

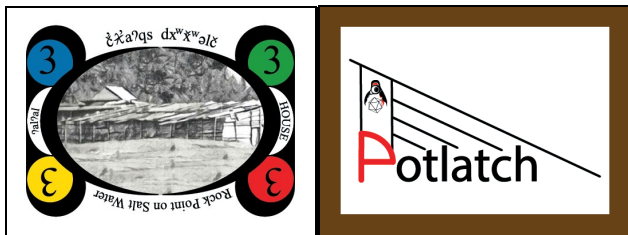
A Game About Economics

Potlatch is a cooperative game for 3-6 players that abstractly simulates a shared economy, i.e., gift-giving

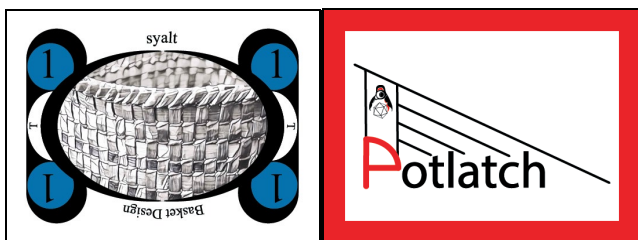
Objective

The objective of the game is to ensure that all player's needs are met by the end of the game.

Components



8-big house cards (the cards with the dark brown bordered backs): 3 with 3s in the corners, 3 with 4s in corners, & 2 with 5s in the corners.



64-resource cards (red bordered card backs): 4-suits each with 4-cards numbered 1-4 for a total of 16 cards per suit

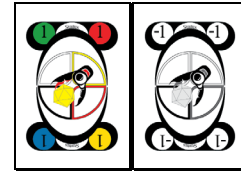
Teachings (T), also known as the 'blue' suit/cards; these cards represent some of the knowledge taught to maintain a thriving society.

Gathered Materials (GM), also known as the 'green' suit/cards; these cards represent some of the raw materials that will be made into useful items.

Crafted Technology (CT), also known as the 'yellow' suit/cards; these cards represent some of the useful

items made from the gathered materials.

Food and Life Giving (FLG), also known as the 'red' suit/cards; these cards represent some of the items that keep the people healthy and nourished.



Optional cards: 32-double-sided positive and negative status mini cards.

Setting Up

Shuffle each deck separately. Deal each player 1-big house card, and 6-resource cards. Put the unused big house cards in the tuck box and the resource cards facedown close to where everyone can reach them.

There is no discard pile in Potlatch.

Each player places their big house card face-up in front of them. We recommend that for the first game the person most familiar with the game / rules should be the first round's first gift-giver.

How to Play

Potlatch is played in rounds where all players can, but not always take a turn. The person designated as the first player of a round begins the gift-giving where they give a card to another player who has a need that has not yet been met.

The gifting in the round continues until either: a) every player has been gifted in the round; b) a player has all their needs met and this starts what is called the closing action; or c) a player is unable, for whatever reason able to gift, see combine resources.

Rounds:

The 1st gift-giver of the round is required to gift 1 resource card from their hand of any suit/color and of any value but only if it can be applied to fulfill an unmet need partially or completely. The value of the card given sets the obligation level, i.e. the value of the card or cards they must gift to a player who has not been given a gift in the round.

If the 1st player was able to fulfill the unmet need exactly, they earn a +1-status point/card.

The 2nd and remaining gift-givers of the round follow the same rules with the following changes. All the remaining gift-givers of

the round can give as many cards as needed to fulfill their obligation level as necessary or desired.

It is possible during the round a player will not have the right resource cards for gifting. If that happens the player can ask another player to combine resources. See Combine Resources.

Once every player has been gifted the round ends. The final person gifted in a round becomes the first gift-giver the next round.

Due to the game mechanics, it is possible that the last person gifted in a round may not have had to opportunity to gift because the first gift-giver of the round has given twice that round.

At the end of the round all gifted resources are played into storage. A player's storage space is beneath their big house card. Since these cards are gifts that fulfill a need, they cannot be regifted.

The Second Round & Beyond

The last player gifted in a round becomes the 1st gift-giver in the next round with the same rules the 1st gift-giver must follow at the start of a round.

As soon as a player has their needs met the closing action begins immediately. See closing action.

Combining Resources

When a player does not have the resource cards in their hand when it is their turn, they can invite another player to join in your gift-giving through Combining Resources. This is an invite to share one playable resource card once and is not a request for a specific resource card. Inviting another player to combine resources does not add or subtract from your status.

The player invited to combine resources must give one of their resource cards if they any that are playable. If the player can combine resources with you, they earn a +1-Status. If the invited player is unable to combine resources with you, they earn a -1-Status.

The Closing Action

The one whose needs have been met gives his hand to the player on his left. That player then attempts to fulfill any unmet needs from all the cards in their hand, if they are successful, then repeat this action until one of the following happens, a) all the players have their needs met, and they win and earn +1-Status or, b) a player cannot fulfill their needs, everyone loses, and

everyone earns -1-Status.

Winning & Losing

The players win if at the end of the game if everyone has their needs met. If anyone at the end of the game is unable to have their needs met, everyone loses.

Status

+1-status when a player fulfills another player's unmet need exactly but not going over. It is possible that a player can earn multiple +1-status points in their turn.

+1-status for every player at the end of the game when all player needs are met.

-1-status for every player at the end of the game when player needs are not met.

+status for the invited player does combine resources with you.

-1-status for the invited player does not combine resources with you

Credits

The following people made this game possible.

The Coast Salish Peoples, our Kickstarter backers, the play testers, especially those who grinded on it at Orca CON 2018, & of course, us.

Legal

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Contact

For more information/questions/clarifications about:

This game, the other things we do, or our other social media links please go to our web site:

<http://www.ndnplayers.com>