



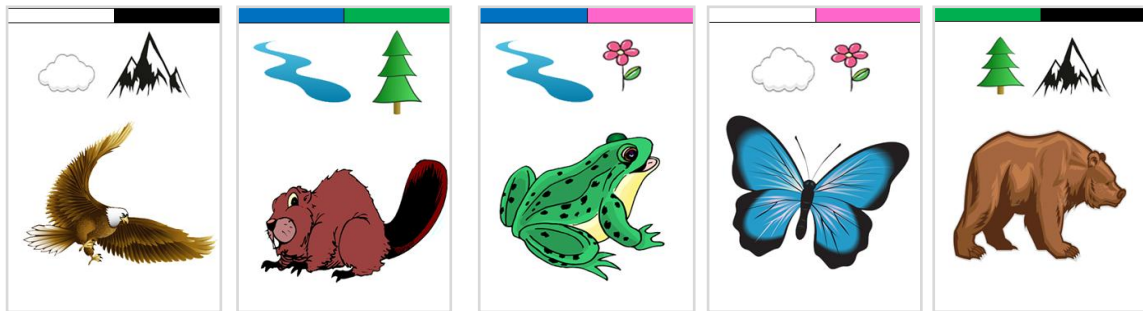
Animals have always been very important for American Indian people. From the smallest butterfly to the biggest bear, every single animal has special powers that he can give to human.

Legends say, that to know what animal totem Indians were linked with, young people had to go far from their land, and, during 4 days and 4 nights without eating or drinking, they had to find and bring back the animal which they were similar to.

Go and get totem animals for you tribe! Find information about animal localization, don't be fooled by their seasonal move and build the tallest totem !

Game purpose: To have the tallest totem at the end of the game.

Components



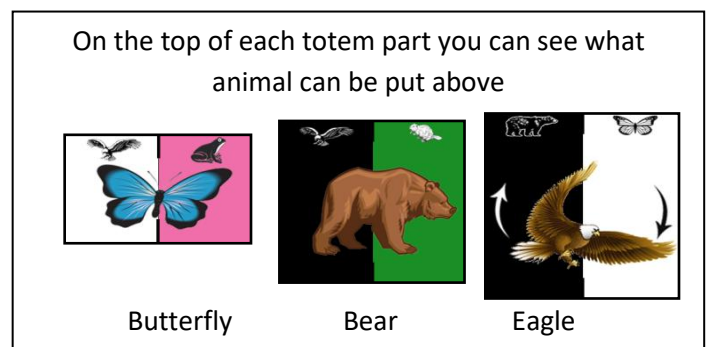
20 cards representing 5 kinds of animals: eagles (2), bears (3), beaver (4), frogs (5), butterfly (6).

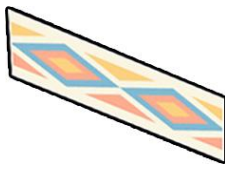
Above each animal, there are 2 symbols which indicate the places where the animal lives (linked with colors).



20 totem parts, representing the same animal on the side. Their heights depend on how rare the animal is. The eagle is the rarer, so his totem part is the tallest.

On the top of these totem parts, there are the pictures of the animals that share the same living space and that can be placed on this totem part.





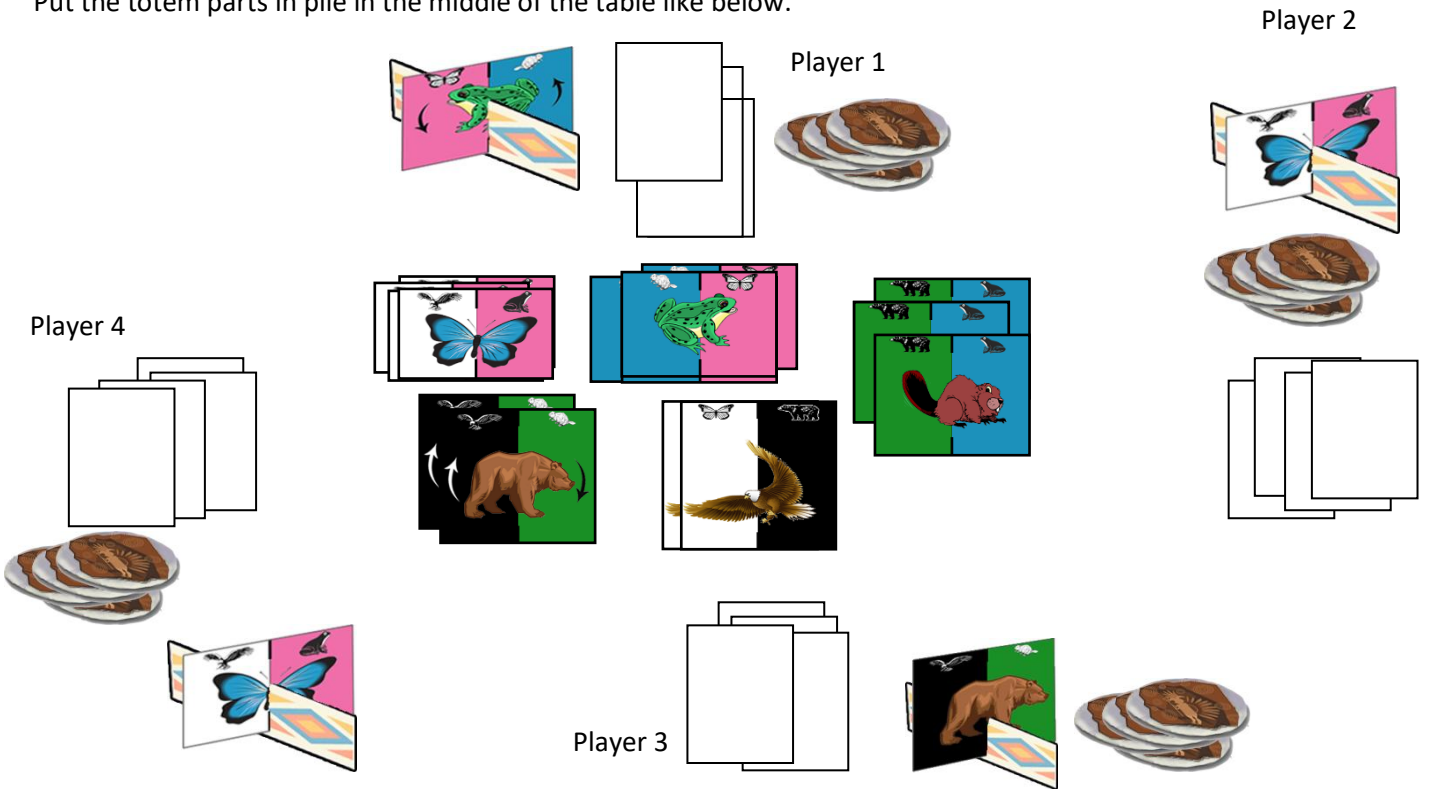
- 4 totem bases.

- 16 stones which will be used to get information.



Set up the game

Put the totem parts in pile in the middle of the table like below.



Each player gets 1 totem base and 4 stones before starting. Shuffle the 20 cards and each player draw 1 to see what animal will make his first totem section. Each player takes the corresponding totem part to put on his totem base and discards the card.

Then deal the remaining cards to make 4 decks.

Remark: For a 2 or 3 players game, still make 4 decks, 1 or 2 will belong to no one but players will still be able to draw cards from it.

How it works

Each player will try to build his totem, searching for 1 of the 2 animals which can fit above his first totem section.

At his turn, a player can do 2 actions:

1) Ask for information (optional) : The player who dealt the cards starts first, he can ask a question to another player to get information about one kind of animal. *Ex: How many bears do you have in hands?*

But for this, he has to give a stone to the player he asks. The player receiving the stone has to answer the question.

2) Tracking : Try to find an animal

Then the player who asked a question can draw a card from any player's hand (except his own hands).

3) Building : Make you totem taller

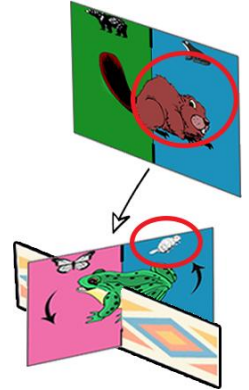
- If this card figures an animal that he can put on his totem, the player takes this totem part from the middle of the table and put it on his totem. Then he gets rid of the card which has been used.

To be able to put a new totem part, the animal of this part must appear on the top of the previous totem part.

Ex: on a frog we can only put a meadow animal (butterfly) or a river animal (beaver).

- If the player picks a card which doesn't match with his totem he adds it to his hand without giving any clue to others.

It is then the turn of the player just to his left to play, he can ask a question if he wants giving a stone to any player and then pick a card... etc...



Animal Seasonal Move

The animals move regularly, when there is arrow on the new totem part that someone just put on his totem, it means a seasonal move. Each player give his cards to the player at his left and get the cards from the player at his right.



Solidarity and card exchange

Solidarity: When a player has no cards left in his hand, he replenishes his deck by drawing a card from each player who has more than one card in his hand.

Cards Exchange: On his turn, instead of asking a question and drawing a card, a player can decide to exchange the cards in his hand with the player of his choice.

End of the game

When both of the 2 animals that a player needs to build his totem have disappeared (there are no more pieces of these animals in the centre of the table), or when there are only 4 cards left, the game is over. The players **place the stones in their possession under their totem** and compare the heights of their respective totem poles, whoever has the tallest wins.



Butterfly

The butterfly is symbol of sensitivity, assurance and transformation. By the diversity of its species, the butterfly symbolizes the transformation and resurrection that have been taking place since the beginning of time. The Butterfly knows how to take full advantage of the moment while twirling in the heat and the light. He follows the flow of life in perfect harmony with her. It is so sensitive to its environment that its absence in a region immediately suggests the existence of ecological imbalances. The Butterfly invites mobility and transformation to rise to a higher level of existence. The Butterfly also helps to transform torments and worries into hope and confidence. Evolving in the pure and transparent air, he is the messenger of clairvoyance and discernment.



Frog

The frog recalls the ephemeral nature of life, symbol of transition or transformation, this animal represents the moments of change. Strongly associated with water, the frog is close to the world of emotions and feminine energies as well as the process of purification, whether physical, emotional or spiritual. The frog, because of its nightlife, keeps a mysterious aspect.



Beaver

The beaver is a very family-oriented creature, a builder and very respectful of nature. It has a strong working capacity and ensures that the ecosystem in which it acts is preserved. It symbolizes strength, perseverance, teamwork and the harmony of the family.



Bear

The bear is an animal that is both strong and sweet. He knows perfectly the environment in which he lives, the plants, the trees that surround him and their virtues. Beyond his gruff and brutal aspect he knows how to be loving and protective. Legends tell that he comes straight from the great Spirit.



Eagle

The eagle is associated with courage, "leadership", truth, honesty and communication with the Great Spirit, who is said to be closest to it. He can look at the sun without blinking, he lives on the top of the cliffs and the tallest trees and is flying closer to the skies.

