



Beaver CREEK

RULE BOOK

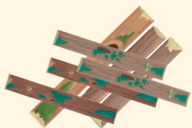
Beaver CREEK

Everyone knows that beavers are experts in building dams, but this is difficult and risky work. Show that you are the smartest beaver and help our friends in this construction! Do not let the dam collapse!

Components



2 Wooden Dice



50 Logs
(30 large and 20 small)



30 Beaver Meeples

Introduction

The players will have to work together to build a dam using logs and beavers, but the one who is most skillful will be the great winner. When rolling the dice, the player determines which items to use and how to place them on the dam. To win the game, you need to place all the logs in your reserve before the other players.

Setup

- 1 - Flip the box and put it in the center of the table.
- 2 - Assign the logs according to the number of players:
 - 2 players: 12 logs for each player (6 large and 6 small ones);
 - 3 to 5 players: 10 logs for each player (6 large and 4 small ones).
- 3 - Place the beavers beside the dam.
- 4 - The dice should be placed in everyone's reach.
- 5 - The most buck-toothed in the group will be the first player. They choose 2 of the 5 spaces available on the box and place 1 beaver standing in each of them, vertically (the beaver cannot be positioned lying down, that is, horizontally).



How To Play

The first player must roll the dice and place the amount of logs and beavers according to the result, in the order they prefer, alternating between beavers and logs as they wish. When they finish placing their items, or when they cause an accident, they pass their turn to the next player clockwise.

Dice 1



Place 1 beaver and 1 log.



Place 2 beavers and 2 logs.



Place 1 beaver and 2 logs.



Place 2 beavers and 1 log.



Place 3 beavers and 2 logs.



Place 3 beavers and 1 log.

Dice 2



Place the logs using only your pinky fingers.



Place the logs using your fingers like scissors.



Play with your non-dominant hand.



Place one combination of beaver and log simultaneously (the log must be placed in the dam with a beaver on it).



Place the logs resting on the last log which was placed. (if there are no logs, reroll the dice)



Place new logs touching only beavers.



The logs must be positioned following the rules below:

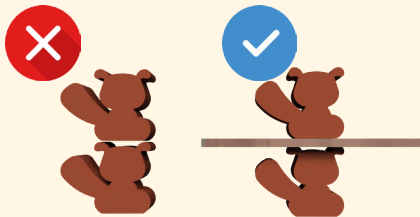
1. The player chooses a log of any size and places it on at least 1 beaver. Do not have logs supported only by other logs. Let the beavers get to work!



2. The logs cannot touch the table. They can touch the game box.
3. If there is not at least one free beaver to support a log, you cannot place it. If you have no more moves to make, your turn ends and you must pass.

Beavers must be positioned following the rules below:

1. Beavers can be placed in the free spaces of the box or on logs. Place only one beaver per log in your turn. If you cannot place any more beavers and have no more moves to make, your turn ends and you must pass.
2. The beavers should be placed standing, as shown below. A beaver cannot be placed directly on top of another, but it can be placed on top of a log that is resting on a beaver.



Warning! In case of accidents:

If you drop the log or the beaver you are about to place or any other piece of the dam, you must interrupt your move and pass your turn. As punishment, each player but you may discard 1 log. Finally, the pieces that were dropped on the dam or on the box must remain as they are (they can even serve as support for other items), but those that fell on the table must be discarded.

A player's last log cannot be discarded this way.

Endgame

The match ends immediately when:

A player runs out of logs.

To be rightfully declared the winner, you must place your last log on the dam without causing it to collapse. In case of an accident, you should take a new log from the discard pile after resolving the accident. If there aren't any logs left, take the easiest one to remove from the dam.

There are no beavers left.

In that case, the player with the fewest remaining logs will be declared the winner. If one or more players have the same number of logs, they share the victory. **IMPORTANT:** Logs have the same value when Counting Points to determine the winner, regardless of their size.

Solo Mode

Follow the preparations and the guidelines for playing. Then, take the 50 logs and start the game.

If the structure falls, count how many logs were placed and check how you went according to the following table:

1-10: It didn't go well! You need to practice more!

11-20: It's getting better, but there's still a long way to go!

21-30: WOW, it won't be long until you are the head of the dam!

31-40: The dam has a boss and it's you!

41-45: Hail! You are the king of beavers!

46-50: You are the Buckteeth Emperor! The Supreme!





Credits

GAME DESIGN: EURICO CUNHA

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FURTHER DEVELOPMENT: DAVI ARAKI
AND MAURO CARVALHO

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YOUR PROBLEM WILL BE SOLVED IN A
TIMELY MANNER.

RULEBOOK: DAVI ARAKI, MAURO
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