

TOTEMIC

In **Totemic**, animal spirits vie for their place in the natural world. Using cunning, strength, and aspects specific to their kind, each animal will approach this contest differently. Only the animal that best uses these aspects will win in the end.

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24 specific aspect cards	2 totem level cards*
16 basic aspect cards	1 dominance token
12 animal spirit cards	1 rule book
4 power tracker cards	1 totem
4 Solo Game challenge cards	

*The totem level cards included with **Totemic** are to provide a more portable card-only option for players who want to take **Totemic** on the go. When setting up the game simply choose the totem that you prefer to use.

CREDITS AND THANKS

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GAME SETUP

- Place the totem within reach of both players. Set the level to 5.
- Both players select an animal spirit card and take the following:
 - The 2 specific aspect cards that depict their animal spirit
 - A set of 2 power tracker cards (1 top and 1 bottom)
- Each player sets the starting power listed on their animal spirit on their power tracker cards.
- Give the dominance token to the player whose animal starts with the most power.
- Allow both players a moment to look at each other's specific animal aspect cards.
- Shuffle the 16 basic aspect cards (those with the totem icon in the bottom right corner ) and both player's specific aspect cards together facedown to form the deck.
- Place the deck between the 2 players, off to one side of the player area.
- Deal each player 3 cards from the deck.
- Turn 3 cards faceup side by side next to the deck directly between the players to create the offering.

You are ready to play. **The player without the dominance token takes the first turn of the game.**



ANATOMY OF A CARD

ANIMAL SPIRIT CARD

Power: This is the starting amount of "life" your animal spirit has. A player may gain power in excess of their starting power throughout the game.

Advantage: This is the unique ability of your animal spirit.



ASPECT CARD



Ability: This is the effect of a card when taken from the offering as part of an invoke action.

Strength: This is used for resolving challenges.



Basic Aspect: This icon indicates that an aspect card is a basic aspect.

NOTE: The 16 basic aspect cards are used in every game, while specific aspect cards are determined by which animal spirits are being used. Specific aspect cards match the art and color of the animal spirit. A player may always use specific aspect cards corresponding to their opponent.

DOMINANCE

The player who has the dominance token has dominance. The player with dominance wins all ties. Some animal advantages and aspect abilities cause players to gain or lose dominance. Anytime that a player loses dominance they lose 1 power.

GAME PLAY OVERVIEW

Players will alternate turns until the power of one (or both) of the players has been reduced to zero or less. The player with the most remaining power is the winner. In the event of a tie, the player with dominance wins. A player's turn is simple:

- Take an action
- End your turn

TAKE AN ACTION

On a player's turn, they must take 1 of 3 possible actions:

- Draw**
- Invoke**
- Challenge**

DRAW

A player takes the top card of the deck and adds it to their hand. The player does not resolve the card's ability. The player then discards down to 3 cards. They may discard the card just drawn.

NOTE: If at any time the deck has no cards, reshuffle all cards in the discard, place them facedown to form a new deck, and each player loses 1 power.

INVOKE

The player selects a card in the offering, slides it halfway out of the offering in their direction, and resolves its ability.

After resolving the ability on the selected card, the player draws or discards cards until they have 3 cards in hand. The player next discards 1 card from their hand and adds the selected card to their hand.

NOTE: Some cards allow players to initiate a challenge. Resolve the challenge completely and then complete the invoke action.

CHALLENGE

The player initiates a challenge against the opposing player. The opposing player must then choose 1 of the following 3 options:

Accept: Both players select 2 cards from their hand and place them facedown. The selected cards are then revealed, after which the total strength values on those cards are compared. The player with the greatest total strength on their selected cards is the winner of the challenge. The losing player loses power equal to the level of the totem. In a tie, the player with dominance wins and must lose dominance.

Threaten: After a player is challenged or threatened, they may choose to threaten the opposing player and increase the power at stake by raising the totem to its next level. If this raises the totem level to 30, the challenge is considered to have been accepted and is resolved normally. Otherwise, the decision to accept, threaten or submit moves back to the opposing player.

Submit: The challenge ends immediately. The player that submits loses 5 power, regardless of the current level of the totem. The other player must then select 2 cards in their hand to discard.

NOTE: A player that submits is not considered to have lost the challenge, nor is the other player considered to have won. As such, no abilities or advantages related to winning or losing a challenge are resolved.

After the challenge is complete, both players discard all selected cards. The player that initiated the challenge then draws or discards cards until they have 3 cards in hand.

END OF YOUR TURN

Check to see if one or more players have zero or less power. If so, proceed to the End of Game. Otherwise, follow these steps:

- The opposing player draws or discards until they have 3 cards in hand.
- Add cards from the deck until there are 3 cards in the offering.
- Reset the totem level to 5.
- The next player takes their turn.

END OF THE GAME

The player with the most remaining power wins. If both players are tied, the player with dominance wins.

As games of **Totemic** can play very quickly, we recommend players play a match of 3 games.

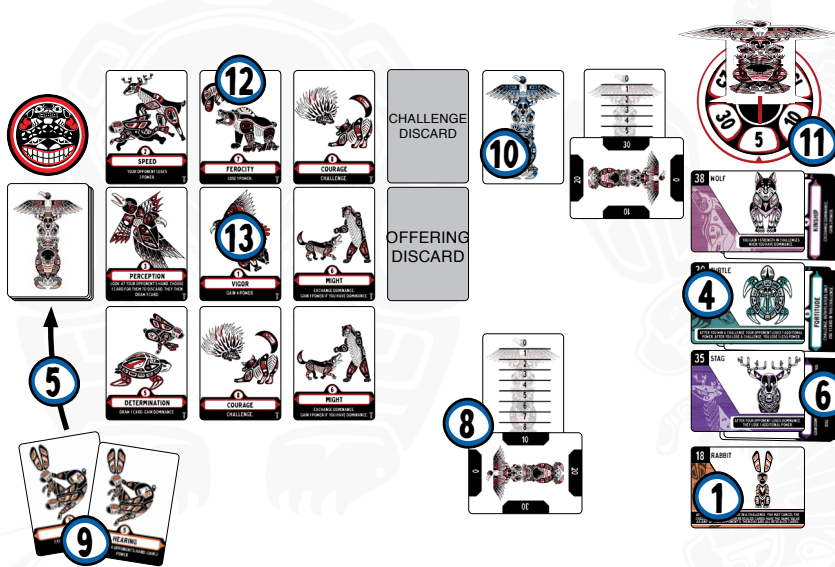
SOLO GAME

In the **Totemic** Solo Game, you take on the role of a single animal spirit. Your goal is to overcome a group of rival animal spirits, defeating each in a head to head confrontation, and prove your totemic might!

SOLO GAME SETUP

1. Select an animal spirit to play, and place its animal spirit card in the bottom right of the play area. Players cannot select the Crow or Mouse.
2. Decide on the number of animal spirits you wish to play against. The recommended number of animal spirits is 3.
3. Shuffle the following animal spirits into a facedown deck: Badger, Bat, Porcupine, Stag, Turtle, and Wolf. If you selected one of these animal spirits to play, simply shuffle the rest into a facedown deck.
4. Reveal animal spirit cards equal to your chosen number of animal spirits you wish to play against from that facedown deck one at a time. Place the first revealed animal spirit card directly above yours with each subsequent animal spirit card being placed above the previous one to form the Hierarchy of Spirits. The animal spirit card directly above yours in the Hierarchy of Spirits is the rival animal for the current confrontation.
5. Add your 2 specific aspect cards into the basic aspect cards and place it facedown to form the deck.
6. Set aside all specific aspect cards for each of the animal spirits in the Hierarchy of Spirits.
7. Add the 2 specific aspect cards belonging to the rival animal for this confrontation into the deck. Then shuffle the deck.
8. Set your starting power on your power tracker cards. Do the same for the rival animal.
9. Give the dominance token to the animal with the most power.
10. Shuffle the 4 Solo Game challenge cards (numbered 0, 2, 4, and 6), and place them facedown in a stack near the rival animal's power tracker cards.
11. Place the totem near the deck so it can be easily reached. Set the totem level to 5.
12. Deal yourself a hand of 3 faceup cards. Then deal the rival animal a hand of 3 faceup cards.
13. Turn 3 cards faceup side by side next to the deck to create the offering.

You are ready to begin the first confrontation in your Solo Game of **Totemic**. **The animal without the dominance token plays first.**



SOLO GAME PLAY OVERVIEW

When playing the Solo Game, the player performs their turn in exactly the same way as in a standard game of **Totemic**. The rival animal, however, has its own rules.

Each turn, the action the rival animal chooses to take is determined by the strength of its faceup cards. If the total strength of any 2 of its faceup cards is 10 or greater, the rival animal must challenge.

If no combination of any 2 of its faceup cards have a total strength of 10 or more, the rival animal must invoke.

NOTE: The rival animal never takes a draw action.

CHALLENGE

The rival animal must follow these three simple rules in all challenges:

- It must accept all challenges.
- If the player threatens, it must accept.
- It never submits.

Follow these steps in each challenge against the rival animal:

1. The player selects the 2 cards they wish to use in the challenge.
2. The rival animal always selects the cards with the highest strength.
3. Reveal the top challenge card and add its strength to the rival animal's selected cards.
4. Compare the total strength of the player's cards against the rival animal's cards (including the challenge card). The animal with the highest total strength wins. If tied, the animal with dominance wins and must lose dominance.
5. Reduce the power of the loser by the level of the totem.
6. Discard the aspect cards used to the offering discard pile and the challenge card used to the challenge discard pile.
7. Starting with whoever initiated the challenge, draw or discard cards for both the player and rival animal until each have 3 faceup cards.
8. If there is only 1 unused challenge card remaining, shuffle it into the discarded challenge cards to reform the deck and place it facedown in the play area.

If the player submits to a challenge, they lose 5 power as normal. The rival animal then discards its 2 faceup cards with the highest strength values. In the event of a tie, the player chooses which card(s) the rival animal discards.

INVOKE

If the rival animal takes an invoke action, it always selects the highest strength value card in the offering, discards its lowest strength card, and adds the selected card to its hand. In the event of a tie for the highest strength value, the player chooses which card the rival animal selects.

The rival animal only resolves the "gain dominance" or "exchange dominance" part of the selected card's ability, ignoring all other text.

For example, if the rival animal selects a Determination from the offering, the rival animal does not draw a card, but it does gain dominance.

END OF TURN

Check to see if the player or rival animal has zero or less power. If so, proceed to the End of Confrontation. Otherwise, follow these steps:

1. The player and rival animal draw or discard until they have 3 faceup cards.
2. Add cards from the deck until there are 3 cards in the offering.
3. Reset the totem level to 5.
4. Begin the next turn.

END OF CONFRONTATION

If the player or the rival animal has zero or less power, the confrontation ends. The player or rival animal with the most remaining power wins. If both the player and the rival animal are tied, dominance breaks the tie as in the standard game.

If the rival animal wins, the player has been defeated and loses its place in the Hierarchy of Spirits, ending the Solo Game.

If the player wins, exchange the position of the player's animal spirit card and that of the rival animal in the Hierarchy of Spirits. If there is at least one animal spirit card above the player's in the Hierarchy of Spirits proceed to A New Rival. Otherwise, the player's animal has ascended to the top of the Hierarchy of Spirits. The player wins the Solo Game!



A NEW RIVAL

If there is another animal spirit card above yours in the Hierarchy of Spirits, it becomes the new rival animal. Follow these steps to prepare for the next confrontation:

1. Determine the player's starting power for the new confrontation. Do this by adding half (rounded down) of the starting power of the animal defeated in the last confrontation to the player's power at the end of that confrontation. Use this power total to determine dominance.

For example, if the player had 7 power left at the end of the previous confrontation and defeated the Turtle (starting power 30), the player would begin the next confrontation with 22 power.
2. Set the rival animal's starting power on its power tracker cards.
3. Remove the defeated animal's 2 specific aspect cards from the deck and return them to the box.
4. Add the 2 specific aspect cards belonging to the rival animal for this confrontation into the deck. Then shuffle the deck.
5. Give the dominance token to the animal with the most power.
6. Shuffle the 4 Solo Game challenge cards (numbered 0, 2, 4, and 6), and place them facedown in a stack near the rival animal's power tracker cards.
7. Deal yourself a hand of 3 faceup cards. Then deal the rival animal a hand of 3 faceup cards.
8. Turn 3 cards faceup side by side next to the deck to create the offering.

You are now ready to begin the next confrontation. The animal without dominance plays first.