

# TOTEMIX

8+ | 2-6 players | 30 minutes

The great Monkey God has become displeased with the White City because you haven't offered enough sacrifices to them. Since then, nothing has been going right: sometimes mudslides flood your houses, and sometimes the jungle animals drag and carry away the city's inhabitants.

Your shaman says that the one who builds the tallest carved animal totem will be the one to appease the Monkey God – and they will be the city's savior!

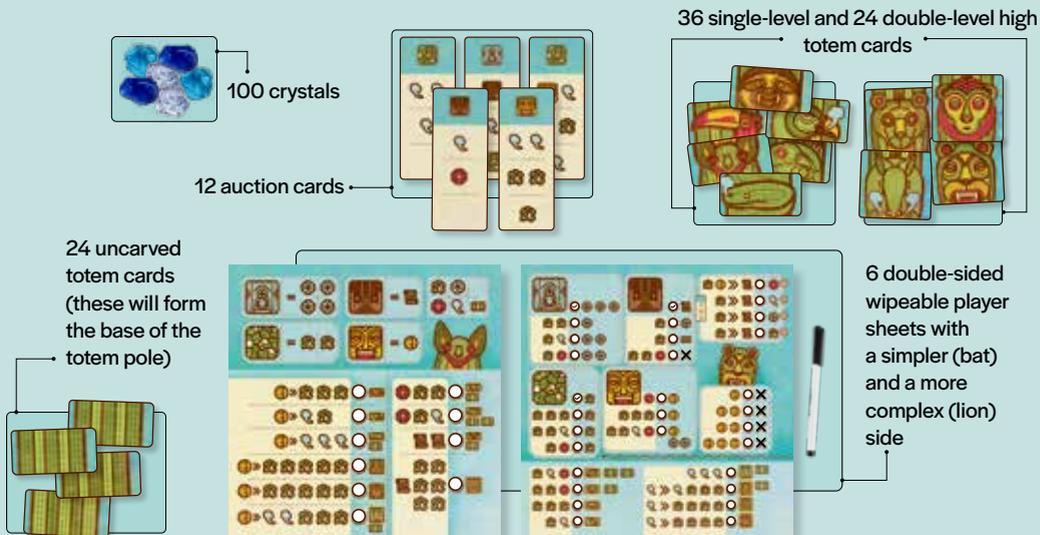
But how will you get the totem pieces? Bid and gather valuable materials: crystals, gold, smoke, rubies and stone, with which you can build your totem pole! Plan your tactics wisely, be lucky, and stay vigilant! May the jungle spirit be with you!

## HOW TO PLAY?

You can find the rule explanation video on the QR code link



## GAME COMPONENTS:



## SETUP

(for 2 players, as shown in the picture)



The goal of the game is to be the first to complete the most decorative, nine-level totem pole.

## TOTEM BUILDER APPRENTICE

– Introductory game –



To become the city's savior, you must practice totem building. Therefore, start with this version! Flip your player sheet to the bat side.

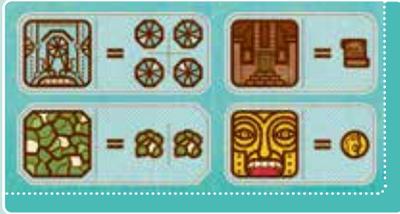
In each round of the game you will first bid for the resources listed on the auction cards (and possibly on additional crystals) using your crystals. Then you can mark off the resources you've acquired on the yellow fields of your player sheet. You will use these resources to build the levels of your totem pole.

### Explanation of the player sheet:

The guide at the top of the player sheet shows the rewards that can be obtained through bidding during the game, while the bottom part allows you to mark off the resources acquired from the bids.

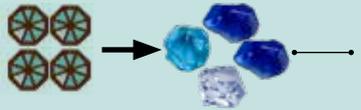


Resource deposits (square shaped icons, upper left part of the player sheet):



If you win this in the auction, you will receive the number of resources listed on the sheet next to it. For example, if someone wins the Crystal Mask in the auction, they will receive 4 crystals; if they win the Quarry, they can mark off 2 stones; if they win the Temple, they get 1 papyrus; and if they win the Gold Mask, they get 1 gold coin.

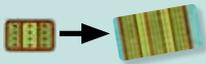
Resources (shown in the top-right corner of the guide)



**Crystal:** These are received into your hand (take as many crystals from the stone basin as you are entitled to).



**Ruby, stone, smoke:** These can be used to build totems. If you acquire any of these, you can mark them off in the yellow fields on your player sheet.



**Base:** In this case, take an uncarved totem card for yourself.

## GAMEPLAY

### 1. Bidding

Flip over the top auction card! The players will compete for the resources shown on the card. Each player secretly hides in their hand as many crystals as they are willing to pay for the desired resources. Then, all players reveal their hands at the same time, and the result is evaluated.

### 2. Evaluation of the bids

Regardless of the bids, each player receives the resources shown in the turquoise field at the top of the card.

Then, the player(s) who **bid the least number of crystals (even 0 is possible)** will receive the contents of the bottom row of the auction card. If everyone bids the same number of crystals, everyone will only receive the bottom row!

Next, the player(s) who **bid the most crystals** will receive the contents of the top row (in case of a tie, multiple players can receive it).

Finally, **everyone else** will receive the contents of the middle row.

**Throw the crystals you used for bidding into the stone basin** (each player must do this, regardless of the outcome of their bid)!

### EXAMPLE



Everyone receives this, so in this case Sam, Suzy, Larry and Annie each gain 4 crystals and 2 stones, as these are given by the Crystal Mask and the Quarry.

Suzy bid 4 crystals, so she receives the ruby and the smoke.

Larry bid 2 crystals, and Annie bid 1 crystal, so they are both in the middle range, and each of them receives 2 crystals.

Sam had no crystals in his hand, so he receives the lowest reward, which in this case means nothing.

### 3. Distributing rewards and marking them on the player sheet

After evaluating the bids each player decides which totem they will use the acquired resources for – they can distribute them across multiple totems. For the selected totem(s) they mark off the resources acquired during the round in the yellow fields on their player sheet. Players can mark off as many of each resource as they have collected. It's recommended to do this from top to bottom – first, everyone should mark the shared reward (the turquoise section of the card) on their sheet, and then the other resources gained from the auction. If you've acquired crystals, you can take them from the stone basin.



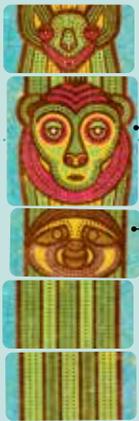
The order of marking off the resources is up to you, EXCEPT for the leftmost 6 rows starting with gold coins (with double arrows next to them) – here you must first mark off the gold, and then the other resources can be marked in any order, even within the same round.

**For any acquired resources that you cannot mark off on your player sheet** (for example if you would receive a 4th papyrus but there are only 3 of them on the sheet, or if you won a smoke but lack the gold coin, so you can't mark off the smoke yet), you will **receive 1 crystal from the stone basin**.



#### 4. Acquisition of totem cards

If a player has successfully marked off all the required resources next to a totem, they will receive a piece of the totem pole! They should check the white circle and take the corresponding totem card.



There are **single and double-level** totem pieces, as well as totems, which come with an **uncarved piece** (this is indicated next to the totem image on the player sheet ).

In this case, take such a card and place it in front of you. Place the totem pieces above each other when building so that the height of the totem pole is visible (this totem is currently 6 levels high).

At the end of the game, **only the carved totems marked with a yellow border on the player sheet** score points.

#### EXAMPLE

active auction card



**Suzy** bid 3 crystals in the first round. Since Sam outbid her with 4 crystals, and Annie had no crystals in her hand, Suzy is entitled to the shared reward, the Quarry (which means 2 stones), and the middle reward, the 2 stones. Since she doesn't have any gold yet, she can only start building the last 4 totems, so she distributes her 4 stones as follows:

**Sam** won the auction with 4 crystals and gets the shared reward (2 stones from the Quarry), plus gold and smoke. He uses the gold to start a totem, then marks off one stone and the smoke to complete it. He can check it off and take the totem card shown in the picture. With the other stone, he begins a new totem where there is no gold requirement.



After that, flip over a new auction card, and the next round can begin! If the auction cards run out, shuffle them again, and the game continues.

#### End of game

As soon as one of the players successfully builds a **nine-level** totem pole (the double-height pieces count as 2 levels), the game ends immediately – the Monkey God has noticed the totems and is looking down on you from the clouds. PLEASE NOTE! The winner is not necessarily the player who builds the 9-level totem first. Everyone must remove the uncarved pieces from their totem pole, and the player who has the tallest column made of the remaining animal figures is the winner.

**Congratulations, you have managed to make the Monkey God forgive your people and now joy and glory await you!**

*At the end of the game, use a paper towel to wipe off the ink from the player sheets. If it has dried, use an alcohol wipe.*

# TOTEM BUILDER MASTER



Flip the player sheet to the lion side.

This game mode is almost identical to the Totem builder apprentice version with the difference that here you can not only build totems with the acquired resources but also **develop your resource sources**, allowing for more versatile strategies. In this version if you are smart, you will be able to obtain more and more resources from your resource sources!

Developable resource deposits (*top left part of the player sheet*):



## Crystal Mask:

Initially it gives 3 crystals, but if you upgrade it, you can receive up to 8 crystals from it in a single round.

With this upgrade, you can gain an advantage in the auction.

## Temple:

Initially it gives papyrus (which can provide bonuses in the auctions), but you can also acquire crystals, uncarved totem pieces and X marks (details will follow).

## Quarry:

Initially it gives 1 stone, but if you upgrade it, you can receive up to 4 stones in a single round. With this upgrade, you can gain an advantage in both building and development.

## Gold mask:

Initially it gives nothing. You must upgrade it to start receiving gold (and possibly crystals) from it.

## GAMEPLAY

### 1. Bidding

It's the same as in the simpler version, but if we bid on resource sources (such as the Crystal Mask, Quarry, Temple, or Gold Mask) instead of resources, everyone will receive as many **resources as indicated next to the checked rows on the respective field** (an example will follow later in the Order of marking section).

### 2. Evaluation of the bids

It's the same as in the simpler game mode.

### 3. Distributing rewards and marking them on the player sheet

The resources acquired in the auction can be used **for development** (the darker blue upper part of the player sheet) and for **totem building** (the lower part of the player sheet with the light blue background). For more details on the additional features of the player sheet see next page.



### 4. Acquisition of totem cards, building of a totem

It is the same as described in the simpler version. In this version there are also totems whose acquisition is subject to **prerequisites** (marked with a double arrow). For these you must first mark off a smoke, and only then can you mark off the other resources (even in the same round).

### End of game

It is the same as described in the simpler version.

## NEW FEATURES ON THE PLAYER SHEET

### Advantages available in the auction:



If you spend on development here, you can gain bonus resources during the auction. If someone completes the top row, then whenever they have the highest bid in an auction, they will also receive a ruby. Upon completing the second row if you receive the middle row in the auction, you will always get a smoke too. For the third row if someone comes last in the auction, they will always get a crystal. The stone in the last row will be given to the player who completed it, but only if they bid with the same number of crystals as any other player in that round.

### If you bid with 0 crystal, you will not be able to receive any of the bonuses!

It's important to note that these fields are prerequisite-based – the double arrow indicates that you must first mark off all the resources before the arrow, and only then can you mark off the papyrus (even in the same round). Once this is done you can check the circle, and from the next auction onward you can start enjoying the advantages.

### EXAMPLE



Annie won both a papyrus and a stone in the same round in an auction. Therefore, she first marks off the stone then the papyrus, allowing her to check off the circle next to the crystal. From the next auction onward, whenever she places the lowest bid (but not zero!), she will receive a crystal.

### X: Joker

You can acquire it in the Temple, or you can purchase it with the gold received from the Gold Mask.

### EXAMPLE



In this round, Sam received 1 ruby and marked it off on one of the Temple's fields next to the 2 stones he already had. From now on, whenever he wins a Temple in the auction, he will always receive an X joker, which he can use to mark off any resource on any yellow field.



Larry had previously completed the second row at the Gold Mask's area. In this round he won a Gold Mask in the auction, earning 1 gold coin. He immediately marked it off on the adjacent field which gave him an X joker. He can now use this joker right away to mark off any resource on any yellow field.

If you receive an X, you must use it immediately – you can mark off any resource (such as stone, ruby, smoke, etc.) on any yellow field of the player sheet, except of course for the sections with prerequisites. You cannot mark off the resources after the double arrows until the prerequisite has been fulfilled.

### Order of marking

During the game always first cross off all the resources you won in the auction on the yellow fields. The circles can be checked off only once you have filled any of the rows completely. If it's a totem piece you immediately receive the corresponding totem card(s). If it's a development the benefits associated with it will take effect starting from the next round.



**1.** Before the auction, Suzy's Quarry field looked like this.

**2.** Now at the auction everyone received a Quarry and a Golden Mask, and Suzy won a ruby too. She marks off the ruby. Her Quarry currently gives 2 stones (with 2 checkmarks under it), so she marks off one stone next to the ruby and spends the other one on totem building.

**3.** At the end of her turn, she notices that the Quarry's next upgrade has been completed, so she checks it off as well. The next time she wins a Quarry, she will receive 3 stones instead of 2.

## 2-PLAYER GAME MODE

Both game versions can be played with 2 players. In this case the winner and loser of the bid are clear. The middle bid is awarded when both players bid an equal number of crystals.