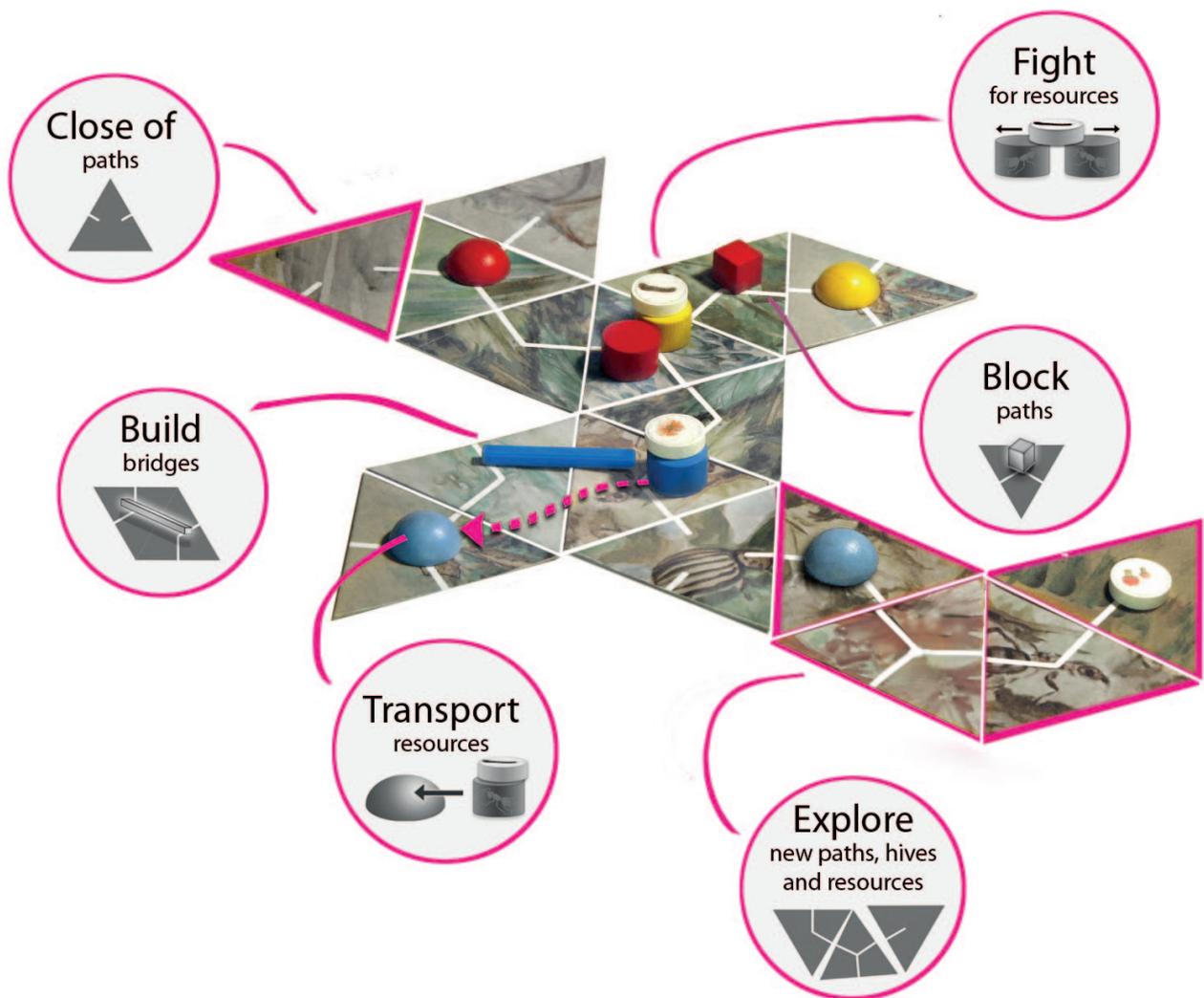


Amino

The ant game

a tricky and fast tile based game for two to six players, age 12 or more

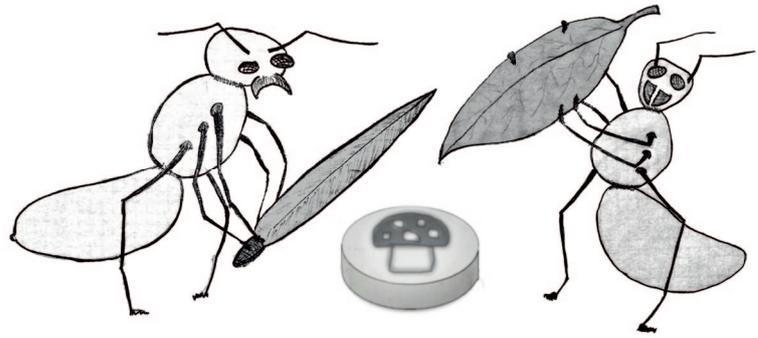


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Game components



Triangles (50x)



Ant cards (18x)



Hill cards
(1x pro Spieler)



Dice (2x)



Resources (12x)



Ants
(1x per player)



Ant hills
(2x per player)



Bridges
(2x per player)



Blockages
(2x per player)

Summary

In "Amino" you build a microcosm that every time looks different. In this microcosm you manage an ant colony, and to win you must be the first to collect the best resources. To do this, you lay out new paths and open up new resources and hill. With your opponent you fight for these resources and obstruct their pathways. With "Ant cards" you block paths, build bridges, lend wings to your ant, improve their fighting power or change the existing maze of paths. The goal of the game is to quickly get the best resources for yourself. There are three different resources, which give you one to three points depending on their type. Now, some may be worth more - or less - to you than they are to your opponent.

The first player to collect seven points wins.

End of the game

The game ends as soon as a player has collected seven points of resources and thus is declared the winner.

When all triangles are used up, the game continues. If all resources have been collected, the player with the highest score wins.

Game setup

The triangles, resources and ant cards are shuffled and stacked face down on the table. Each player receives one ant, two hills, two bridges and two blockades in his colour and also a single triangle. Another triangle is drawn and placed in the middle of the table as the starting point of the game. The player who rolls the highest number starts the game.

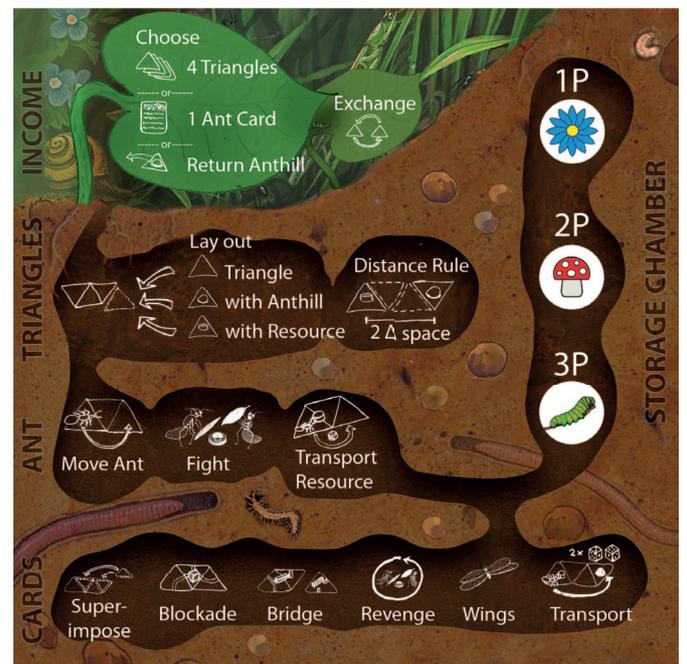
Throughout the game, players place their hand of triangles face-up on the table in front of them and the resources they already conquered in the corresponding storage room of their ant hill. If a player has ant cards, he places them face down in front of him.

Rules

You may perform various actions in any order during your turn. Some of them may be executed several times, others only once per round. Those allowed to be performed only once are: Income, triangle swap, fighting, and resource transport. Each action must be completed before another one can be started. Which actions are available to you during your turn is summarized on your colony card.



game readily set up

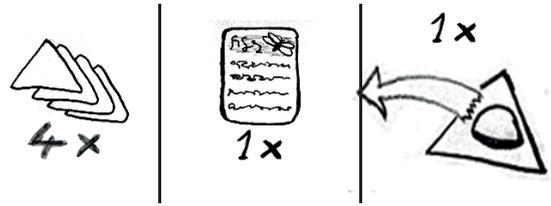


The colony card shows what actions are at your disposal during your turn. The actions are grouped into "income", "what you can do with your triangles", and "what your ant can do". Also there's a list of all types of ant cards at the bottom. The headings along the edge help you find your actions quicker. Store your captured resources on the right side of the colony card. Actions marked with (x1) may only be executed once per turn, all other actions as often as you like. Transport your captured resources into the respective store chamber. The store chamber informs you about how many points each resource gives you. Each Colony card has a different distribution of resource-points. Here, for example, a flower is worth 1 point (1P), a fungus 2P, and a caterpillar 3P.

1. Income (allowed once per turn)

Either receive

- 4 triangles, or
- 1 ant card, or
- take an already laid out ant hill back into your hand.

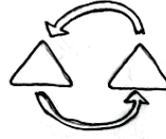


Independently of what type of income you have chosen you are allowed to use everything in your hand during your current turn.

Triangle Exchange

(allowed once per turn)

Swap any of your triangles with any triangle from an opponent's hand. Your opponent cannot defend himself against this.



2) Play an Ant Card

(allowed multiple times per turn)

Play an ant card from your hand. The effect is described on the card. The ant card is then placed back under the pile. The following cards exist: bridge, superimpose, blockage, wings, revenge and transport (see "Ant cards in detail"). Note that in the following rule sections useful cards within the respective context are mentioned.



Trade in wings

(allowed multiple times per turn)

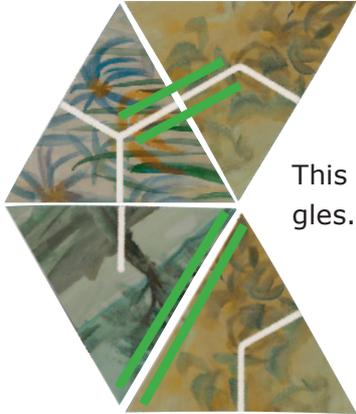
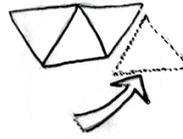
Trade any two Ant cards and use them as a single "wings" card.



3) Lay out Triangles

(allowed multiple times per turn)

Extend the existing maze by laying out as many triangles as you like from your hand. Paths must be continued and empty edges must not interrupt open paths.



This is how you lay down triangles.



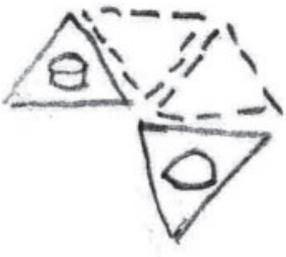
You must not lay down triangles like this.

Lay out an Ant Hill or Resource

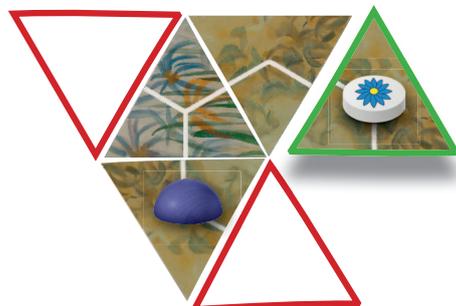
(allowed multiple times per turn)

New hills and resources can be laid out together with triangles at any time. Simply place the hill or resource on top of the triangle and lay it out. Note, that between your hill and any resource a minimum distance must be maintained. At least two triangles must fit in between your hills and any resources.

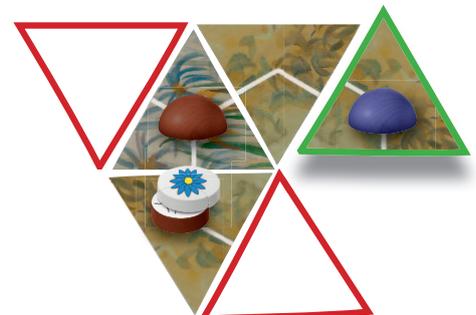
Opponent hills are not considered when measuring this minimum distance. Note: Ant hills or resources can only be laid out together with new triangles, but can never be put on top of already existing triangles.



Distance Rule: In between your hill and any resource you must be able to fit two triangles.



You may lay down a triangle with a resource on the green position. The red positions, however, are not allowed.



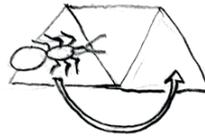
You may lay down a new hill onto the green position. However, the red positions are not allowed.

Useful cards: Bridge and Superimpose

4) Send Ant

(allowed multiple times per turn)

You are allowed to move your ant anywhere where paths lead. If you have two hills in the game, the ant may also move underground from one hill to the other. You may move over enemy hills, or even stand on them. Your ant can carry resources, but only one at a time. It can load or unload a resource at any time. Another ant can only obtain an already carried resource from you through a fight.



The ant moves from her hill to the flower resource. The resource is placed on top of the ant as a sign that the resource is now under the ant's control and that the resource cannot be picked up by another ant without a fight.



Fight (allowed once per turn)

If an ant wants to steal another ant's resource, it needs to fight for it. The defender hides the resource behind his back in one of his two fists. Then he stretches out both fists forward and the attacking player taps on the fist in which he suspects the resource. Only if he has found the hidden resource, he receives his price, otherwise he goes away empty and the resource remains in the possession of the defender.



Psychological warfare is often used by ants. For example, the attacker can let his hand float first over the defender's left fist and then suddenly turn to the right fist. The facial expression of the defender may then reveal in which of his fists the resource is hidden. Conversely, the defender can also announce in which of his fists the resource is hidden. Of course, he doesn't have to tell the truth. If you want to render yourself inert to the effects of psychology, you can simply close your eyes during the fight.

Useful cards: Revenge

Transport of Resources (allowed once per turn)

You can use your ant to transport a resource towards and into your hill. Roll a die. The number shown indicates how many triangles your ant can transport the resource it is carrying. you don't have to move the full number of triangles as rolled. Note that the amino die ranges from zero to five. If you manage to transport the resource to your hill, place it immediately on your hill card in the appropriate storage chamber. Thus all players can see how many points you have already collected. You may transport any resource, except resources belonging to enemy ants (see rule "Fight") and except resources you have just laid out in your current turn. Note: You may also transport resources over enemy hills and even stop on them.

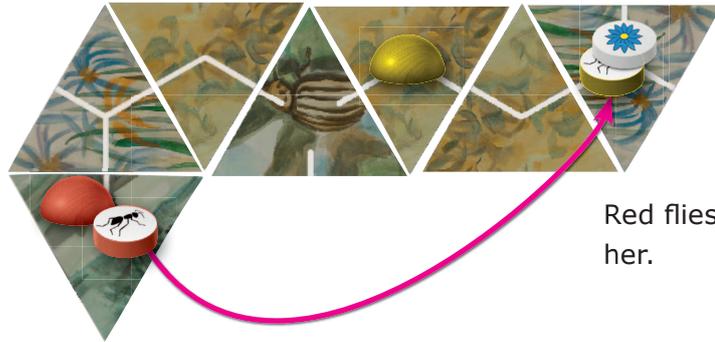
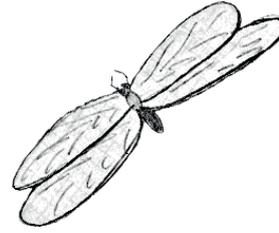


Useful card: Transportation

Ant Cards in Detail

Wings

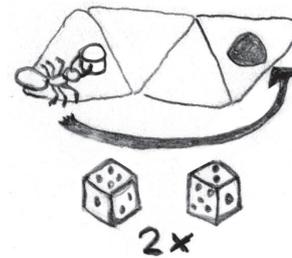
Fly with your ant immediately to any triangle. You cannot take any resources with you. You can always get a wings card by discarding any two other ant cards.



Red flies to the yellow ant in order to attack her.

Transport

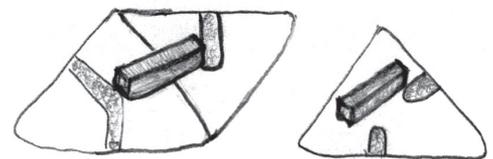
Use two dice instead of one to determine the maximum number of triangles your ant can transport a resource.



Red uses the Transport Card, rolls a seven with two dice, and thus is able to transport the resource into his hill.

Bridge

Lay out one of your bridge pieces so that two paths are connected. Only you can cross your bridges, enemy ants cannot. The bridge will return to your hand at the end of your next turn. Bridges of different colors may lie next to each other.



Red constructs a bridge to his hill.



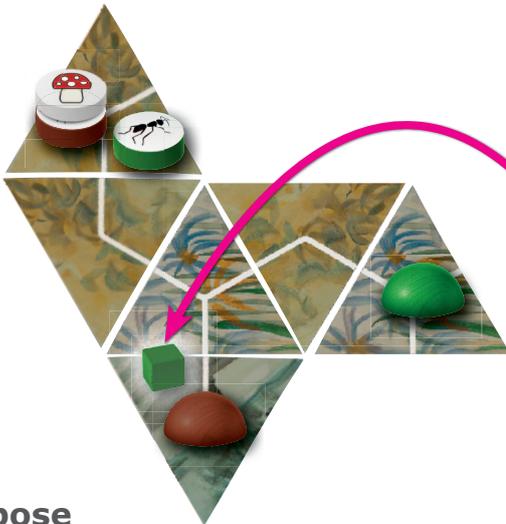
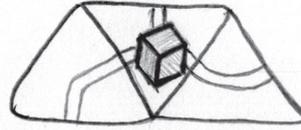
Revenge

Whether you are a defender or an attacker, if you have lost a fight for a resource, play this card to cancel the outcome of the fight and repeat the fight immediately. The roles of attacker and defender do not change.



Blockade

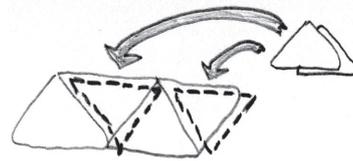
Place one of your blockage pieces on any triangle. Neither your ant nor any of your opponents' ants may be on this triangle. Until the beginning of your next round, no ant may move onto or over the blocked triangle.



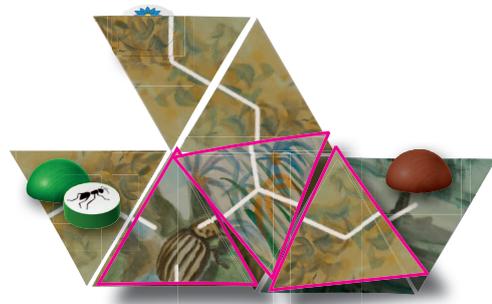
Green lays down a blockage so that brown cannot transport the resource into his hill.

Superimpose

Change the maze of paths. You can interrupt existing paths and create new ones. Place triangles from your hand over any number of triangles that have already been laid out. However, you can only do so with triangles that have no pieces of any kind on them. You may not lay over triangles that have already been laid over before. After the superimposing, all edges between triangles must be correct (see rule "Lay out triangle"). You may not use the superimpose card for laying out new resources or hills.



Green has access to the resource, brown has not.



Brown uses a superimpose card to block green's access to the resource and open a path for himself.

A typical first round is shown here

There are three players: Green, Red and Yellow.

1. The game has been set up.

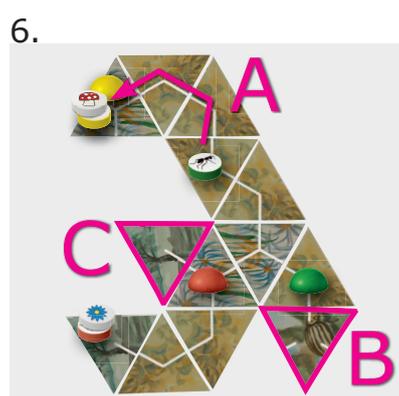
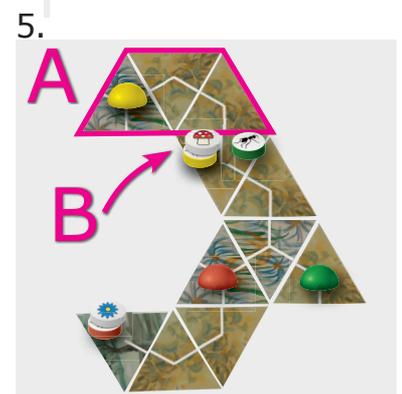
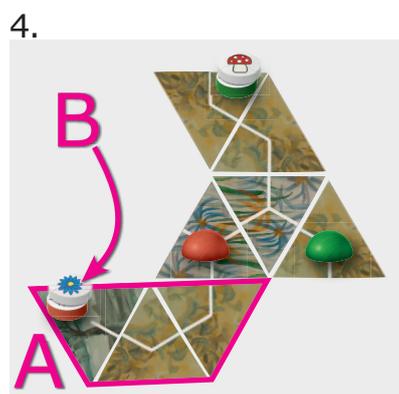
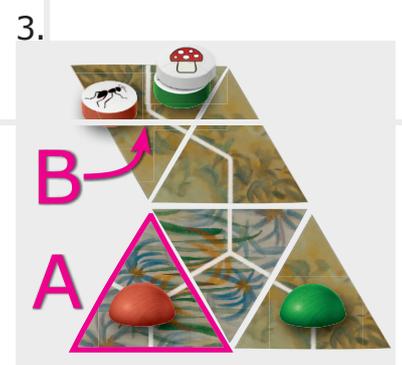
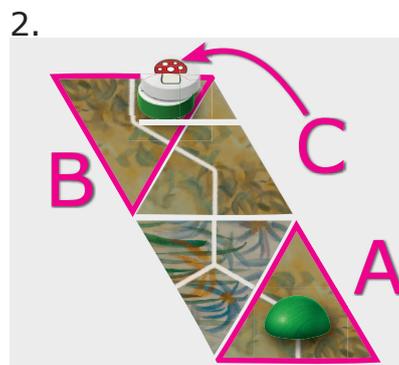
2. It's green's turn and he starts the game. He draws four triangles, first lays out a hill - with which his ant appears - (A), and then a resource (B). Finally, he moves his ant to the resource (C). Because the resource does not belong to any other ant, the green ant loads it on its back (C). Since he just laid out the resource in his current round, he cannot transport it yet.

3. Now it's red's turn to draw four triangles. He places his hill - and thus also his ant - as close as possible to the resource (A). Then he attacks Green, but loses (B).

4. Red then decides to lay out a resource (A) and then move his ant to the new resource and loads it onto his ant's back (B).

5. Now it's yellow's turn. He also draws four triangles and lays out his first hill - and thus also his ant (A). Then he attacks Green and wins (B). The resource now belongs to the yellow ant and is loaded onto its back.

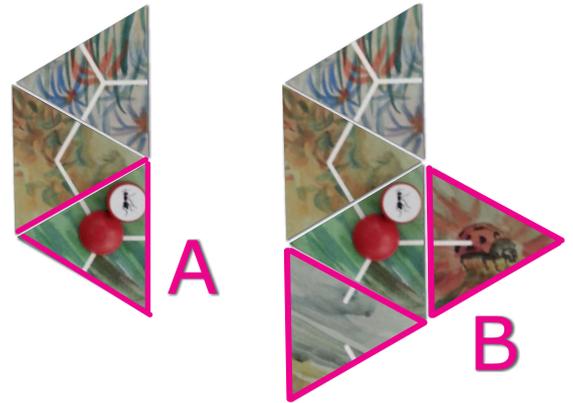
6. Yellow can now transport the resource into its hill (A) and then close the exit of the green (B) and red (C) hills.



Tips & Tricks

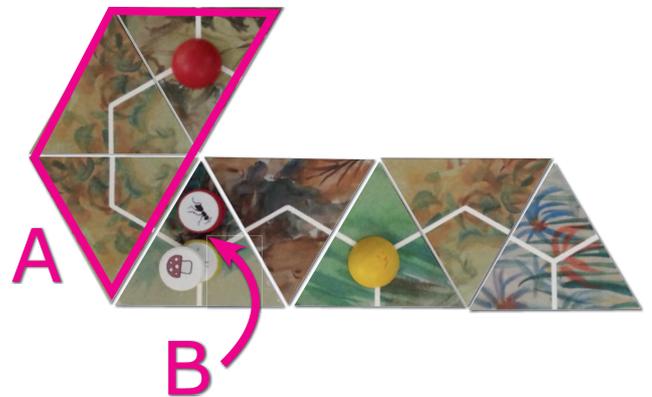
Blocking paths

Red has laid out a new hill (A) and has plenty of options to lay out new resources close to his ant hill. Now it's the opponent's turn and he blocks the exits of the red hill (B). Consequently, red can't get lay out close by resources with easy access anymore.



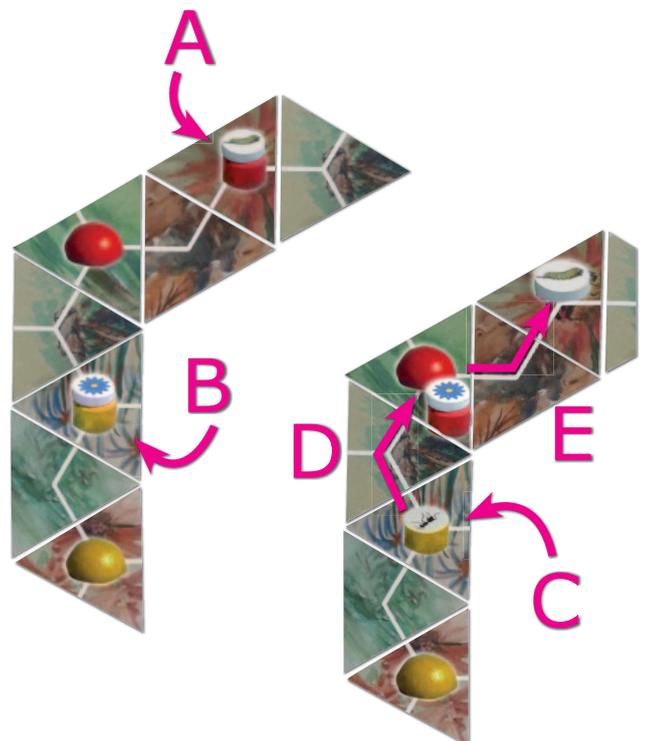
Lay out a new hill to launch attacks

Red lays out a new hill (A) so that he can attack the yellow ant (B). If red wins, he has a short path to his hill.



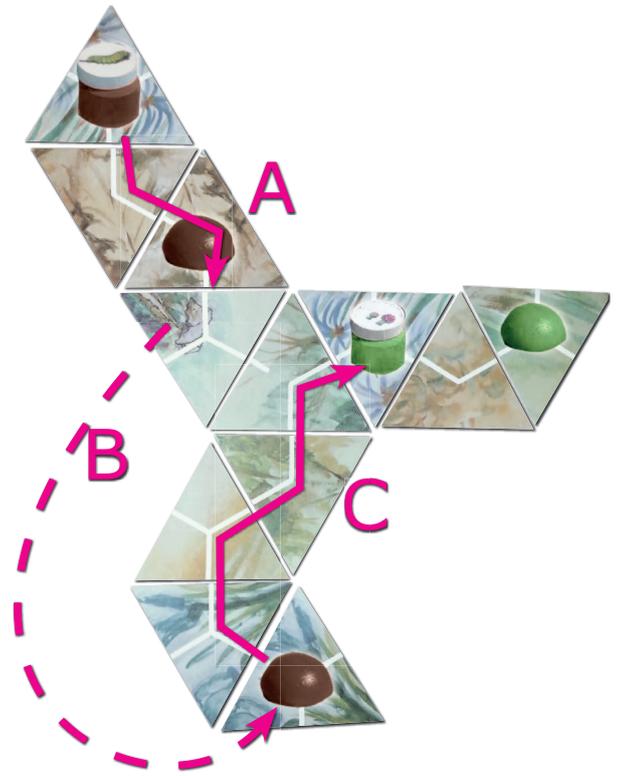
Unload resource to pursue a more valuable one

The red ant is carrying a caterpillar (A), while yellow is carrying a flower (B), which in fact is worth much more points to the red player. Thus, red decides to unload the caterpillar and attack yellow (C). He wins the resource and transports it to his hill (D). Red then ends his turn by moving his ant back to the caterpillar and has his ant load it onto its back again (E). (He can no longer transport the caterpillar because he has already made use out the "Transport" action once in this turn.)



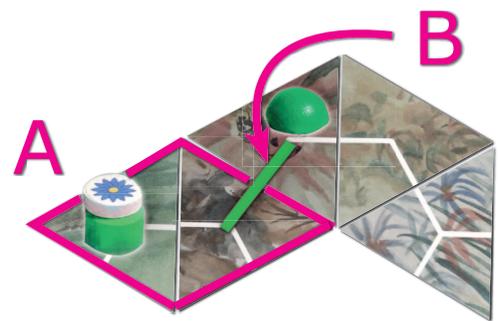
First secure the resource, then attack

Brown laid out a caterpillar resource in his previous turn. Now he transports the caterpillar into his hill - he has rolled a 3 (A). Then he moves his ant subterraneously into the other brown ant hill (B) and from there to the green ant to attack it (C). Brown is lucky and wins the mushroom. However, because he has already transported a resource in his current turn, he has to wait until his next turn to transport the newly won mushroom, provided that Green doesn't win the mushroom from him back. In any case he has secured the caterpillar (A).



Lay out a resource next to an isolated hill

Green lays out a new resource (A). Then Green builds a bridge (B) to reach the resource with his ant.



Block an attack

Brown blocks the path so that Green can not attack him (A).



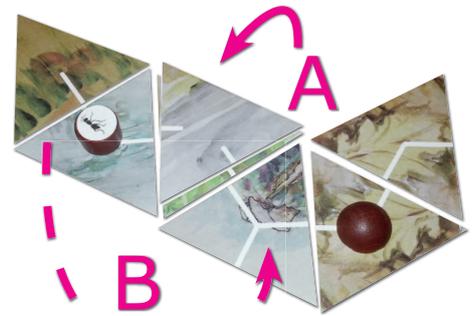
Block resource transport

Green blocks the brown hill and prevents brown from transporting the resource into its hill (A).



Escape isolation flying

Brown was enclosed by the use of an superimpose card (A). He plays a wing card to free his ant from isolation (B).



Fly over a blockage

Green has locked the brown ant with a blockage card for one round (A). Brown can escape with a wing card (B).



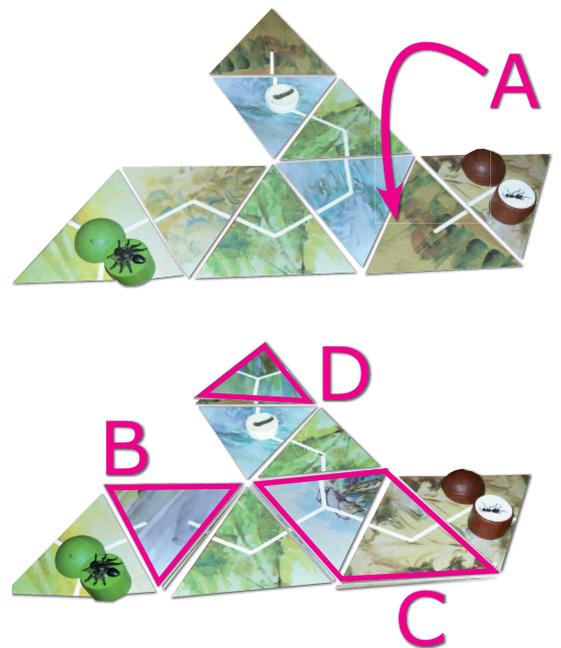
Fly to unreachable opponents

Yellow only needs one resource to win and has laid out a hill (A) and then a resource (B) so that no opponent can get to him and attack. Red uses a wing card to be able to attack Yellow in spite of yellow's tactic (C).



Superimpose

Because Brown can not reach the green ant and the caterpillar (A) he plays an superimpose card. He interrupts the path for green (B) and opens a new path to the caterpillar (C) for himself. He also clears the path behind the caterpillar (D), in order to be able to lay out further resources or hills there in the future.



Variant of the attack rule

In innumerable tests we played an action laden variant of the attack rule when fighting for resources (page 6). In it, the opponents meet in a rock-paper-scissors-like bout. We love both variants of the attack rule, preferring the simpler rule, but we did not want to leave the variant unmentioned, adding even more spice to the game for experienced players.

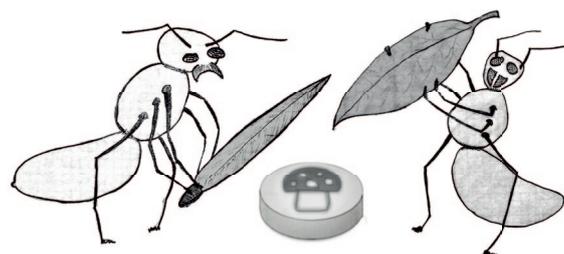
Attack (allowed once per turn)

You can attack an enemy ant to steal its resource. Ants fight with deceit and delusion, bite with their mandibles or spray formic acid with their sting. To attack an opponent's ant, you move your own ant to the triangle on which the enemy is located, carrying the resource you want to wrestle from his grasp. Then you challenge your opponent to "Amino". This is similar to the well-known rock-paper-scissors game. Both players synchronously pronounce the three syllables "A-MI-NO", while rhythmically swinging their hands back and forth in front of their chests. With the last syllable they show one of the two following possible gestures with their hands:

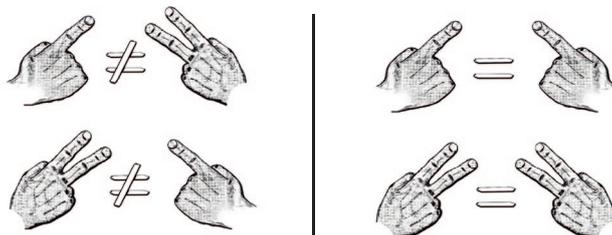
- Sting (one finger)
- Mandibles (two fingers)

In case the defender chose the same gesture as the attacker, he has seen through his opponent's tactics correctly and hence successfully defended the resource. However, if the attacker could deceive the defender, that is the defender has chosen a gesture different than the one chosen by the attacker, the attacker has successfully won the resource.

Psychological warfare is often used by ants. For example, you can announce whether you are attacking with sting or mandibles. Your opponent must then find out if you are telling the truth or not.



The defender wins if his gesture is the same as the attacker's. The attacker wins in case his and the defender's hands show different gestures.



**Attacker
wins**

**Defender
wins**