

MOTORRA

RULE BOOK




TWISTED BIT
GAMES



MOTORA

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**Twisted Bit
Games**

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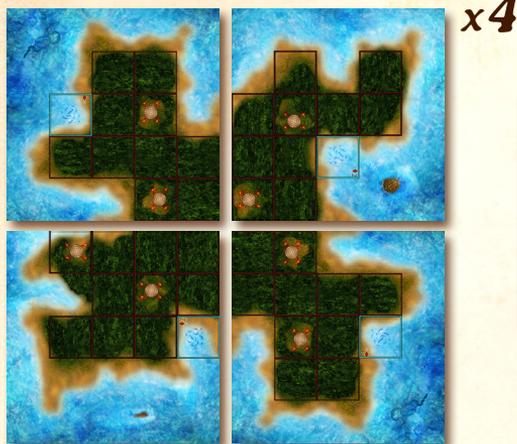
CONTENTS



COMPONENTS	p 3
GAMEPLAY OVERVIEW	p 5
SETUP	p 6
TURN ORDER	p 10
PLACEMENT	p 12
EVENTS	p 14
COMBAT	p 16
ACTION RESOURCE	p 18
ACTIONS	p 18
RESOURCE CONSUMPTION	p 19
BOARD TILES	p 20
EQUIPMENT CARDS	p 21
WINNING THE GAME	p 22
QUICK REFERENCE GUIDE	p 23



COMPONENTS



BOARD SECTIONS



PLAYER BOARDS

Where players keep track of their resources as well as their available tribe members.



RESOURCE TOKENS

Represent the food, water and shelter the tribes need to keep their tribe members alive.



TRIBE MEMBERS

The workers that carry out all the tribe's actions.



IDOLS

The objective of the game.
Gather them to win!



VILLAGE MARKERS

Mark the location of each tribe's village.



COMPONENTS



x24



CRAFTSMEN CARDS

Items like weapons and tools that enhance tribe members.

x30



EVENT CARDS

The natural events of the island. Can be anything from malaria to an erupting volcano.

x16



TEMPLE CARDS

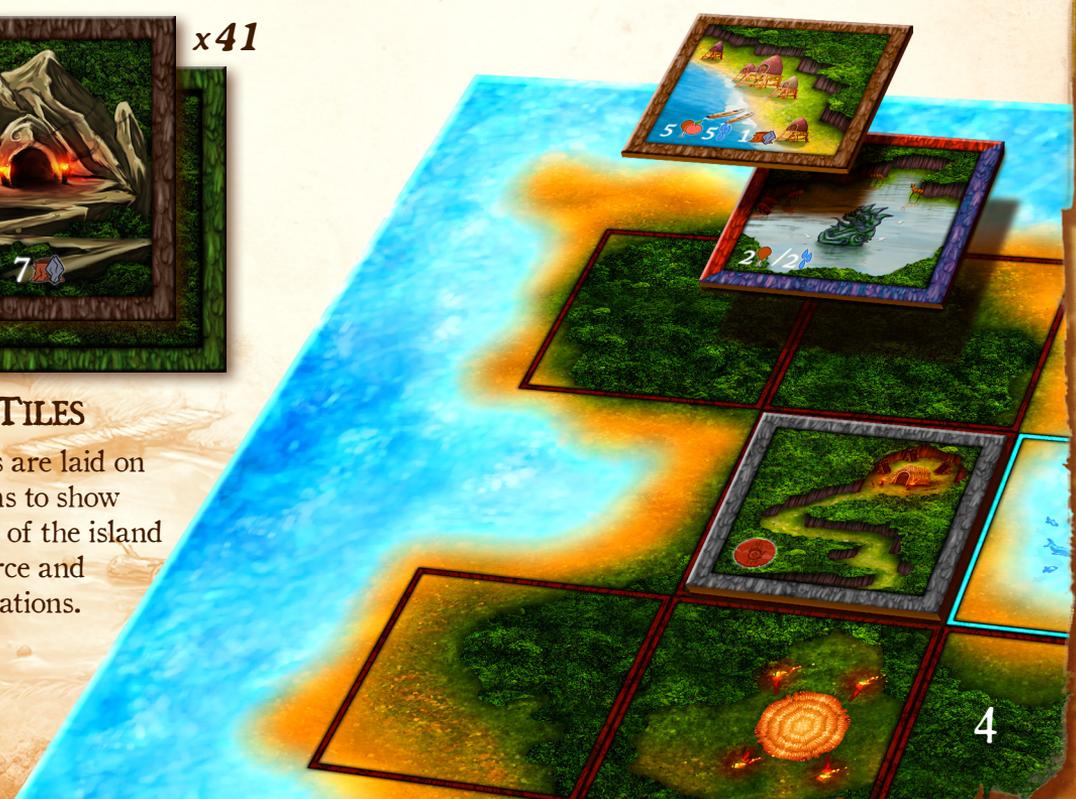
Items like poisons, blessings and curses that allow you to change the environment.

x41



BOARD TILES

These tiles are laid on the sections to show the details of the island like resource and village locations.





GAMEPLAY OVERVIEW



The island of Motora is in crisis. For generations the gods had made the island a paradise for the various tribes that live there...But no longer.

As the land became increasingly desolate the tribes turned to the priestesses for a solution to the anger of the gods.

After countless ceremonies, sacrifices and rituals the priestesses had their answer. Any tribe that could gather and unite the sacred idols scattered across the islands would find themselves spared from the wrath of the gods.



There are **TWO WAYS** to **WIN** the game.

**Gather
idols**

OR

**Eliminate
all the other
tribes**

MOTORA is a game of **SURVIVAL** and **STRATEGY**

Whilst trying to gather the sacred idols and save their tribe, players must also carefully manage their food and water supplies to keep all their tribe members going. Don't forget that other tribes want to survive too, and they'll be fighting you for increasingly sparse resources as the gods leave the island more and more desolated.

Will you save your tribe from the wrath of the gods?

OR

Will you become a victim of their wrath?

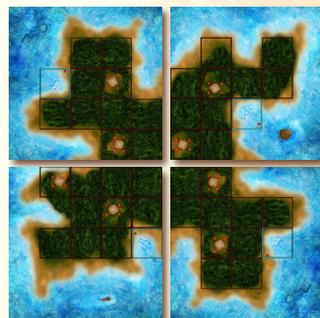


GAME SETUP



THE BOARD

1. Take the four sections of the board and place them together to form an island. The sections can be in any order as long as the island is in the middle. You should end up with something like this:



2. Take the tiles and sort them into village and non-village tiles. Village tiles have a brown border and show three different resource values as shown in this picture:



3. Shuffle both groups of tiles separately. Place the village tiles on the designated spots.

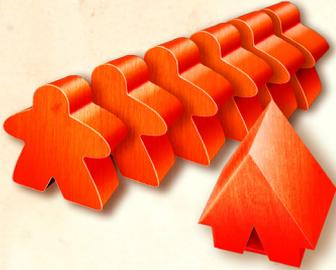
4. Fill the rest of the board using the remaining tiles. You should end up with something like this:





GAME SETUP

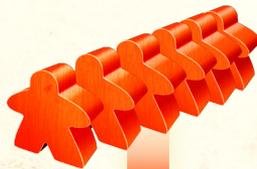
PLAYERS



1. Each player selects a color for their tribe and starts the game with six tribe members and a village marker.
2. The hungriest player goes first. (Alternatively roll a d6 each, the highest rolling player goes first) They collect the first player token.
3. The first player chooses a village location and places their village marker there. The rest of the players choose their villages in a clockwise order.



4. Each player takes the resources indicated on their village tile. This is the only time they take these resources. They then place six tribe members of their colour in the 'Active' section of their player board.





GAME SETUP



THE CARDS

Shuffle the Temple, Craftsmen and Event Cards into three decks and place them beside the board.



IDOLS

Flip over the unselected village locations. Place an idol on each flipped tile. If there are six players, an idol is also placed on a random temple.





MOTORA





TURN ORDER



Each turn is made up of three phases.

PLACEMENT

In this phase tribes take turns to place their tribe members.

1. The first player places one tribe member. The rest of the players place one tribe member in a clockwork order.
2. Repeat this step until all players have placed two tribe members.
3. Once all players have placed two tribe members an event card is drawn and resolved.

4. Once the event has been resolved, players place their remaining tribe members using the same clockwise order.

(Further details for the placement phase can be found on page 12)





TURN ORDER



COMBAT

Starting with the first player, all tribes resolve any combats they are involved in. Combat occurs if any of the following are true:



Two or more tribe members from different tribes occupy the same tile.



A tribe member is placed on the village of another tribe.

RESOURCE ACTION

After all combat has been resolved then the Action Resource phase takes place. Each tribe resolves the actions of their tribe members. These actions can include gathering resources, moving idols and recruiting new tribe members. In this phase players also consume resources and resolve any consequences of not having enough of any particular resource.

All players may play this phase simultaneously if they feel comfortable doing so.

Further details for the resource action phase can be found on page 16.

At the start of the next turn the player to the left of the first player is the new first player, pass them the first player token.



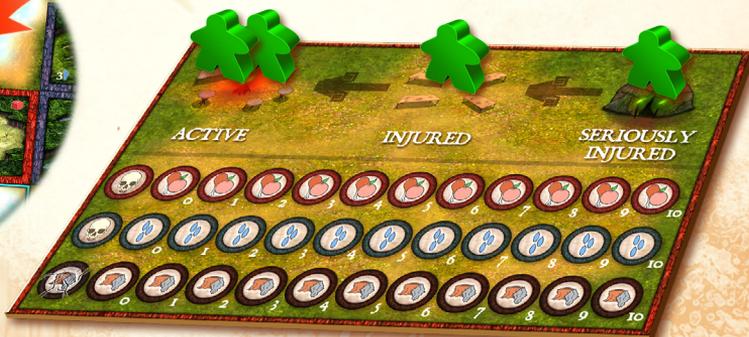
PLACEMENT

PLACING

- The resources a tribe member can gather or the actions they make depend on where they are placed.



- Once a tribe member has been placed, they cannot be moved in the same turn.
- Tribe members do not gather resources or fight other tribes as they are placed, these things happen later in the turn.
- The first player places a tribe member first and then the rest of the players take turns placing in a clockwise order.
- Players only place one tribe member at a time.



- Players can place any tribe members that are in the Active section of their player board.
- Tribe members in the Injured and Seriously Injured sections as well as those outside of any section may not be placed.



PLACEMENT

RANGE/PATHING

RANGE

- Tribe members can be placed up to five tiles away from the village (not counting diagonals) without any cost.
- If a player wants to place one of their tribe members further away then they must immediately spend one shelter for each tile more than five.

PATHING

- The path between a tribe member's destination and their village may not cross the volcano or the ocean.
- If an obstacle such as the volcano or the ocean blocks a tribe members path, they must go around it and pay any shelter costs this incurs.
- Tribe members and villages do not block placement.
- It is important to remember that tribe members can be placed ON any tile except for the volcano, the effects of placing tribe members on these tiles is covered in the Action Resource section.

EXAMPLES

- In the first image a tribe member has been placed seven tiles from their home base. The controlling player must pay two shelter to place them there.
- In the second image you can see how the path a tribe member takes (and by extension their range) is affected by the volcano.





PLACEMENT



EVENTS

- After every player has placed two tribe members stop placing tribe members.
- Draw an event card and resolve it.
- There is one event per turn unless a Cursed Season is drawn.
- If an event card requires selecting a random tile roll one D6 and use the numbers in the top right of that tile to select it.
- If the tile has two options then it will be selected on either result.
- If the rolled result is already destroyed, roll again.

Event Cards have a number of different potential effects. Some of these are resolved immediately and others are resolved later.

RESTRICTING AND DESTROYING TILES



- If an event card makes a tile unavailable then tribe members cannot be placed there this turn. Any Tribe members already in that location are returned to the player board and placed next to the Active section.
- Idols and tribe members can pass through or be placed on a destroyed tile, but it won't generate any resources (fishing is unaffected).
- Any Tribe members already in that location are returned to the player board and placed next to the Active section.
- If a tile is to be destroyed when an idol is on it, that tile is not destroyed by the event.
- If a tile is destroyed flip it over, it cannot be used for the rest of the game. Any Tribe members already in that location are returned to the player board and placed next to the Active section.



PLACEMENT



(Events continued...)

AFFECTING RESOURCES

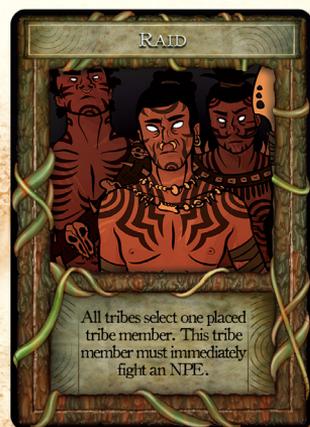
- If an event card adds or takes away resources then this happens immediately.
- Tribe members will not die from losing resources to events in this way.
- If an event card affects consumption then this happens in the Action resource phase when resources are consumed.
- Tribe members can be killed by events which affect consumption.



AFFECTING TRIBE MEMBERS ON THE BOARD

- Some events will require you to select a random tribe member. Give each placed tribe member (there should always be two) a value of 1-3 or 4-6.
- Roll a d6 and resolve the event against the selected tribe member.

The card pictured to the right describes an 'NPE'. When fighting an NPE, make a normal combat roll against a player who rolls for the NPE (note: this player is not in the fight)





COMBAT



OVERVIEW

Combat is the second phase in each turn. The combat phase only happens if one of the following situations is true:

- Any number of tribe members from different tribes have been placed on the same tile.
- Any number of tribe members are placed on another tribe's village.

PROCESS

- Combat is resolved by player order, the first player resolves any combats involving their tribe members then the next player does the same. This continues until all combats have been resolved.
- Combat is resolved by all involved players rolling dice at the same time.
- Every player rolls two dice and compares their total scores.
- The highest roll is the winner.
- In the event of a tie, all players reroll.
- The difference between the scores determines what happens to the loser of the combat.
- If more than two players are in a combat, all losers are affected by the largest difference in scores.

This Table Shows the different combat results based on the difference in scores.

DIFFERENCE IN ROLLS	RESULT
1-2	Losing tribe member is placed next to the Action section of the player board.
3-4	Losing tribe member is placed next to the Injured section of the player board.
5-6	Losing tribe member is placed next to the Seriously Injured section of the player board.
7-8	Losing tribe member is killed immediately. Remove them from play and don't place them on the player board.
9-10	Losing tribe member is captured and placed on the winning tribe's player board.



COMBAT



EXTRA TRIBE MEMBERS IN COMBAT

- Tribes can commit more than one tribe member to a combat by placing them on the same tile.
- For each extra tribe member involved in a combat that player may reroll one of their combat dice.
- Rerolls are optional. If a player has rerolls available and would rather force a tie to reset combat then they can do so.
- If both tribes must reroll due to a tied score, then any rerolls that have been used are still considered used.
- If a tribe with more than one tribe member loses a combat, only one of these tribe members can be injured / killed. The other(s) are placed next to the Active section of their player board.

VILLAGE COMBAT

It is possible to place tribe members on the village of another tribe in order to raid them.

- If a tribe is fighting in their own village then combat works as normal with one difference, when fighting in their own village a tribe adds +1 to their combat roll.
- If two tribes are fighting in a village that belongs to neither of them then combat occurs as normal.

RAIDING

It is possible to place tribe members on the village of another tribe in order to raid them.

- If you have a tribe member placed on the village of another tribe in the combat phase (and after winning any necessary combats) then they made raid the village. If the owner of the village does not place a tribe member there then raiding can be done without combat. Raiding gives the following options:

- Roll a d6 and steal that much food OR water.
- Roll a d6 and destroy that much shelter.
- Rescue any prisoners from your tribe.
- Transport an Idol owned by that tribe.
- Steal one random piece of unused Gear.

- No matter how many tribe members are part of a raid, only one of these actions can be taken.
- Only the resources present can be stolen regardless of how high the dice roll is.

After the raid is over place any involved tribe members in the Active section of the player board.

CAPTURING TRIBE MEMBERS

- Prisoners cannot be placed by their captor
- They will not defend the village
- Prisoners consume resources from their captor (but not on the turn they are captured).
- Prisoners can be sacrificed using the Sacrificial Knife temple equipment card at any time.
- Prisoners can be cannibalised at any time; roll a d6 and gain that much food.



ACTION RESOURCE



The action resource is the third phase in a turn. Before doing anything else in this phase ALL players do the following:

- Move any tribe members from the Seriously Injured section to the Injured section and any in the Injured section to the Active section. Tribe members do NOT move on the turn they are injured.

ACTIONS

In this turn there are a number of different actions tribe members can carry out, this is also when tribes must consume the resources to keep their tribe members alive. The available actions are as follows:

- **GATHER:** The tribe members gathers the resources on the tile where they are standing. Place the tribe member into the Active Section and mark the resource gain on your player board. Tile resources can only be gathered by one tribe member per turn.
- **FISH:** The tribe member gathers food from an adjacent (not diagonally) fishing spot. Place the tribe member into the Active Section and mark the resource gain on your player board. Fishing locations can be gathered from once per adjacent tile.
- **TRANSPORT:** The tribe member(s) move an idol one tile per present tribe member up to a maximum of two. Place the tribe member(s) into the Active Section. If a tribe member transports an idol then they cannot also gather any resources. Idols can only be moved once per turn.
- **RECRUIT:** If two members are present on their home village then that tribe gains a tribe member. Place the tribe members on the Active section of the player board. The newly recruited tribe member does not consume resources this turn. The maximum tribe size is 8 tribe members.
- If a tile has more than one available action in that location then multiple actions can occur as in the example below.

EXAMPLE

In this picture you can see a tile with three tribe members. Each of these tribe members can still carry out one action. One of them can **Gather** 5 water, another can **Fish** for 2 food and the last can **Transport** the idol one tile.

Alternatively one of the other tribe members could help **Transport** the idol instead of deciding to **Gather** or **Fish**.





ACTION RESOURCE



RESOURCES

While resources are gathered during this phase they are also spent. Any unspent resources are stockpiled and carried onto the next turn. The three resources in the game and their requirements are as follows:

FOOD



Each tribe needs to consume one food per tribe member per turn. If you do not have enough food after you have **Gathered**, then one of your tribe members dies and is placed on one of the shrines on the player board. The two subtypes of food are Plant and Meat but these do not affect gathering or consumption unless event/gear cards say otherwise.

WATER



Each tribe needs to consume one water per tribe member per turn. If you do not have enough water after you have **Gathered**, then one of your tribe members dies and is placed on one of the shrines on the playerboard.

SHELTER



Each tribe only needs one shelter per turn. Shelter can also be used to increase the placement range of tribe members as described on page 13. The two subtypes of shelter are wood and stone but these do not affect gathering or consumption unless event/gear cards say otherwise. If you do not have enough shelter after you have **Gathered**, then you cannot stockpile any resources for the next turn and will start the next turn with 0 food, water and shelter. You will also lose any Equipment Cards you have.

VILLAGES AND CONSUMPTION

The starting resources from village tiles are only taken once. In the rest of the game placing tribe members in your village still has an effect. The first tribe member you place in your village does not consume resources that turn. Further tribe members placed on the village consume as normal. For Example: A tribe with six tribe members places one of them in its home village, this turn they only need to consume five food and five water. Shelter consumption is unaffected by this.

LOSING TRIBE MEMBERS

You can't lose all your tribe in a single turn if you're short of resources. You only lose one tribe member to a lack of food and one tribe member to a lack of water per turn. So the maximum number of tribe members you can lose to resources per turn is two.



BOARD TILES



VILLAGES

There are four different village tiles. All of them are marked by the same border colour as well as the fact that only villages show three resources. The resource icons in the bottom left are the starting resources for this village. Starting resources are only ever taken at the start of the game. Villages can never be destroyed.



RESOURCE TILES



- The type of resource is indicated by the colour of the border. The type and amount of resources available are also shown in the bottom left corner. The number in the top right is used when players are required to select a random tile (by rolling a d6).
- Tiles with a “/” offer a choice of resources, tribe members cannot **Gather** both even if multiple tribe members are present.

SPECIAL TILES

WILD BOARS



- Before you Gather from this tile roll a d6. If you roll a 1 do not gather any food and place the tribe member next to the Injured section of your playerboard.

THE VOLCANO



- This tile is impassable.
- It cannot be destroyed.
- Tribe members and idols cannot move through this tile.
- The eruption event starts from the top of this tile.



EQUIPMENT CARDS



There are two types of equipment cards in the game. ‘Craftsmen’ cards and ‘Temple’ cards. These cards can be gathered from the Craftsmen hut and Temple tiles respectively. When a tribe member decides to gather from one of these tiles they take one card from the appropriate deck. Equipment cards are kept next to the player board but players may keep them face down if they choose.



There are two subtypes of equipment cards.

GEAR CARDS

- Gear cards can be reused.
- When gear cards are assigned, the appropriate token is placed next to a tribe member as they are placed.
- Only one tribe member benefits from the gear.
- Multiple instances of Gear like “Warrior Blade” can affect a combat.
- Unused gear can be stolen in raids.



SINGLE USE CARDS

- Single use cards are used once then returned to the bottom of the deck.
- Single use cards must be used at the start of a turn before anyone has placed a tribe member unless the card states otherwise.





WINNING THE GAME



There are two ways to win the game:

LAST MAN STANDING

- If only one tribe has surviving tribe members, then they are the winner.
- If all the tribes lose all their tribe members simultaneously then whichever tribe has the most idols gathered up to this point is the winner.
- If the score is still tied then the game is a draw.

GATHERING IDOLS

The sacred idols scattered across the island of Motora bestow blessings on those who control them. Gather enough and you will win the game!



- When an idol is moved onto your village place it on the Shrine of Life or the Shrine of Death.
- The idol cannot be moved once placed, unless it is taken from your base in a Raid and later returned.
- The benefits of an idol affect all tribe members and apply as long the idol is on the shrine.
- These benefits are lost when a Raid removes the idol from the shrine.
- For each idol placed on the Shrine of Life that tribe receives plus one to gathering from all tiles excluding equipment cards.
- For each idol placed on the Shrine of Death the tribe gains +1 to all combat rolls.
- Players also place any tribe members that die on the shrines. For each two tribe members placed on a shrine, the tribe gets the shrine's benefit. (see above comment)
- The game ends as soon as a tribe has gathered the required number of idols.
- The number of idols required to win the game varies depending on the number of players.

NUMBER OF PLAYERS	IDOLS REQUIRED TO WIN
2	4
3	3
4	3
5	2
6	2



QUICK REFERENCE



DIFFERENCE IN ROLLS	CONSEQUENCE
1-2	Losing tribe member is placed next to the Action section of the player board.
3-4	Losing tribe member is placed next to the Injured section of the player board.
5-6	Losing tribe member is placed next to the Seriously Injured section of the player board.
7-8	Losing tribe member is killed immediately. Remove them from play and don't place them on the player board.
9-10	Losing tribe member is captured and placed on the winning tribe's player board. (But not in any section)

NUMBER OF PLAYERS	IDOLS REQUIRED TO WIN
2	4
3	3
4	3
5	2
6	2

NPEs

There are Event and Equipment cards that require players to fight an "NPE" or "Non Player Enemy". When a player has to fight against an NPE they roll as normal, another player rolls for the NPE. If an NPE captures a tribe member then they are just killed instead.