

SMASHING TOTEMS



INSTRUCTIONS

ARE YOU A BOOKWORM?

Time to dive into this literary masterpiece right here.

LESS "BLAH BLAH", MORE ACTION!

Smash your way to the last page to scan the QR code.

WHAT'S INSIDE:

- 20 totems with 4 unique designs (5 sizes for each design).
- 2 special totems of different sizes.
- 1 dice.
- 16 feather badges in 4 different colors.
- 1 golden feather badge.
- 4 cards.
- 1 game board.
- 4 identity mats.
- 1 extended-game mat.

GAME OBJECTIVE:

Be the first to lead your tribe to conquer the "Feathers of Greatness" (golden ones).

How to achieve it?

In this village, four essential virtues are embodied by feathers, each with its distinct color: wisdom (blue), loyalty (orange), boldness (green), and tenacity (pink). You must collect one badge of each virtue to then obtain the "Feathers of Greatness."

For each round you win, you'll earn one of the badges you're missing. These badges go onto the head of your Grand Chief (your biggest totem), leaving the center space free for the golden badge (fig.1).

Your mission to win a round is to align 3 of your totems, of any size, diagonally, vertically, or horizontally (fig.2).

Once you have all 4 virtues, just win one more round to prove you're worthy of the "Feathers of Greatness" and solidify your tribe as victorious.

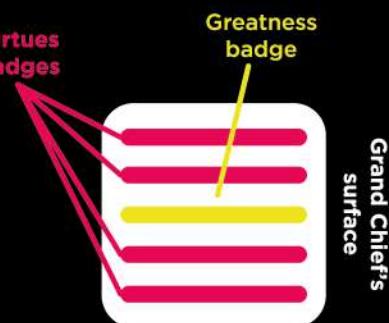


Fig. 1

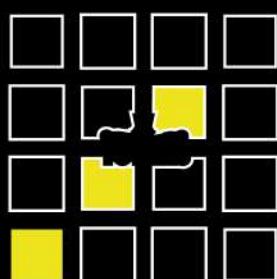
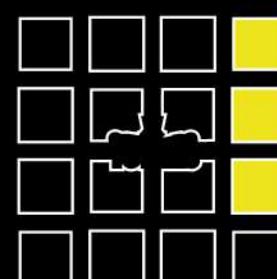
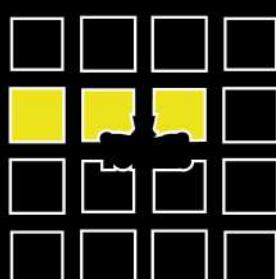


Fig. 2



PREPARATION:

Each player arranges their totems by size on the designated mat, always keeping them visible to all players while off the board (fig.3).

NOTE: The Great Totem of Doom, the Mini-Totem of Chaos, and the Dice of Fate (fig.4) are EXCLUSIVELY for use in the extended game (see Additional Rules section).



Fig. 3



Fig. 4

The Cards of Truth will determine the turn order. Only use the numbers corresponding to the number of players (2 players: 1 to 2; 3 players: 1 to 3; 4 players: 1 to 4). Shuffle them and place them face down, side by side, near the board.

The virtue feather badges should remain in their container within reach for players to take when they win a round.

HOW TO PLAY:

At the start of each round, participants will randomly draw a Card of Truth without turning it around. Once everybody has picked one, all players will place it face-up in front of their tribe for all to see. Turn taking will be determined by the number on the cards.

On your turn, you must move one of your totems. You have two different options:

- 1) Place a new totem from your tribe onto the board.
- 2) Move an existing totem from your tribe on the board.

In both cases, you'll move by lifting your totem vertically, choosing to either occupy an empty space on the board (fig.5) or, cover a smaller totem in any occupied space on the board, even if it's from your own tribe (fig.6). Covering doesn't need to be in immediate-sized order; for example, your Grand Chief can cover any totem, even the smallest ones (fig.7).

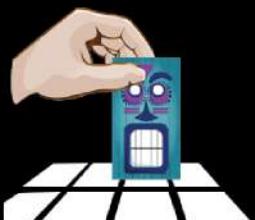


Fig. 5



Fig. 6

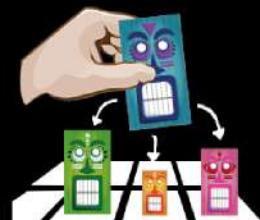


Fig. 7

NOTE: The Salvation Spaces (light gray squares) work like any regular square. They have a special function ONLY in the extended game (see Additional Rules section).

During gameplay, removing totems from the board or lifting them to see what's underneath, is forbidden.

Analyze carefully! Village law indicates that the first totem you touch must be used.

If, by lifting your totem, you reveal an opponent's piece which completes a line of 3, don't panic! You can still save yourself by covering either of the other two aligned totems, as long as size permits you to and your move isn't over yet. If you can't do so, the opposing tribe wins (fig.8).



Fig. 8

Example: Lifting the blue totem exposes an orange one, forming a winning orange line. You must move your blue piece, but due to its size, it can't cover either of the other two orange totems, leading to an orange tribe win.

Also, if you're caught advising, warning, or alerting (via gestures or words) another player about their move or anyone's imminent victory, you'll be sanctioned by having your Grand Chief taken out of the game. If by removing it, an opponent's winning line is revealed, that tribe will win automatically.

The first tribe to form a line of three receives a feather badge, and all Totems are returned to their mats to prepare for a new round.

HOW TO WIN THE GAME:

Be the first tribe to acquire all 4 virtues and attain triumph by winning a 5th round, earning the greatest honor of them all: The Feathers of Greatness.

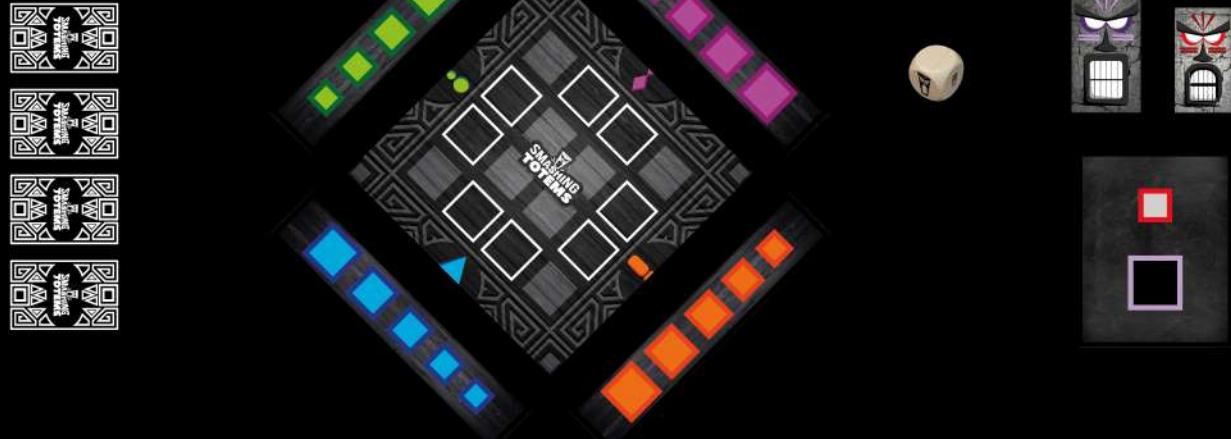
ADDITIONAL RULES (EXTENDED GAME):

For those who've mastered the game and crave extra excitement, this is for you! Four elements come into play:

1. The Dice of Fate.
2. The Great Totem of Doom.
3. The Mini-Totem of Chaos.
4. Salvation Spaces.

In addition to the regular setup, place the two special totems on the extra mat, alongside the Dice of Fate (fig.9).

Fig. 9



Gameplay remains the same, but now, at the start of every turn, you must roll the Dice of Fate and behold the universe decree. Consider the Salvation Spaces (light gray squares) as for protection against the Great Totem of Doom.

Three possible dice outcomes:



Blank Face:

Your turn is normal. Move or introduce a totem into the game using regular rules.



Large Totem Face:

Use your turn to move the Great Totem of Doom. If it's off the board, bring it in, either by occupying an empty space or by covering a smaller totem, EXCEPT those protected by the Salvation Spaces. This totem can occupy any free space, either it is light gray or not; but it cannot cover any tribe piece located in a Salvation Space. If the Great Totem of Doom is on the board, you must move it following these same rules.



Small Totem Face:

Use your turn to move the Mini-Totem of Chaos. If it's off the board, bring it in, unleashing its special power: blocking. Despite its size, this totem can't be covered by any other piece; chaos is undefeatable. If the Mini-Totem of Chaos is already on the board, you must move it to another empty space.

Note: You can switch up the gameplay variations between each round without affecting the number of badges earned.

LESS TALK, MORE ACTION!

If you have any questions about the rules, scan this QR code to access our web page for a tutorial video.



LET'S PLAY

