## Components

<table>
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<tr>
<th>1 rule booklet</th>
<th>1 game board</th>
<th>60 bird cards</th>
<th>20 mammal cards</th>
<th>30 terrain cards</th>
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<tbody>
<tr>
<td><img src="image1.png" alt="Rule Booklet" /></td>
<td><img src="image2.png" alt="Game Board" /></td>
<td><img src="image3.png" alt="Bird Cards" /></td>
<td><img src="image4.png" alt="Mammal Cards" /></td>
<td><img src="image5.png" alt="Terrain Cards" /></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>13 karakia tiles</th>
<th>12 leader tiles</th>
<th>24 mammal tiles</th>
<th>80 bird tokens (16 in each of 5 colors)</th>
<th>20 leader bird tokens (4 in each of 5 colors)</th>
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<tbody>
<tr>
<td><img src="image6.png" alt="Karakia Tiles" /></td>
<td><img src="image7.png" alt="Leader Tiles" /></td>
<td><img src="image8.png" alt="Mammal Tiles" /></td>
<td><img src="image9.png" alt="Bird Tokens" /></td>
<td><img src="image10.png" alt="Leader Bird Tokens" /></td>
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</table>

<table>
<thead>
<tr>
<th>1 volcano token</th>
<th>1 first player token</th>
<th>5 victory point tokens (1 in each of 5 colors)</th>
<th>12 stronghold markers</th>
<th>+50 lap tokens</th>
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<tr>
<td><img src="image11.png" alt="Volcano Token" /></td>
<td><img src="image12.png" alt="First Player Token" /></td>
<td><img src="image13.png" alt="Victory Point Tokens" /></td>
<td><img src="image14.png" alt="Stronghold Markers" /></td>
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**Game Designer:** Martin Wallace  
**Box and Card Art:** Vincent Joubert  
**Map and Icon Art:** Anaïs Goldemberg  
**Editional Design:** Julia Bien  
**Development:** Shawn Macleod  
**Produced By:** Kevin Brusky and Brent Lloyd  
**Thanks to:** Jonathan Madison, Brian Duplaisir, Daniel Hammond, Brendon Hall
**Score Track**  Each player starts at 0, and scores at the end of each period for territories controlled.

**Mammal Card Display**  Mammal cards are placed on the appropriate pile when drawn.

**Territories**  Each territory is marked by a number between 1 and 12, and has a primary (large purple hex) and secondary (small purple hex) victory point symbol. Territories can be various terrain types - Coastal, Mountains, Plains and Forests. There is also one Volcano zone (12).

**Terrain Cards**  Each round, two new terrain cards are revealed and placed here. Players follow the instruction on each card as they reveal it.

**Volcano**  The volcano token starts at 0 and moves up per instructions on terrain cards.

**Game Board**  Bird Cards and Icons

Players are dealt nine bird cards at the start of each period. There are eight types of birds, each with a different set of abilities represented by icons along the left side of the card. Players may spend one or more bird cards on their turn, using the icons to perform an action.

**Bird Cards and Icons**

- **Bird:** Players may spend bird icons to populate a territory.
- **Fight:** The fight icons are used to defeat mammals.
- **Honour:** Play birds with honour to place leaders into territories, or sell to mammals.
- **Karakia:** Purchase karakia tiles which provide extra benefits throughout the game.

**Mammal Cards**  Mammals come into play as instructed by terrain cards. Terrain cards can also cause mammals in the mammal card display to attack territories.

- **Fight:** The amount of fight that must be spent to defeat the mammal.
- **Honour:** The amount of honour necessary to sell a territory to this mammal.
- **Victory Points:** Victory points awarded at the end of the period for defeating the mammal, or selling out to it.

**Terrain Cards**  There are five types of terrain cards - one for each terrain type on the game board. Two terrain cards are revealed at the start of each round, and the instructions on each card are followed.

**Draw One or Two Mammal Cards:** Draw mammal cards and add them to the mammal card display. Weasels are not added to the board, but invade immediately.

**Mammal Invades:** All of the mammal cards on the board that match the card type attack. Since weasels attack when they are drawn, there are no terrain cards with weasels attacking.

**Leader Tiles**  One leader tile is placed into each territory at the beginning of the game. Players placing a leader into a territory can take the leader tile if it’s still there. Mammals that successfully invade a territory, or players selling out to mammals will cause the leader tile to be discarded.

**Leader tiles** provide either victory points or extra bird, fight, honour or karakia symbols.

**Move Volcano Marker:** Move the volcano marker up one space. When it reaches the top space, the volcano erupts, and the volcano territory (12) is vacated.
**Introduction**

Moai is a fantasy re-interpretation of the clash between the original inhabitants of New Zealand and the wave of invaders from over the seas. The inhabitants are birds, re-imagined with human traits. They talk, wear clothes and use tools. The settlers are a motley bunch made up of dogs, possums, rats and weasels. Each mammalian invader has different characteristics. Dogs are more peaceable, but powerful if pushed to fight, while rats are sneaky and weasels are quick. The eagle is a fearsome warrior, and the kiwi a resourceful scavenger. The moa has a mix of abilities, which the player can control.

Moai lasts for two periods, each lasting several phases. In the first phase, deal nine bird cards to each player and create a deck of 14 terrain cards. The second phase is the important one, where players take their actions. This phase is made up of three steps. In the first step, two terrain cards are drawn and the instructions on each card are followed. Instructions come in three flavors; draw a certain number of cards, or spend a certain number of honour to do something; take over a territory that a mammal had invaded, and populate it with bird cards and an eagle or kiwi leader tile; move the volcano marker up one.

There are clear invasion routes, starting with territory 1 and progressing to 12. Players have the option to defend themselves using fight cards from their hands, or to spend two honour to sell land to a mammal. Once invasions are complete, players in turn take one action:

- Place birds: Spend card(s) to place birds into one territory matching one of the active terrain types.
- Place leader: Spend two honour to place a leader into a territory where you have the most (or tied for the most) birds. Take the leader tile from that territory, if it remains.
- Attack and place birds: Take over a territory that a mammal had invaded, and populate it with your birds.
- Sell land: Spend honour to sell land to a mammal.
- Buy karakia tiles: Spend card(s) to buy a karakia tile.

Every player is only allowed one leader and four eagle cards. The only way for players to get new cards is to play cards to an opponent, or to spend honour to sell land to a mammal. The first player’s turn is moved to the next player clockwise after each phase.

**Overview**

Moai is a fantasy interpretation of the clash between the original inhabitants of New Zealand and the wave of invaders from over the seas. The inhabitants are birds, re-imagined with human traits. They talk, wear clothes and use tools. The settlers are a motley bunch made up of dogs, possums, rats and weasels. Each mammalian invader has different characteristics. Dogs are more peaceable, but powerful if pushed to fight, while the unusual is more passive, attacking where ever possible.

You control tribes of birds, and seek to control as much of the board as possible. You play as an eagle, in the active terrain each turn. There are eight types of birds in all, each with their own characteristics. The eagle is a fearsome warrior, and the kiwi a resourceful scavenger. The moa has a mix of abilities, while the eagle can be found everywhere.

**Setup**

There are a number of things that must be performed by all players, including:
- Shuffle all of the bird cards.
- Place the volcano marker on the lowest spot on the volcano track.
- Place the main board in the middle of the play area.
- Place all of the karakia tiles face-up in stacks of the same type next to the game board.
- Place the score track on the score track.
- Give each player one colored set of pieces, consisting of 16 birds, four leaders and one stronghold.
- Give each player the first player marker.
- Shuffle the mammal cards and place the deck face-down by the game board.
- Shuffle the leader tiles face down and place one in each territory. After all of the terrains have a leader tile, turn them all face-up.
- Shuffle the mammal cards and place the deck face-down by the game board.
- Give each player one colored set of pieces, consisting of 16 birds, four leaders and one victory point marker. Each player should put their victory point marker on the open space on the score track.

**3-5 Player Rules**

Players who pass their turn can play during a later turn if they have any available bird cards or tiles.

**Phase 1: Bird and terrain cards**

- Shuffle all of the bird cards.
- Place the rest face-down by the side of the board.
- Shuffle all 10 terrain cards.
- Place the rest face-down by the side of the board.
- The first player draws two terrain cards, and carries out any instructions on the cards.

**Phase 2: Player actions**

This phase consists of seven rounds. Each round consists of the following steps:

- A. The first player draws two terrain cards, and carries out any instructions on the cards.
- B. All players perform one action.
- C. The first player token is moved to the next player clockwise.

**Pass:**
- Players who pass their turn can play during a later turn if they have any available bird cards or tiles remaining.

The nine bird cards that players are dealt at the beginning of each period must last players through the entire period. The only way for players to get new cards is to play "karakia" tiles that allow that.
Mammal Invasion

An invasion occurs when a weasel mammal card is drawn, or when a terrain card states that a certain type of mammal invades. Each area has a number from 11 to 12, which is the order that territories will be invaded, starting with 1 and progressing in sequence to 12. If there is more than one mammal card to invade, then each invasion will be resolved individually.

To resolve an invasion, start at the territory with the 1. That area cannot be invaded if it contains a mammal tile or a stronghold. Look at the next terrain card (2) and continue until a territory is found without either a mammal or stronghold. It may be that none of the areas can be invaded because all the territories contain either a mammal or stronghold. In this case remove all of the strongholds and immediately begin searching again starting with the territory 1. Mammals don't invade the volcano territory (12) after it erupts.

If a territory is found to invade, place a mammal token matching the invading mammal (fight-side up) in the territory, and discard the mammal card. If there are birds in the territory, the players have a chance to defend themselves. The player with the most birds and leader bird tokens has the first option to defend. If there is a tie, and one of the tied players has a leader bird token then that player has the first option to defend. If there is a tie and no player has a leader bird token, then the tied player closest to first player may choose to defend.

If a player chooses not to defend, then the player with the next most pieces in the territory may defend, and so forth until one player defends, or if all the players decline. Note that it is not possible for players to defend in a group, only an individual player can defend.

To successfully defend, a player must discard a number of fight icons on bird cards or tiles equal to the number of the mammal tile invading the territory. The player can play as many cards or tiles as needed to meet this requirement.

A player that defeats a mammal in this way takes the mammal tile for scoring at the end of the period. The player then places a stronghold token in the territory.

Step A: Draw terrain cards:
The first player draws two terrain cards and places them in the spaces indicated on the board. The first card drawn is placed in the left-hand space, and the second card in the right-hand space. Then follow the instructions on the cards, starting with the card on the left.

Step B: Players perform actions

Players now perform one action each, going clockwise starting with the first player. Player actions include:

- Place birds
- Place leader
- Attack and place birds
- Sell land
- Buy karakia tiles

**Important:** Actions may only be performed in territories matching the terrain types on the active terrain cards.

**Placing Birds**

Birds cannot be placed in a territory that contains a mammal token (due to mammal invasion or territory sale). Birds can be placed in areas with other players’ birds.

- Example: The yellow player wishes to place a pukeko tile as an enemy. She may place her pukeko on a space without an active leader tile. All enemy players will see her pukeko placed in the territory.

**Leader Placement**

The player places a token in a territory matching one of the two active terrain types. The player must also have at least as many birds in the territory as any other player (and at least one). The player pays two honour with bird icons. Territories that have a leader tile and stronghold tokens are placed in a territory with the active terrain type. The player pays two honour with bird icons. Territories that have leader tiles are placed in the active terrain type with the highest honour.

**Attack and Place Birds**

The active player may attack a territory that matches one of the two terrain cards. The player can attack only a territory that has been invaded by a mammal and contains a mammal tile. To attack the territory, the player pays two fight icons with bird cards, and places one of their leader tiles into the territory. The active player places a stronghold if a fight icon on a bird card is spent as a leader.

**Example:** Red decides to place a leader bird token in territory 5. She takes it. The tile can be used in a later round of play.

**Mammals Invade**

If the terrain card shows a mammal type invading, then all of the mammal cards of that type in the mammal card display on the board are turned over.

**Draw mammal cards:** Draw the indicated number of mammal cards and place them in the corresponding location on the left of the game board. If the mammal deck is exhausted, shuffle the discard pile to make a new deck, and then draw the cards.

**The weasel invades immediately, so the card is not placed on the game board.**

**Sell land**

To sell the territory, the player removes all but one of their own birds and all player leaders, unless the active player’s leader is the only piece they have in that territory. Other player leaders remain in the territory, but any leader tile and stronghold, if any, are removed.

**Attack and Place Birds Example:**

Yellow attacks the weasel in territory 12. She attacks because a coastal terrain card is active. Yellow plays five fight icons to defeat the weasel. She plays three pukeko cards, which is exactly what she needs to defeat the weasel. The red player has the first chance to defend, since he has a leader bird token to break the tie with the green player. If the red player does not defend, then the blue player is the next to place the tiles, who chooses to defend. The defending player pays a fight icon. The defending player chooses to defend the territory.

**Sell Land Example:**

Yellow sells to the red player. The red player pays two fight icons to sell her territory to one of them for the amount of honour indicated on the mammal card plus one honour for every territory already sold by any player during this game. Land may only be sold in one of the zones that match an active terrain type and that the active player has one or more birds in. The player does not need a majority of birds in the territory in order to sell. Land may not be sold in a territory that already contains a mammal tile or stronghold in it.

**Attack and Place Birds Example:**

Yellow attacks the weasel in territory 12. She attacks because a coastal terrain card is active. Yellow plays five fight icons to defeat the weasel. She takes the weasel's leader tile out of the deck. The tied player pays two honour with bird cards, which is exactly what he needs to defeat the weasel. The red player has the first chance to defend, since he has a leader bird token to break the tie with the green player. If the red player does not defend, then the blue player is the next to place the tiles, who chooses to defend. The defending player pays a fight icon. The defending player chooses to defend the territory.

**Example:** The second terrain card indicates all-day attack. There are two dog cards on the mammal card display. Territory 1 cannot be invaded, since it has already been invaded by weasel. Territory 2 can be invaded because it has been invaded by a weasel. Territory 3 can be invaded since the terrain card states that a certain type of mammal invades. Territory 4 can be invaded since it contains a mammal tile or stronghold. A dog attacks a coastal fight side up in the territory.

**Example:** The next terrain card indicates all-day attack. There is one mammal card on the mammal card display. Territory 6 cannot be invaded, since all terrain cards have been played. Territory 7 can be invaded because one of the terrain types is coastal, and the terrain card states that a certain type of mammal invades. Territory 8 can be invaded since it contains a mammal tile or stronghold. A dog attacks a coastal fight side up in the territory. If the terrain type matches, then the dog attacks the mammal tile. If the terrain type does not match, then the dog attacks a coastal fight side up in the territory.
The player takes the mammal card from the board and keeps it for scoring at the end of the period, then places a matching mammal token sell-side up in the territory. The active player places their one remaining bird (or leader) token on top of the mammal token to indicate ownership.

Once a territory has been sold, it becomes locked and no more pieces may be placed there. Additionally, it cannot be invaded by mammals. The only way to affect the number of pieces in the territory is with the karakia tile that allows birds to move between territories, or the volcano (if the sold territory is on the volcano, which erupts).

Example: Blue thinks the safest move is to sell land in territory 8, since she will not currently gain any points in that territory. Forest is shown on one of the terrain cards, and Blue has at least one bird (or leader) in the territory. There is one dog card in the mammal card display on the game board. She plays a Kiwi and a Moa for a total of three honour, takes the dog card from the mammal card display for scoring, and places a dog tile sell-side up on territory 8. She moves her single bird token on to the dog tile to show that she sold the territory.

Buy karakia tiles
A player can buy one or two karakia tiles by spending the required number of karakia icons. The cost of a karakia tile is the number of purple karakia icons on the bottom of the tile.

Players cannot buy more than one tile of a type in an action, but they can buy a duplicate tile in a later round. There is no upper limit to the number of karakia tiles that a player may hold. A tile cannot be used in the turn that it is purchased.

Pass
A player may pass and do nothing on one round and play again on the next round if he still has bird cards or tiles.

Step C: Move player token
The first player token is passed to the player on the left and the next round commences with Step A. The player actions phase completes at the end of the round when all 14 terrain cards have been played.

Note that the first player token is passed after the last player has performed an action.

Phase 3: Score victory points
Players score points at the end of both periods.

Each territory has two victory point values - one higher than the other. The player with the most pieces in each territory (including the leader) scores points equal to the higher value. The player with the second-most pieces in the territory scores the lower value.

In the case of a tie for the most pieces, the player with the leader in the territory takes priority. If there is no leader, then divide the higher value equally among tied players, losing any fractions.

If there is a tie for the second-most pieces in the territory, then the lesser victory points should be divided as equally as possible, losing any fraction. (If two points were to be shared between three players, then no player would get points.)

This means that there may be up to four players scoring a territory if two players tie for first and two players tie for second.

The number of points scored for the volcano territory (12) depends on the location of the volcano token. Both point totals are reduced by the number next to the token location.

Territories sold to mammals score as normal.

Players score for mammals they defeated or sold to during that period, as shown on the mammal card. These only score during one period. Discard mammal tiles or cards in each player’s area after scoring. Mammal tiles for sold land remain on the board but don’t score again after the next period. Lay the bird token on the mammal tile on its side to show that it’s scored.

Leader tiles showing victory points score now, and are then removed from the game.
Points are scored on the track on the game board. +50 tokens are given to players that score more than 50 points.

Phase 4: Tidy up
Players discard any bird cards they did not use.
All stronghold pieces are removed from the board.

Note that there is no marker to indicate which period the game is in. We know that the game is fun, but please remember to stop after the second period!

Winning the Game

When scoring has completed after the second period, the player with the most points wins! In case of a tie, the player with the most pieces on the board (birds + leaders) wins. In the rare event players are still tied, then the tied players share the victory.

2-Player Rules
Moa setup, gameplay, and scoring are identical to the rules above, except as follows.
Select an unused color for a neutral third player.
Each player rolls the 12-sided die after completing their turn. The player must then add one neutral bird to the board in the territory rolled or an adjacent territory:

The player may add 2 birds to the territory or adjacent territory if the terrain type of the selected territory matches at least one of the active terrain cards.

Instead of adding bird(s) to a territory, the player may add a neutral leader, following the rules of the main game. Remove the leader tile in that space from the game.
Neutral bird placement is skipped if there are no neutral birds available. Similarly, no neutral leaders may be placed if none are available. The neutral player does not take actions, nor will it defend against mammals. Players may optionally score the neutral player.