP at the end of the game)*.

• Red places the headdress from hexagon B on the Moaï she erected *(he will earn 8PP at the end of the game)*.

THE HISTORY OF EASTER ISLAND

Easter Island is the most isolated territory on the planet. It lies 3,800 kilometers off the coast of Chile, its closest neighbor, right in the center of the Pacific Ocean. It's a relatively small island, a mere 165 square km large, beaten down by winds, with astonishingly few trees, and very little drinkable water. In spite of its inhospitable traits, it was colonized around the fifth century by groups of Polynesians that managed to establish a unique and sophisticated civilization. They were immortalized by the discovery of the constructions they left behind. Incredible stone monuments survived them after their brutal decline in the middle of the 17th century. Between the 5th and 17th centuries, the RapaNui civilization, the inhabitants of Easter Island, experienced a period of prosperity and peace during which they constructed mysterious funeral sanctuaries: the Ahus (pronounced ahoo). These temples had open ceilings, and upon their floors were placed the celebrated Moaïs, monolithic statues, carved from black volcanic stone. In the animistic religion practiced by the RapaNui, the Moaïs represented ancestors that had gained divine status, and who watched over the villages guaranteeing the prosperity of the clan. The statues were grouped in clusters, almost always on coastal areas, their eyes looking protectively inwards towards the heart of the island.

The RapaNui built more than 600 statues, weighing between 10 to 80 tons, placed expertly over more than 270 Ahus. All of the Moaïs on the island were brought from a single quarry found in the South Eastern part of the island on the flanks of a Volcano. 300 Moaïs can still be found there in various stages of their fabrication, some of which are finished and ready to be transported to their final destination atop an Ahu. The largest statue in the quarry is 22 m tall and weighs an astounding 160 tons. The Moaïs were topped with a red headdress, coming from a different quarry situated 10 kilometers away. Over 13 centuries, the different clans on the island were able to live in equilibrium and harmony in a fragile ecosystem. It is estimated that during their golden age, the population of the island counted between 10,000 to 20,000 individuals. There must have been a rigid social and religious system capable of managing the limited resources and territories. During this period, the island was covered with an abundant forest that provided wood for the construction of housing, fishing boats, and tools. It also protected the fields from wind and the farmland from erosion. During the 17th century, around 1640, a long period of drought destroyed the already limited and probably over-exploited agricultural resources and forests of the island. In order to bring back the rain, the RapaNui, in a final attempt to

call upon the help of their guardian ancestors, launched a frenetic phase of Moaïs sculpting. Each statue was more gigantic than the next. They are those found unfinished on the slope of the volcano.

Their last effort was to no avail, and the rain did not return. The ensuing food shortage caused social tensions, and then came a period of famine, followed by civil wars and chaos. Cannibalism and slavery followed the previous period of peace. The contract linking the RapaNui to their ancestors was broken, and the cult of the Moaïs was abandoned. The statues, symbols of religious and political power, were torn down and broken.