Overview and Goals

Y ou are a god of the Manami island and you are crazy about the succulent fruit which grows there. Nothing is better for influencing local tribes and enjoying their offerings. Unfortunately, you are not alone. Another god shares this passion. It is up to you to show your power by obtaining more fruit than him before the harvest ends.

8+

15'

2

Contents

16 Tikis

x8   x8

x1   x3

9 Villages

7 Fruits

x3   x2

1 Shaman

Setup

1 Mix all 9 villages and place them randomly on the table to form a 3x3 square.

2 Place the 7 fruit on the side to create the reserve.

3 Each player chooses his god and places the 8 Tikis of his color in front of him.

BE CAREFUL :
When playing "beginner" games,
place the marshland on the "0 fruit" side.
For "expert" games, see the Shaman variant.

Turn

The player who was the last to eat fruit, starts. Players take it in turns to play until one collects 4 fruit or until the fruit reserve is empty. Each player's turn has two steps :

1 CREATE A NEW TOTEM **OR** MOVE A TOTEM

2 RESOLVE INFLUENCED VILLAGES

Create a new totem

During his turn, a player can create a new totem by placing one of his Tiki on an empty village.

An empty village is a village where there is no tiki of any color.

EXAMPLE :
During his turn, the yellow player can create a totem by placing his yellow Tiki in one of the 7 villages shown with a green tick because they are EMPTY villages.

Move a totem

During his turn, a player can move one of his own totems.
A totem belongs to the owner of the tiki on top.

EXAMPLE :
Here, all the totems belong to the yellow player.

When a player decides to move one of his own totems, he MUST take the whole totem and move it a number of villages equal to the number of tikis which form the totem. The move is always vertical or horizontal (diagonal is FORBIDDEN), without going back and forth between villages. The player MUST leave the lowest tiki in the village that he crosses, leaving it on top of any tikis already there if there are any.

1 The yellow player moves his totem one village and piles it on the top of the purple player's tiki.

2 It is the purple player's turn. He moves his totem 2 villages, placing the yellow tiki on the totem in the first village

The move does not have to be in a straight line. The player can change directions. But he can not go back to the starting village.

Influenced villages resolution

A village is influenced when there are 3 tikis piled up on it. The player who owns the totem (the player who has the tiki on the top of the totem) wins the number of fruits indicated on the corner of the village. Then the 3 tikis are removed from the tile and given back to their respective owners.

BE CAREFUL :
If several villages are influenced during the same turn, the player who didn't play this turn gets to choose the order of the village resolution.

Special villages

The cursed village (- 1 fruit) : When this village is influenced, the player who owns the totem loses a fruit. This fruit is spoiled, and is placed on the other side of all the villages, face down. If the player does not have any fruit to lose, apply the effect on a fruit from the reserve.

The marshland (0 value) : The player who owns the totem does not gain any fruit, the 3 tikis are removed from the tile and given back to their respective owners.

NOTE :
See the Shaman variant in an "expert level" game.

Shaman variant

The Shaman rule is an "expert level" variation. It is recommended to use this variation after you have played several "beginner level" games. At the beginning of the game, place the Shaman near the fruit reserve. Put the marshlands tiles on the Shaman side.

When a Shaman marshland is influenced, the player who owns the totem CAN place or move the shaman between two villages.

When the shaman is placed between two villages, all the moves between those two villages are forbidden.

If the total of the totem's move can't be completed, the move is forbidden.

End of the Game

The first player to win 4 fruit wins the game immediately. If the fruit reserve is empty before this happens, the victory goes to the player who has the most fruit. In case of a tie, return one fruit that was spoiled to the reserve and keep playing. The first player to win this fruit or make his opponent lose a fruit wins the game.

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Florian (Ôz Editions)

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