

Once you are acquainted with the basic game, you should continue to play *Moeraki-Kemu* as a master's game. It offers experienced players additional tactical appeal.

In the master's game, the Maori-Tane (warrior) steps out of his cave onto the playing field.

Playing sequence just like in the basic game. In the beginning of the game, the Maori-Tane remain in their caves. Once in a match, every player can bring forward his Tane, thereby replacing a full tribal tile of his own colour.

In the line of sight of the Tane, all tribal tiles up to the sidelines are removed by the Tane (including own tiles). For the rest of the match, these lines remain free from tribal tiles, even in cases of superiority (see illustration on the right).

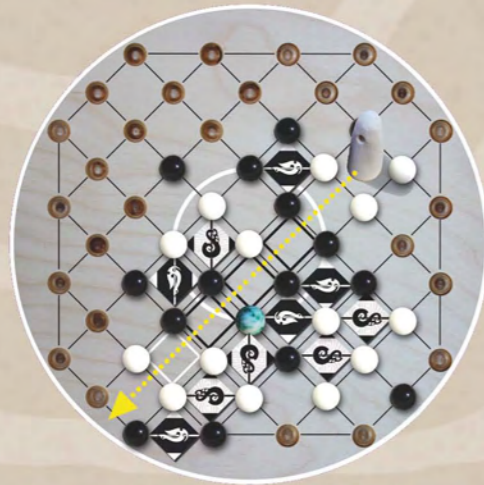
In case that placing a gaming piece triggers the placing of two different tribal tiles, then the tile with the same colour as the laid gaming piece is placed first. The same is true if the Maori Tane is placed instead of a tribal tile.

Special cases in the master's game

In case the lines of sight of two Tanes intersect in a beach area, then the first Tane's effect on this beach area is lifted. A tribal tile may be placed again here in case of superiority (see illustration on the right).

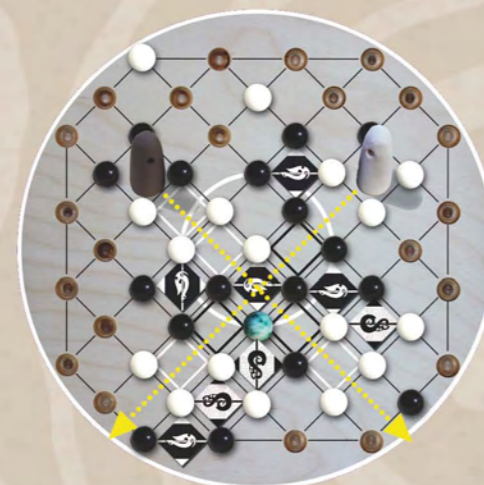
If the last-placed Tane looks towards the first Tane, then only the tribal tiles up to the first Tane are taken off the game board (see illustration on the right).

Placing a Maori-Tane



Instead of a tribal tile, White places its Tane looking down to the left. Already placed tribal tiles must be removed (including the white tribal tiles).

Lines of sight of Maori-Tane intersect



The tribal tile in the beach area in which the lines of sight intersect, is re-inserted.

Tane looks at Tane



The tribal tiles are removed only up to the white Moeraki-Tane.

Maori words and their meaning for the game

- Ara - Path (third possibility to win)
- Ariki - Chief (the two players)
- Awa - River (second possibility to win)
- Haka - War dance
- Hei-tiki - Lucky Charm (the gaming piece that brings victory)
- Hongi - Nose pressing as a sign of welcome (before playing)
- Ika Moana - Whale (game of 10 victories)
- Iwi - Tribe
- Kemu - Game
- Kivi - Heraldic Animal of New Zealand (game of 5 victories)
- Koru - Rising Fern (symbol of the game variants)
- Ma - White (colour of the Manaia-tribe)
- Mana - Prestige, Success, Respect (has the winner of the game)
- Manaia - Bird (tribe of the white game pieces)
- Mangu - Black (colour of the black game pieces)
- Maori - Indigenous People of New Zealand
- Marae - Holy Ground (Game board and the fourth possibility to win)
- Matau - Hooks (tribe of the black game pieces)
- Moa - Extinct running bird (game of 7 victories)
- Moeraki - Petrified pumpkins (Moeraki-ball)
- Moko - Tattooing
- Rua, Tomo - Cave (position of the tane)
- Tahuna - Beach (first possibility to win)
- Tohunga - Master, Scholar (winner of the game)
- Tangata - Host (owner of the Moeraki game)
- Tane - Warrior (special character of the players)
- Uira - Lightning (Game of 3 victories)
- Whata - Warehouse (for the tribal tiles)

We wish you a lot of fun while playing *Moeraki-Kemu*, your Stefan & Florian.

We thank all test players and for all the help in the production of *Moeraki-Kemu*. Special thanks to Karl and Kolja of the TAC-publishing house for the expert assistance in the implementation of the game idea.

For questions, suggestions, praise and criticism simply send us an E-Mail: info@kiehly.de

You can find more infos and updates about the game at our homepage: www.kiehly.de



Moeraki-Kemu

Author: Stefan Kiehl Graphic Design: Florian Buchner

The special tactics game for two players of eight years and older Playing time: 3-25 min. per game

On the Southern Island of New Zealand, on a certain section of beach, lie the so-called Moeraki rocks. These are mysterious, huge stone balls which according to the tradition of the Maori, the indigenous people of New Zealand are pumpkins created by the gods. The pumpkins were a traditional food of the Maori. The Moeraki rocks are said to have fallen from the giant canoe "Areiteuru", when it ship-wrecked there hundreds of years ago.



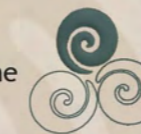
Goal:

You are the tribal leaders of your respective Maori people and have the task to place your pieces strategically to use one of the possibilities to gain the victory and to win the *Moeraki-Kemu*.

Ways to Play:

Beginners Game:

When you play for the first time *Moeraki-Kemu*, consider only the rules with this symbol



Basic Game:

If you have already played a few times, add to the rules of the beginner's game those bearing this symbol



Masters Game:

Once you are familiar with the basic game, add to the rules of the basic game the points of this symbol



Whenever a whale runs ashore the coast of the Moeraki rocks, the tribe has the duty towards the gods to save the whale's life by handing it back over to the sea. Thereby all rights and obligations of the tribe end. A new game between the two chiefs must determine the future protector of nature around the Moeraki rocks until the next arrival of a whale.

For centuries, two Maori tribes have claimed the so-called "Marae" (holy ground) for themselves. But only one of the tribes is allowed to use this area for their ritual practices at a time. In order to avoid unnecessary bloodshed, it has always been the custom for the leaders of the two tribes to determine the winner of the Moeraki-Kemu on the beach near the mysterious rock balls. The winner's people may use this place not only for its cultural traditions, but also takes on responsibility towards nature.



Material and board:

Tribal tiles:



24x Matau (hooks)



24x Manaia (bird)

2 counting stones



Game Pieces:



28x black for the Matau-Tribe



28x white for the Manaia-Tribe

Moeraki-ball



2 Maori-Tane



Storage area for the gaming pieces

Hollows for the game pieces

Beach area

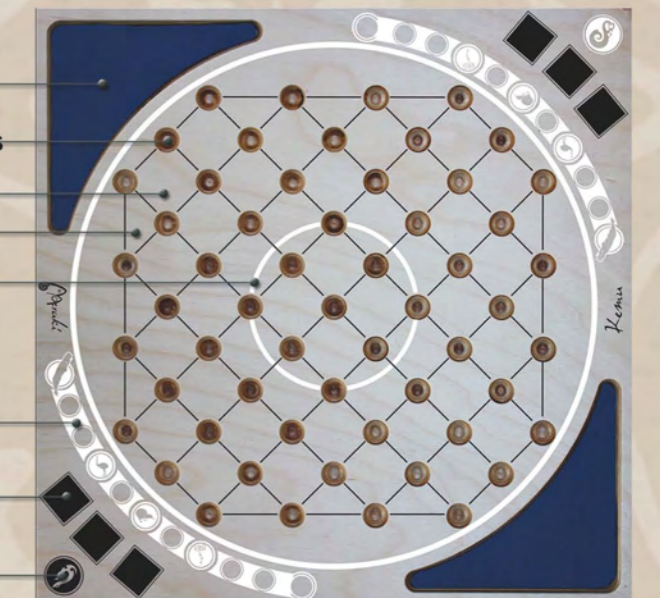
Semi-beach area

Moeraki-fields (nine hollows within the white circle)

Moeraki scale

3 warehouses for tribal tiles

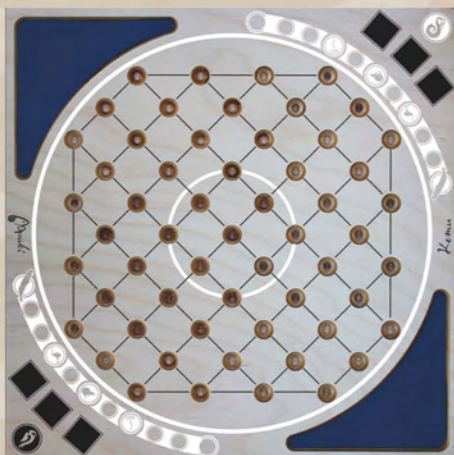
Cave of the Maori Tane (warrior)



A) Before you start to play

The gaming board is placed in the middle of the table such that the *Moeraki-Kemu* lettering on the left and on the right hand side of the board can be read by both players. The players determine which tribe and respective colour they represent.

The players take the gaming pieces out of the bags, according to their tribal colours, and put them in the storage area to the right of them.

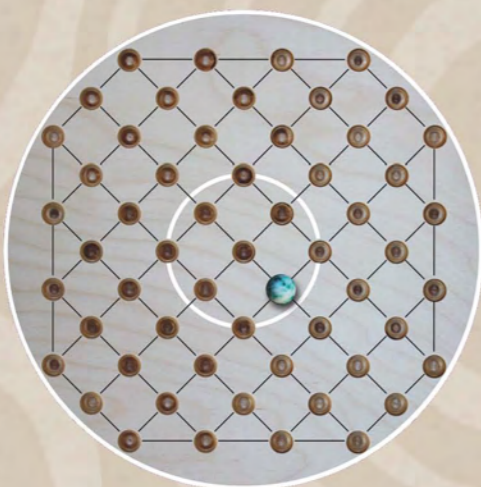


Tribal tiles

Before the first game is started, all tribal tiles are carefully removed from their frame.

B) Start of the game

The younger player begins the first game (player A). He puts the Moeraki-ball, which he takes from the white bag, into one of the nine central hollows of the Moeraki-field (see illustration on the right). In the following game, the winner of the last game starts by placing the Moeraki-ball. The Moeraki-ball must be moved.

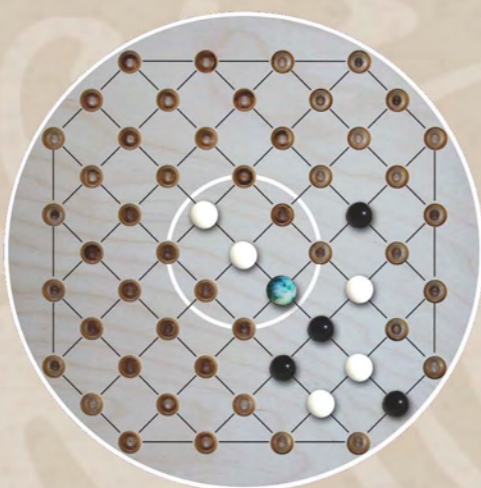


C) Playing the Game

Laying Tiles

After the Moeraki-ball has been placed by player A, the opposing player (player B) puts the first gaming piece of his own colour in any hollow of the playing field. Now Player A puts a gaming piece of his own colour in any of the open hollows. The stones are always placed alternately.

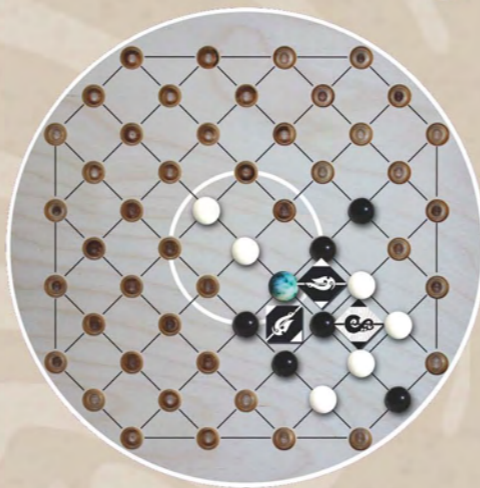
Once a gaming piece lays in a hollow, the move is considered as performed and the stone can not be moved around any MORE (see illustration on the right).



Placing of tribal tiles

If a beach area is, for example, surrounded by three white gaming pieces and one black gaming piece, a white tribal tile must immediately be placed on this space. (3 to 1 superiority, see illustration at right). It does not matter which player has put down the last gaming piece.

With two black and two white gaming pieces around a beach area, it remains vacant (no superiority, 2 vs. 2, see illustration at right).



The Moeraki-ball is a neutral gaming piece!

A tie is not possible for those beach areas bordering the Moeraki-ball. There is always a superiority of 2:1 or 3:0 for one tribe. Thus, the tile of that tribe must be placed, no matter how big the superiority is (see illustration at right).

At both horizontal and vertical rows-of-four, there is always a superiority around the triangular areas ("semi-beach areas")

If the superiority is 2:1, the tile of the superior colour is placed such that its diagonal dividing line sits on the board's sideline. Thus, a triangle is visible inside. It counts as half a tile (see illustration on the right).

If the superiority is 3:0, the tile of the superior colour is placed such that its diagonal dividing line crosses the board's sideline. It counts as a full tribal tile (see illustration on the right).



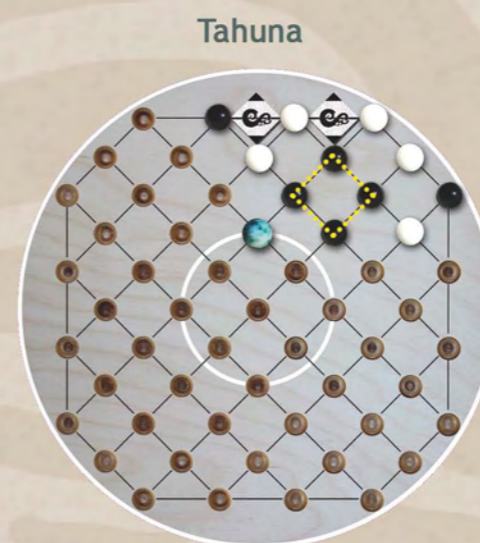
D) End of the game

There are four possibilities to become the winner of *Moeraki-Kemu*.

1. Tahuna (beach)

A player manages to surround a beach field with four game pieces of his own colour (see illustration at right).

!The game is won early!



Black wins early by Tahuna

2. Awa (River)

Variant A: One player manages to lay a diagonal with the game pieces of his own colour from sideline to sideline (see illustration at right). Here, three-diagonal at the edges of the game field are also counting.

!The game is won early!



White wins early by Awa (Variant A). Black could have won via Variant B.

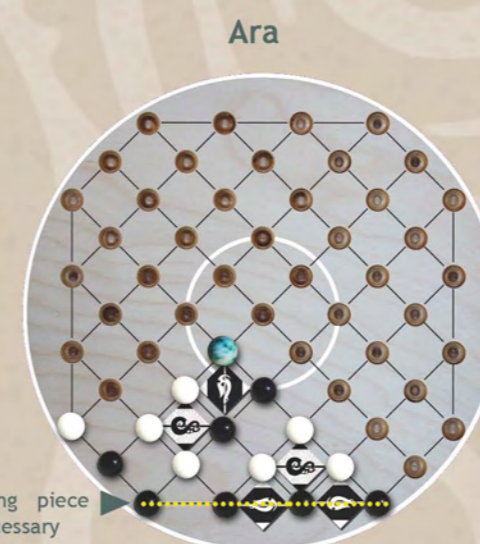
Variant B: The Moeraki-ball ends the diagonal in the centre. One player manages to lay a diagonal from the sideline to the Moeraki-ball (see illustration at right).

!The game is won early!

3. Ara (Path)

One player manages to fill the four hollows on one of the outer edge of the field (two horizontal and two vertical rows-of-four) with game pieces of his colour (see illustration at right).

!The game is won early!



Black wins early by Ara.

In the beginner's game is a tie possible

Attention:

In case no player manages to outwit his opponent via possibility 1, 2 or 3 to win the game early, the fourth possibility to win must be applied.

4. Marae (holy ground)

All hollows of the holy ground are occupied. Now, each player counts the tribal tiles he has been able to put down. Each full tribal tile counts for one point. The outer tribal tiles at the semi-beach areas either count for one point (superiority of 3:0), or just for half a point per tile (superiority of 2:1). The player with the highest total score is the winner of the match (see illustration underneath - counting example).

Marae



Black 11 tribal tiles
White 10 1/2 tribal tiles

Black wins by Marae!

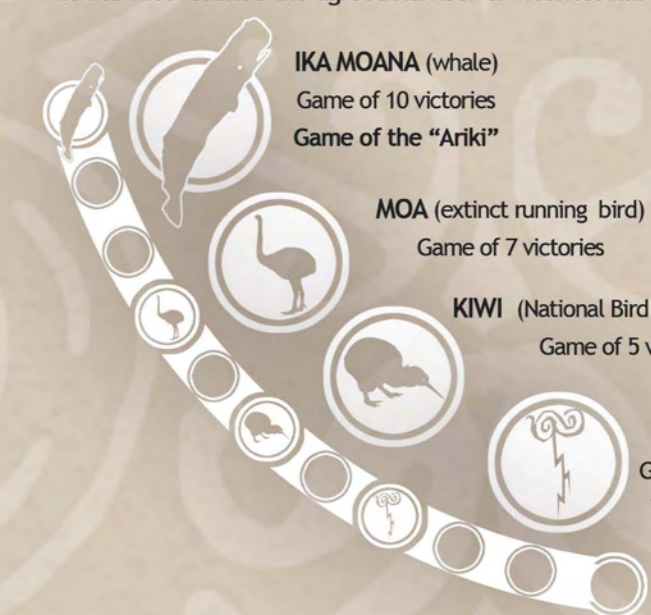
In case of equal scores, the player wins who has placed the Moeraki-ball!

Some advice:

First take out the full tribal tiles of one colour and count them. Then, add the remaining tiles of the semi-beach areas. Repeat the count in the same way with the other player's tiles.

E) The MOERAKI-Scale

Before the first match, the players determine at how many individual victories the *Moeraki-Kemu* is won. With every victory, the player pulls his marker stone one field further up the the scale. The field to start is the larger field at the bottom. The player who has first reached the agreed number of victories has won the Kemu.



IKA MOANA (whale)
Game of 10 victories
Game of the "Ariki"

MOA (extinct running bird)
Game of 7 victories

KIWI (National Bird of New Zealand)
Game of 5 victories

Uira (lightning)
Game of 3 victories
Tournament play