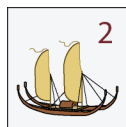


## BUILD CHART

### To Build:

### You Need:



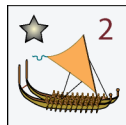
**Transport Canoe** = 1 Build Point



**Colony** = 2 Build Points



**Warrior Band** = 2 Build Points




**War Canoe** = 3 Build Points

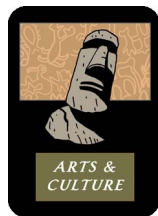


**Improved Agriculture** = 1 Build Point



**Village** = 2 Build Points  
or 1 

(limit 1 per Island Group per Turn)



**Arts & Culture Card** = 2 Build Points  
(limit 1 per Turn)

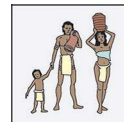
## BUILD CHART

### To Build:

### You Need:



**Transport Canoe** = 1 Build Point



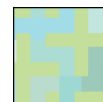
**Colony** = 2 Build Points



**Warrior Band** = 2 Build Points




**War Canoe** = 3 Build Points



**Improved Agriculture** = 1 Build Point

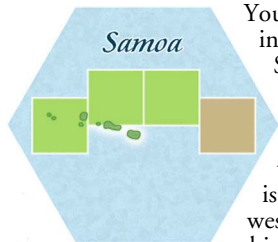


**Village** = 2 Build Points  
or 1 

(limit 1 per Island Group per Turn)



**Arts & Culture Card** = 2 Build Points  
(limit 1 per Turn)



Your homeland of Samoa is a chain of volcanic islands that increase in age from west to east. The largest island is Savaii, at the west end of the chain, a big shield-type island formed by fast-flowing lava building up in layers. The coast slopes upward to a broad center of mountain chains, covered in lush tropical forests. Upolu's extinct volcanoes slope more steeply; the eastern part of the island is rough and broken, while fertile plains are found in the west. On the south shore of Tutuila is Pago Pago Harbor, which is the best natural harbor around, sheltered from rough seas and protected by surrounding mountains from high winds. Rose Island, at the east end of your islands, is a classic atoll.

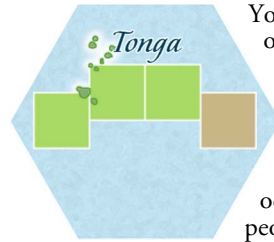
The Samoan islands were settled around 1000 B.C. by peoples of the Lapita culture. Your Polynesian culture evolved from them, right here in your islands. Your history, preserved in folklore and myth, includes voyages of discovery, conquests of other islands, and inter-island war with other Polynesian empires and Melanesian powers.

### CHARTS AND TABLES

<i>Turn Sequence</i>	<i>Exploration Results</i>	
1. Turn Order Step 2. Exploration Step <ul style="list-style-type: none"> <li>• Pre-Move</li> <li>• Discovery</li> <li>• Resolution</li> </ul> 3. Movement & Battle Step <ul style="list-style-type: none"> <li>• Transit</li> <li>• Movement</li> <li>• Battle</li> </ul> 4. Building Step <ul style="list-style-type: none"> <li>• Building</li> <li>• Convert Colonies</li> </ul> 5. Victory Point Step	<b>Knots Showing</b>	<b>Count the number of Knots shown on Discovery Chits</b>
	1-4	Explore again or Return
	5	Return
	6-7	Lost
	<b>Return:</b> return Explorer to player. <b>Lost:</b> place Explorer in the Lost Box.	

<i>Battle Results</i>	
Die Roll	Result
	Attacker Removed
	Attacker Panics
	Attacker Panics
	Defender Panics
	Defender Panics
	Defender Removed

<i>Victory Point Chart</i>	
<b>For each Village controlled:</b>	<b>1 V. P.</b>
<b>For each Controlled Island Group:</b>	<b>1 V. P.</b>
(must be connected by a Transport Canoe Chain to the player's home island group)	
<b>For each uninhabitable atoll:</b>	<b>½ V. P.</b>
(must be connected by a Transport Canoe Chain to the player's home island group)	
<b>For each Arts &amp; Culture Card:</b>	<b>0-3 V. P.</b>
(as indicated on the card)	
<b>For a Kumara marker:</b>	<b>2 V. P.</b>
(see the Advanced Rules)	



Your homeland of Tonga consists of 169 islands, but only 36 of them are inhabited. They're divided into three clusters: from north to south, Vava'u, Ha'apai, and Tongatapu, your main island and seat of power. There are two types of island in each cluster. The islands to the west are volcanic islands rising directly from the ocean floor; sometimes, a new island will rise out of the ocean! The islands to the east are where most of your people live. They are seismically uplifted coral limestone islands, many with wide plains of fertile soil.

Tonga is the cradle of Polynesian culture and civilization. Your islands have been occupied for longer than any other islands in Polynesia, beginning with the Lapita people who were your ancestors. Your people are famous through the known Pacific Ocean islands as great navigators, warriors and orators. Now is the time to spread that reputation even further, out into the unknown.

### CHARTS AND TABLES

<i>Turn Sequence</i>	<i>Exploration Results</i>	
1. Turn Order Step 2. Exploration Step <ul style="list-style-type: none"> <li>• Pre-Move</li> <li>• Discovery</li> <li>• Resolution</li> </ul> 3. Movement & Battle Step <ul style="list-style-type: none"> <li>• Transit</li> <li>• Movement</li> <li>• Battle</li> </ul> 4. Building Step <ul style="list-style-type: none"> <li>• Building</li> <li>• Convert Colonies</li> </ul> 5. Victory Point Step	<b>Knots Showing</b>	<b>Count the number of Knots shown on Discovery Chits</b>
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Die Roll	Result
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	Attacker Panics
	Attacker Panics
	Defender Panics
	Defender Panics
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