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English Translation - Jorge García González

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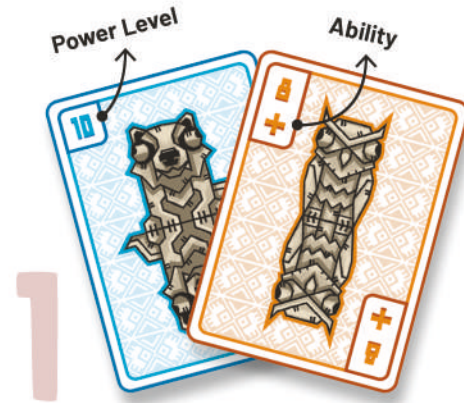


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CARD ANATOMY

The number on the cards represents the **Totem's Power Level**. 1 is the **weakest**, and 13 the **most powerful**.

Cards with numbers **1 to 9** will feature an **icon** just below the number. These icons **displays the card's own ability**, always associated to a colour.



TOTEM ABILITIES

The cards abilities **are activated a single time once they successfully attack or defend**. To show this, the card will be displayed **horizontally**.

REVEAL

- Any totem card **facing down** in the play area is **hidden**. Flipping the card is called '**revealing**' a card. Revealed Totems will remain in the play area **until defeated**.

ABILITY- THE SWORD

Allows this card to be used alongside any other **when attacking, summing their Power Levels** against a Totem defending your opponent. **This will cancel the second card's ability**.



ABILITY- THE SHIELD

Grants **total immunity** the first time it's revealed while played defensively.



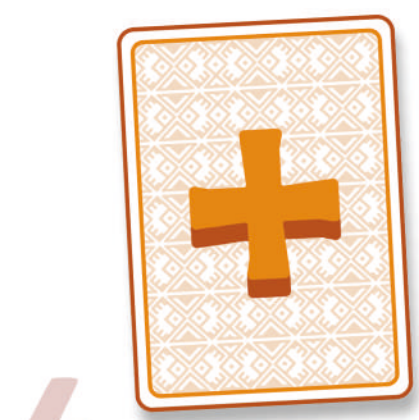
ABILITY- THE EYE

Upon successfully attacking or defending, it **will reveal an enemy defensive Totem**. This will **counter the revealed Totem ability**.



ABILITY- REQUISITION

Allows the player to **draw a card from the main deck** upon successfully attacking or defending, even out of turn.



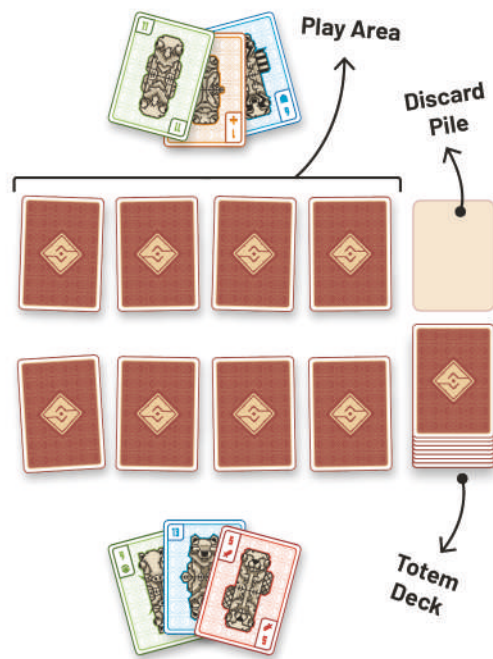
GAME OBJECTIVE

Defeat every Totem within the enemy play area.

GAME SETUP

- Choose the first player at random.
- Shuffle the Totems deck and **deal 7 cards to each player**.
- Players **choose 4 cards and place them facing down** in front of them, **creating their play area** to place the defensive totems. The cards that remain in the players' hands and their abilities will be used through the game.
- The rest of the cards will form the **draw deck**. Next to it, as the game unfolds, a **discard pile** will be created.

Example of game setup



HOW TO PLAY

Players **take turns** in clockwise order, performing different actions.

Players can check hidden cards in their play area at any time given.

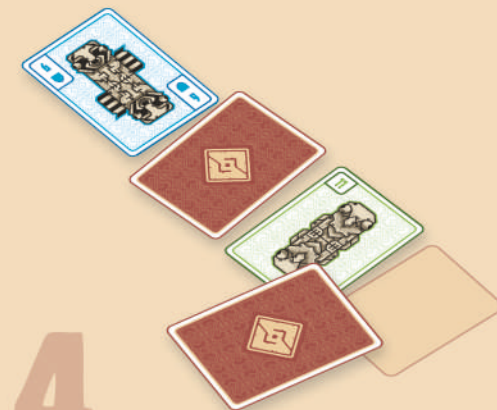
PLAYER TURN

- Starts **taking a card** from the Totem deck.
- The Player is then forced to **perform one** of the 4 following actions before ending their turn:



• ACTION - RESTOCK

If the player has **less than 4 Defending Totems**, they can be restocked using the ones in their hands. You may have up to 4 Totems defending.



• ACTION - ATTACK

Using a Totem in your hands to **attack the enemy's defending Totems**.

Consider the following:

- If the defending (enemy) Totem is hidden, **it is then flipped and revealed**.
- If the enemy Totem has already been revealed, **it can be attacked only by cards with equal or superior Power Level**.



• ACTION - EXCHANGE

Exchanging a hidden Totem with a Totem from your hand.

• ACTION - DISCARD

Discard a card from your hand and **draw one** from the main deck.

• BEFORE ENDING YOUR TURN.

After performing one of these actions and checking that there are a maximum of 6 cards in their hand, a **player's turn ends**. The **leftover cards must be discarded**.



There are two possible outcomes:

- If the **attacking Totem** has a **lower Power Level** than the **defending one**, the earlier **will be discarded**. The defending Totem will remain revealed **and its ability will be activated**.
- In case the **attacking Totem Power Level is equal or superior** to the defending one, the earlier will have **its ability activated** and **both will be discarded**.

In the case that the **attack is successful**, a **second attack may be performed if wanted (max. 2 per turn)**. If the attacker wins the first attack and has no cards in hand, they must draw one from the main deck, and their turn ends.



END OF THE GAME

• ENDING 1

The player **that defeats every enemy Totem** will claim victory.

• ENDING 2

Once there are no cards left in the main deck, **the player who drew the last card will take one final turn**.

• **The player with the most Totems wins the game.**

• If both players have **the same number of Totems**, all concealed cards are **revealed**, and their **Power Levels are summed**. The player **with the highest total wins**. **Reaching a tie is possible**.

