

EASTER ISLAND

A Game by Odet L'Homer and Roberto Fraga

Easter Island is a mysterious island in the South Pacific. Its inhabitants have long since vanished without a trace except for the giant Moai. These giant statues are so large and heavy that modern man has had a difficult time recreating them without modern tools. Tools the original inhabitants most certainly couldn't possess.

This game speculates that the statues were, in fact, beam weapons created by two very powerful wizards. These wizards used the statues in a giant game, with the island itself as the board.

You are now one of those wizards...

OBJECTIVE: The goal of the game is to destroy your opponent's statues while protecting your own from being destroyed.

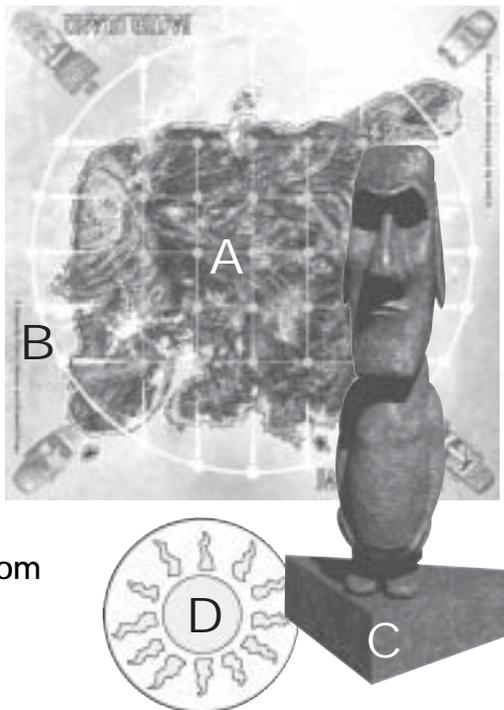
GAME COMPONENTS:

Game Board (A) –

25 intersections surrounded by a circle of 20 Sun Token positions and arrows indicating sun ray routes (B).

14 Statues (C) – (7 for each player) During the game sun rays enter either side of the statues and are emitted from the eyes. More on this later.

16 Sun tokens (D) – (8 for each player) One side indicates a player color and the other, the sun ray.



GAME SETUP:

1. Each player chooses a color and takes all statues and tokens of that color.
2. Each player begins the game by placing four statues on the board. Players alternate placing statues, starting with the oldest player, until both have four of them on the board.

Keep in mind that the statues must be placed on the intersecting lines (including the edge spaces) of the island grid. When placed, the back of the statue should be parallel with one of the lines and the nose lined up with the perpendicular line. Use the triangular base for alignment purposes. (See above illustration for example.)

Pawn Placement Examples



GAME PLAY:

The oldest player begins by taking only one of the actions listed below. Following this, each player takes two actions per turn. These actions may be taken in any order and you may repeat the same action during your turn.

The Five Actions include:

1. Place another statue on the board aligning it according to the triangular bottom. (See above for details.)
2. Put one Sun token face down on one of the 20 points around the island. Once placed, this token may never be moved.
3. Rotate one statue in place following the alignment restrictions.
4. Move one statue in a straight line following the printed grid lines. You may not rotate it or jump over other statues when moving.
5. Direct a ray from one of your Sun tokens. Indicate this by turning one of your Sun tokens to the sun side. The token remains on that position, sunny side up, indicating that no ray may be sent from this position for the rest of the game.

Restrictions:

- A sun ray cannot be directed if it will involve the active player's statue put in play this turn.
- A sun ray cannot be directed from a Sun token placed during the current turn.

Effects of the Sun Ray:

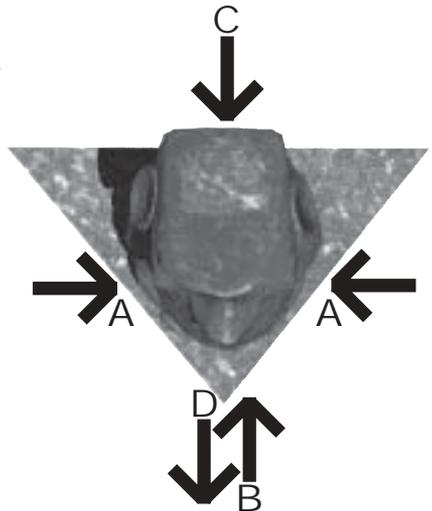
When a Sun token is flipped to the sun side it causes a sun ray to be sent from the token straight towards Easter island, following the line of the yellow arrow. Once a token is turned sunny side up, it remains that way until the end of the game.

When the ray hits a statue (either directly or deflected from another statue):

From the side (A) - The statue sends the ray in the direction that the eyes are pointing (D).

From the Front (B) - The statue is destroyed.

From Behind (C) - The statue is destroyed.



Effects of the Sun Ray Attack
Illustration A

Statues are destroyed when:

(Illustrations are on the following pages.)

1. Hit from the front or the back with a sun ray. (Illustration B - page 5 and illustration C - page 6.)
2. The statue is the last one or the only one hit by the ray. (Illustration D - page 7.)
3. The statue reflects the same ray twice, once on one side and then on the other. (Illustration E - page 8.)

When a statue is destroyed, it is immediately removed from the board and may not be used again. (Put it off to the side or back in the box).

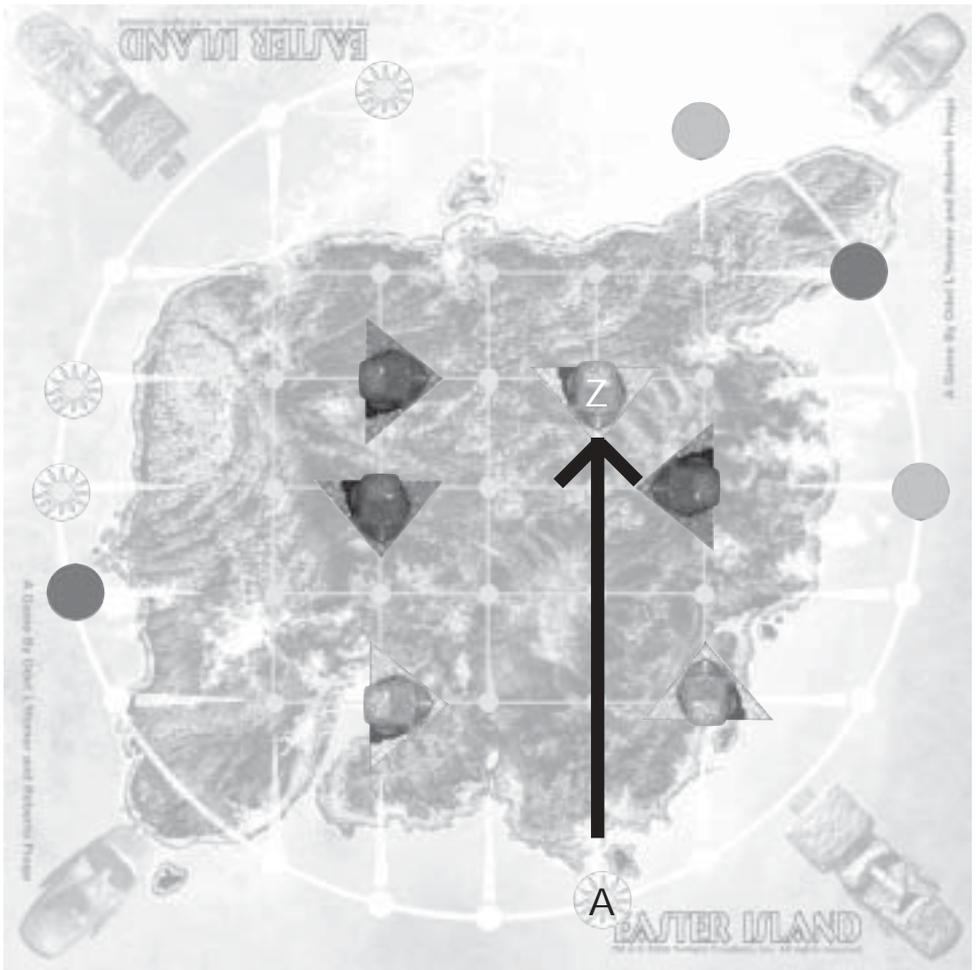
Each Sun ray can only destroy one statue.

END OF THE GAME:

The game ends when one player has only one statue left on the board. Even if either player has any statues that can still be played but have not yet been placed on the board the game is over.

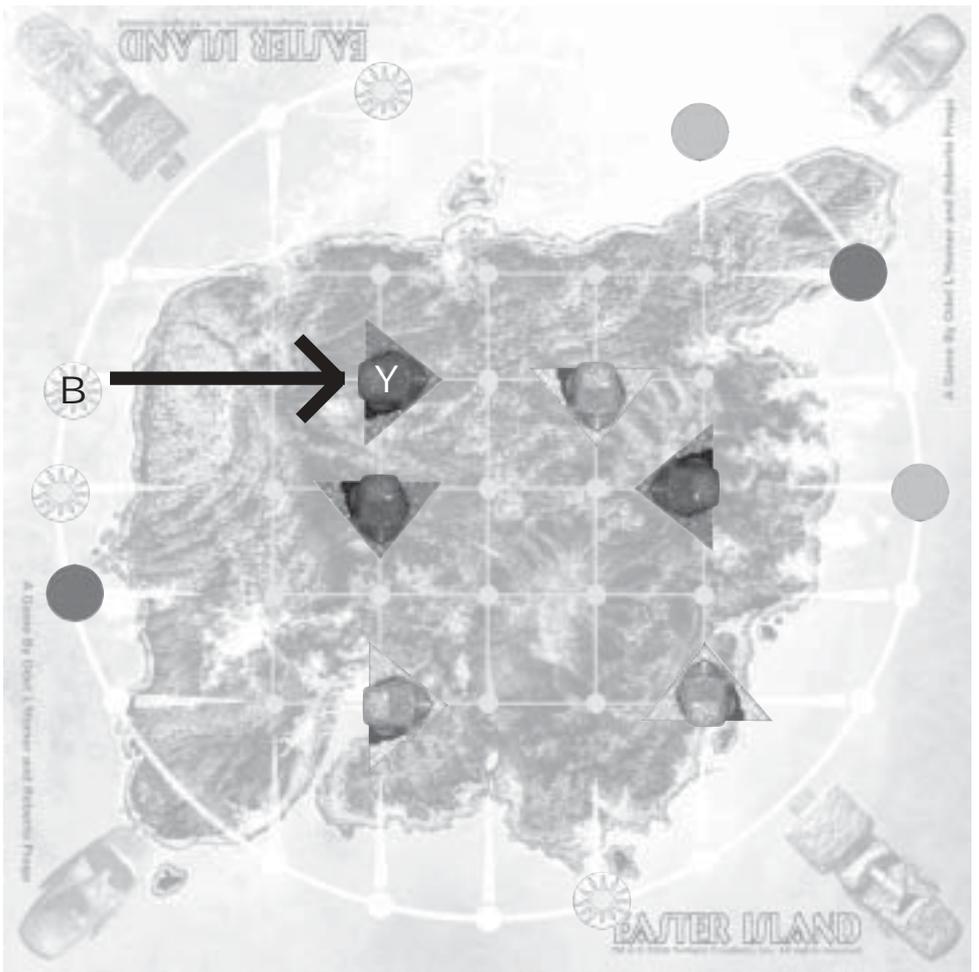
The winner is the player with two or more statues left on the board.

IN VERY RARE CASES - If no more rays can be sent, the player with the most statues on the board wins. If both players have the same amount of statues left, the player who put the last statue on the board wins.



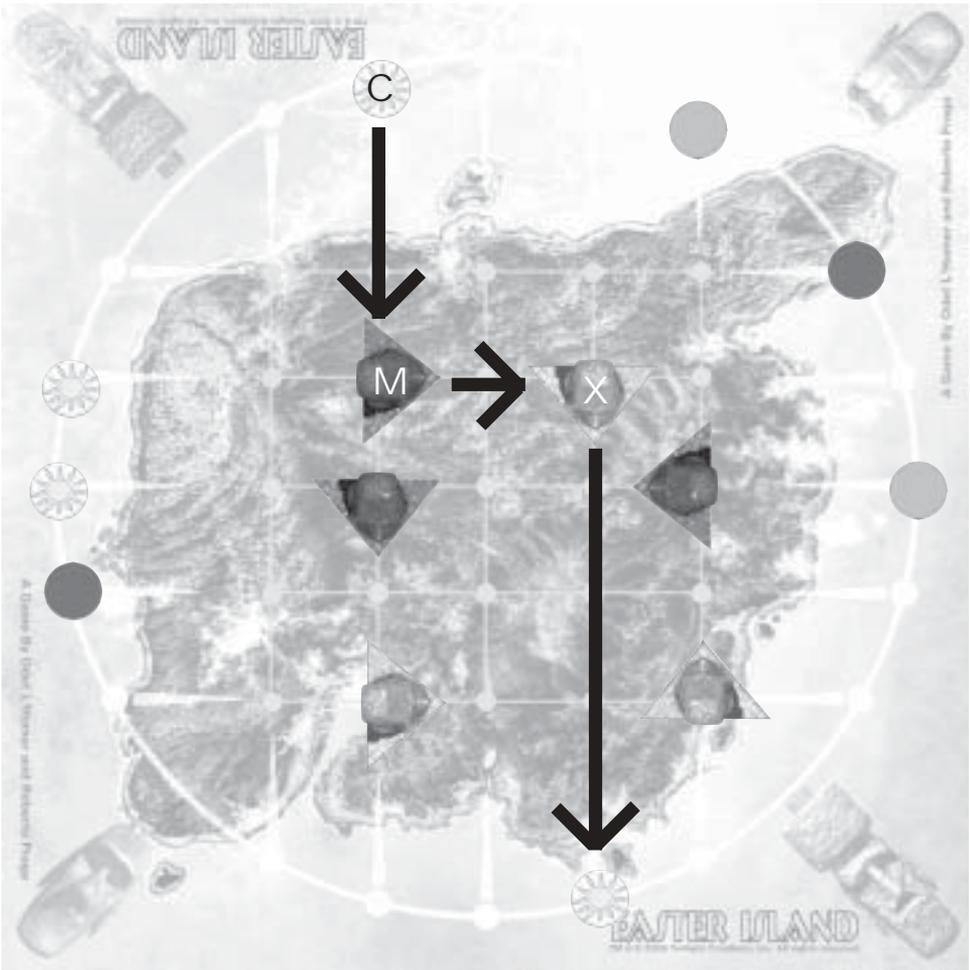
Effects of the Sun Ray – Illustration B

A statue is destroyed when it is hit from the front by a sun ray.
– When Sun token “A” is flipped it destroys statue “Z”
because it hits it in the front.



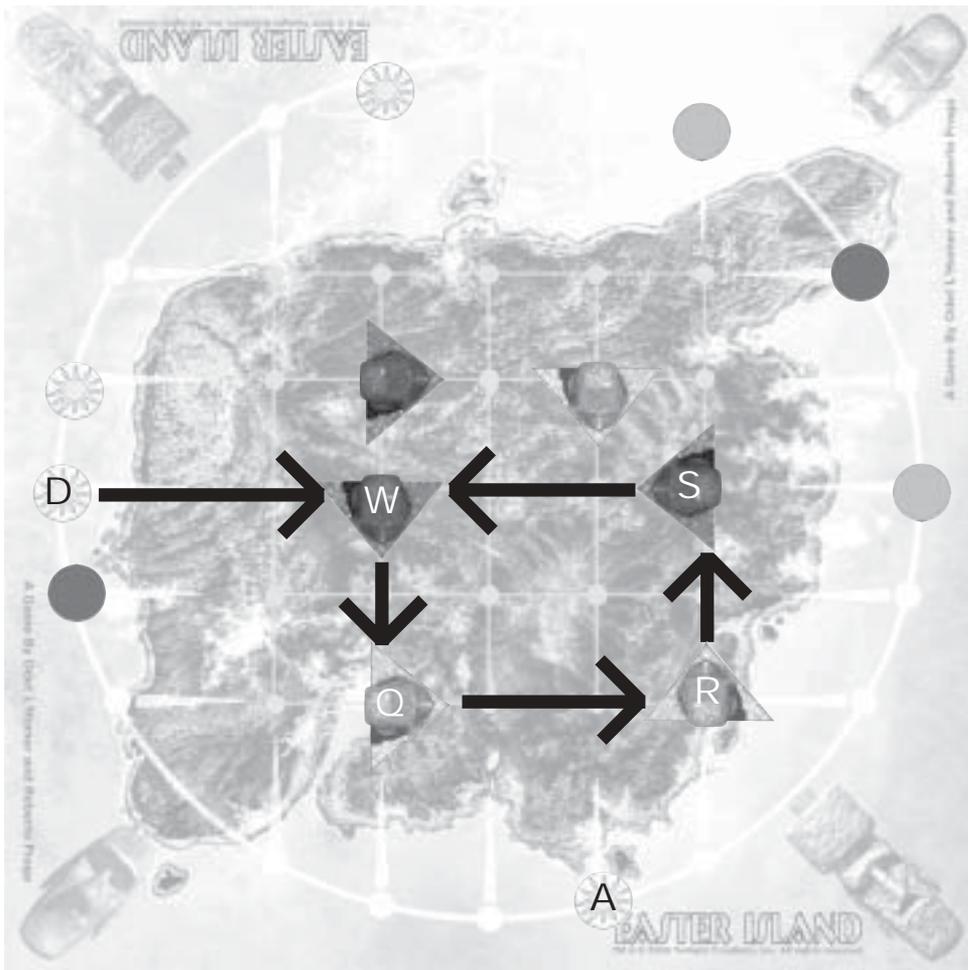
Effects of the Sun Ray – Illustration C

A statue is destroyed when it is hit from the back by a sun ray. – When Sun token “B” is flipped it destroys statue “Y” because it hits it in the back.



Effects of the Sun Ray – Illustration D

A statue is destroyed when it is the last one or the only one hit by the ray. – When Sun token “C” is flipped, it destroys statue “X” after passing through statue “M”. Even though the ray hits “X” on the side, it is destroyed because there are no further targets and “X” is the last statue hit. A sun ray may legally pass through any number of statues, according to the rules, before destroying one.



Effects of the Sun Ray – Illustration E

A statue is destroyed when the statue reflects the same ray twice, once on one side and then on the other. – When Sun token “D” is flipped, it destroys statue “W” after legally passing through statues “Q,R,S”. Even though the ray hits “W” on the side, it is destroyed because it was previously hit on the other side. A sun ray may legally pass through any number of statues, according to the rules, before destroying one.

Game Concept and Design: Odet L’Homer and Roberto Fraga
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 Layout and Design: Kerry and Todd A. Breitenstein

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