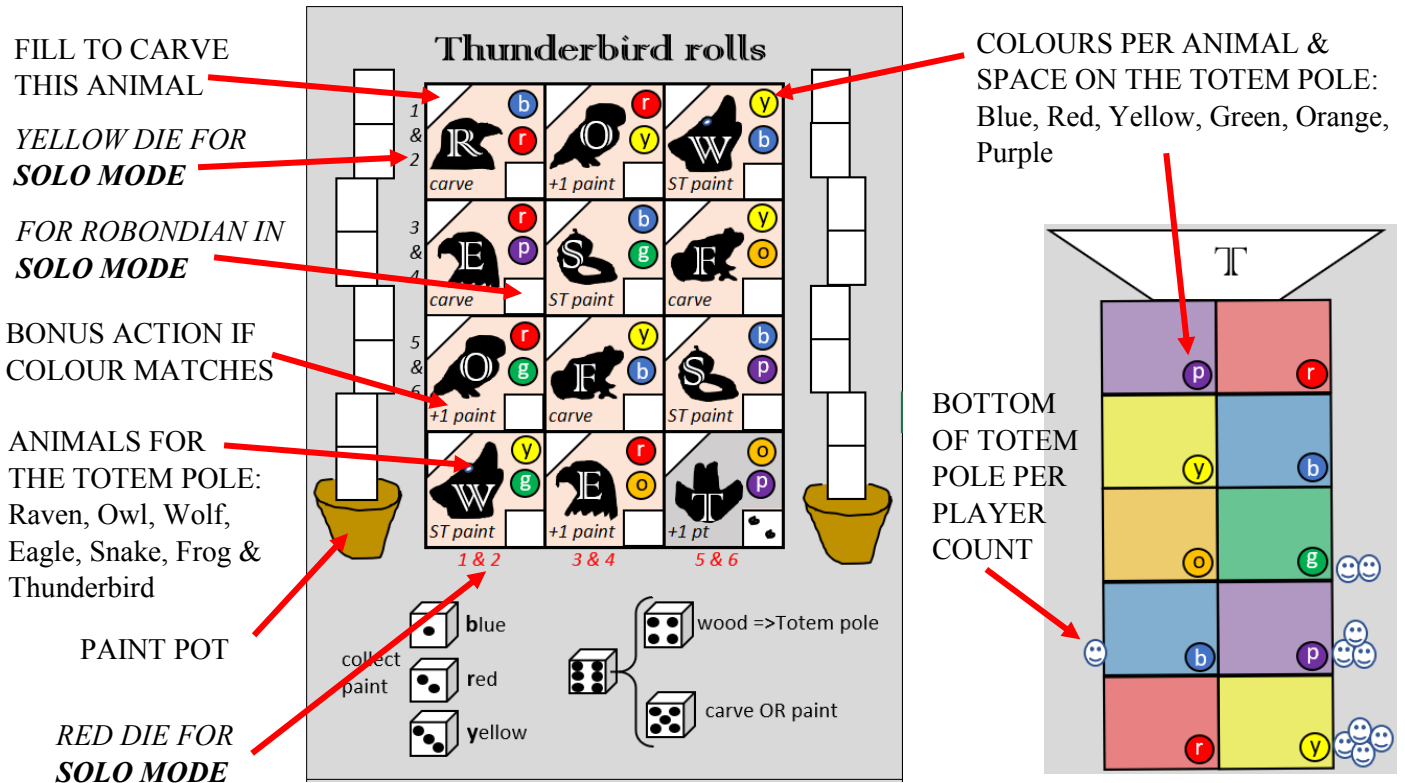


# Thunderbird rolls

**INTRO:** In Thunderbird Rolls you each play a family in a red Indian tribe who must build a totem pole together. However, each family has their own secret desires for what should be on the totem pole when trying to win the most points! For 1-4 players.

**COMPONENTS:** write & roll sheets, 7 x 6-sided dice (1 red and 6 yellow).

**HOW TO WIN THE GAME:** Have the most points at the end of the game.



## SETUP & SECRET GOALS:

Give each player a double-sided Thunderbird rolls sheet and place one joint sheet in the middle (with the totem pole side face up). The required dice per player count are:

Solo mode and 2 players: 3 yellow dice and 1 red die  
 3 – 4 players: max 6 yellow dice and 1 red die

Before the game starts, each player fills in a number of **secret goals** on the back of their own sheet. You are allowed to choose goals totalling up to 4 points. Each goal is described later in the rules (its better to know what you have to do first!).

	E	F	O	S	W	Any	Lhs	Rhs
1 rhs or lhs [2pt/1pt]	●	●	●	●	●	●	○	○
1 anywhere [1pt]	●	●	●	●	●	●		
1 twice [3pts]	●	●	●	●	●	●	○	1pt
2 different [2pts]	●	●	●	●	●	●	○	2pt
1 coloured animal [2pt]	●	●	●	●	●	●	○	3pt

Determine the first player of the round and give them the red die (hereafter ‘the red die player’!). Give the other players each 2 yellow dice (for two players it will be 3 yellow dice).

# Thunderbird rolls

## GENERAL GAMEPLAY:

CARVE an animal → PAINT the animal → DELIVER the animal to the Totem pole  
Collect 2 PAINT →

In the game you need to carve pieces of wood into chosen animal heads, collect paint in your 2 paint pots, have the animals painted and then deliver them to the totem pole site. Which animal you deliver to the joint totem pole, where you place it and which colour it is affects bonuses you can gain (and helps to fulfil your secret goals).

Each day (a round) 2 members of the tribe (2 yellow dice) come to your wigwam to offer their services, you must choose 1 (the person with the red die gets to choose 2 dice). There are specialists that can make a particular colour paint with the natural ingredients they find (1,2,3), others that carve and paint the wood (4), and others that just deliver the finished work to the totem pole site (5). There are also some painter/carvers that are also willing to deliver to the totem pole site (6)!

## A ROUND:

- The player to the left of the red die player rolls their two yellow dice. Chooses one for themselves and places the other in the centre (do not change the number). [*For 2 players the non red die player rolls 3 yellow dice and chooses 2 for themselves*]
- This player then executes the action of their chosen die (if possible). It is not obligatory. [*With 2 players the player executes both of their chosen dice*]
- Each non-red die player does the same in a clockwise order.
- Then the red die player rolls their red die and now has the choice of picking one of the discarded yellow dice to go with it. [*with 2 players there is no choice!*]
- The red die player executes one or both of the actions on their dice in the order of their choosing.
- Now a new round starts so the red die is given to the next person on the left, all other players take 2 yellow dice (3 in the case of 2 players) and the person to the left of the new red die player starts.

## ACTIONS EXPLAINED:

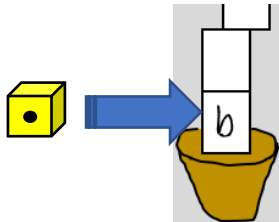
DIE	ACTION
1	Collect a half pot of <b>BLUE</b> paint
2	Collect a half pot of <b>RED</b> paint
3	Collect a half pot of <b>YELLOW</b> paint
4	DELIVER a carved & painted piece to the totem pole site
5	CARVE or PAINT 1 animal
6	DELIVER or CARVE or PAINT 1 animal

# Thunderbird rolls

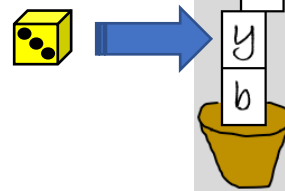


## 1,2,3 - collecting paint

Each Indian (die) makes enough paint for half a pot, For each paint die write the appropriate colour letter in an empty paint spot space e.g. **b** for 1 (blue), **r** for 2 (red), **y** for 3 (yellow). Each paint pot is full with 2 dice. It cannot be reused until the paint is used to paint a carved piece of wood. You can always empty one of your pots if you want to use a different colour instead. Mix 2 colours in one paint pot to make Green (B+Y), Purple (B+R) and Orange (R+Y). When a pot is empty you must always start filling the next block of 2 spaces.



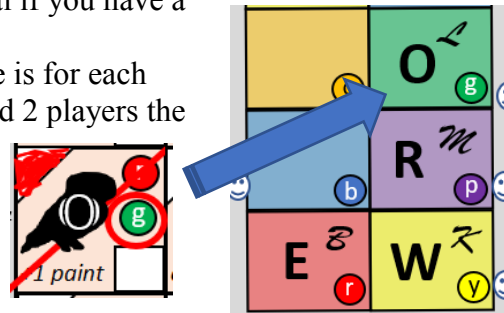
ADD A YELLOW TO THE BLUE TO MAKE A POT OF GREEN PAINT



## 4 - deliver the finished animal

This person brings 1 of your finished carved and painted animals to the totem pole site. Write the animal letter in one of the lowest available spaces in either column (eg O for Owl) and your initials next to it. Cross off the delivered animal on your sheet. You do not need to match the colour of the totem space to place it (however if you do you get a colour bonus – see **COLOUR bonus** section.). You may have to circle your initial if you have a pattern bonus (see **PATTERN bonus** section).

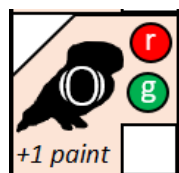
The faces show where the bottom of the totem pole is for each player count (so 4 players have the tallest totem and 2 players the shortest). The Thunderbird can only be built on the top space (and no other animal is allowed there). **NOTE: There are only allowed to be 2 of the same animal type (eg owl) on the totem pole.**



## 5 – carve OR paint

This indian will either carve one of your animals - colour in the small triangle by the appropriate animal on your sheet.

Or you can choose to paint an already carved piece of wood. You need a full paint pot to do this. Circle the colour it has been painted in the animal square and cross off the paint used in the paint pot (can only be one pot). Note that you can only choose out of 2 colours on that carved animal space.



FILL IN THE TRIANGLE TO SHOW IT HAS BEEN CARVED



CIRCLE THE COLOUR THIS CARVED ANIMAL HAS BEEN PAINTED AND CROSS OFF THE PAINT USED IN YOUR PAINT POT



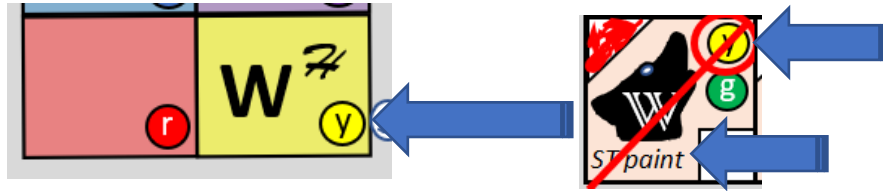
## 6 – carve, paint or deliver animal

This person can **carve** or **paint** or **deliver** to the totem pole for you

# Thunderbird rolls

## BONUSES AND REROLLS:

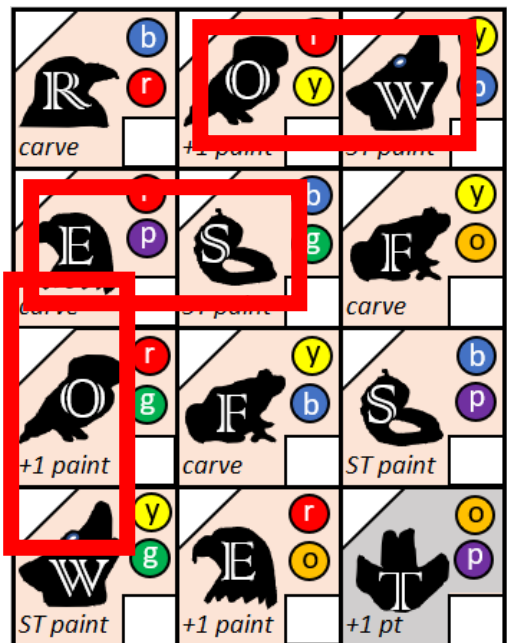
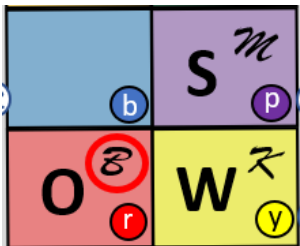
**COLOUR BONUS:** If you have matched the animal's colour with the colour on the totem pole space you put it on you get the one time bonus written on that animals space. This must be used immediately (you don't have to use it).



COLOUR BONUS	DESCRIPTION
<b>carve</b>	immediately carve 1 animal of your choice
<b>+1 paint</b>	fill one paint space with a colour of your choice (if space is available, you may empty a pot first if desired)
<b>ST paint</b>	steal paint from 1 pot from an opponent, they cross both paint spaces in the chosen pot (even if only one space was filled), you add that paint to one of your paint pots. You may also just throw it away. You may empty one of your own pots to fill it. If you only have one space you left in your chosen pot, the rest overflows and is lost.

**PATTERN BONUS:** When you deliver an animal to the totem pole you get an extra point if its position (relative to the animal next to and/or under it) matches the pattern on your sheet. It doesn't need to be your actual animal, eg it can also be the other one of its type (colour is irrelevant).

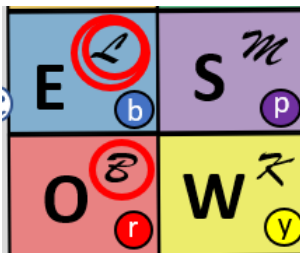
Example 1. Britt has delivered a green owl to the red totem pole space. The owl is to the left of a wolf. This matches the pattern on the sheet (even though she placed the other owl). At the end of the game she gets 1 extra point. To mark this we now circle her initial.



BRITT

LISA

Example 2. Lisa has placed a red eagle on top of Britt's owl which also matches the pattern on the sheet so gains 1 point. However, she gets another point because the eagle is also next to the snake. We show this with 2 circles around her initials.



Only the person placing the animal in a matching pattern gets the extra point(s).

# Thunderbird rolls

**REROLL:** You may reroll up to 2 of your dice. The price for this is emptying one of your paint pots. It doesn't matter if it is only half full. Cross off the paint and reroll the desired dice.

Rerolls must be done before executing any of your actions. You may reroll a second time (if you empty your second paint pot too!), this does not have to be with the same 2 dice.

## END OF THE GAME:

The game ends as soon as the Thunderbird has been delivered to the totem pole. All players then add up their points according to the table below.

	POINTS
DELIVERED	2 points for every animal you delivered to the totem pole
UNDELIVERED	1 point for every complete undelivered animal (carved and painted) still in your wigwam (sheet)
PATTERN	1 point for each of your pattern matches (circles around your initials on the totem pole)
GOALS	Max 4 points for achieving own goals
THUNDERBIRD	1 extra point for delivering the Thunderbird (T)
PATTERN	MINUS 1 point for each Robondian pattern match [SOLO MODE]

## SECRET GOALS:

At the start of the game each player chooses goals they think they will be able to complete before the end of the game. You note these on the back of your sheet (you may look during the game if you can't remember which goals you had chosen!). Each row is a different goal and gains you different points. You may only choose one goal per row. You are also only allowed to choose an animal type (column) once. The goals are:

**[1 rhs or lhs]:** Place the chosen animal on the totem pole on the chosen side for 2 points. You can also say you will place ANY animal on the chosen side but that is only worth 1 point.

**[1 anywhere]:** You will place the chosen animal (doesn't matter which side) for 1 point

**[1 twice]:** You will place 2 of the same chosen animal type anywhere on the pole for 3 points. You must have placed both to get the points. Remember the limit of 2 on the totem pole.

**[2 different]:** Place the 2 different chosen animal types on the totem pole for 2 points.

**[1 coloured animal]:** Here you chose which animal AND which colour it has to be for 2 points. Check first which colour the chosen animal can be painted!!

1 rhs or lhs [2pt/1pt]	E F O S W Any	Lhs Rhs	
1 anywhere [1pt]			
1 twice [3pts]			
2 different [2pts]			
1 coloured animal [2pt]			

In this example Lisa has chosen to place an eagle on the left hand side AND an orange frog which can be anywhere. These are both 2 points each so she now already has the maximum of 4.

It is possible to have 3 goals (1pt/1pt/2pts) but don't forget the animals must be different.

# Thunderbird rolls

## SOLO MODE

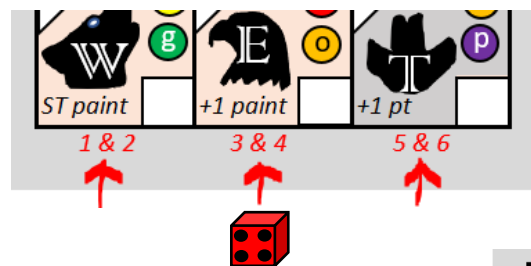
Whilst trying to amass points in the same way as other player-counts, your opponent, the Robondian, will be building too! You will need only 2 sheets because you will record the progress of the Robondian on your grid.

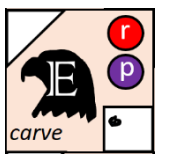
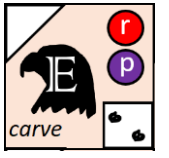
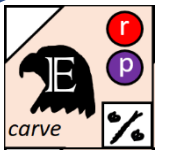
Determine your goals as normal (up to 4 points).

### GAME PLAY SOLO MODE:

- Roll all 4 dice. Choose 2 of the yellow dice for yourself and use them in the usual way.
- Then use the third yellow and the red dice for the Robondian. Use the red die first. The Robondian only needs 3 steps to deliver a piece to the totem pole (Carve => Paint => Deliver).
- The score on the red die determines which column the Robondian will work on (e.g. a roll of 1 or 2 means the most left hand column). See the red figures below the columns.

In the appropriate column take the first incomplete piece (starting at the top) and perform the next action required. These are recorded in the white square.



To CARVE put a dot in the white square	
If already carved place a second dot to PAINT it	
If carved & painted then DELIVER it to the totem pole. Place a line in the square.	

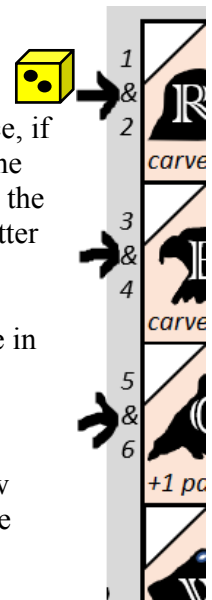
When **delivering** the Robondian piece, if the die was an odd number place in the left totem column, if an even number the right totem column. Also write the letter for the animal and an R as initial.

If the totem pole column is full, place in the other column. If both are full see instructions below for end game

- Then use the yellow die in the same way but now the roll determines which row Robondian works on (see the black numbers) - this could end up being the same animal piece as for the red die.

When there are no more pieces left to make in a column go to the next one (first to the right). If a row is complete go to the next one (first down).

Continue taking turns rolling dice like this (you will always go first with your yellow dice) until both columns on the totem pole are full.



# Thunderbird rolls

**Colour match:** If the Robondian has a colour match on the totem pole they will always Steal paint from you regardless of the bonus action on the piece. Since they don't collect paint this means just emptying one of your paint pots (you choose).

If YOU get a colour match follow the bonus action with the exception that steal paint just means gaining a half pot of paint of your choice.

**Pattern match:** Circle the Robondian R on the totem pole when this is a pattern match (this is 1 minus point at the end per circle).

## END GAME SOLO MODE:

The Robondian starts the game with a carved and painted Thunderbird, it only needs to deliver it once both totem pole columns are built. However, this is only possible if one of their dice is a 5 or 6. If not then you get the chance to deliver your thunderbird (if complete) yourself before Robondian has their next go. Play continues until one of you manages to deliver the thunderbird at which point you score your points in the usual way and compare it to the chart below. One exception is that you lose 1 point for each pattern match made by the Robondian.

SCORE	ACHIEVEMENT
< 8	WOOD DUTY: Oh dear you're on wood collecting duty until you get better!
12	DINNER: There's hope for you yet, stay in and have this special meal!
15	HORSE: Excellent you have earned a new horse
> 18	LEADER: You obviously have the wisdom of a tribe Elder and should become leader!

### Thunderbird rolls

1 & 2  
3 & 4  
5 & 6

<b>R</b> <b>b</b> carve	<b>O</b> <b>r</b> +1 paint	<b>W</b> <b>y</b> ST paint
<b>E</b> <b>r</b> carve	<b>S</b> <b>b</b> ST paint	<b>F</b> <b>y</b> carve
<b>O</b> <b>r</b> +1 paint	<b>F</b> <b>y</b> carve	<b>S</b> <b>b</b> ST paint
<b>W</b> <b>y</b> ST paint	<b>E</b> <b>r</b> +1 paint	<b>T</b> <b>p</b> +1 pt

1 & 2      3 & 4      5 & 6

collect paint

- blue
- red
- yellow

wood => Totem pole

- carve OR paint

### Thunderbird rolls

1 & 2  
3 & 4  
5 & 6

<b>R</b> <b>b</b> carve	<b>O</b> <b>r</b> +1 paint	<b>W</b> <b>y</b> ST paint
<b>E</b> <b>r</b> carve	<b>S</b> <b>b</b> ST paint	<b>F</b> <b>y</b> carve
<b>O</b> <b>r</b> +1 paint	<b>F</b> <b>y</b> carve	<b>S</b> <b>b</b> ST paint
<b>W</b> <b>y</b> ST paint	<b>E</b> <b>r</b> +1 paint	<b>T</b> <b>p</b> +1 pt

1 & 2      3 & 4      5 & 6

collect paint

- blue
- red
- yellow

wood => Totem pole

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### Thunderbird rolls

1 & 2  
3 & 4  
5 & 6

<b>R</b> <b>b</b> carve	<b>O</b> <b>r</b> +1 paint	<b>W</b> <b>y</b> ST paint
<b>E</b> <b>r</b> carve	<b>S</b> <b>b</b> ST paint	<b>F</b> <b>y</b> carve
<b>O</b> <b>r</b> +1 paint	<b>F</b> <b>y</b> carve	<b>S</b> <b>b</b> ST paint
<b>W</b> <b>y</b> ST paint	<b>E</b> <b>r</b> +1 paint	<b>T</b> <b>p</b> +1 pt

1 & 2      3 & 4      5 & 6

collect paint

- blue
- red
- yellow

wood => Totem pole

- carve OR paint

### Thunderbird rolls

1 & 2  
3 & 4  
5 & 6

<b>R</b> <b>b</b> carve	<b>O</b> <b>r</b> +1 paint	<b>W</b> <b>y</b> ST paint
<b>E</b> <b>r</b> carve	<b>S</b> <b>b</b> ST paint	<b>F</b> <b>y</b> carve
<b>O</b> <b>r</b> +1 paint	<b>F</b> <b>y</b> carve	<b>S</b> <b>b</b> ST paint
<b>W</b> <b>y</b> ST paint	<b>E</b> <b>r</b> +1 paint	<b>T</b> <b>p</b> +1 pt

1 & 2      3 & 4      5 & 6

collect paint

- blue
- red
- yellow

wood => Totem pole

- carve OR paint



**1a. CARVE WOOD**

**1b. COLLECT PAINT**

**2. PAINT CARVED WOOD**

**3. DELIVER => TOTEM**

E	F	O	S	W	Any	Lhs	Rhs
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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1 rhs or lhs [2pt/1pt]  
 1 anywhere [1pt]  
 1 twice [3pts]  
 2 different [2pts]  
 1 coloured animal [2pt]

Orange 1pt  
 Purple 2pt  
 Green 3pt

**1a. CARVE WOOD**

**1b. COLLECT PAINT**

**2. PAINT CARVED WOOD**

**3. DELIVER => TOTEM**

E	F	O	S	W	Any	Lhs	Rhs
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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1 rhs or lhs [2pt/1pt]  
 1 anywhere [1pt]  
 1 twice [3pts]  
 2 different [2pts]  
 1 coloured animal [2pt]

Orange 1pt  
 Purple 2pt  
 Green 3pt

**1a. CARVE WOOD**

**1b. COLLECT PAINT**

**2. PAINT CARVED WOOD**

**3. DELIVER => TOTEM**

E	F	O	S	W	Any	Lhs	Rhs
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 1 anywhere [1pt]  
 1 twice [3pts]  
 2 different [2pts]  
 1 coloured animal [2pt]

Orange 1pt  
 Purple 2pt  
 Green 3pt

**1a. CARVE WOOD**

**1b. COLLECT PAINT**

**2. PAINT CARVED WOOD**

**3. DELIVER => TOTEM**

E	F	O	S	W	Any	Lhs	Rhs
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Orange 1pt  
 Purple 2pt  
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