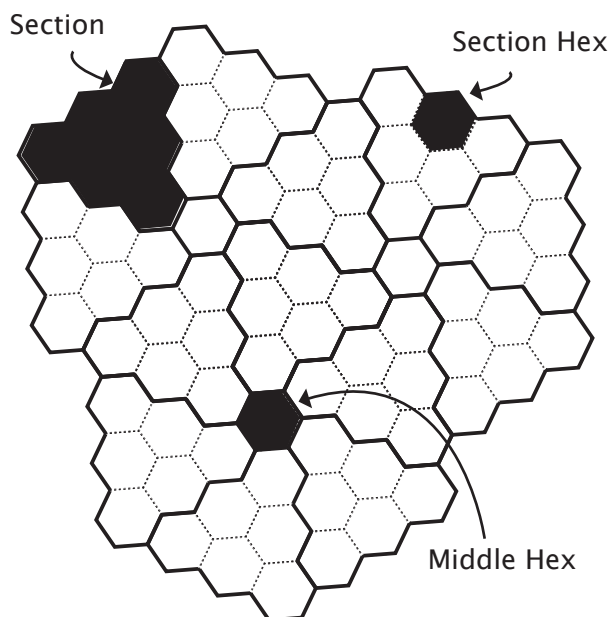


Another Dam Dice Game

Amik (the beaver) forms whole landscapes in the forests of the north. Their dams, made from trees and mud, create deep pools of water to build secure lodges to raise pups. These deep pools of water and the open spaces from felled trees make homes and food for other animals in the forest – fish, moose and ducks. Without Amik the forest and rivers would stagnate. For the Anishinaabe people, Amik teaches us to use our gifts to create a better world.

Tip: *The game doesn't require any artistic talent, but you're welcomed to use coloured pencils or embellish drawings with tree branches, plants or other forest inhabitants.*



1–8 players

Ages 10+

30 minutes

Components:

- 1 Landscape sheet per player
- 2 Six-sided dice
- 1 Sharp Pencil per player

Object of the Game

As Amik, each player tries to fill their landscape by adding habitat hexes and connecting rivers using a combination of dice rolls and dam upgrades. Players will need a strong sense of spatial orientation. The game ends when each player has run out of possible moves. Each sheet is scored by adding up the lodges and length of their longest river, but sheets will be penalized for blank hexes and disconnected river hexes.

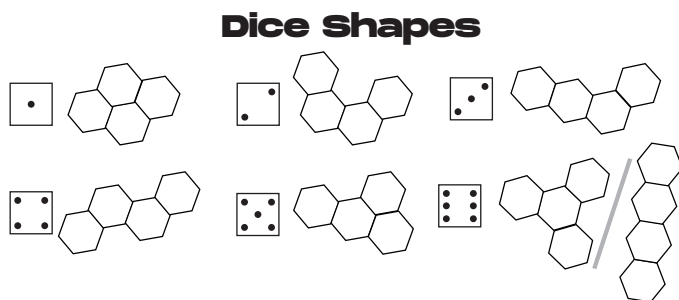
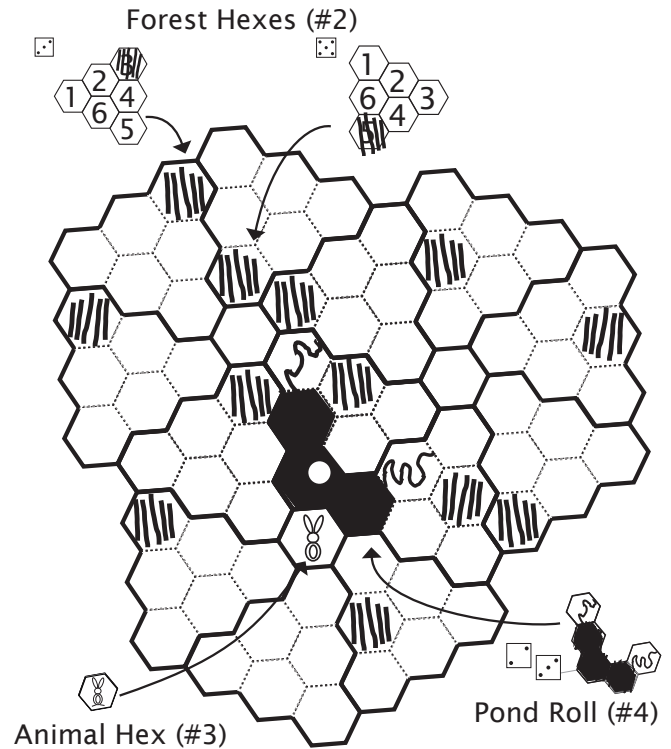
Set-up

1. THE LANDSCAPE is 81 hexes organized into 13 sections. Each section has six hexes each with three additional middle hexes. Each player starts with a clean sheet containing three landscapes (enough for three games), a pencil and 2 dice (can be shared).

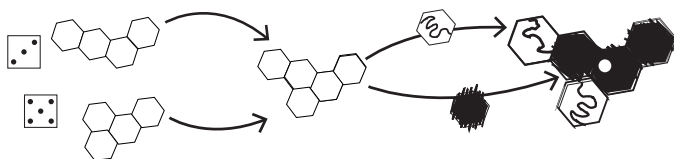
2. FOREST HEXES are the first hexes added to the landscape. At the start of the game, one forest is drawn in each of the 13 sections. Roll a die and each player counts clockwise around a chosen section and draws a forest hex using a series of vertical lines. Continue until each player has one forest hex in each section.

3. ANIMAL HEXES are drawn after drawing the forest hexes. Each player picks a distinct animal, this could include an eagle, bear, moose, or any favourite animal that shares the forests with Amik. Draw the animal in one of the middle hexes. During gameplay players will attempt to run a river through the hex and surround it with other habitat types. The completed animal hex grants bonus scoring points and an extra pond roll (#4) to be used on the next turn instead of a river roll.

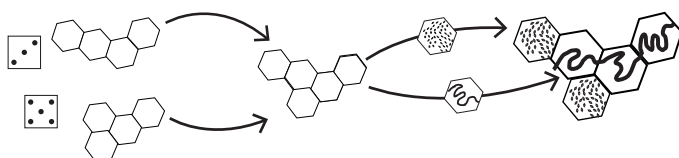
FIRST PLAYER is the person that drew the smallest type of animal in their animal hex.



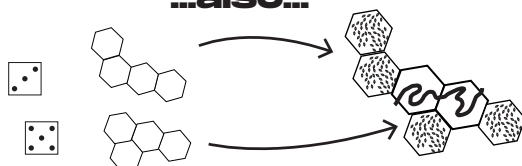
Drawing a Pond Roll



Drawing River Rolls



...also...



4. POND ROLLS create large pond and a lodge at the beginning of the game.

- » The first player rolls two dice, each die represents a four-hex shape (see Dice Shapes). Every player fills blank hexes by overlapping a combination of the two shapes with a minimum of one overlapping hex between the two shapes.
- » Where the dice shapes overlap draw a **pond**, and where the shapes don't overlap draw a **river**.
- » Shapes can be rotated or flipped to find the right combination.
- » One pond roll is used for all the players at the beginning of the game after adding the animal hex.
- » A second pond roll may be used by each player that completes all the animal hex bonus conditions (#3).
- » Build a lodge if the three pond hexes are adjacent (#8).

Tip: to help with visualizing the shapes you can draw an outline of the first four hex shape and then draw the second over top and then fill in the appropriate habitat types .

Habitat Types

RIVERS are a meandering curvy line that connects to other rivers, dams and ponds. Rivers are drawn using pond rolls (#4) and river rolls (#6). At the end of the game any rivers that do not connect to another river or pond will be penalized. Rivers cannot be forked, but multiple rivers can flow from a single pond hex, dam or connected ponds.

WETLANDS are drawn as a series of dots. They can later be changed to a forest using a river roll (#6) or upgraded to a river using a dam upgrade (#8).

FORESTS are drawn as a series of vertical lines representing trees. Thirteen forest hexes are added during setup and later during a river roll when a single layer dice shape overlaps a previously filled in wetland hex. A forest can be cut and used for building dam upgrades (#7).

PONDS are drawn by filling in an entire hex. They are created during pond rolls (#4) and dam upgrades (#7). Ponds connect with adjacent rivers, dams and ponds. A group of three pond hexes allow players to build a lodge (#8).

Gameplay

5. TURN ORDER is as follows:

- » The active player rolls the dice.
- » Each player must use these dice to fill in hexes following the rules in river rolls (#6)
- » Players that complete their river roll can declare if they will build dam upgrades (#7).
- » Once all players are done their river roll and dam upgrade, the next player rolls the dice.

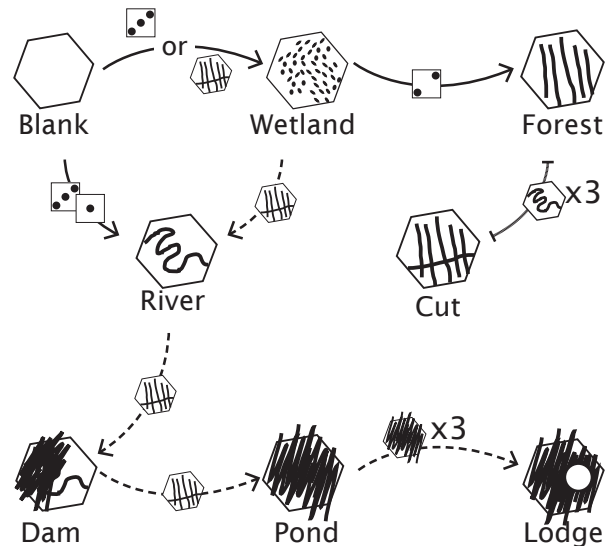
6. RIVER ROLLS allow players to create new habitat, similar to pond rolls (#4).

- » The active player rolls two dice, each die represents a four-hex shape (see Dice Shapes). Every player fills an available hex by overlapping a combination of the two shapes with a minimum of one overlapping hex.
- » Where the dice shapes overlap draw a river, and where the shapes don't overlap draw the wetland hex. If a shape overlaps with a previously filled wetland then draw a forest.

Connecting Rivers



Hex Habitats



Tip: try to create a long river to maximize points and avoid penalties.

- » Shapes can be rotated or flipped to find the right combination.
- » No other hexes can be overlapped including previously filled in rivers, dams, ponds or forests.
- » If both shapes cannot be placed using the above rules the player's game ends after resolving any dams or upgrades (#7).

Tip: avoid creating isolated blank hexes in groups of less than three.



7. DAM UPGRADES are used to modify the landscape sheet to fill solitary hexes, join rivers, and generate points.

- » After the river roll, players can declare if they want to perform one or more dam upgrades.
- » Upgrades are as follows: Blank >> Wetland >> River >> Dam >> Pond.
- » Each dam upgrade requires one cut forest. The player can cut a forest hex that is both completely surrounded and adjacent to at least three river or pond hexes. A cut forest is noted with a horizontal slash. Cut forests do not need to be adjacent or near to dam upgrades.
- » A cut forest completely surrounded by six river or pond hexes generates three dam upgrades.
- » Dams are drawn on top of previously filled in river hexes. First draw a line across a river hex cutting it in half, this represents a dam. Fill in one half of the hex like a pond and leave the river on the other half.
- » Build a lodge if the three pond hexes are adjacent (#8).

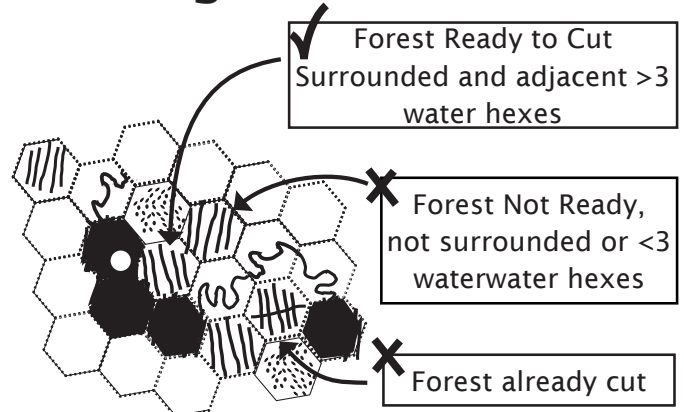
Tip: *Early upgrades are tempting and score higher, but save a few to help fill in blank hexes near the end of the game.*

8. LODGES provides a scoring bonus and a special ability.

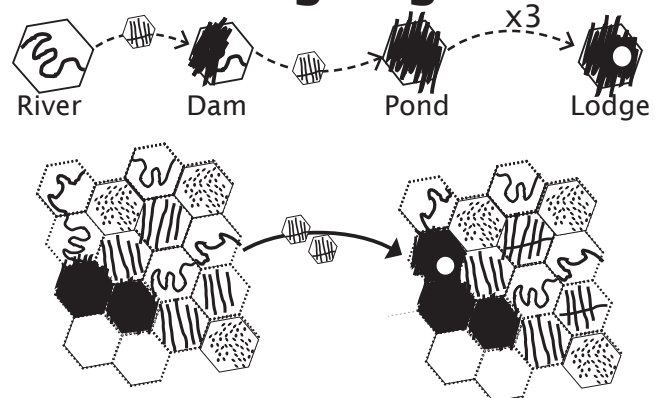
- » Before filling in the third adjacent pond hex resulting from either a Pond Roll or Dam upgrade make an unfilled circle representing the beaver lodge in the pond.
- » A new lodge can be placed for every multiple of three adjacent pond hexes (3,6,9,12,...)
- » For each new lodge note the score. Lodges provide a scoring bonus equal to all the unsurrounded forests on the players landscape sheet when the lodge is created or five which ever is more.
- » Lodges unlock a one time ability to change the value of one dice roll +/- 1. The change to the die only affects the player that activates the ability. Mark the lodge with an X when used.

Tip: *Create unsurrounded forests during river rolls before you build a lodge to increase points.*

Cutting Forests for Dams



Placing Lodges



END GAME

The game end when all players can no longer complete a river roll or otherwise fill their landscape sheet.

SCORING

- » Lodges are scored when created by adding up all the unsurrounded forest hexes on the landscape sheet or +5 which ever is more.
- » If the animal hex is surrounded, the longest possible length of the river that runs through the animal hex is counted starting at one edge of the board, counting each hex with river, dam, and ponds, ending at the other edge of the board. Count each hex only once, count each of the hexes in a continuous pond shapes along the way. Do not double back.
- » Deduct 10 points for each blank hex, dead-end river hex or disconnected river.
- » Unconnected ponds have no value or penalty.

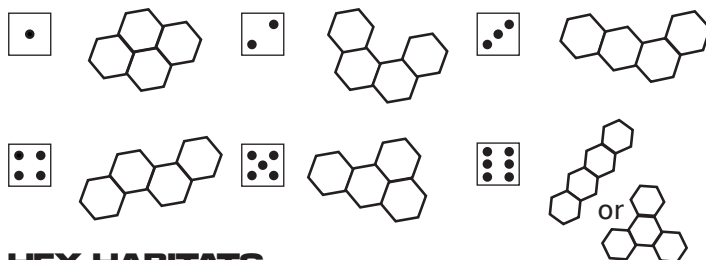
SCORING TARGET

- » less than 40 Busted dam
- » 40 to 60 Busy Beaver
- » 61 to 80 Clever Beaver
- » more than 80 Master Builder

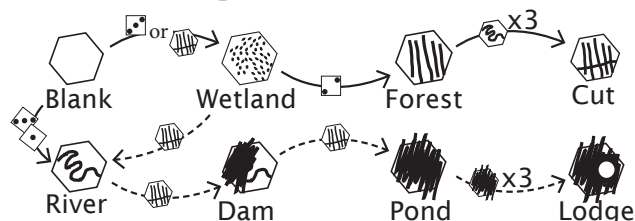
AMIK

Another Dam Dice Game

DICE SHAPES



HEX HABITATS



GAME #1



GAME #2



GAME #3



SCORING

	#1	#2	#3
First Lodge			
Second Lodge			
Third Lodge			
Fourth Lodge			
Fifth Lodge			
Bonus River Length			
Penalties (-10 each)			
TOTAL			