

LIANTS

Rules for a 2 Players game

Game rules are identical to the 3-5 player game except for the following points that are added to the existing rules.

Game preparation:

Starting material for each player at the beginning of the game: 1 chief, 1 sorcerer, 2 workers, 3 tribe markers, and 7 bases.

6 neutral workers, of a color not in play, are placed beside the game board (the chief and sorcerer of the neutral team are not used).

A player is chosen to start the game and places the first player pawn in front of his/her screen.

1-Drawing moais from the quarry

Each new turn, the first player casts the **3 white dice**.

2-Auction in the moai quarry

The auction is identical

One worker (or the chief) is needed to sculpt a size 1 moai, 2 workers (or the chief) for a size 2 moai, and 3 workers (or the chief) to sculpt a size 3 moai.

There is no requirement to bid tribe markers during the auction to sculpt a moai.

The chief can only participate in sculpting one statue per auction phase (he cannot sculpt a size 1 moai, and then a size 2 moai in the same turn).

If a player has unused workers after a first round of sculpting, these may be used to sculpt a second, or even a third statue.

Example: dice give: Size 2, size 2, size 3

Players bids:

Yellow: chief, 2 workers, 2 tribe markers (2.5 Rongo tablets).

Green: chief, 2 tribe markers (5.5 Rongo tablets). He choses first since he has more Rongo tablets. He can pick a size 2 or 3 moai, and takes the size 3 moai.

Two size 2 moais remain. Yellow takes one (using his chief). Green does not have any workers remaining as his chief has already sculpted a moai during this auction. Yellow therefore takes the remaining size 2 moai since he still has 2 unused workers left.

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3-Placement of transporter figurines and playing the sorcerer's action

Actions A, B, C, D, and E are identical to the normal game rules.

Players have a supplementary action:

F-Playing a Tribe marker from his reserve to recruit or move a neutral worker

-Recruiting a neutral worker: The player takes a neutral worker still available on the side of the game board and places it immediately on any hexagon of the board, along with one of his Tribe marker from his reserve.

The tribe marker is placed beside the recruited neutral worker to indicate that he temporarily belongs to this player.

It is possible to recruit neutral workers as long as there are any remaining on the side of the game board.

-Moving a neutral worker: A player may move an unmarked (who does not have a tribe marker beside him) neutral worker on any hexagon of the board and places one of his Tribe marker beside this worker. One cannot move a neutral worker already marked to his adversary's color.

When a neutral worker is placed on the board, wooden logs may be placed along with him, as during the placement of one of his own workers. Wooden logs are taken from the player's stock.

4-Transportation/marketing of the moais and headdresses

A neutral worker earns transportation points to his temporary owner if the adversary uses him to transport his moais/headdresses.

Unmarked neutral worker may be used for free to transport any player's statue. There is no limit to the number of moai/headdress they can transport.

5-End of turn and changing of the first player

At the end of the transportation phase, all the Tribe markers that were used to mark the neutral workers on the board are removed from the board and returned to the players' reserves.

The neutral workers, however, remain on the board. If there were any wooden logs with them, they are definitively removed, whether or not they were used to transport a statue/headdress.

Final scoring

It is identical to the normal game. **Rongo tablets do not score any points.**