

# Amanda

*A competitive, almost-abstract game for 3 to 6 players*

In Tupi Guarani - a native south american language - *amanda* is the name used for *rain*.

Somewhere in the rainforest lived peacefully a native tribe. Life was great and water, plentiful. That, until the witchdoctor got ill. Life got harsh, rain was only a memory, and nobody knew exactly what to do about it, as it was never a problem before - they lived in a rainforest, after all.

After many failed attempts to please the gods, the witchdoctor felt his time around the living was fading away. In order to protect his tribe from following the same fate as his, it was time for drastic measures. Things could go wild, but nothing could be worse than what they already were going through.

A long time ago, in the worldwide witchdoctor convention somewhere around Central America, he was given a mystical totem which could, with the correct offerings, make it rain wherever it were. As its powers were never necessary - and as the spirits in the totem didn't actually get along very well with the rainforest gods - he felt, at the time, that the best thing to do was just to bury it in the vicinity of the village. Well, things have changed.

"It's our only chance", he thought. "So be it." Through his last moments of life, the witchdoctor called upon his pupils and tried to pass on everything he could remember about how to go through with the ritual. They would be responsible for pleasing the totem, and he would try to deal with their gods up there and make them understand the situation and not get that mad about it.

As the witchdoctor passed away, the required offerings were gathered around the site where the totem pole was buried. They started digging it up, and the earth trembled. The spirits on the totem were rampant, and the pupils knew it was not going to be an easy task. It was needless to say that whoever managed to calm down such wilderness would surely be on the way for becoming the witchdoctor's successor.

His last words echoed in their minds. "Just remember to gather everything, never stop moving and eyes on the totem. Always. Oh, except when you get to the cent-" and he was gone.

Good thing you have this instructions booklet to help you out!

## Setup

1. Print the appropriate board for the amount of players you are playing with. Notice that each board features 3 of the same geometric shape. In this rules, they will be referred to as the outer, middle and inner shapes.
2. Print 2 sets of movement cards (12 cards total) for each player.
3. Each player finds some token to represent him- or herself. Usually a bottlecap will do, but if you have anything more nature-like it will surely feel nicer. Make sure to find things that won't be troublesome to have onboard, that are too big, too small, too much alike or that just won't stand still.
4. As before, find X groups of X small tokens each to represent the offerings, where X is the number of players in the game (e.g. 5 groups of 5 small tokens each for a game with 5 players). The recommendation here is to find any kind of seed, or anything that feels offering-like. If there's no such thing, anything goes, just make sure to follow the same recommendations as with the player tokens.
5. Finally, find something to represent the wild totem and leave it aside. Of course, it would be nice if it is wooden, but if it stands it's already wonderful.
6. Leave each group of offerings besides each corner of the outer shape in the board. Place one random player token in each space on the sides of the outer shape (the darkened ones).
7. Each player gets his or her set of movement cards (12 cards total, consisting in 2 cards for each of the 6 directions), shuffles it and draws 3 cards.
8. Randomly select the first player. Just kidding, there's no such thing in this game!

## Gameplay and Objective

In this game each player will be one of the witchdoctor's pupils, trying to complete the ritual and bring rain back to the village! During the game, players will move around the board using their cards in order to collect all the offerings and bring them to the center space.

Attention! As the totem is roaming wild and the pupils are rushing around it, some collisions might occur, resulting in copious missed offerings and cards through the game.

The first player to bring all the offerings to the center of the board makes rain start to fall, calming down the totem, the gods, the witchdoctor's spirit, the people in the village and pretty much everybody around! And yeah, of course, he or she wins the game too.

## Game Round

### 1. The Planning Phase

Every player secretly selects, from the 3 movement cards they have in hand, one to perform during the Movement Phase. The card must be left facedown in front of the player until every other player has decided.

Notice that each card depicts the central space on top of it, and 6 possible directions to go to (with a small arrowhead pointing to the direction towards the specific card leads to). That is a reminder that every card points to directions considering the central space as a referential. When in doubt, place the card between the player marker and the central area with its top mark pointing towards the center. Not every space features possible moves for every direction, so be aware of this when planning your move.

### 2. The Movement Phase

All the movement cards are revealed and performed simultaneously. The only exception to this is if one or more of the players are currently occupying the central space. When this happens, they must reveal their cards first and announce to which space of the inner shape they are heading to. Notice that this only happens if their card was a "straight back" move, as all other cards would result in impossible movements.

Every player that finishes his or her movement on the same space of another player or the totem must resolve a collision. Each colliding player chooses to either lose any offering he or she has, leaving it on the space his or her player marker is, or to lose one of the cards he or she has in hand for the rest of the game. Attention! Players should be advised to never choose to lose their second card for going straight or straight back, as it would make it impossible to win or to leave the central space, respectively.

If a player's card would result in an impossible move, his or her player marker stays still and the player is penalized the same way colliding players are. It is possible to be penalized twice this way (if you made an impossible move and another player lands in your space).

After penalties have been resolved, each player that has moved this turn may collect, from the space they are, any number of offerings they don't already have. Players can't,

however, collect offerings that have just been dropped (as a result of penalties on this very turn). If there is more than one player on the same space, they must quickly come to an agreement as to who gets which offerings. If they can't decide, both get neither.

### 3. The Totem Phase

If this is the first round, put the totem in the central space – it has just been dug up.

From the second round on, the totem moves like this:

- If it is in the central space and there are no players in the inner shape, it stays still.
- If it is in the central space and there are players in the inner shape, it goes toward the most powerful player from those in the shape (all the offerings the player carries – all the cards the player lost forever = player power). In the case of a tie, all the other players on the table quickly vote for which of the tied players will be considered the most powerful one. If they can't get to a decision, or if all the players are in the inner shape and tied for power, the totem gets very confused and just goes as it feels like (decide randomly towards which player the totem goes to).
- If it is in the inner shape, the totem goes X spaces around the inner shape to the direction with more players, where X is the difference between the amount of players on each half of the shape (always check each half considering the totem's space as the middle point, also disconsidering players on it and on the opposite space of the shape, as they are both exactly to the middle). If both halves have the same amount of players, the totem just goes to the central space.

By the end of its movement, if the totem has landed on a space with one or more players, resolve a collision the same way it is resolved when two players collide during movement.

### 4. The Recovering Phase

Every player draws back to 3 cards, shuffling the discard pile to form a new draw deck if necessary.

## Game End

As soon as a player brings all the offerings to the central space, the game is over and that player is the winner!