

Tahiti

By David E. Whitcher

Game Components

Your *Tahiti* game should include:



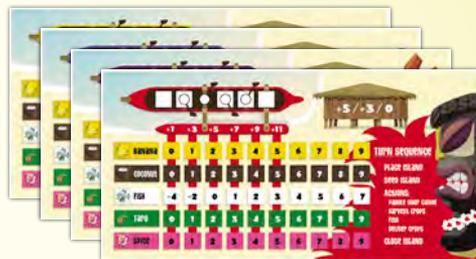
1 Haumea pawn
(the goddess of fertility)



80 Goods cubes
(16 each of 5 types)



4 Canoes



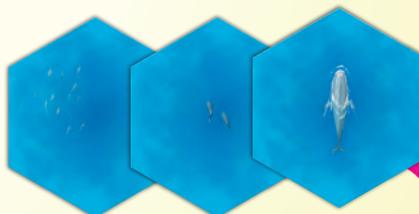
4 Player boards



1 Home Island tile (double-sided)



18 Island tiles



3 Water tiles



7 Favorite Crops tiles:
(4 for 4-player games &
3 for 2- or 3-player games)



18 Depletion Tokens



1 Drawstring bag

Object of the Game

As a brave mata-iapo—or sub-chief—of your tribe, you have been chosen to seek out the islands nearby and gather as many goods and fish as possible. You will earn glory for yourself, in the form of victory points, by collecting both variety and quantity of goods over the course of the entire season. Bonuses are awarded for collecting your secret favorites.

When the bounty of the islands runs low, and the season draws to a close, the mata-iapo who has collected the best goods will be the hero of the tribe, and the winner of the game!

Setting Up the Game

Place the Home Island tile in the center of playing area, as shown in the illustration at right. The Home Island tile is double sided: One side is used for 2- or 4-player games; the other is used only for 3-player games.

Set Water tiles next to the Home Island, on the sides of the tile that shows a gap between the Reefs.

“Find the starting Island tiles and place them around the Home Island as shown (the starting tiles are marked with a butterfly symbol). For 2 and 4 players use the orange monarch butterfly tiles. For 3 players use other butterfly tiles.

Place the Haumea pawn on the Home Island, and fill the Goods Spaces on the other starting islands using the matching Goods cubes.

Shuffle the rest of the Island tiles and place them **face up** in two equal-sized stacks within easy reach. Note that in a 3-player game, one stack will have one tile more than the other.

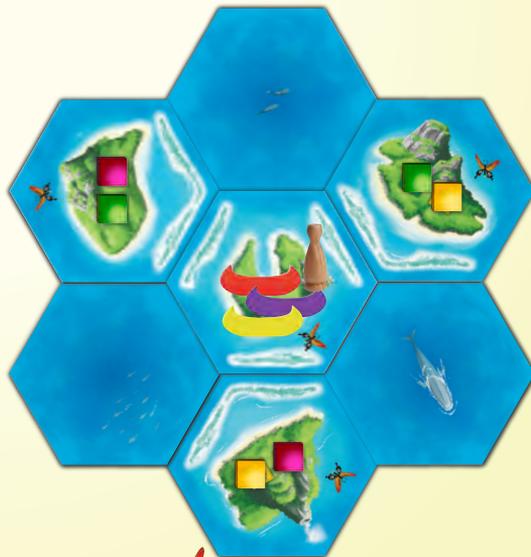
Note: *Experienced players may choose to use random Island tiles instead of the regular starting Island tiles.*

Turn all of the Depletion Tokens face down and mix them together. Set them to the side for now.

Each player chooses a color and takes the matching player board and canoe piece. Place your canoe on the Home Island.



2 or 4 players



3 players

Take the set of Favorite Foods tiles for the number of players in the game (there is a separate set of tiles to use, depending on the number of players in the game, as shown on the tiles) and shuffle them face down. Give one tile to each player.

Strategy Hint: *You should keep your Favorite Foods tile secret from the other players! This tile shows the goods that your family likes the best. You can earn bonus points for gathering more of these goods than the other players.*

Depending on the number of players, some of the Goods cubes are removed from the game:

- 4 players** Use all the cubes
- 3 players** Remove 2 cubes of each color from the game
- 2 players** Remove 4 cubes of each color from the game

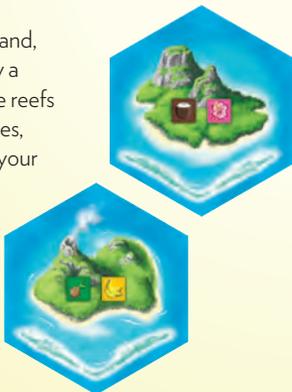
Place the rest of the Goods cubes in the bag and mix them well.

The player who most recently paddled a canoe will take the first turn. Remember which player goes first, as all players will have an equal number of turns.

The Island Tiles

Each Island tile shows an island, surrounded on two sides by a dangerous coral reef. These reefs are hazardous to your canoes, and may cause you to lose your precious cargo!

Each island also shows two different Crop Spaces, which determine which kinds of crops may appear on that island.

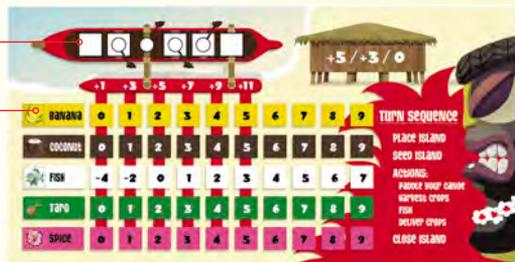


Your Player Board

The player boards are divided into two sections:

The Canoe Display shows your canoe. It has six “spaces” for Rowers or Goods cubes. 1 space has a “permanent” Rower, and cannot be used to hold crops. 2 spaces do not show Rowers, and can be used only to hold crops. The other 3 spaces show Rowers, but can be covered with Goods cubes. The number of Rowers that are not covered by Goods cubes determines the number of actions you may take on your turn.

Your Canoe Display can hold a maximum of 5 Goods cubes at a time. When you load Goods cubes into your canoe, always fill the 2 empty spaces first, before you cover any spaces with Rowers. Each Rower space you cover with a Goods cube will reduce the number of actions you may take during your turn.



The Harvest Chart is where you place Goods cubes that you are able to bring back to the Home Island. There is a row of spaces for each type of goods. Each space on the chart can hold one Goods cube of the matching type.

At the top of the Harvest Chart are the bonuses you can earn if you can gather complete sets of goods.

Summary of Play

The game is played over a series of rounds. In each round, every player takes one turn, going clockwise around the table.

Your player turn is divided into 4 phases, which you must complete in order:

1. **Exploration Phase**
(Skip this phase if all Island tiles have been played.)
2. **Haumea's Bounty Phase**
3. **Action Phase**
4. **Depletion Phase**
(This phase is skipped *until* all Island tiles have been played.)

Rounds continue until there are only 4 islands that have not been depleted. The final round is finished (so all players have an equal number of turns), and the game ends (see **The End of the Season**).

Exploration Phase

The goddess Haumea shows you the way to the fertile islands: During this phase you may move the Haumea figure and you will add a new Island tile to the gameboard.



Moving Haumea

The Haumea figure must always move towards the edges of the game board:

- If the Haumea figure is **not** on a hex at the edge of the board, you **must** move it.
- If the Haumea figure **is** on a hex at the edge of the board, you **may** move it.

When you move the Haumea figure, you may move it one space in any direction. But, the figure **must** be on a hex at the edge of the board after you move it.

Reefs have no effect on the movement of the goddess Haumea.

Placing Island Tiles

After you have moved the Haumea figure (or chosen not to), you **must** add 1 Island tile to the game board. Draw the top tile from **either** of the two stacks of Island tiles and add it to the game board.

You must obey two restrictions when you place the new tile:

1. The new tile **must** be placed adjacent to the Haumea figure.
2. The new tile **must** be placed so it is adjacent to **at least two** other tiles already on the board.

You may turn the new tile to any facing you wish when you add it to the board.

Important: When you add the last Island tile to the board, it is time for the goddess Haumea to leave the islands for the winter. Immediately remove the Haumea figure from the board. For the rest of the game, you can skip the Exploration Phase of your turn, since there are no more tiles to draw.

Once Haumea leaves the game, the growing season will come to an end. This is your warning that the end of the game is coming soon.

Example: *Puatea is the first player.*

She must move the Haumea figure because it is not on a tile at the edge of the game board. She decides to move it down 1 tile. Then she draws a tile, rotates it so the reef is on the side opposite the Home Island, and places it next to the Water tile that the Haumea figure is sitting on.



Haumea's Bounty Phase

In this phase, you must draw Goods cubes from the bag, and place them on matching Goods Spaces, if possible.

If Haumea is still in the game, you must draw 3 Goods cubes from the bag. If Haumea has left the game (because all of the Island tiles have already been played), then you draw only 2 Goods cubes from the bag.

If the Goods cubes you draw match any empty Goods Spaces on any Island tile that is not marked with a Depletion Token (including the tile you placed in the Exploration Phase), you must place the cube on the matching space. If there are multiple spaces that match the color of the cube, you must choose **one** of those spaces to place that cube on.

Important: You may never add Goods cubes to an island that is marked with a Depletion Token (see the **Depletion Phase**).

Any Goods cubes that you cannot place on the board (because all the matching Goods Spaces are already full or are on depleted islands) must be returned to the bag.

***Example:** After placing her tile, Puatea draws 3 Goods cubes from the bag: 1 banana, 1 spice, and 1 fish. The banana cube matches one of the empty spaces on the new Island tile she played, so she must place that cube in the matching space. The other two cubes do not match any empty Goods Spaces on the board, so they are returned to the bag.*

Action Phase

During this phase, you get to take a number of actions to move your canoe around the board, collect goods, and deliver them to the Home Island.

Your Canoe Display shows the number of actions you may take on your turn. The canoe shows a number of Rowers. Each Rower that is **not** covered with a Goods cube allows you to take 1 action on your turn. As you load, unload, or lose Goods cubes, the number of Rowers in your canoe (and therefore the number of actions you may take) will change. You will always get to take at least 1 action, and you may be able to take as many as 4 actions.

If, at any time during your turn, the number of Rowers still visible in your canoe is **less than or equal to** the total number of actions you have taken this turn, you must stop taking actions and begin the Depletion Phase.



***Example:** Teva has loaded three goods onto his canoe, so he has three uncovered Rowers. That allows him to take up to three actions on his turn. He uses his first action to move to a new island, then he harvests a Goods cube. Because this is his fourth cube, he must cover one of his Rowers. Now he only has two uncovered Rowers and he has taken two actions. He cannot take any more actions this turn.*

On his next turn, Teva moves to the Home Island (1st action), then unloads all the goods on his canoe (2nd action). But now he has 4 Rowers visible in his canoe, so he can take 2 more actions!

The Actions

You have 4 actions to choose from:

- Paddle Your Canoe
- Harvest Goods
- Go Fishing
- Deliver Goods

You may take any combination of these actions on your turn, in any order you choose. You may repeat the same action if you wish.

Paddle Your Canoe

For 1 action you may move your canoe to any adjacent tile.

It does not cost any additional actions to cross over a reef, but doing so may cause you to lose goods from your canoe. Each time your canoe moves over a reef, you must draw 1 Goods cube from the bag. If your canoe crosses over 2 reefs in a single move (a “double reef”), you must draw 2 cubes.

If the Goods cube(s) you draw from the bag matches any of the cubes you have loaded on your canoe, your cube is lost and must be returned to the bag!

Any Goods cubes you draw when crossing a reef are returned to the bag.

If you are not carrying any Goods cubes in your canoe when you cross a reef, you can skip this step (since you have no cubes to lose).

Example: Puatea is rowing her canoe across a double reef. She has two Goods cubes in her canoe: 1 coconut and 1 banana.

Since she is crossing a double reef, she must draw 2 Goods cubes from the bag.

Bad news! She draws a banana cube and a spice cube. Since the banana cube matches one of the Goods cubes in her canoe, she must return her banana to the bag! The 2 cubes she drew also go back to the bag.



Harvest Goods

For 1 action, you may take 1 Goods cube from the island your canoe is at and place it on an empty space of your Canoe Display.



Example: Teva has arrived at an island that has two Goods cubes: a banana and a spice. He already has two cubes in his canoe: a spice and a coconut. He would like to load the spice cube from the island, but he cannot—he can only have 2 spice cubes if he has no other colors of cubes in his canoe—he can only load the banana cube. Since both of his non-rower spaces are already full, he must cover one of his Rowers with the banana cube.

Loading Your Canoe

Whenever you add any goods to your canoe (from a Harvest Goods or Go Fishing action), you must observe these 3 restrictions:

1. You may never have more than **5 Goods cubes** in your canoe at any time.
2. You may load as many cubes of **one color** as you wish, but only if you have **no cubes of any other color** in your canoe.
3. If you have more than **one color of cubes** in your canoe, then you may load only **one cube** of each color.

You may not “throw away” cubes to make space for Goods cubes you want to load.

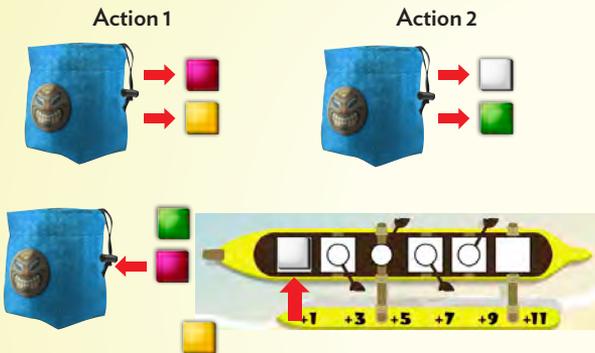
Go Fishing

For 1 action, you may attempt to catch fish, but only if your canoe is **not** on the Home Island.

To go fishing, draw 2 Goods cubes from the bag. If 1 or more of the cubes drawn is a fish cube (white), then you may keep **1 fish cube** and add it to your canoe.

If your **next** action is another Go Fishing action, set the cubes you did not keep aside before you draw more Goods cubes from the bag. When you are done fishing (at the end of your turn or when you take any other type of action), return all these cubes to the bag.

Example: *Vairea has decided she needs some fish. She spends an action to draw two cubes from the bag, but she gets no fish. She decides to continue, spending a second action. She sets those two cubes aside, and draws two more from the bag. This time one of them is a white cube! She happily adds the fish cube to her canoe, and returns the other three cubes to the bag.*



Once the goddess Haumea has left the game, some islands will attract large schools of fish, making excellent places for fishing! If you take a Go Fishing action at an island marked with a Depletion Token that has a fish on it, you draw 3 cubes from the bag for each attempt instead of 2. You may still keep only 1 fish cube for each successful fishing attempt.

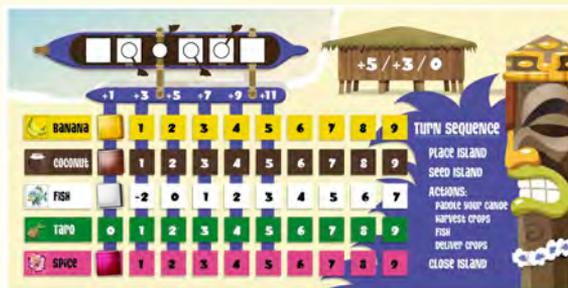
Deliver Goods

If your canoe is at the Home Island, you may unload all the Goods cubes in your canoe for a single action. There are plenty of eager villagers willing to help!

Take all of the Goods cubes off your Canoe Display and place them on the matching color spaces of your Harvest Chart, in the empty space furthest to the left. Each space on the chart holds 1 cube.

You may collect a maximum of 9 Goods cubes of each color. If you collect more, the extra cubes must be discarded from the game.

Example: *Temanava has finally made it home with a heavily-laden canoe! He has four Goods cubes: a banana, a coconut, a spice, and a fish. He spends one action to remove all four cubes from his Canoe Display, and places each cube on the first empty space of the matching color on his Harvest Chart:*



Depletion Phase

You must skip this phase if the Haumea figure is still on the game board.

Once the goddess Haumea has left the game, the islands will begin to run out of crops. During this phase, you must check for any islands that have **no Goods cubes** on them. If there are any, you **must** place a random Depletion Token on **one** empty Island tile of your choice.

An Island tile marked with a Depletion Token does not produce **any** Goods cubes for the rest of the game.

Player canoes on an Island tile do not prevent it from being depleted. You may place a Depletion Token on an island that has no Goods cubes even if there is a canoe there.

Note: Some Depletion Tokens have a fish icon on them. These tiles are more likely to produce fish.

Example: *At the end of her turn, Marania looks at the board and sees two tiles that have no cubes on them. She is trying to collect*

bananas, so she chooses to place a Depletion Token on the tile that has no banana Goods Spaces.



When you have completed the Depletion Phase, your turn is over and the player on your left begins his turn.

The End of the Season

When there are only 4 Island tiles that are **not** marked with a Depletion Token (not counting the Home Island), the growing season comes to an end. It does not matter if there are still Goods cubes on those 4 islands.

Continue to take turns normally until the end of the current round. The game is now over.

All players now move any Goods cubes still on their Canoe Displays to their Harvest Charts. You do not have to move your Canoe to the Home Island to deliver this final load.

End game scoring

You score victory points for the following:

Goods: For each type of Goods cubes, you receive points equal to the number in the first **empty** space to the right of the cubes on your Harvest Chart.

Favorites Bonus: You get bonus points if you collect the most of the goods shown on your Favorite Foods tile. You receive 5

points if you have the most (or are tied for the most), and 3 points if you have the second most (or are tied). You can earn a Favorites Bonus for each of the goods on your Favorite Foods tile.

Variety Bonus: You get bonus points for the number of complete sets of goods you have collected. A set includes 1 each of all 5 types of Goods cubes. You score the bonus listed above the completed column farthest to the right.

The player with the most points wins the game!

Scoring Example: At the end of the game, Meherio's scoring chart looks like this:

She scores points for the five types of goods:



Now she looks at her Favorite Foods tile. She has the most coconuts, so she gets 5 bonus points. She tied for the second most bananas, which is worth 3 more bonus points.

Finally, she looks at her set bonus (above the rows of Goods cubes). She has completely filled the first three columns, so she gets bonus points equal to the number above the third column. That gives her 5 more bonus points.

Her total score for the game is 30 points. She is truly a gifted gatherer!

Design:
David E. Whitcher
Producer:
James Mathe

Artist:
Chuck Whelon
Layout:
Clay Gardner

Rules Layout:
Topher McCulloch
Editor:
William Niebling

Playtesters:
Matt Arnold
Clark D. Rodeffer
Jeremiah Lee
Willow Arlen



<http://www.MinionGames.com>
Copyright 2012 © All rights reserved.