
WAKANDA™
blue orange
Hot Games Cool Planet
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8+ | 2 | 15 min

Contents:
- 1 non-transparent cloth bag
- 8 village tiles
- 21 wooden totems (1 Eagle, 2 Chiefs, 3 Tomahawks, 4 Animal Skins, 5 Teepees, 6 Suns)
- 3 "Wings" headdresses
- 3 "Crests" headdresses

INTRODUCTION:

Every 100 moons, members from different tribes gather to sculpt new totems. The totems they create represent the values of their family, village, courage and culture. The tribe that makes the most prestigious totem poles wins the contest...

OBJECT OF THE GAME:

Build the 3 most prestigious totem poles.

SET-UP:

Each player takes his 3 headdresses (Wings or Crests).
Shuffle the 8 village tiles and put 2 of them randomly back in the box without looking at them.

Put the remaining 6 village tiles in a line, face-up, one by one, between the two players. Turn the last three village tiles 90 degrees to signify they are not yet available to build Totems on.

Place the 21 totems in the bag.



The last player to utter a war cry begins the game. Players play one at a time.



PLAYING THE GAME:

On your turn, you must:

1) Draw a totem from the bag and keep it.
NOTE: If there are no totems left, proceed to step 2.

2) Choose one of the following actions:

A) **Build a totem:**
Place one of your totems on one of the available village tiles, on top of any totem poles under construction. The village tiles that are tilted cannot yet be built on.

B) **Finish a totem pole:**
You can decide to claim one of the totem poles under construction. To this end, place one of your headdresses on top of this totem pole.
If there are any tilted village tiles left, turn the next one in line back. This village tile can now be built on in future turns.

Then it is the next player's turn.

NOTE: You are not allowed to pass.

The game proceeds until all the 6 totem poles have been finished (3 for each player). When one player runs out of headdresses, he continues to play until he is out of totems and the bag is empty, or until all 6 totem poles have been finished.



END OF THE GAME:

The game ends when all 6 totem poles have been finished. Each player scores points for all of their totems, based on the village tiles their totems were built on. That means that each village will give you points for the elements belonging to ALL the totem poles you control.

Then players subtract 1 point for each sun on their totem poles (unless they have the Sun Village Tile).

The winner is the player with the most points. In case of a tie, the player who placed his third headdress first wins the game.



4 + 8 + 10 - 2 = 20



8 + 4 + 4 = 16

ADVANCED RULE/VARIATION:

The boldest players may decide not to reveal the villages to come. So they keep the three unavailable village tiles face-down. Reveal them only when one of the three available villages has completed its totem pole.

VILLAGE SCORING IN DETAIL:

EAGLE: Add 8 points per eagle on your totem poles.

CHIEF: Add 5 points per chief on your totem poles.

TOMAHAWK: Add 4 points per tomahawk on your totem poles.

ANIMAL SKIN: Add 3 points per skin on your totem poles.

TEEPEE: Add 2 points per teepee on your totem poles.

VARIETY: Add 2 points per different paint color on your totem poles.

HEIGHT: Add 2 points per totem piece on your tallest totem pole.

SUN: Add 1 point per sun on your totem poles. Beware, if you don't have a totem in this village, you lose 1 point per sun.

