



A totemic legend tells that the valorous initiate was to place his TOTEM in the center of the magic circle...

During wars of another age, the confrontation made rage between the Clans until one of the adversaries sets up its Totem in Hearth of the invested territory. The engagements ended immediately, and a new period of peace could begin respectful honor of overcome.

**TOTEM** by CIRKLE, proposes to you to fight for the conquest of the unfavourable territory.

→ Each player leads his Clan to get a new territory.

→ Composed of 4 Totems, to move on a board-game with 64 squares, the Clan will have to reach the Target of its adversary, to leave victorious.

→ Each Totem is composed of 4 swivelling stages, at 4 sides; each side, and each square, carry a symbol. Displacements of Totems are conditioned with these symbols.

The part of Totem out of sight of the adversary, introduced **a concept of bluff innovating for a war-game.**

Tactic, Reflexion, Anticipation, Bluff, here keys of the Victory!



While waiting for that a new totemic offensive will be negotiated....

