



Maeva! Even in the South Seas under the sun and the palm trees, the inhabitants compete for the most valuable objects and the most impressive buildings.

But in doing so, they find themselves in a dilemma; whether to press ahead short-term with the production of higher quality objects using commodities acquired by chance, such as clay, wood, seashells, bamboo and fish, or whether it is best to produce tools first of all, to enable a more effective production as a result.

Set-up

- Shuffle the commodity cards. Each player receives 6 cards in his hand.
- The remaining cards are placed in a pile, face down. The top 3 cards are laid side by side, face up beside the pile.



- The tool cards are sorted according to the tools and placed in 4 piles, within easy reach of everyone.



- Some product cards must be removed if there are less than 5 players. For 4 players, remove the 6 cards bearing the figure 5 at the right edge (for 5 players). For 2 or 3 players, also remove all cards marked with 4+.

Return the removed cards to the box.



- Then make 2 piles of product cards. According to their markings, sort them into pile I or II. Next shuffle each pile separately. First place pile II face down, then stack pile I face down on top of it. These cards form the draw pile.



- Now take 10 cards from this pile, turn them face up and place them in the centre of the table as a general layout of cards.



Play

The youngest player begins. Play moves in a clockwise direction. Each player takes a turn, then play moves to the next player. The game ends once the pile of product cards has been used up. As soon as the general layout of cards can no longer be replenished, each player has exactly one more turn (including the player who has just started the last round by drawing the card from the layout of cards). After that, the points are added up. The winner is the player with the most points.

Turns

A turn always consists of 3 elements.

1. Drawing a commodity card
2. Performing an action or passing
3. Checking your hand card limit and discarding cards if necessary.

First of all, on your turn, draw a commodity card. It is compulsory to draw a face down card from the pile. (Certain rules may be broken by tool cards. For example, with the "spear" card, you may choose whether you draw one card from the face-down pile or one from the face-up commodity cards.)

It is compulsory to draw a commodity card.

Commodity cards, which have already been played, are laid face up in a discard pile. If there are no longer sufficient commodity cards to draw from, reshuffle the discard pile and begin a new pile of commodity cards.

Following that, you may perform exactly one action. Performing an action is optional. You may refrain from performing the action and pass.

If you perform an action, you have the following options:

- Exchange 2 commodity cards for one of the face-up commodity cards. For this, lay any two of your hand cards on the discard pile and take one of the three face-up commodity cards into your hand. Turn over a new commodity card immediately. There must always be 3 commodity cards lying face up.
- Exchange hand cards for a product from the layout of cards. If you acquire a product, you generally place it face up before you. The products “canoe”, “hut” and “stoneware” are exceptions. These products do not carry any points of their own and are required for the acquisition of higher value products. Stoneware, huts or canoes are always *(the same as the commodity cards)* held in the hand *(this does not increase the hand card limit!)*.
- The commodities or products required for the acquisition of a product are shown at the bottom of the product cards. The commodity cards required for the acquisition of a product card are laid face up on the discard pile. Product cards (*i.e. stoneware, huts and canoes*), which are required for the acquisition, are removed from the game.



- Acquiring a tool card. To acquire a tool card, you need the required number of the same commodities, as shown on the card. The type is irrelevant, but they must always be commodities of one type (*thus, either seashells or wood or clay or fish or bamboo*). All the tool cards are available for acquisition by the players. It is irrelevant, in which order you acquire the tool cards. However, each player may only possess a maximum of one of each tool card.

- You may lay one or more commodity cards at a store (see store cards).



Hand card limit

At the end of your turn, you may not hold more than 6 cards in hand. If, at the end of your turn, you are holding more cards, then the excess number must be discarded. Discarding cards to reach your hand limit does not count as an action and must be carried out in any case.

Tool cards

Basket: The basket tool card increases the hand limit to 8. Thus, at the end of your turn, you must only discard cards if you are holding more than 8.



Spear: When drawing commodity cards, the spear card allows you to either draw from the face-down pile or choose one of the 3 commodity cards lying face up. If you draw one of the cards lying face up, replace this immediately with one of the cards from the face-down pile.

Fishing net: The fishing net turns your fish into a joker. You may replace any other commodity (i.e. clay, wood, bamboo or seashells) by fish, in order to acquire cards from the layout of cards.



ATTENTION:

- When acquiring tools, fish may never be used as a joker to replace one of the required, same cards.
- Fish as a joker may not be laid at one of the store cards.
- Fish as a joker may only replace commodities, but not the product cards hut, canoe or stoneware.



Cart: When drawing commodity cards, the cart allows you to draw 2 cards. You must draw at least one card, the second one is optional. If you also hold the "spear" card, you may choose whether you take both cards or one each from the face-down pile and the face-up cards. If you first take one of the face-up cards, this is replaced immediately, so that when drawing your second card, you once again have the choice between 3 commodity cards lying face up.

Product cards

Stoneware, hut, canoe: These product cards are required for the acquisition of higher value products. They are always taken into your hand. If you use them to acquire another product, they are removed from the game.



Production sites: Forest, clay pit, bamboo forest, seashell beach: You need 4 of the same commodity for each of these cards (e.g. 4x fish or 4x wood ...) If you own a production site, then you need 1 less commodity card to acquire the corresponding product.

Example: The player who owns the forest can acquire the jetty card using only 2 wood cards from their hand (instead of 3).

Store cards: Wood store, pottery, bamboo store, seashell chest, jetty, well, village, market: These cards allow you to lay commodities or products by these cards. The commodities and products that may be laid there are shown on these cards. For each card laid, you receive the number of points shown on the store card, thus for example: for the wood store 1 point per wood, for the seashell chest 2 points per seashell and for the jetty 3 points per canoe.



The following applies to the market: To acquire the market, you require exactly 1 canoe, 1 hut and 1 stoneware. Canoes, huts and stoneware can be laid at the market. Laying commodities or products at a store card counts as an action. *(Thus, you may not acquire a product and lay cards at the store cards during the same turn.)* For each action performed, you may only lay cards at one store card. However, you may lay any number of cards at this store card. *(Example: Andrea lays 2 canoes and 1 hut at the market. Her turn is then finished).*

Products: Jetty, bridge, tiles, statue, palisades, temple, aquarium, fish basket, two-man canoe, chinaware, cult site: These cards count the points shown on them.



Seashell necklace: The points for the seashell necklace depend on how many of these cards you have collected at the end of the game. You score 2 points for 1 card, 5 for 2 cards, 9 for 3 cards, 14 for 4 cards and 20 points for 5 or more cards.



End of the game

At the end of the game, you each count up the points of your acquired product cards, tool cards and all commodities and products laid at the store cards. The player with the most points wins.