

MOTO



RULES OF THE GAME



 1-6
 9+
 30min



A game by Scott Almes, illustrated by Olivier Danchin

Legend has it that the goddess Pau Motu used nets to bring the islands that had been swallowed up by the god Yno Tahu to the ocean's surface. You must help her revive these islands all the while ensuring you preserve the fragile ecosystem of the environment and people that live there. Will you be able to create the most sustainable and harmonious island in the archipelago?

CONTENTS

- 58 Island cards
- 6 Village cards
- 1 Solo gameplay card
- 6 Traveler cards
- 10 Destiny cards
- 36 Coconut counters
- 1 Volcanic Ruler
- 30 double-sided score sheets

SET-UP

- 1 Each player receives 1 randomly selected Village card and places it face up in front of them. This card will be the first component of their island. Return any remaining Village cards to the box.
- 2 Shuffle the Island cards.
- 3 Place 4 Island cards face up in a row on the table.

- 4 Place 3 stacks of Island cards to the right of this row. If we call these 3 piles A, B and C, then Pile A must be placed closest to the row set up in step 3 and Pile C the furthest away. The number of Island cards in each pile depends on the number of players. See the table below. Return any unused cards to the box.

Players	Pile A	Pile B	Pile C
2	8	6	4
3	12	9	6
4	16	12	8
5	20	15	10
6	24	18	12

- 5 Shuffle the Traveler cards and deal one to each player, face down. Put the remaining cards back in the box. Each player places their Traveler card face down in front of them.
- 6 Shuffle the Destiny cards and select as many as the number of players plus 1 (for example, for 3 players take 4 Destiny cards). Place them face up on the table. Return any remaining cards to the box.
- 7 Give 5 Coconut counters to each player. Put the remaining ones back in the box.
- 8 Take a score sheet and write the name of each player in the columns.
- 9 Place the Volcanic Ruler on the table.

Example of a set-up for 2 players:




When you play MOTU for the first time, it is recommended that you do not use the Traveler and Destiny cards.

If you are playing solo, continue reading and then consult the additional rules regarding the Solo Variant at the end of this booklet.

AIM OF THE GAME

A game of MOTU is played in 9 rounds. The game proceeds in clockwise direction, beginning with the player who most recently set foot on an island. Upon each turn, a player takes a card from the row and adds it to their island by overlapping one or several of the other cards that are already in position. Players will add up their victory points (in this game called Harmony Points and represented by the

symbol ) three times during the game, before adding them all up when calculating the total score at the end. The player with the most Harmony Points creates the most sustainable island in the archipelago and wins the game.

PLAYING A ROUND

During each player's turn they must carry out **in order** 3 compulsory actions and 2 optional actions except during rounds 4, 7 and 9, when they must also calculate the Interim Total of their Harmony Points.

- 1.** Pick up an Island card.
- 2.** Add a card to their Island.
- 3.** Refill the row of Island cards.
- 4.** Purchase a Destiny card (optional).

5. Play their Traveler card (optional).
6. Calculate their Interim Total (only during rounds 4, 7 and 9).

1 - PICK UP AN ISLAND CARD

You must choose a card from the 4 Island cards in the row. To pick up a card you must place one of your Coconut counters on each of the cards to the left of the one you are taking. For example, in order to take the 3rd card in the row, you must place a Coconut counter on the 1st and 2nd cards in the row. If you don't have enough counters, you cannot take this card and must choose another. Remember that the first card in the row is always free, since there are no other cards to the left on which to place a Coconut counter. If there are any Coconut counters on the card you are picking up during this round, you also gain these counters.

2 - ADD A CARD TO YOUR ISLAND

You must place the Island card on one or several of the other Island cards laid out in front of you. In the first round you will only have your starter card, the Village card.

You must respect the following 3 rules:

- **Completely cover at least 1 Symbol.**
- **The Beach must run continuously.**
- **The Sea cannot be directly attached to Land.**

Cover at least 1 Symbol:

When you add a card to your Island, you must **completely** cover at least one Symbol. Multiple Symbols may be covered by one card. *WARNING: The star in the middle of the Village and the Volcano cannot be covered.*



The Beach must run continuously:

When you add a Beach to your Island, each end of the Beach must stick out from the Island. It cannot be directly attached to Land or the Sea.



The Sea cannot be attached to Land:

When you add a piece of Sea to your Island, the water cannot be directly attached to Land. It must be separated from the Land by a Beach.



3 - REFILL THE ROW OF ISLAND CARDS

After picking up a card, you must draw another card from the closest pile in the row (Pile A, B or C, depending on where you are in the game) and place it to the right hand side of the row, shifting all other cards present to the left to make space for the new card.

If you pick up the last card in a pile, it is now time to calculate the Interim Total. It will always be the player sitting to the right of the first player who will pick up the final card in any given pile.

4 - PURCHASE A DESTINY CARD (OPTIONAL)

You may purchase a Destiny card by paying its price in Coconut counters. If you choose this action, pay by placing your available counters on top of the cards in the row, from right to left (1 counter per card), then take the card and place it in front of you. You may only purchase 1 Destiny card per round. At the end of the game, if you are the player with the most single or multiple components represented on the card (or if there is a tie with another player), then you add the Harmony Points indicated on the card to your score. **If not, you lose points!**



Win 8 points
or lose 5 points.

Win 4 points
or lose 3 points.

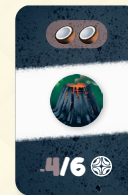


Win 10 points if you have the most of these 2 components or win 2 points if you only have the most of 1 of the components.
Otherwise, lose 8 points.



If you have the most Totems
(of all types), win 6 points.
Otherwise, lose 4 points.

If you have the most
Beach cards, win 6 points.
Otherwise, lose 4 points.



If you have the most Coconut
counters (that are not placed
on cards), win 4 points.
Otherwise, lose 3 points.

If you have the most
Volcanoes, win 6 points.
Otherwise, lose 4 points.

5 - PLAY A TRAVELER CARD (OPTIONAL)

Turn over your Traveler card so it is face up. You immediately win the Harmony Points indicated in the bottom right hand corner by adding up the Symbols or cards present in the row of cards in the middle of the table. Furthermore, you may now include the components on this Traveler card (Symbols and Coconut counters) when calculating your total number of points.

Some examples of Travelers:



Add 1 Canoe and 1 Fish to your Island. Win 3 points per Beach card in the central row.



Add 1 Hunter and 1 Palm Tree to your Island. Win 3 points per Totem (of all types) in the central row.



Add 1 Palm Tree to your Island and 2 Coconut counters to your bank. Win 4 points per Palm Tree in the central row.



Add 3 Fish to your Island. Win 2 points per Fish in the central row.

6 - INTERIM TOTAL

Once a pile is empty, all players calculate the number of points earned via one or several Sources of harmony on their island.

The 6 Sources of harmony and the points they represent are detailed in the table on the next pages (p. 12-13).

Each player can choose which Sources they will add up when calculating their Interim Total according to the following rules:

Pile A emptied = Take 1 Source out of 6 into account.

Pile B emptied = Take 2 Sources (out of the remaining 5) into account.

Pile C emptied = Take the remaining 3 Sources into account.

Remember that each player has put down 4 cards before calculating the first Interim Total, 7 cards before the second and 9 cards before adding up the final Total.

Important reminder: When adding up your total, you cannot include the same Source twice from one Interim Total to the next. Symbols must also be either completely visible or completely covered.

Once all players have recorded their Harmony Points on the score sheet, move the next pile in the row along and continue playing.

Sources



Harmony Points

Fisherman/Fish



2 /

Win 2 points per Fisherman.
If you have more Fishermen than Fish, the Fishermen count for zero points.

Hunter/Bird



3 /

Win 3 points per Hunter.
If you have more Hunters than Birds, the Hunters count for zero points.

Canoe/Palm Tree



4 /

Win 4 points per Canoe.
If you have more Canoes than Palm Trees, the Canoes count for zero points.

Coconut



1 /

Win 1 point per Coconut counter in your bank (including any on your Traveler card).

Sources



Harmony Points

Totems



Win points according to the number of different Totems on your Island.

	1	2	3	4	5	6	7
	0	2	4	7	11	16	22

If you have 2 or more identical Totems, do not include them in your score.

Volcano/Village



Use the Volcanic Ruler to measure the distance that separates the center of each Volcano on your Island from the center of your Village . Each Volcano can earn you 0, 1, 2, 3, 4 or 5 points. Add up the points earned from all your Volcanoes.

This Volcano earns you 3 points



END OF THE GAME

When all players have added their 9th card to their Island and once Pile C is empty, they must calculate the Interim Total of their final 3 Sources of harmony, then the game ends and everyone adds up their final scores.

CALCULATING THE SCORES

Each player adds up their Harmony Points earned via the 6 Sources taken into account throughout the game and then adds any Bonus or Penalty points as indicated on the Destiny cards, as well as any Points earned from their Traveler card and any Bonus Beach and/or Coconut cards.

Bonus and Penalty points on the Destiny cards: Each player adds or deducts from their score the Harmony Points indicated on each Destiny Card in their possession, depending on whether or not they have the most components represented on the card. In the case of a tie, both players include these points.

Traveler points : Each player adds the Harmony Points earned when they played their Traveler card.

Beach Bonus: Each player decides who has the longest Beach (made up of the most Island cards). The player with the longest Beach wins 5 extra Harmony Points. In the case of a tie, both players win these extra 5 points.

Coconut Bonus: The player who has the most Coconut

counters in their bank (including those given by Traveler cards) wins 5 extra Harmony Points. In the case of a tie, both players win these extra 5 points.

The player with the most points has created the most harmonious and sustainable island in the archipelago and wins the game!

In the case of a tie, the player with the most Coconut counters wins. If there is still a tie, both players share victory.

SOLO VARIANT

This variant modifies the rules of the main game in order to play alone. The player faces a robot called the Opponent.

SET-UP

1. Place the Solo gameplay card in the middle of the table and place 3 Coconut counters on the Beach Hut. Leave the Destiny and Traveler cards in the box.
2. Take 6 Coconut counters and the Volcanic Ruler.
3. Shuffle the Island cards and arrange in 3 Piles: A, B and C, each containing the following number of cards: A=16 cards, B=12 cards and C=8 cards.
4. Do not form a row of 4 cards face up.

5. Take a score sheet. You will use the first column and the second column is for the Opponent.
6. In the first box of the Opponent's column, write a starting score for the Opponent according to the level of difficulty you wish to set for the game:
 - Easy = 20 points
 - Intermediate = 28 points
 - Difficult = 35 points
 - Legendary = 42 points
7. Place a Village card in front of you.

GAMEPLAY

- ◇ **Pick up the first 2 cards in the pile being played (A, B or C) and place them face up below the Solo card.**



- ◇ **Pick up 1 of the 2 cards.**

If you choose the card on the left, you must pay 1 Coconut counter and place it on the Beach Hut on the Solo card. If you cannot pay, you are unable to take this card.

If you choose the card on the right, you win a Coconut counter from the Beach Hut. If the Beach Hut is empty, you may take the card but you don't win a counter.

- ◇ **The chosen card is then added to your Island** according to the normal rules.

◇ **The card that you don't choose** is added face down to the Opponent's pile located above the Solo card. If you wish, you can pay 3 Coconut counters to prevent the Opponent from adding this card to their pile. In this scenario, discard the card and place 3 counters on the Beach Hut on the Solo card.

- ◇ **When the pile (A, B or C) is empty, calculate the Interim Total** of your Harmony Points following the main rules and continue playing.

END OF THE GAME AND SCORING

The game ends when Pile C is empty. Add up your last Interim Total and calculate your final score according to the normal rules. Then, calculate the Opponent's score.

CALCULATING THE OPPONENT'S SCORE:

Lay out all the cards in the Opponent's pile in front of you, each lined up. **You don't need to create an Island in the same way a player does.**

Calculate the Harmony Points earned from ALL Sources taking ALL Symbols into account. **In theory, each Source gains Harmony Points, but you must take the following modifications into account:**

◆ If the Opponent has more Fishermen than Fish, you must still take half of the Fishermen (rounded down) into account instead of them counting for zero. Do the same for the Hunters and Birds, as well as the Canoes and Palm Trees.

◆ For the Totems, multiple identical Symbols are taken into account for the player instead of them counting for zero. The Opponent, on the other hand, earns points only for the number of different Totems.

◆ Each Coconut counter on the Beach Hut on the Solo Card (i.e. the Opponent's bank) earns 1 point.

◆ If the Opponent has more Volcanoes in their pile than you have on your Island, they win 7 Harmony Points. Otherwise, their Volcanoes don't earn any points.

◆ For the Beach Bonus, count each of the Opponent's cards that make up a continuous line of Beach. Do not take into account the Coconut Bonus.

◆ Next, add up the Harmony Points earned from all the Opponent's Sources and add these to their initial score (written in the first box of the Opponent's column) in order to calculate their total score.

Compare your total score to that of the Opponent's. Whoever has the most Harmony Points wins the game. In the case of a tie, the player with the most Coconut counters in their bank wins. If there is still a tie, you win.

If you beat the Opponent, you are now ready to play again and increase the level of difficulty! (See step 6 about setting up the solo variant).





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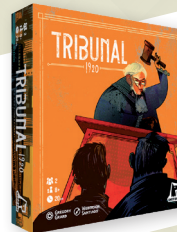
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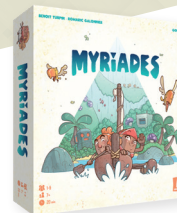
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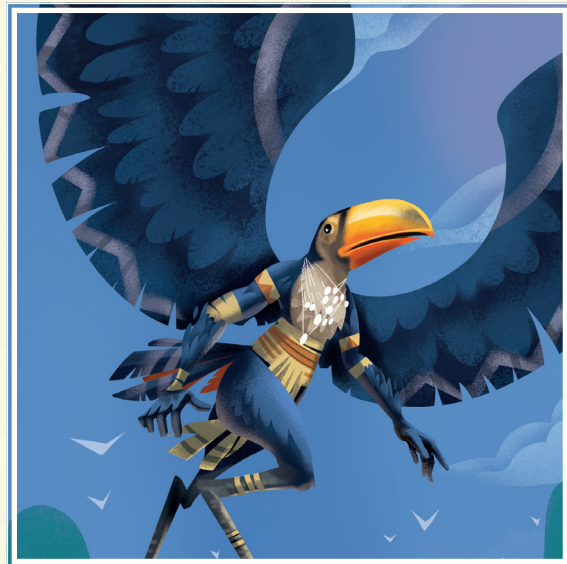
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