





GB

 **Age:** 6-99 years

 **Number of players:** 2-4

 **Contents:** 26 cards, 4 gardens, 4 pairs of chopsticks, 4 chopstick trainers and 64 wooden pieces.

 **Aim of the game:** To be the first player to win 20 points.

 **Preparing to play:** Place the wooden pieces in the game box in the middle of the circle of players. Give every player a pair of chopsticks (with a chopstick trainer if they want one) and a garden. Shuffle the pack of 24 cards and place them face down on the table.

How to play: The youngest player turns over a card to reveal a totem worth between three and seven points. All of the players play at the same time. Use your chopsticks to pick up the wooden pieces depicted on the card and put the pieces in your garden.

Then, as quickly as possible and without using the chopsticks, build the totem shown on the card in your garden.

NB: Any pieces placed outside of a garden can be taken by another player, but only using chopsticks.

The first player to complete his totem shouts out “Totem Zen”. The other players stop and check whether the winning totem has been assembled correctly.

- If the totem has been built correctly, the player wins the card and the corresponding number of points.

- If the totem has been built incorrectly (colour, shape or order of the pieces), the player has to discard the highest of the cards won in previous rounds.

Winning: The game ends when a player reaches twenty points.

