

OBJECT OF THE GREAT POTLATCH

Four of the oldest families of the great Kwakwaka'wakw tribe have gathered for the biggest Potlatch ever assembled. For eight days, there will be carving, rituals, and most important: gifting. The family giving the most gifts at each Potlatch earns the Speaking Stick, letting that family decide the next day's festivities.

COMPONENTS

48 Potlatch Cards



20 Totem Cards



4 Ancestor Cards



1 Day Card and Day Marker



6 Role Markers



1 Speaking Stick Marker



16 Bad Reputation Markers



24 Potlatch Markers
(6 in each color)



SET UP

Place the four Ancestor cards face up in the middle of the play area. Shuffle together the Potlatch cards and deal two (2) to each player, and place the remaining cards face down in the middle of the play area. Shuffle together the Totem cards and deal five (5) to each player. Place any remaining Totem cards back into the box. Place the Day card in the middle of the play area, and set the Day marker on the "1" space. Place the Bad Reputation markers in the middle of the play area. Each player chooses a color and takes the six (6) Potlatch markers of that color. Place the Role markers in the middle of the play area. The youngest player takes the Speaking Stick marker and one gray Bad Reputation marker, then the first day of the Great Potlatch begins!

PLAYING THE GREAT POTLATCH

The Great Potlatch takes place over a series of rounds, and each round consists of several steps and turns, with each round representing one full day of the Great Potlatch festival (one day, and one night). Throughout the game, players will choose different people to send to the great hall, give away wealth, contribute to the festival, and try to keep their reputation as high as possible until the end of the festival, where all the families' reputations will be weighed.

BAD REPUTATION

Throughout the game, players will receive Bad Reputation markers. These markers are received for things such as copying a player's role selection, or not giving enough during the Potlatch. Each Gray Bad Reputation marker represents one (1) negative point. Each Black Bad Reputation Marker represents two (2) negative points.

"Changing out" the Reputation Markers will happen frequently. If a player has two Gray Bad Reputation markers, he is encouraged to trade them in for one Black Bad Reputation marker.

THE CARDS

POTLATCH CARDS

Potlatch cards are used in a variety of ways in the Great Potlatch. Each Potlatch Card has several icons. At the top, one of the four Family Icons is pictured. Next, in the middle of the card, there is one of three Totem icons. Finally, at the bottom of the card, one of four valuable goods is pictured.



If there are no Potlatch cards left to draw, shuffle the discard pile to form a new Potlatch card deck.

TOTEM POLE CARDS

Totem Pole cards can be played face down as Rituals, or face up as Totem Poles. Each Totem Pole card features an illustration of a totem pole, as well as a combination of three Family Icons.



Totem Pole and Potlatch cards are kept secret until played. Both types of cards count towards a player's maximum hand size of 10.

A ROUND IN THE GREAT POTLATCH

A round in the Great Potlatch represents one full day (including the day and night). This round is broken up into several steps:

The Gathering
Daytime
The Potlatch
Nighttime
The Passing of the Speaking Stick
Sunrise



The player who has the Speaking Stick marker will be the first player for each of the round's steps, and is called "**The Speaker.**" Play continues clockwise after the Speaker.

THE GATHERING

The Speaker chooses one of the Role markers, and places that marker in his play area for all players to see. Then, each other player chooses a Role marker and places it in his play area.

Any player who chooses the same role that **the Speaker** chose takes one Gray Bad Reputation marker.

After each player has chosen a role and taken that role's marker, **Daytime** begins.

DAYTIME

Each player takes their Role's **Daytime** Action.

After each player has taken his Role's **Daytime** action, **The Potlatch** begins.

THE POTLATCH

Each player, aside from **the Speaker**, beginning with the player to the left of the Speaker and continuing clockwise, chooses one or more Potlatch cards from his hand, and places them face up in his play area.

All cards that a player chooses to place face up during the Potlatch must all have the *same* Valuable Item icon. There are four different Valuable Item icons.



Once the players have placed their cards face up, **Nighttime** begins.

NIGHTTIME

Each player takes their Role's **Nighttime** action.

After each player takes their Role's **Nighttime** action, the **Passing of the Speaking Stick** begins.

THE PASSING OF THE SPEAKING STICK

The player who placed the most cards face up during **The Potlatch** takes the Speaking Stick marker. Then, each other player, aside from **the Speaker** from the current day, takes one Gray Bad Reputation marker.

In the event of a tie, no player takes a Bad Reputation marker, and the Speaking Stick marker passes to the player to the left of the current day's **Speaker**.

All cards placed face up during **The Potlatch** are then moved to the discard pile.

SUNRISE

Each player counts the cards in his hand, any player with more than ten (10) cards in hand must discard Offering cards until they have a maximum of 10 cards in hand. Totem Pole cards cannot be discarded.

Move the Day marker ahead by one, and the next day begins.

THE ROLES

There are three different roles that players can choose from. Each role offers players the chance to perform different actions. Additionally, each role dictates the number of cards a player will draw during the round.



THE ELDER

DAYTIME ACTION: Draw Two (2) Cards and Giving Totems.

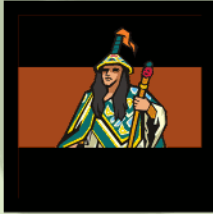
NIGHTTIME ACTION: Draw Three (3) Cards.

This totem can be given to this Ancestor. The Potlatch Marker is added to one of the highlighted spaces.

GIVING TOTEMS

The Elder allows players to give Totems on behalf of the Ancestors. A player choosing the Elder role may give any number of Totems during the **Daytime**.

Each Potlatch card has an Ancestor Icon, as well as a Totem Icon. To give a Totem, the player discards a Potlatch card from his or her hand, and places one of his Potlatch markers on an open Totem space on the Ancestor card corresponding to the discarded Potlatch card. Each Ancestor card has two spaces available for each of the three different Totem icons.



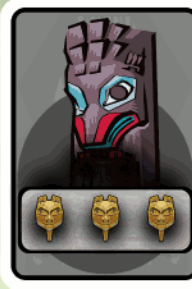
THE CARVER

Daytime Action: Draw Four (4) Cards and Carving Totem Poles.

Nighttime Action: Draw One (1) Card.

CARVING TOTEM POLES

The Carver allows players to carve Totem Poles during the **Daytime**. Each Totem Pole is carved to honor up to three of the Ancestors. To carve a Totem Pole, the player reveals a Totem Pole card from his hand, and then removes his Potlatch markers on the required Ancestor card(s), indicated on the Totem Pole card. A player may carve as many Totem Poles as he wants during his turn, as long as he has enough Potlatch markers on the required Ancestor card(s). When a Totem Pole is carved, the Totem Pole card is placed face up in the player's play area.



The Orange Player can carve this Totem Pole. If he does, he will remove his Potlatch markers from the Ancestor card, and places the Totem Pole card in play.



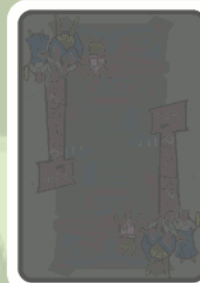
THE SHAMAN

Daytime Action: Draw Three (3) Cards and Perform Rituals.

Nighttime Action: Draw Two (2) Cards.

PERFORMING RITUALS

The Shaman allows players to perform Rituals. Rituals are conducted for up to three Ancestors. To perform a Ritual, the player reveals a Totem Pole card from his hand, then discards Potlatch cards from his hand with the required Ancestor icons. The Totem Pole card is placed face down in the player's play area as a Ritual card.



The Brown player can Perform this Ritual. He discards the required Potlatch cards, and will place the Totem Pole card face down as a Ritual card.

ENDING THE GAME AND SCORING

The game ends after the **Sunrise** of the eighth (8th) round, and players tally the amount of Reputation they earned (or lost) during The Great Potlatch.

Players gain Reputation Points at the end of the game for what they contributed to the Great Potlatch festival, but also lose Reputation Points for any Bad Reputation markers they received.

Reputation Points are awarded as follows:

Each player gains one (1) Reputation Point for each Potlatch marker they have on an Ancestor card.

Each player gains five (5) Reputation Points for each Totem Pole they have in play.

The player who has the most Rituals in play earns four (4) points. (In the case of a tie, tied players receive two(2) points each.)

Then, each player subtracts Reputation Points as follows:

Each player subtracts one (1) Reputation Point for each Gray Bad Reputation marker they have received.

Each player subtracts two (2) Reputation Points for each Black Bad Reputation marker they have received.

The player with highest Reputation Point total wins the game.

Example: At the end of the game, Dave has 3 Potlatch markers still on Ancestor cards, 2 completed Totem Poles, and 1 Ritual. He also received 1 Gray Bad Reputation marker and 1 Black Bad Reputation marker.

He receives 3 points for his Potlatch markers (1 point each), 10 points for his 2 completed Totem Poles (5 points each), and doesn't earn any points for his Ritual, because Tasha has the most Rituals. He is awarded a total of 13 Reputation points. Then, he subtracts 2 points for his 1 Black Bad Reputation marker, and 1 point for his Gray Bad Reputation marker. His final Reputation Point total is 10.

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