Rulebook/Manual

This game contains:

1 board
4 player tokens (2 extra unpainted)
12 copper pieces (6 extra)
7 Drawing task cards
7 Trivia task cards
10 Translation task cards
3 task card bases (with appropriate colour indicators on them)

Set-up:

Divide players into teams of two. Each team chooses 1 player token and 3 copper pieces.
Position the task card bases by the board. Shuffle the cards and put them on top of the matching bases. The order of colours does not matter.
Place the player tokens off the board by the first tile (look for the bear prints to find the start.)
Enjoy the game!

Advancement rules:

Each tile has a colour label on them. The label determines the type of task a team needs to perform in order to be able to step on that tile. If the team fails the task, they move a step back and will have to attempt the same task once again on their next turn. The people in the team take turns being a Task Giver and Explorer. Task Giver is the one picking up the task cards and making the Explorer perform the activity or guess the word for Drawing task. The Task Giver is allowed to give as many hints as possible to the Explorer as long as they do not use the word in question or any words in a sentence is being translated.

Example:
Paul and William are playing as a team against Katarina and Phoenix. It is William's turn to be the Task Giver. He moves to the tile with a blue label on it, and picks up the Translation task card. He reads the sentence for Paul to translate. Unfortunately, Paul does not manage to translate the sentence correctly, so their team moves back a step. After William and Paul are done, it is Katarina and Phoenix' turn. They manage to advance one tile, and so the order goes back to William and Paul. However, this time Paul becomes the Task Giver and William is the Explorer.

Copper Pieces
Each team is allowed to spend up to 3 copper pieces throughout the course of the game. Each piece allows an Explorer to switch between Kwak'wala and English, when appropriate (i.e. the Explorer cannot remember the word hamumu for the Drawing task, so they use a copper piece to say butterfly instead). Each piece can also be traded in to skip the tile's activity and automatically progress.

Note: to increase the difficulty of the game, players are allowed to either use less pieces or get rid of them all together.

Types of Tasks:

Translation (blue)
Each Translation card has the instruction to either translate a sentence from Kwak'wala to English or from English to Kwak'wala. The game comes with a Suggested Answers booklet. It is, however, completely fine for the Explorer's answer to not match the answer key fully, since there may exist different ways to say a sentence.

Drawing (yellow)
Each Drawing task card has the instructions to draw a thing. The "thing" is provided on the card as well. The Task Giver is the person who will be drawing, while the Explorer has to guess the word. The players are encouraged to use full sentences when they answer instead of just shouting out the words, however, since this task is time constraint, it is not a requirement. The Explorer has 1 minute to guess what the word is and say it in Kwak'wala (or English if the team decides to trade in a copper piece).

Trivia (fuchsia)
Each Trivia card has a question written in Kwak'wala on it. The translations are provided in the Suggested Answers booklet; however, the players are not allowed to check the translation while they are working on the task. The Task Giver reads out the question, and the Explorer needs to answer it in Kwak'wala (or English if the team decides to trade in a copper piece).
As is the case with the Translation tasks, the Explorer's answer does not need to match the suggested answer completely.

Winning the game:

The winning team is the one that manages to leave the board first.

Starting Order:

The team with the youngest player goes first.