

GAME ROUNDS

1. DAWN PHASE

- Reveal 2 Decrees and place them on the board (in a region or next to an altar).
- Refill the Forest (number of cards determined by the number of players).

2. MORNING PHASE

- Starting with the Emissary and going clockwise, take turns placing 1 Explorer face down in a region. Continue until each player has 1 Explorer left on their player mat.

3. NOON PHASE

- Reveal the Explorer on your player mat and gain a number of Fish equal to its Power.

4. AFTERNOON PHASE

- Starting with the Forest and going clockwise, resolve each region:

a. Reveal Explorers:

Flip the Explorers face up and determine each player's total Power.

b. Winner is Triumphant:

The player with the highest total Power collects the region's spirit totem and any Decrees in the region.

c. Choose Actions:

Starting with the Triumphant player and going in order of total Power, stack your Explorer(s), place them in one available action space in the region, and resolve that action. Continue until all players in the region have taken one action.

d. Resolve the Next Region:

In clockwise order until all regions have resolved.

5. DUSK PHASE

- Discard all remaining face-up Decrees to the game box.
- Collect all Explorers and return them to their owners' player mats face down.
- Untask all Islanders.

REGIONS AND ACTIONS

FOREST  Collect a Forest card.

SHORE  Recruit up to 2 Islanders + cycle once

OR Recruit up to 1 Islander + cycle once + recruit up to 1 Islander

OR Cycle once + recruit up to 2 Islanders.

  Recruit up to 2 Islanders.

  Recruit up to 1 Islander + cycle once

OR Cycle once + recruit up to 1 Islander.

  Recruit up to 1 Islander.

 **Cycle:** Discard all Islanders in the recruitment row and refill the row.

VILLAGE  Task up to 3 Islanders.

  Task up to 2 Islanders + gain 1 fish.

  Task up to 2 Islanders.

  Task 1 Islander + gain 1 fish.

  Task 1 Islander.

SACRED LAKE   Pay tribute up to 2 times + draw 2 Elder cards and discard any 1 Elder card.

  Pay tribute up to 2 times.

  Pay tribute up to 1 time + draw 2 Elder cards and discard any 1 Elder card.

  Pay tribute up to 1 time + take the Emissary marker.

  Pay tribute up to 1 time.

KEY ICONS

-  Explorer token
-  Emissary marker
-  Esteem (victory points)
-  Fish
-  Clay token
-  Palm token
-  Ebony token
-  Banyu totem
-  Banyu tribute
-  Gunung totem
-  Gunung tribute
-  Manuk totem
-  Manuk tribute
-  Task an Islander.
-  Task an Islander to activate the effect below the task icon.
-  Continuing effect (until origin of effect is removed from play)



TRIBUTES



BANYU TRIBUTE



GUNUNG TRIBUTE



MANUK TRIBUTE



DECREES



Triumphant player at the Forest gains 1 Esteem.



Triumphant player at the Forest gains 1 palm.



Each time anyone pays tribute, they gain 1 fish.



Triumphant player at the Sacred Lake gains 1 Esteem.



Triumphant player at the Sacred Lake draws 2 Elder cards and discards any 1 Elder card.



Each time anyone pays tribute to Banyu, they gain 1 fish.



Triumphant player at the Shore gains 1 Esteem.



Triumphant player at the Shore gains 2 fish.



Each time anyone pays tribute to Gunung, they gain 1 fish.



Triumphant player at the Village gains 1 Esteem.



Triumphant player at the Village gains 1 clay.



Each time anyone pays tribute to Manuk, they gain 1 fish.

FOREST CARDS

	#
3 red + 1 green + 1 diamond + 1 stone	2
3 red + 1 green + 1 stone	1
3 red + 1 diamond + 1 stone	1
3 red + 1 grey + 1 green + 1 diamond + 1 stone	2
3 red + 1 grey + 1 green + 1 diamond + 1 diamond	1
3 red + 1 grey + 1 green + 1 diamond + 1 diamond	1
3 red + 1 grey + 1 stone	2
3 red + 1 grey + 1 green + 1 green	1
3 red + 1 grey + 1 green + 1 diamond	2
3 red + 1 grey + 1 diamond + 1 diamond	1
3 red + 1 grey + 1 green + 1 diamond	2

