

# Rituals Overview



**HINA A1 (1x)**  
Place Mana into the Sacrifice Bag equal to the number of players, times six. Take this Mana from the supply.



**IHI B4 (1x)**  
Reactivate all of your Assistants.  
Receive 1 Tattoo.



**PAPA-RA'I D4 (1x)**  
At the end of the game, receive 3 VP.



**RORO'O G1 (4x)**  
Draw Rituals according to your rank and keep 2.



**HINA A2 (1x)**  
For the remainder of the Ceremony Round, reverse the order in which Rituals are resolved.



**IHI B5 (1x)**  
For each Merchant you own, you may sell 1 Commodity at or below its highest Marketplace price. Do not move the Price Marker.



**PAPA-RA'I D5 (1x)**  
At the end of the game, receive 4 VP.



**RORO'O G2 (1x)**  
The player(s) with the fewest Priests receives 10 Mana.



**HINA A3 (1x)**  
You may execute the next personal (black) Ritual at no cost.



**MATA-ARAHU C1 (4x)**  
Receive 1 Tattoo.



**RA'A E1 (2x)**  
Take a Mask from the Market. You do not receive its bonus.



**RORO'O G3 (2x)**  
Roll the die. Receive Mana equal to three times the number rolled.



**HINA A4 (1x)**  
Place Mana into the Sacrifice Bag equal to the number of players, times 10. Take this Mana from the supply.



**MATA-ARAHU C2 (1x)**  
Receive 2 Tattoos.



**RA'A E2 (1x)**  
Take a Mask from the Market and receive its bonus twice.



**RORO'O G4 (2x)**  
Recruit 2 Priests for free.



**HINA A5 (1x)**  
You may execute the next personal (black) Ritual at no cost.  
Receive 1 Tattoo.



**MATA-ARAHU C3 (1x)**  
Advance your Tattoo marker to the next rank.



**RAU-PENA F1 (3x)**  
Draw 2 Forest Cards. Keep any Commodity Cards and discard the rest.



**RORO'O G5 (1x)**  
At the end of the 'Divine Blessing' in a Ceremony Round (step 5), receive Mana equal to twice the cost of the most expensive Ritual performed in that round.



**HINA A6 (1x)**  
You may perform up to 3 normal Rituals from your hand at no cost.



**MATA-ARAHU C4 (1x)**  
Receive 1 Tattoo for each Shaman you own.



**RAU-PENA F2 (3x)**  
Receive 1 Commodity Card.



**RORO'O G6 (1x)**  
Receive 12 Mana from the supply.  
Receive 1 Tattoo.



**IHI B1 (3x)**  
Receive 1 Assistant Card from the Assistant Market.



**PAPA-RA'I D1 (1x)**  
At the end of the game, receive 1 VP.



**RAU-PENA F3 (1x)**  
Whenever a player chooses the Market location, you may sell 1 Commodity at or below its highest Marketplace price. Do not move the Price Marker.



**RORO'O G7 (1x)**  
Draw Rituals according to your rank and keep 3.



**IHI B2 (2x)**  
Reactivate 1 Assistant.



**PAPA-RA'I D2 (1x)**  
At the end of the game, receive 5 VP if you have achieved the rank of Tahua and you have recruited 9 Priests.



**RAU-PENA F4 (1x)**  
Each player that owns at least 1 of each commodity receives 3 Tattoos.



**RORO'O G8 (1x)**  
Receive 2 Mana for each Priest you have recruited.  
Receive 1 Tattoo.



**IHI B3 (2x)**  
Reactivate 2 Assistants.



**PAPA-RA'I D3 (1x)**  
At the end of the game, receive 2 VP.



**RAU-PENA F5 (1x)**  
Receive 1 Commodity Card for each Collector you own.



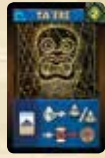
**RORO'O G9 (1x)**  
Receive 3 Mana for each Priest you have recruited.  
Receive 2 Tattoos.



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**RORO'O G10 (1x)**  
Recruit 3 Priests for free.  
Receive 2 Tattoos.



**TA'ERE I1 (1x)**  
When sacrificing a  
Commodity at the Marae,  
roll the die. If you roll 1  
or 2, do not discard the  
Commodity.



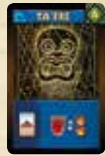
**TA'ERE I9 (1x)**  
Whenever a player chooses  
the Pearl Oyster Reef  
location, receive 1 Mahi-  
mahi from the Commodity  
Market (if available).



**TĀNE J7 (3x)**  
Steal 1 unpaired Mask  
of your choice from any  
player.



**RUA-HATU H1 (4x)**  
Receive 3 Pearls.



**TA'ERE I2 (1x)**  
Whenever a player chooses  
the Path of the Gods, you  
receive 2 Mana for each  
Priest you have recruited.



**TA'ERE I10 (1x)**  
When you are the Kahuna  
at one of the depicted  
locations, do not roll the  
die for Assistants. Instead,  
set the die to a number of  
your choice.



**TĀNE J8 (1x)**  
Steal 1 unpaired Mask OR  
1 Commodity Card from  
each of two players of your  
choice.



**RUA-HATU H2 (1x)**  
All players receive 1 Pearl  
from the supply for each  
Priest they have recruited.



**TA'ERE I3 (1x)**  
Whenever you recruit  
Priests, pay 1 Pearl for 1  
Priest, or 3 Pearls for 2  
Priests.



**TĀNE J1 (1x)**  
During this Ceremony  
Round, any Rituals with a  
cost of 5 or less will not be  
performed.



**TĀNE J9 (1x)**  
Each player must pay you  
4 Pearls. If a player has  
fewer than 4 Pearls, he or  
she must pay what they  
can.



**RUA-HATU H3 (2x)**  
Receive 2 Pearls for each  
Pearl Diver you own.



**TA'ERE I4 (1x)**  
When you would take a card  
from the face-up Forest  
Supply, you may instead  
draw the top card of the  
Forest draw pile.



**TĀNE J2 (1x)**  
Normal Rituals will not  
be performed during this  
Ceremony Round. You  
discard them.



**URU-TAETAE K1 (1x)**  
Whenever you bid Mana,  
receive 3 Mana from the  
supply and add it to your  
bid.



**RUA-HATU H4 (1x)**  
If you have achieved the  
rank of Tahua, you no  
longer receive additional  
Tattoos. When you would  
receive Tattoos, take 5  
Pearls from the supply  
instead.



**TA'ERE I5 (1x)**  
When you are the Kahuna at  
one of the depicted Locations  
and you roll the die for  
Assistants, you may add or  
subtract 1 from the result.  
You may not change a 1 to a  
4, or vice versa.



**TĀNE J3 (2x)**  
Receive your choice of 1  
Pearl or 2 Mana from each  
other player. A player  
without the resource  
demanded pays nothing.  
A player with only 1 Mana  
pays the 1 Mana.



**URU-TAETAE K2 (1x)**  
Fulfill a second available  
To'o Mission during  
'Ceremonial Construction  
of the To'o' (step 6 of a  
Ceremony Round). You  
cannot combine this with a  
Pearl Diver.



**RUA-HATU H5 (1x)**  
Receive 4 Pearls for each  
Pearl Diver you own.



**TA'ERE I6 (1x)**  
Whenever you draw Normal  
Rituals, you may draw 2  
more Normal Rituals. You  
may only keep as many of  
these cards as you would  
normally be allowed.



**TĀNE J4 (1x)**  
All other players must pay  
you 3 Mana. If a player  
has fewer than 3 Mana,  
he or she must pay what  
they can.



**URU-TAETAE K3 (1x)**  
You only have to pay half  
the cost (rounded down)  
of To'o Resource Mission  
Tokens that require you to  
pay Mana.



**RUA-HATU H6 (1x)**  
Select an opponent, who  
must announce how many  
Pearls he or she owns. You  
receive that many Pearls  
from the supply.  
Receive 2 tattoos.



**TA'ERE I7 (1x)**  
You now only pay 1 Pearl  
(instead of 2) when  
purchasing Assistants at  
the Market location.



**TĀNE J5 (1x)**  
All other players lose one  
Priest.



**URU-TAETAE K4 (1x)**  
You only have to pay half  
the cost (rounded down)  
of To'o Resource Mission  
Tokens that require you to  
pay Pearls.



**RUA-HATU H7 (1x)**  
Receive 1 Pearl for each  
Priest you have recruited.  
Receive 2 Tattoos.



**TA'ERE I8 (1x)**  
Whenever you draw  
Forbidden Rituals, you  
may draw 2 more. You  
may only keep as many of  
these cards as you would  
normally be allowed.



**TĀNE J6 (1x)**  
All other players must  
pay you 2 Pearls. A player  
with only 1 Pearl pays the  
1 Pearl.



**URU-TAETAE K5 (1x)**  
Fulfill two available To'o  
Missions. You cannot  
combine this with a Pearl  
Diver.