

# TOTEM

**TOTEM** is a fast, fun, colourful, collect and build game for two to four players, of any age!

The aim of **TOTEM** is for your chief to build their totem pole before the other chiefs do, but it's not as easy as it sounds!

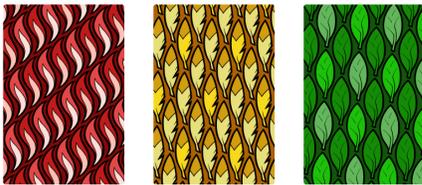
## TOTEM PARTS...

There are several decks of cards in **TOTEM**

### 6 Chief cards



### 6 Spirit cards (three types)



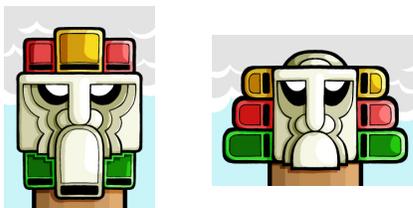
42 **Totem Parts** - Wood, Tools and Paint in three colours, including 6 **Magic Item** cards (described on reverse)



24 **Totem** cards (four types in each of three colours, some examples below)



### 3 Totem Topper cards (two types)



Most of the cards in **TOTEM** come in three colours, that show which spirit that card is associated with – **red** cards are full of the spirit of **DESTRUCTION**, **yellow** cards have the spirit of **PROTECTION** watching over them, and **green** cards channel the spirit of **CREATION**

## HOW TO SET UP...

Shuffle the **Totem Parts** deck (including the 6 **Magic Items**) and place it **face down** on the game table

Divide the **Totems** deck into its **three colours**, and place these three decks down **separately**, then place the small **Totem Toppers** deck down next to them

Shuffle the **Spirits** deck **face down** and give each player **one card at random** – players **must not look** at what card they have, simply place it **face down** in front of them

Next shuffle the **Chiefs** deck **face down** and give each player their **Chief at random** – players **can look at these**, and should place them **face up** on **top** of their **Spirit** card

Before playing, decide on the target **height** for all totem poles, either **one Totem** tall for a **short game**, or for a **longer game** up to **four Totems** tall

Decide which player will go first, and play then continues **clockwise** around the table

## STARTING THE GAME...

The player going first takes the top card from the **Totem Parts** deck, looks at it in secret, and adds it to their hand

Players carry on picking up **one** card each per turn, and keep these hidden from the other players, collecting up to a **maximum of three** cards in their hand. When a player has three cards in their hand, for every card they pick up, they must put one down, **face up**, on the **Discard Pile**

Once there is a **Discard Pile**, players can choose to take a card from this rather than the **Totem Parts** deck (so be careful what cards you put down!), but at all times they can only have a **maximum of three** cards in their hand

Once the **Totem Parts** deck is all used up, take the **Discard Pile**, shuffle it, and place it **face down** as the new **Totem Parts** deck

## BUILDING A TOTEM...

To build a **Totem**, each player needs to collect the correct **Totem Parts** – the **Wood**, **Tools**, and **Paint**, that match the spirit colour of their **Chief**. For example, **red Wood**, **Tools**, and **Paint** for a **red Chief** to make a **red Totem**. Players can **only** make **Totems** in the colour of their **Chief**

If a player picks up a card that completes their three **Totem Parts**, then they have built a **Totem!** They put the three **Totem Part** cards to the **bottom** of the **Discard Pile**, and put the spare card on the **top** of the **Discard Pile**

The player can then choose whichever **Totem** they want from the pile of their **Chief's** spirit colour, and add it to their totem pole

### FINISHING A TOTEM POLE...

If a player has built the target number of **Totems** (one to four, decided before the game started), then they **haven't won just yet!** To secure their totem pole they need to build a **Totem Topper!**

To build a **Totem Topper**, the player carries on playing as normal, but has to collect one **Wood**, one **Tools**, and one **Paint** card, in each of the **three different spirit colours** (each card can be any colour, as long as all three colours are represented). Once this is done, the player gets to choose a card from the **Totem Topper** deck to complete their totem pole, and **they have won!!** (but other players can continue playing for second and third place)

### CALLING ON THE SPIRITS...

If another player is close to winning, **all is not lost!** Any player can call on the spirits by playing their **Spirit** card at any time, in place of their turn, as long as their totem pole has one or more **Totems** in it

To play their **Spirit** card, a player simply needs to turn the card over to reveal what **colour** it is – if the **Spirit** card matches the spirit colour of their **Chief**, then they have called on the right spirit, and they can choose for one other player to **lose one Totem!**

But beware, if the **Spirit** card is a different colour to their **Chief**, they have called up the wrong spirit, and must lose **ALL** of their own **Totems!** Either way, they can no longer call on the spirits, so their **Spirit** card is put to one side. **Calling on the spirits is risky, and should only be used as a last resort!**

### MAGIC ITEMS...

There are six **Magic Items** mixed in the **Totem Parts** card deck – the **Tomahawk** and **War Drum** (**DESTRUCTION**), **Shield** and **Teepee** (**PROTECTION**), **Pipe of Peace** and **Magic Stick** (**CREATION**). Each of these can **only be used by Chiefs of the same colour** – if a player picks up a **Magic Item** that doesn't match the colour of their **Chief**, they must immediately put it on top of the **Discard Pile**

**Magic Items** cannot be picked up from the **Discard Pile** by players, so they 'block' use of the **Discard Pile** until other cards are placed on top of them

When a player picks up a **Magic Item** that they are able to use, they can either play it straight away, or add it to their hand for future use, but only one **Magic Item** can be used by a player during their turn. **Magic Items** are placed on the **top** of the **Discard Pile** once used



#### Tomahawk

Use the Tomahawk and choose one other player to lose their hand of cards, which go to the **bottom** of the **Discard Pile**



#### War Drum

If this is in a player's hand when they build a **Totem**, all other players lose their hand of cards (to the **bottom** of the **Discard Pile**)



#### Shield

Whilst the Shield is in a player's hand, it protects against one other player's **Magic Item** or **Spirit** card, and is then discarded



#### Teepee

If this is in a player's hand when they build a **Totem**, they place it next to another player's totem pole, who can only remove it by discarding their next **Magic Item** with out using it. They also can't use their **Spirit** card whilst they have the Teepee



#### Pipe of Peace

Using this lets a player look at all other player's cards, and swap which ever ones they want to with their own (after discarding the Pipe)



#### Magic Stick

If a player has the Magic Stick in their hand when they build a **Totem**, they can pick up another full hand of three **Totem Parts**

### WINNING AND LOSING THE GAME...

The first player to finish their totem pole by building the set number of **Totems** plus the **Totem Topper** wins! (but play can continue to determine 2<sup>nd</sup> and 3<sup>rd</sup> place)

For more great games visit [www.sinocono.co.uk](http://www.sinocono.co.uk) or [www.thegamecrafter.com](http://www.thegamecrafter.com)

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