NETA-TANKA

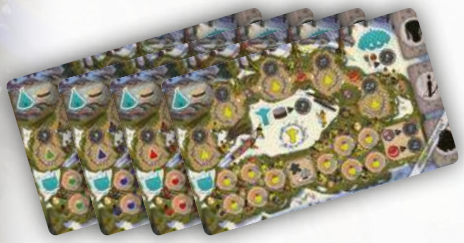
The Frostrivers tribe dwells along the Great Frozen River. Its members live in harmony with Nature. The tribe obeys the laws of the Four Elders, themselves guided by the most venerable of the Elders: the Neta-Tanka.

When the Neta-Tanka enters the twilight of life, the Frostrivers gather at the Sacred Grounds to designate a successor. During this ceremony, each clan presents a young leader, who will need to demonstrate generosity and the ability to provide for the tribe in order to become the new Neta-Tanka.

CONTENTS



1 Village board



4 Clan boards



16 Nomads
(4 for each player)



1 Visiting Nomad



2 two-sided Totem Pole boards



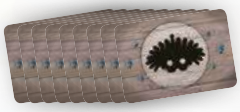
10 Canoe cards



10 Neta-Tanka cards



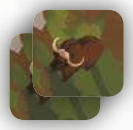
4 Objective cards



18 Handicraft cards



40 Wood tokens, 40 Hide tokens, 25 Meat token, 20 Mushroom tokens and 10 Skull tokens



2 Buffalo tokens



20 Generosity Point tokens (15 ones and 5 fives)



8 Link tokens



4 Copy Power tokens



4 Totem Pole tokens



1 First Player token

GOAL OF THE GAME

Earn the most victory points to become the new Neta-Tanka. You will earn points by nourishing your clan, constructing tents, erecting the tallest totem pole, handcrafting objects, and performing acts of generosity toward the tribe.

SETUP

Here is an example of a 3-player setup.

1 Place the Village board in the middle of the table.

2 Place all of the resources (, , , , and Generosity points) beside the board, to form the **General Reserve**. Resources are unlimited. In the unlikely case that you run out of something, use a substitute.



3 Shuffle the Neta-Tanka cards. Place 5 of them face up beside the board. Place the deck nearby. Flip the top card of the deck face up (this card is not considered **available**). During the game, as soon as a card (from the 5 **available**) is taken, immediately replace it with the top card of the deck. Then, flip the new top card of the deck face up.

4 Shuffle the Handicraft cards. Place 5 of them face up beside the board. Place the deck nearby. Flip the top card of the deck face up (this card is not considered **available**). During the game, as soon as a card (from the 5 **available**) is taken, immediately replace it with the top card of the deck. Then, flip the new top card of the deck face up.





5 Shuffle the Canoe cards and draw **5 for a 2-player** game, **7 for a 3-player** game, **10 for a 4-player** game. Place them face down on the **Visit Canoe** location of the Village board. These will serve to count the rounds of the game. Flip the first card face up.



6 Place the Visiting Nomad beside the Canoe cards on the Village board.

7 Place the Totem Pole board corresponding to the number of players (2, 3, or 4) beside the board. Each player places their Totem Pole token on the leftmost space on it. (For an explanation of the board, see "Totem Pole boards", page 18).



8 Stack the 8 Link tokens on the Link location with no icon.

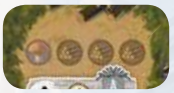








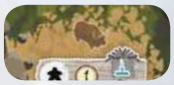
9 Place 3 and 1 on **THE FOREST** area.



Place 3 on **TANNING AREA**.



Place 2 Buffalo tokens on the **HUNTING AREA**. Place one "caught" side up, and the other "not caught" side up.





Buffalo Caught side



Buffalo Not Caught side

10 Give each player a Clan board. Place your Copy Power token face down on your Clan board.



Also give each player 2, 1 and 1 ; place these to the left of your Clan board, in your **Personal Reserve**. For a 2-player game, see "2-Player Game", page 16. For a 3-player game, each player takes 4 Nomads of their color. For a 4-player game, each player takes 3 Nomads of their color.

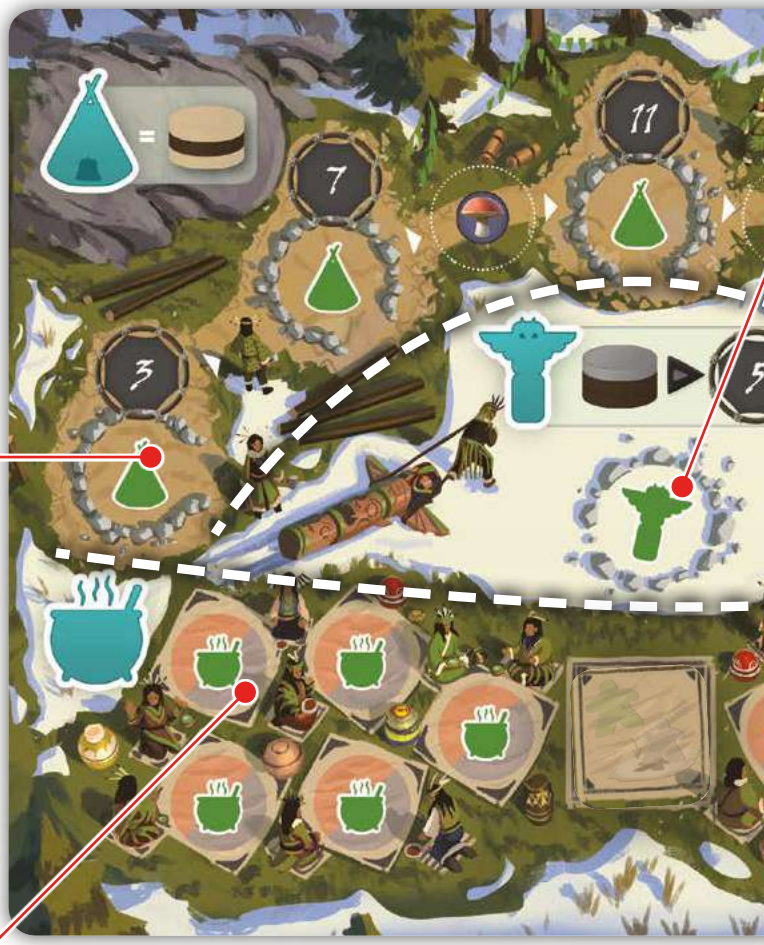


11 Deal an Objective card to each player. Keep these secret! You can discard this card at any time to get a Generosity Point from the General Supply.

12 Give the First Player token to the player who lost the last game, or otherwise to a random player.

CLAN BOARD

Here is your personal Clan board. It is divided into 4 *sections*:



THE TENT SECTION

In this section, you can construct Tents for your clan. Each Tent requires 2 and 1 to construct it. You always build the leftmost Tent first; however, you can start construction of the next Tent even if the previous one is not complete, as long as the previous Tent has at least 1 resource on its construction site.

Attention



Before you can start constructing certain Tents, you will be required to provide 1 and/or 1. **You cannot place any resources on the Tent after such a demand space** until you have provided the required food. **Placing these food tokens does not require an action.**

At the end of the game, you will score points depending on the number of Tents you have completed (see "End of the Game", page 15).

THE NOURISHMENT SECTION

At the bottom, you will find the section where you nourish your clan. Each space in this section can receive 1 or 1. Fill the left half of this section before you start the right half.

When you place your 5th food in this section, you unlock the Copy Power (see "Copy Power", page 12). Flip your Copy Power token face up.

At the end of the game, each placed in this section earns you 1 point. Each earns you 2 points (see "End of the Game", page 15).

THE HANDICRAFT SECTION

During the game, you can gain Handicraft cards. Handicrafts require and in order to make them. Once they are finished, return the and indicated on the cards to the General Reserve, then tuck these cards under your board in this section. In addition to the points earned by each individual Handicraft card, each set of 3 cards of different types (Drum, Bow, and Vestment) will earn you 5 points at the end of the game (see "End of the Game", page 15).

THE TOTEM POLE SECTION

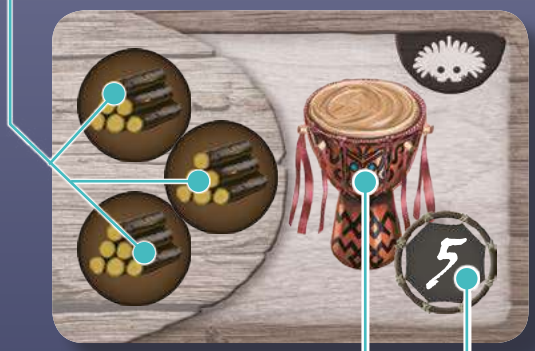
In the central section, you can erect your Totem Pole by stacking 🪵 and 🐂. **Regardless of the order in which they are stacked**, each set of 2🪵 + 1🐂 will earn you 5 points at the end of the game.



Handicraft Cards

Description of a Handicraft card:

Resources to provide



Type of object

Points at the end of the game

Furthermore, you are competing to have the tallest totem pole. You score points at the end of the game depending on the number of resources in your Totem Pole in comparison to the others (see "End of the Game", page 15).

Totem Pole Board



The Totem Pole board serves to rank the players throughout the game according to the sizes of their Totem Poles. Each 🪵 and each 🐂 counts as one stage of the Totem Pole.

At the beginning all players start on the leftmost space of the board. The first player to place a resource on their Totem Pole moves to the rightmost space. The second player to place a resource will move onto space to the left of the rightmost space. **In order to take another player's space, your Totem Pole must be taller.**

If you have constructed at least 1 stage, your Totem Pole token will always be alone on a space. If you pass one or more players, their Totem Pole tokens move left one space.

Example: ***Peter*** *has 3🪵 in his Totem Pole; he is first.* ***Sarah*** *has 3🪵 but she got her third after* ***Peter****, got his, so she is second.* ***Jessica*** *has 2🪵, and on her turn she adds 1🪵 and 1🐂 to it, so now she has 3🪵 and 1🐂 (thus 4 stages). She passes both* ***Peter*** *and* ***Sarah*** *and becomes first. The other two move left 1 space each, preserving their previous relative order.*



Flow of the Game

A game lasts 5 rounds for a 2-player game, 7 rounds for a 3-player game, and 10 rounds for a 4-player game.

A round comprises 3 successive phases:

- **Phase I - Place Nomads:** Players take turns placing one Nomad on the Locations of the Village board, until all are placed.
- **Phase II – Resolve Actions:** The first player performs the actions for all of the Locations at which this player has Nomads. Then the next player does the same, until each player has done this once.
- **Phase III – End of the Round:** Everyone collects their Nomads. Remove the Canoe card for the round. Pass the First Player token to the left (clockwise).

Description of a Round

Phase I : Place Nomads

The first player places **only one Nomad** (you always place your own) on a Location of the Village board. Then the next player places **only one Nomad**. Continue this way until everyone has placed all of their Nomads.

Note: Frequently, one player will have fewer Nomads to place than the other players during this phase (for example, if one their Nomads was requisitioned for hunting on the previous turn, see "Missions of the Elders: Hunting and Forest", page 14). When it is your turn to place, and you have no more Nomads, simply pass and move on to the next player.

- **Attention: You place your Nomads now, but you do not perform the actions corresponding to the Locations until Phase II.**
- **Attention: No matter the type of Location, a Location can never have 2 Nomads of the same color at the same time, not even by using a Copy Power (see "Copy Power", page 12).**

There are 3 types of Location:

Single-Space Locations



These Locations can only contain a single Nomad. Once they are occupied, these Locations cannot accommodate further Nomads this round.

Note: There is one exception to this rule: If you have unlocked the Copy Power, you can add one of your Nomads to a single-space Location already occupied by a Nomad of another color (see "Copy Power", page 12). However, these Locations can never host more than 2 Nomads.

Elder Locations



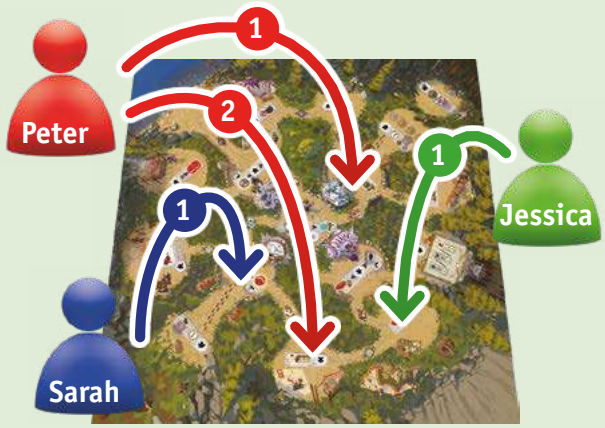
These Locations work like the single-space Locations, except that it is **never** possible to copy them (not even with the Copy Power — see "Copy Power", page 12)

Open Locations



You can place your Nomad in this Location, even if it already contains Nomads of other colors.

***Example**: Peter is the first player. He places his 1st Nomad (1). Now it is Jessica's turn; she places her 1st Nomad (1). Sarah goes next, placing her 1st Nomad (1). Now it is Peter's turn again; he places his 2nd Nomad (2), and so on until everyone has placed all of their Nomads.*



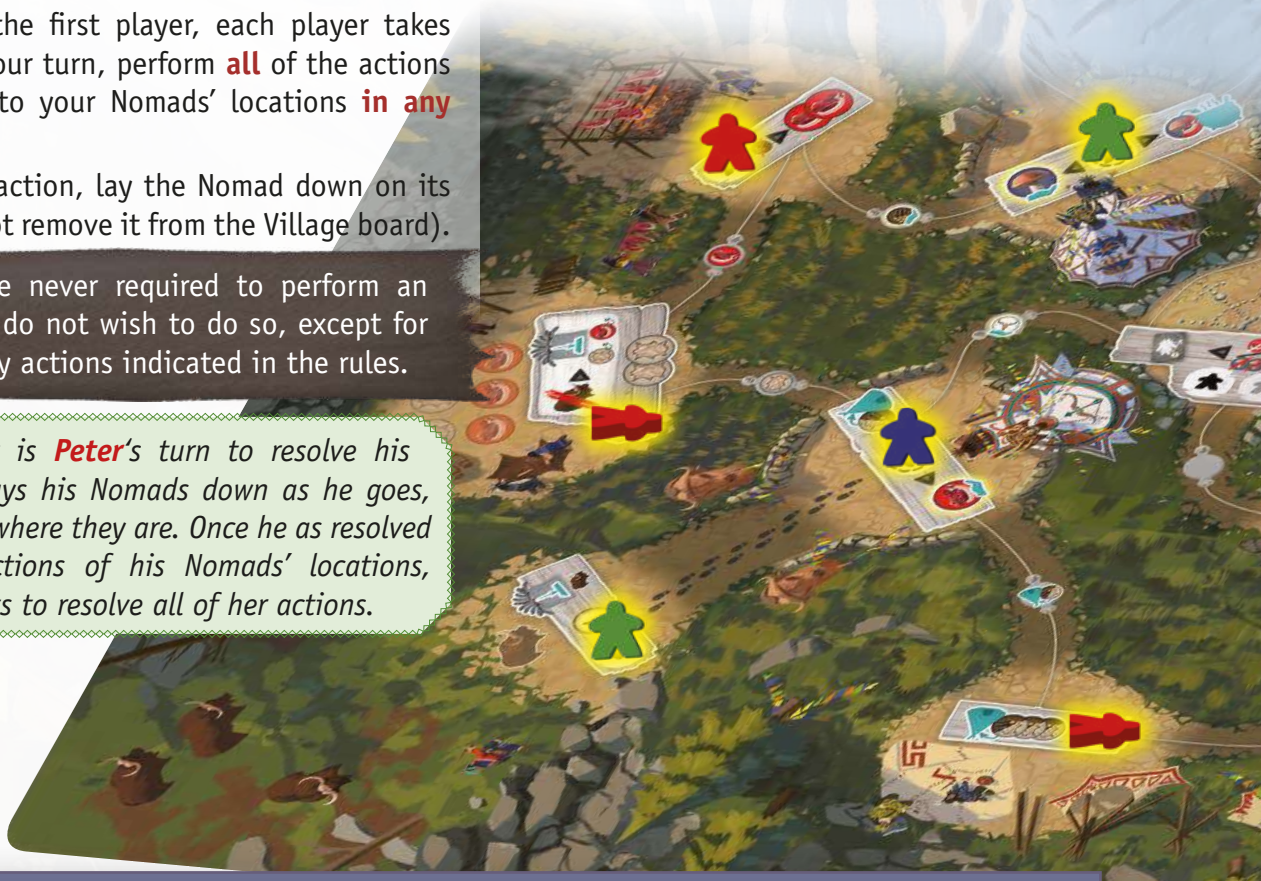
Phase II: Resolve Actions

Starting with the first player, each player takes one turn. On your turn, perform **all** of the actions corresponding to your Nomads' locations **in any order you like**.

To perform an action, lay the Nomad down on its Location (do not remove it from the Village board).

Note: You are never required to perform an action if you do not wish to do so, except for the mandatory actions indicated in the rules.

***Example**: It is Peter's turn to resolve his actions. He lays his Nomads down as he goes, leaving them where they are. Once he as resolved all of the actions of his Nomads' locations, Jessica starts to resolve all of her actions.*



Iconography

Whenever you gain a resource, see if the icon depicts a turquoise hand. If this is the case, this resource comes from the General Reserve.



If there is no turquoise hand, the resource comes from an area on the Village board.



THE ACTIONS OF THE VILLAGE BOARD

1 Fell Timber





This Location includes a special area of the board called **THE FOREST**, indicated by spaces with transparent resources.

A Nomad placed on this Location is required to take the action. Take 1 Generosity point from the General Reserve, then add 3 and 1 from the General Reserve to **THE FOREST**. (Add these resources even if there are others already present. Stack them if you need to).

2 Retrieve Wood



Take up to 2 available in **THE FOREST** and put them in your Personal Reserve. If **THE FOREST** doesn't have enough, take only what is available. (This action **does not permit you** to take directly from the General Reserve).

3 Collect Mushrooms or Wood



Take 1 or all the available in **THE FOREST**. If neither nor are available in **THE FOREST**, you take nothing. (This action **does not permit you** to take resources directly from the General Reserve).

Note: This action is an Open Location.

4 Erect Your Totem Pole



Take 1 from your Personal Reserve and place it on the Totem Pole on your Clan board.

5 Visit the Elder of the Forest



Choose one:

- Receive 1 **from the General Reserve.**
- Stack 1 from your Personal Reserve on the Totem Pole on your Clan board.



6 Visit the Elder of Handicrafts



Choose one:

- Take 1 Handicraft card available beside the board.
- Take 1 or 1 from your Personal Reserve and place it on one of your incomplete Handicraft cards, respecting the resources it requires.

7 Make Objects



Take 1 or 1 from your Personal Reserve and place it on one of your incomplete Handicraft cards, respecting the resources it requires.



8 Make an Offering



You can make up to 3 offerings (same or different) from among the following options:

- Either return 1 Generosity point to the General Supply to take 1 resource (, , or) from it, or return 1 resource to take 1 Generosity point.
- Return 1 Generosity point to take 1 Handicraft card available beside the board.
- Return 1 Generosity point to benefit from a Link on the board (see "Links", page 13). It is not allowed to benefit from the Link between Visit the Elder of Handicrafts and Consult the Neta-Tanka this way. **Attention: If, in a single action, you make this offering several times, you cannot benefit from the same Link more than once.** You can, however, benefit from a Link that another player has used in the normal fashion this round.

9 Construct Tents



Take up to 3 total and/or from your Personal Reserve and place them in the *Tent section* of your Clan board.

10 Gather Your Thoughts



Take 1 Generosity point from the General Reserve and put it in your Personal Reserve.

11 Hunt



This Location includes the special area of the board called the **HUNTING AREA**, indicated by a space with a transparent Buffalo.

A Nomad placed on this Location is required to take the action. Take 1 Generosity point from the General Reserve, then flip one of the Buffalo tokens to be "caught" side up. It is possible to have 2 Buffalo "caught" at the same time.

12 Tan



This Location includes the **TANNING AREA**.

This action has a mandatory step that must be performed before the "normal" action.

- **Mandatory action:** If a caught Buffalo token is available in the **HUNTING AREA**, flip this token to be "not caught", then add 3 and 3 to the **TANNING AREA**. (If resources are already available here, stack them.) If there are no Buffalo that are "caught" side up, skip this step.
- **Normal action:** Take 2 available in the **TANNING AREA**. If it doesn't have enough, take only what is available (this action **does not permit you** to take directly from the General Reserve).

13 Visit the Elder of the Hunt



Choose one:

- Receive 1 from the General Reserve.
- Place 1 or 1 from your Personal Reserve in the *Tent section* of your Clan board.

14 Smoke Meat



You must return 1 to the General Reserve from your Personal Reserve in order to take up to 2 available in the **TANNING AREA**. If the **TANNING AREA** doesn't have enough, take only what is available. (This action **does not permit you** to take directly from the General Reserve).



15 Nourish your Clan



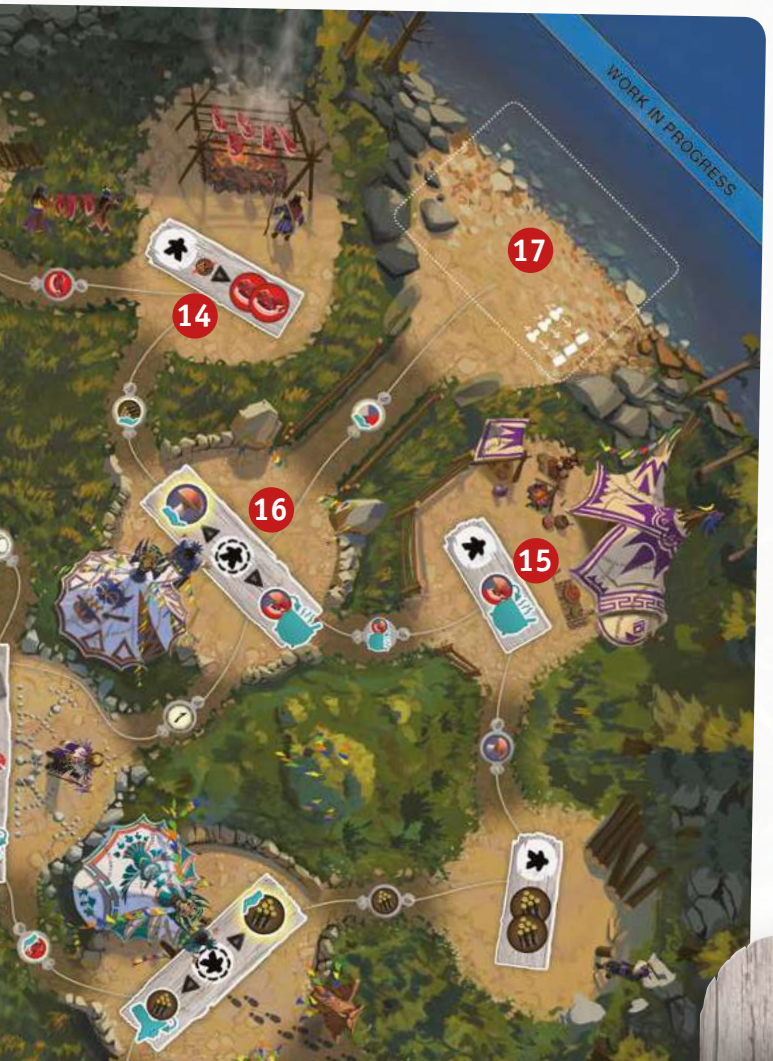
Take 1 or 1 from your Personal Reserve and place it on the *Nourishment section* of your Clan board.

16 Visit the Elder of Nourishment



Choose one:

- Receive 1 from the General Reserve.
- Take 1 or 1 from your Personal Reserve and place it on the *Nourishment section* of your Clan board.



17 Visit Canoe



The Canoe card in this Location changes each round (the number of Canoe cards thus serves to count the rounds). **You can only take 1 of the 2 actions proposed on the card.**

Canoe Card Anatomy



Depending on the card, there are 3 types of possible options:

- Take **only 1** of the resources offered on the left side of the Canoe card; take it from the General Reserve.
- (If this is proposed on the right side of the Canoe card) Take a Handicraft card from among the 5 cards available beside the Village board.



- (If this is proposed on the right side of the Canoe card) Welcome a visitor: Spend 1 or 2 from your Personal Reserve. This will make you the first player for the next turn. This also permits you to host the Visiting Nomad for the next round (see "Visiting Nomad", page 13). **This option can only be chosen once per turn.**



Consult the Neta-Tanka



This location has 1 single-space Location for 2- and 3-player games, and 2 single-space Locations for 4-player games.

Spend 1 or 2 from your Personal Reserve and take only one of the following options:

- Place 1 from your Totem Pole.
- Take one of the 5 Neta-Tanka cards available beside the board.

Neta-Tanka Card Anatomy

You can play one of your Neta-Tanka cards at any time during your turn, either for the effect on the front or for the effect on the back. When you play a Neta-Tanka card, it is discarded for the rest of the game.

- **Front**

Effect of the card (see "Neta-Tanka Cards", page 17).



- **Back**

You can discard the card to take 1 Generosity point from the General Reserve.



THE SPECIAL POWERS

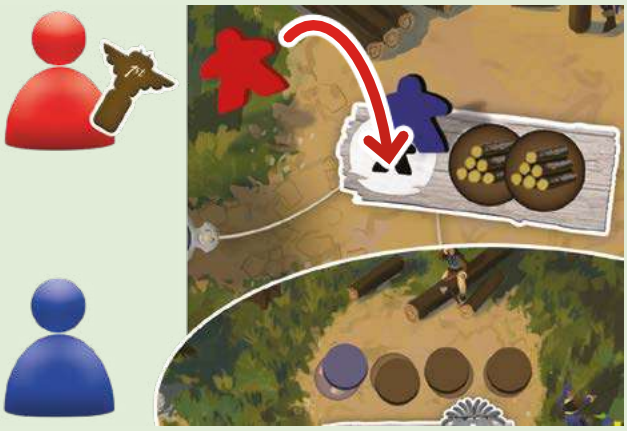
Copy Power



Once you have unlocked the Copy Power, during Phase I: Place Nomads, you can place one of your Nomads on a single-space Location already occupied by **one** Nomad **of another color**. You can only use this power once per round. If a single-space Location already has 2 Nomads of different colors, you cannot use the Copy Power there.

Remember: There can never be 2 Nomads of the same color on the same Location.

During Phase II: Resolve Actions, both players with a Nomad in the same Location benefit from its full effect; however, they perform the action on their respective turns. That means that turn order determines which will take the action first, not the order in which the Nomads were placed.



Example: *There are 3 available in* ***THE FOREST****. During Phase I, after* ***Peter*** *has played,* ***Sarah*** *places her Nomad on Retrieve Wood. Later in the same phase,* ***Peter*** *copies this action with one of his Nomads.*

According to the turn order, ***Peter*** *performs his actions before* ***Sarah*** *in Phase II. He resolves his action in this Location and takes 2 from* ***THE FOREST****. After* ***Peter*** *has resolved all of his actions, it is* ***Sarah****'s turn. She resolves the Retrieve Wood action, but because there is only 1 remaining in* ***THE FOREST****, she only retrieves one.*

Visiting Nomad

You welcome the Visiting Nomad at the "Visit Canoe" Location. Add the Visiting Nomad to your Nomads for the Phase I and Phase II of your next turn.

The Visiting Nomad can only be placed on a Location where a player (you or an opponent) has already placed a Nomad (thus it "copies" a single-space or open Location).

The Visiting Nomad never visits an Elder or a Location already hosting 2 Nomads.

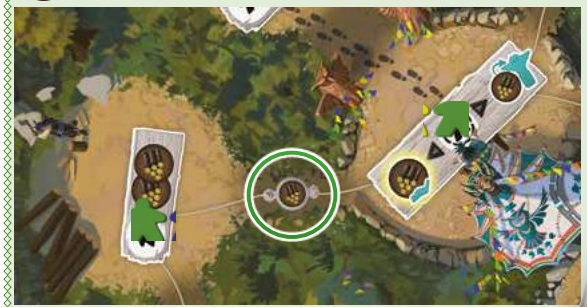
The Visiting Nomad never creates a Link with your Nomads (see next topic).



LINKS

During Phase II: Resolve Actions, you can benefit from the bonuses provided by Links, in addition to the actions of the Locations. You benefit from a Link if you have Nomads of the same color, one on each location on both sides of the Link. Resolve the Links in whatever order you like when it is your turn to resolve your Location actions. You are never required to use a Link bonus.

Example: *Jessica has placed one of her Nomads on the Retrieve Wood Location and one of her Nomads on the Visit the Elder of the Forest Location. When she takes her turn in Phase II, she could benefit from the Link between these 2 Locations at any time, retrieving an additional* 🪵 *available in* ***THE FOREST****.*



Descriptions of the different Links:

	Take 1 🐂 from the General Reserve and place it in your Personal Reserve.
	Take 1 🪨 from the General Reserve and place it in your Personal Reserve.
	Take 1 🪵 from the General Reserve and place it in your Personal Reserve.
	Take 1 Generosity point from the General Reserve and place it in your Personal Reserve.
	Take 1 🥩 from the General Reserve and place it in your Personal Reserve.
	Take 1 resource (🪵, 🪨, 🥩 or 🌈) from the General Reserve and place it in your Personal Reserve.

	Take 1 from **THE FOREST**
	Take 1 from **THE FOREST**
	Take 1 from the **TANNING AREA**
	Take 1 from the **TANNING AREA**
	Add 1 or 1 from your Personal Reserve to the *Tent section* of your Clan board.
	Add 1 or 1 from your Personal Reserve to the *Nourishment section* of your Clan board.
	Add 1 or 1 from your Personal Reserve to one of your Handicraft cards
	Add 1 from your Personal Reserve to the Totem Pole on your Clan board.
	Remove 2 Handicraft cards available beside the Village board, and replace them with 2 new ones.

Clarification: The Link between Visit the Elder of Handicrafts and Consult the Neta-Tanka is special. Take 1 of the tokens available in the stack (choose one of those remaining) and place it in front of you. You can use it at any time on your turn, later in the game. When you use it, discard it. Anyone can consult the tokens at any time, wherever they are.

DONATIONS

During your turn in Phase II: Resolve Actions, at any time, but only once per turn, you can donate 1 resource from your Personal Supply to another player who has none of that resource. You then take 1 Generosity point from the General Reserve.

Phase III : End of the Round

After the last player has resolved all of their actions, perform the following steps:

- If you have welcomed the Visiting Nomad this round, place the Visiting Nomad beside you, and take the First Player token (see "Visiting Nomad", page 13). If no one has welcomed the Visiting Nomad, place the Visiting Nomad beside the Canoe cards (if not already there) and the current first player passes the First Player token to the left.
- If the Buffalo tokens are both "caught" side up in the **HUNTING AREA**, flip one to be "not caught".
- If there are more than 3 in the **TANNING AREA**, return the surplus to the General Supply.
- Discard the Canoe card from the top of the stack and reveal the next one. If there are no cards left in the stack, the game is over.
- Everyone takes back their Nomads, except those that are visiting the Elder of the Hunt or the Elder of the Forest.

Missions of the Elders: Hunting and Forest

The Nomads who have visited the Elder of the Hunt or the Elder of the Forest do not return to their owners at the end of the round. Instead, they automatically follow the footprints to the "Hunt" and "Fell Timber" Locations, respectively.

In the next round, these players will have fewer Nomads to place than the other players during Phase I: Place Nomads.



END OF THE GAME

When the deck of Canoe cards is exhausted, each player counts their points in the different categories.

TENTS

Score points for the series of consecutive Tents, starting from the leftmost position, that you have completed. Score only the points of the completed Tent furthest along in the series. The first incomplete tent from left to right interrupts the series.

Example: ***Jessica*** *has completed 4 Tents. Although she had started her 5th tent, she did not complete it. As a result, she scores 17 points for her Tents.*

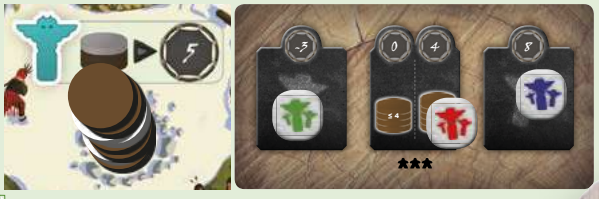


TOTEM POLE

Score 5 points for each set of 2 + 1 in your Totem Pole (order does not matter at all).

In addition, you score the points from the space on the Totem Pole board on which your Totem Pole token sits.

Example: ***Peter*** *has a totem comprising a total of 5 and 3, which is 2 sets of 2 +1. He therefore scores 2 × 5 = 10 points. His Totem Pole token is on the 4-point space of the Totem Pole board, so he earns 4 additional points, for a total of 14 points for his Totem Pole.*



NOURISHING YOUR CLAN

Score 2 points for each and 1 point for each you have put in this section over the course of the game.

Example: ***Sarah*** *has 3 and 2; she therefore earns 8 points for Nourishment.*



HANDICRAFTS

Each Handicraft card entirely complete in this section earns a number of points indicated on the card. In addition, for each set of 3 different types (Drum, Bow, and Vestment) completed, earn a 5-point bonus.

Example: ***Jessica*** *has completed 6 cards: 3 Bows, 2 Drums, and 1 Vestment. She scores the points for these cards: 3 + 1 + 1 + 3 + 3 + 5 = 16 points. She then adds the bonus for the one set she completed: 5 points. She therefore scores a total of 21 Handicraft points.*



OBJECTIVES

If you have fulfilled your Objective card by the end of the game (that is to say that you have fulfilled all of its conditions), score 5 points. Otherwise, it is still possible to discard it to receive 1 Generosity Point (now, or at any time during the game).



GENEROSITY POINTS

Add all of the Generosity points you still have at the end of the game to your total score.

Note: Leftover resources do not provide any additional points.



The player with the most points at the end of the game wins, is declared the new Neta-Tanka, and must tend to the future and well-being of the entire tribe.

In the event of a tie, the tied player with more resources left is the winner.

2-PLAYER GAME

In addition to the normal setup, each player takes, in addition to the 4 Nomads of their own color, the 4 Nomads of another color that is not being used. Each player thus has 8 Nomads, divided in 2 colors.

The game lasts 5 rounds.

Phase I: Place Nomads plays as usual, except that each player will place only 6 of their 8 Nomads. You will place either 4 of one color and 2 of the other, or 3 of each color.

Note: You can use Copy Power to place a Nomad of one color on the same single-space Location as one of your Nomads of the other color.

Note: If any of your nomads were already in play (for example, due to the Missions of the Elder of the Hunt or the Elder of the Forest), they count toward the 6 you are allowed to play. Each player must end the round with 2 Nomads unplayed.

In Phase II: Resolve Actions, the first player resolves the actions of all 6 Nomads in any order. Then the other player does the same.

Finally, Links are only created between Nomads of the same color, and not between different-colored Nomads of the same player.



APPENDICES

NETA-TANKA CARDS



Take 1 from the General Reserve and place it in the *Nourishment section* of your Clan board.



Take 2 from the General Reserve and place it in the *Nourishment section* of your Clan board.



Take 1 or 1 from the General Reserve and place it in the *Tent section* of your Clan board.



Take 1 from the General Reserve and place it in the *Totem Pole section* of your Clan board.



Take 1 or 1 from the General Reserve and place it on one of your incomplete Handicraft cards, respecting the resources it requires.



Take 2 from the General Reserve and place them in your Personal Reserve.



Take 4 from the General Reserve and place them in your Personal Reserve.



Take 3 from the General Reserve and place them in your Personal Reserve.



Take 3 from the General Reserve and place them in your Personal Reserve.



Take 1 from the General Reserve and place it in your Personal Reserve.



OBJECTIVE CARDS



At the end of the game, gain 5 points if you have made 2 Handicraft cards of different types (Drum, Bow, Vestment) and if your Totem Pole has at least 4 and 2.



At the end of the game, gain 5 points if you have made 3 Handicraft cards of the same type (Drum / Bow / Vestment) and if your *Nourishment section* is worth at least 12 points.



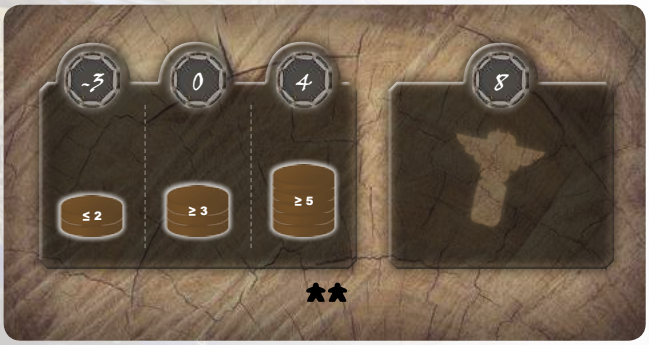
At the end of the game, gain 5 points if you have made 2 Handicraft cards of different types (Drum, Bow, Vestment) and if your *Tent section* contains at least 4 completed Tents.



At the end of the game, gain 5 points if your Totem Pole has at least 5 stages, if your *Tent section* contains at least 3 completed Tents, and if you have at least 5 Generosity points in tokens.

TOTEM POLE BOARDS

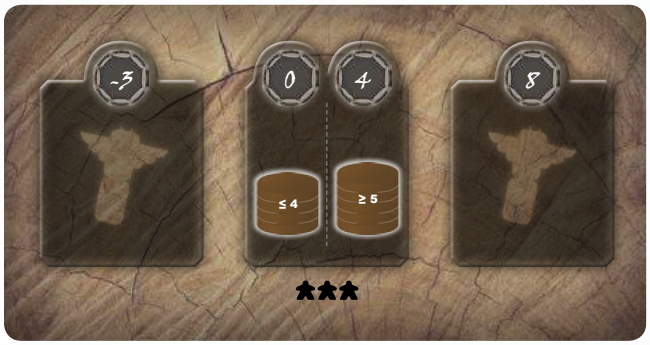
2-Player Board



When your Totem Pole becomes taller than your opponents, place your token on the right space (8 points). The other player's token goes back to the space to the left. At the end of the game, the player whose token is in the rightmost space earns 8 points. The player on the leftmost space scores a number of points related to the height of their Totem Pole:

- 0 – 2 stages: –3 points.
- 3 – 5 stages: 0 points.
- 5 stages or more: 4 points.

3-Player Board



This board contains 3 spaces. The central space (0 points / 4 points), like the rightmost space, can only accommodate 1 player, and only if that player has constructed at least 1 stage of their Totem Pole. At the end of the game, the player on the central space scores a number of points related to the height of their Totem Pole:

- 1 – 4 stages: 0 points.
- 5 stages or more: 4 points.

4-Player Board



This board has 4 spaces. At the end of the game, each player scores the number of points indicated on their space.

Remember: The three spaces on the right require having built at least 1 stage of your Totem Pole.