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|  | **Totem Pole** | | } | 3 - 10 |
| \ | Fast |
| Designed by Adam Boudreaux | 9-90~ ( f | ] | Easy |

**Equipment**

* 3 trios of a color per player
* Pyramid Die
* Drawstring bag

**Overview**

You're an Indian brave, competing with other braves, for the right to receive a tribal name from the chief.

**Goal**

Count the most coup (score the most points), by capturing pyramids from the totem pole.

**Setup**

Give each player 3 trios of the same color.

**Who Starts**

One player takes a small pyramid from each player & places them into a drawstring bag. The bag is then shaken up. Then, one pyramid is drawn from the bag. The owner of the pyramid starts the game & all pyramids are returned to the players.

**How to Play**

Roll the Pyramid Die. Place one of your pyramids, that matches the die roll, in the center of the table, thus starting the totem pole.

If you roll a "double pyramid", then choose between the two & place that pyramid onto the totem pole.

If you are unable to match the die roll, you may either pass or count coup (see below).

Play then passes to the player on the left. Continue in this manner, until all pyramids have been played, or there's one player left with pyramids in front of him/her.

**counting coup** Whenever you are unable to match the die roll, you may instead "count coup", by taking the top pyramid from the totem pole & placing it in your scoring area.

**capturing pyramids**

When all pyramids have been played to the totem pole, any unused pyramids are put to the side.

Then, players capture pyramids from the totem pole. This is done by taking pyramids off the top of the totem pole, in a certain manner.

**If the top pyramid is small**, the owner gets to take it back.

**If the top pyramid is medium**, the owner gets to take it & the pyramid below it, regardless of color.

**If the top pyramid is large**, the owner takes it & the two pyramids below it, regardless of color.

This continues, until the totem pole has been completely disassembled.

It is now time to count your points.

**SCORING**

Points are scored in the following manner:

**PYRAMIDS IN YOUR COLOR**

s = 1 point

m = 2 points

l = 3 points

**PYRAMIDS IN OTHER COLORS**

s = 2 points

m = 4 points

l = 6 points

Any unused pyramids are counted as negative points against you.

**winning the game**

Once all points have been counted, whoever has the most points wins!

**2-player totem pole**

In order to play a 2-player game, play with a "dummy color".

When you roll a double pyramid, pick a pyramid for yourself & use the other one for the dummy color.

If you cannot match the die roll with your pyramids, then use the pyramids from the dummy color.

All other rules are the same as in regular Totem Pole.

**GETTING A TRIBAL NAME**

For fun, before the game starts, write down a tribal name, on a piece of paper & fold it in half. The name must be comprised of an action or an adjective, followed by your "spirit animal", or just your favorite animal. If you win, announce your tribal name to the table!