

 **nunami®**

Index

Introduction 1

Glossary 2

Content 3

Setup 4 to 8

 2 players

 Mode A 4

 Mode B 5

 Mode C 5

 Mode D 6

 Mode E 6

 4 players 7

Play 9

Rules for placing a card 10 and 11

Scoring full boards 12

Inua expansion 13 and 14

Introduction

Experience arctic exploration through **nunami**; start each game emulating arctic life in different regions. Create balance in regions of the land and win through greater influence over these areas.

nunami is an Inuit board game designed by Thomassie Mangiok of Ivujivik, with additional illustrations by Passa Mangiuk and Pasa Mangiok. It’s a game born of three family generations.

The game is based on the Inuit culture and on pre-colonial life in the arctic, influenced by Thomassie Mangiok’s values. Entertainment, respect, appreciation of difference, exploration, and objective thinking are highlighted through the gameplay.

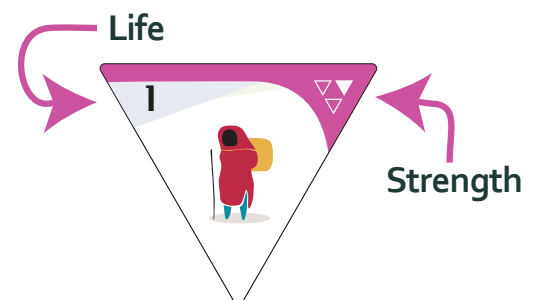
nunami has a very high replay value - the boards and the cards are randomly laid to ensure a sense of exploration, and the various game modes stimulate the mind.

If you were stuck on an island or lost in the tundra, and could have only one game, **nunami** would be a great option.

The term "nunami" means "on the land" in Inuktitut, the language of the indigenous Canadian Inuit people.

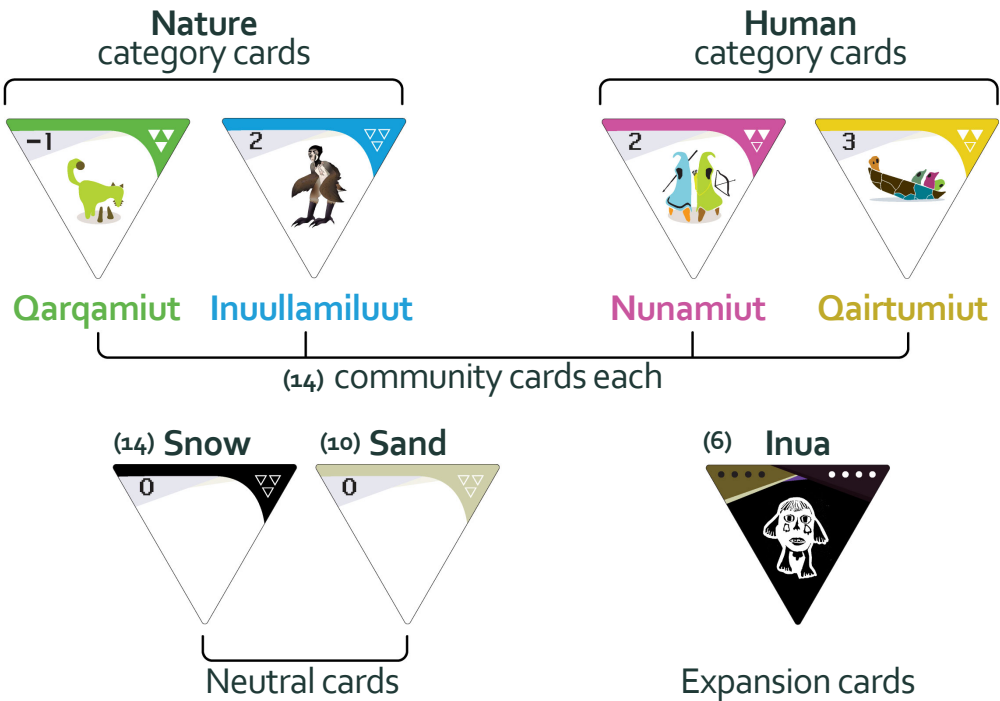
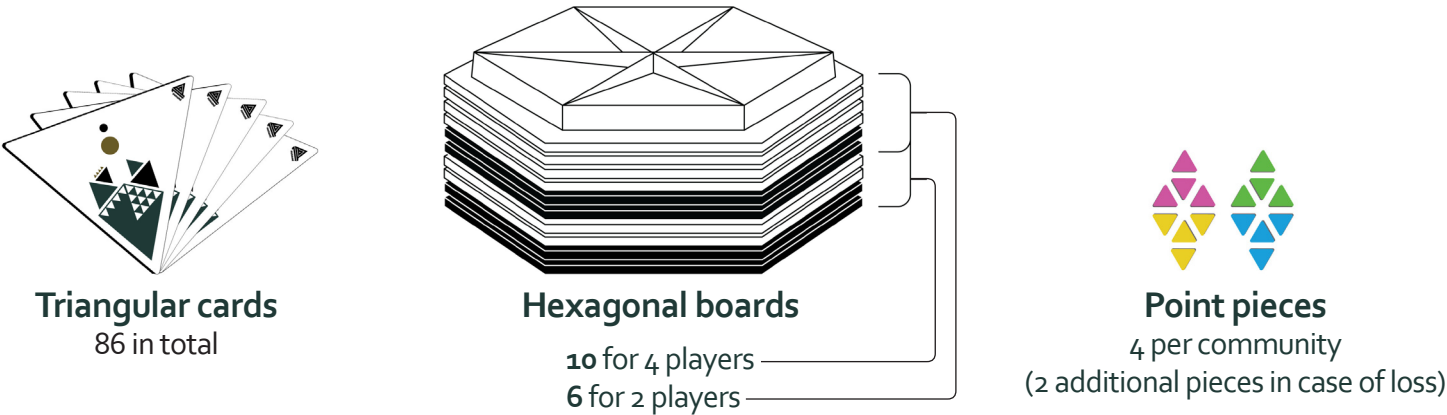
Glossary

Cards	Any triangular card.
Community	Cards of the same color.
Category	Human cards (pink and yellow) or Nature cards (green and blue).
Inua card	The Inua cards are optional, they expand the gameplay.
Neutral card	Snow cards (black) and Sand cards (sable) are considered neutral cards, not part of a community or category. The Sand cards are used only when there are 4 players.
Board	Any hexagonal board, designed to contain the cards. The color of the board does not matter.
Life	Number on each card that indicates that card's influence (-3 to +3) on the board it occupies.
Strength	A trio of triangles on each card indicating their individual strength (0 to 3). During the game, cards often cover other cards; however, a card can never be covered by a weaker card.
Game point	This is how you track who is winning. You need 4 points to win the game! Game points are represented by triangular wedges; they will be added to and removed from boards as influence on the boards changes. These can simply be called points.



Content

nunami has three main game components: **86** triangular cards, **10** hexagonal boards, and **24** point pieces.



Setup

Nunami is intended to be played by 2 players or 4 players, a balance between nature and humans.

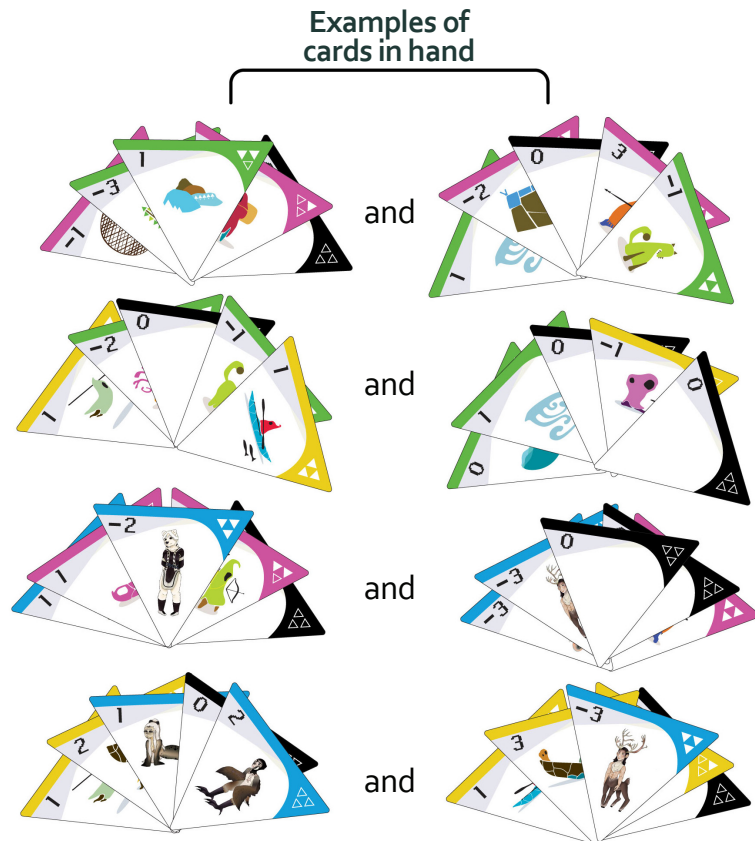
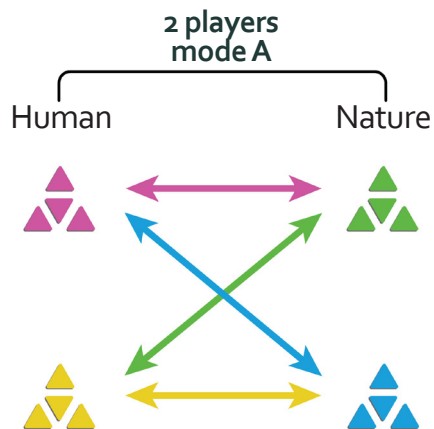
1. Each player chooses a community/color: Qarqamiut, Nunamiut, Qairtumiut, Inuullamiluut.
 - Nunamiut and Qairtumiut represent humans.
 - Qarqamiut and Inuullamiluut represent nature.
 - There must be an equal number of nature and human communities in the game.
- In a 2-player game, there are several different ways you can play (choose A for your first game):

Mode A

A. **Nunamiut** or **Qairtumiut** versus **Qarqamiut** or **Inuullamiluut**

Each plays 1 community.

Use only those 2 communities' cards, plus the snow neutral cards.

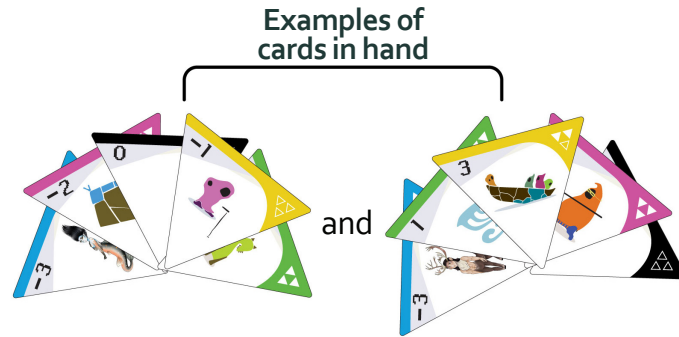
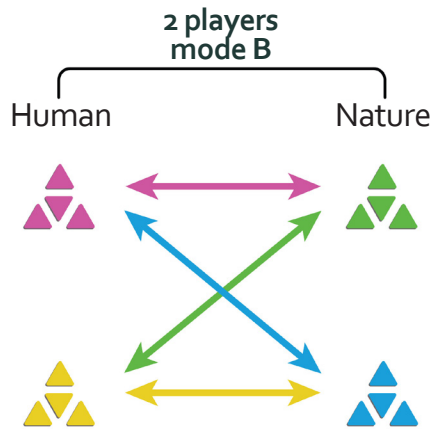


Mode B

B. **Nunamiut** or **Qairtumiut** versus **Qarqamiut** or **Inuullamiluut**

Each plays 1 community.

Use all 4 communities' cards, plus the snow neutral cards.

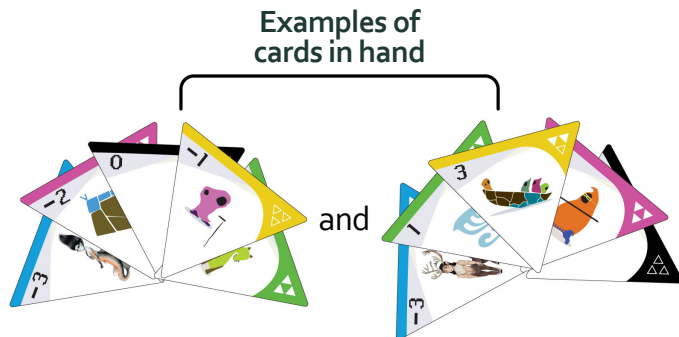
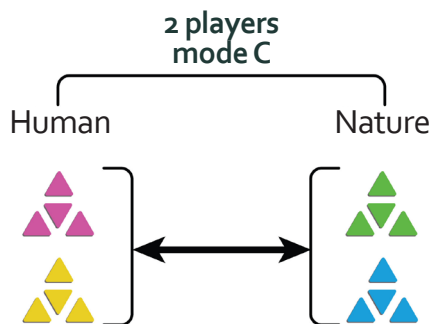


Mode C

C. **Nunamiut** and **Qairtumiut** versus **Qarqamiut** and **Inuullamiluut**

Each plays 2 communities.

Use all 4 communities' cards, plus the snow neutral cards.



Mode D & E

D. **Nunamiut** and **Inuullamiluut** versus **Qarqamiut** and **Qairtumiut**

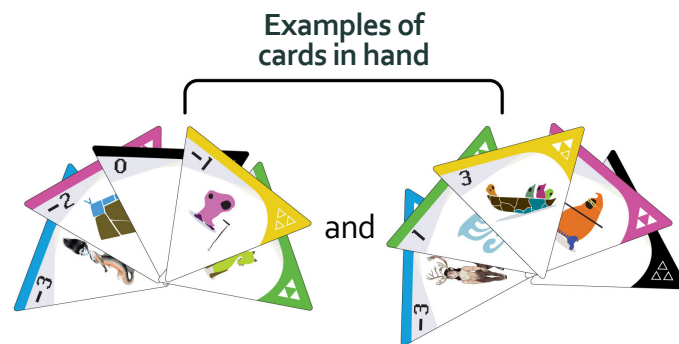
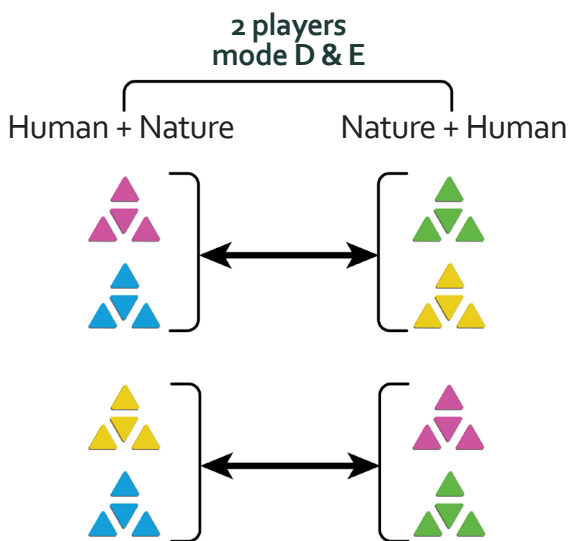
Each plays 2 communities.

Use all 4 communities' cards, plus the snow neutral cards.

E. **Inuullamiluut** and **Qairtumiut** versus **Nunamiut** and **Qarqamiut**

Each plays 2 communities.

Use all 4 communities' cards, plus the snow neutral cards.



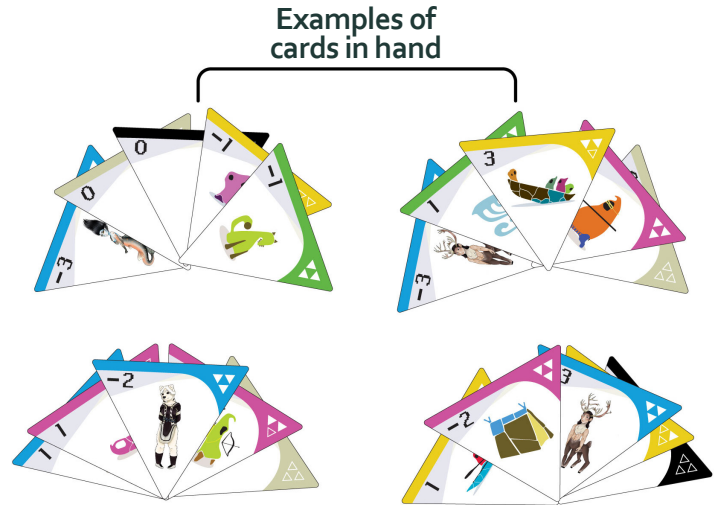
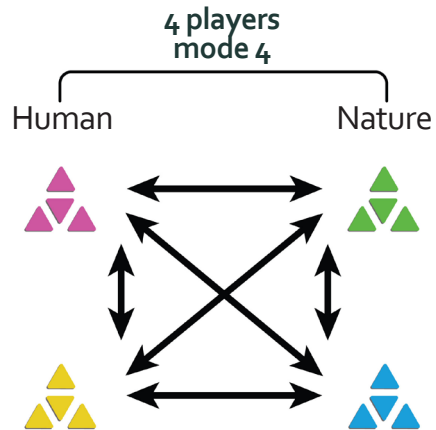
4 players mode

- In a 4-player game, each player is one of the communities:

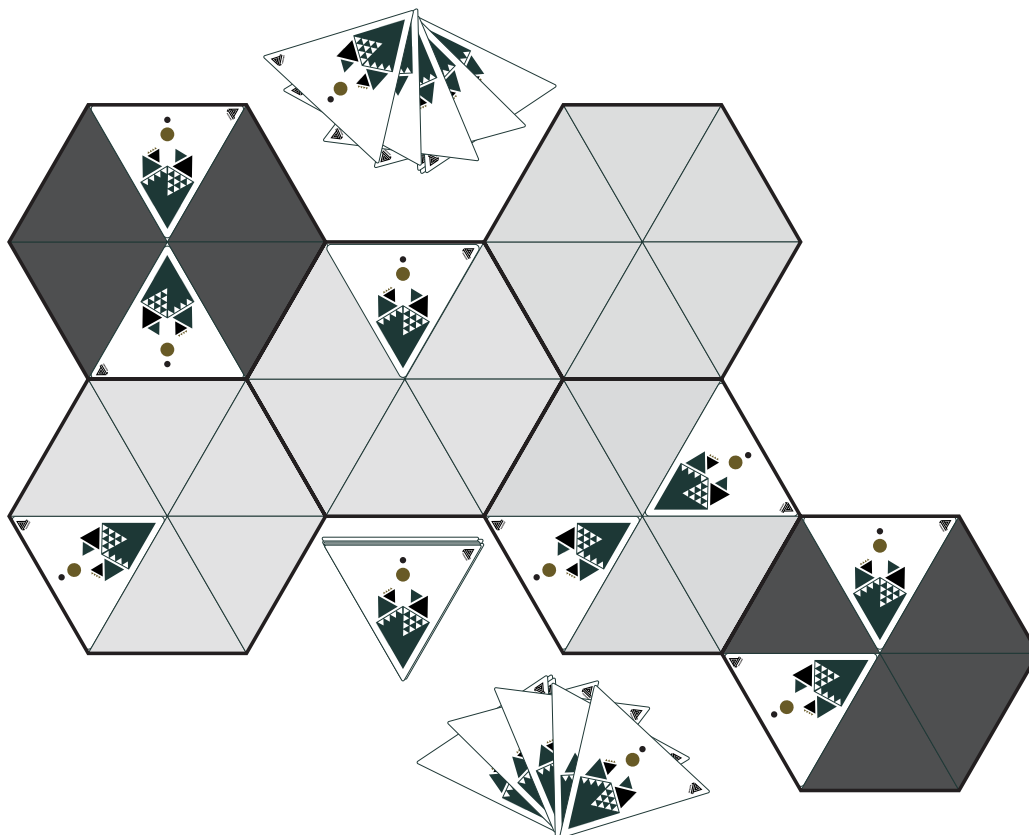
Qarqamiut versus **Inuullamiluut** versus **Nunamiut** versus **Qairtumiut**

Each plays 1 community.

Use all 4 communities' cards, plus the snow and sand neutral cards.



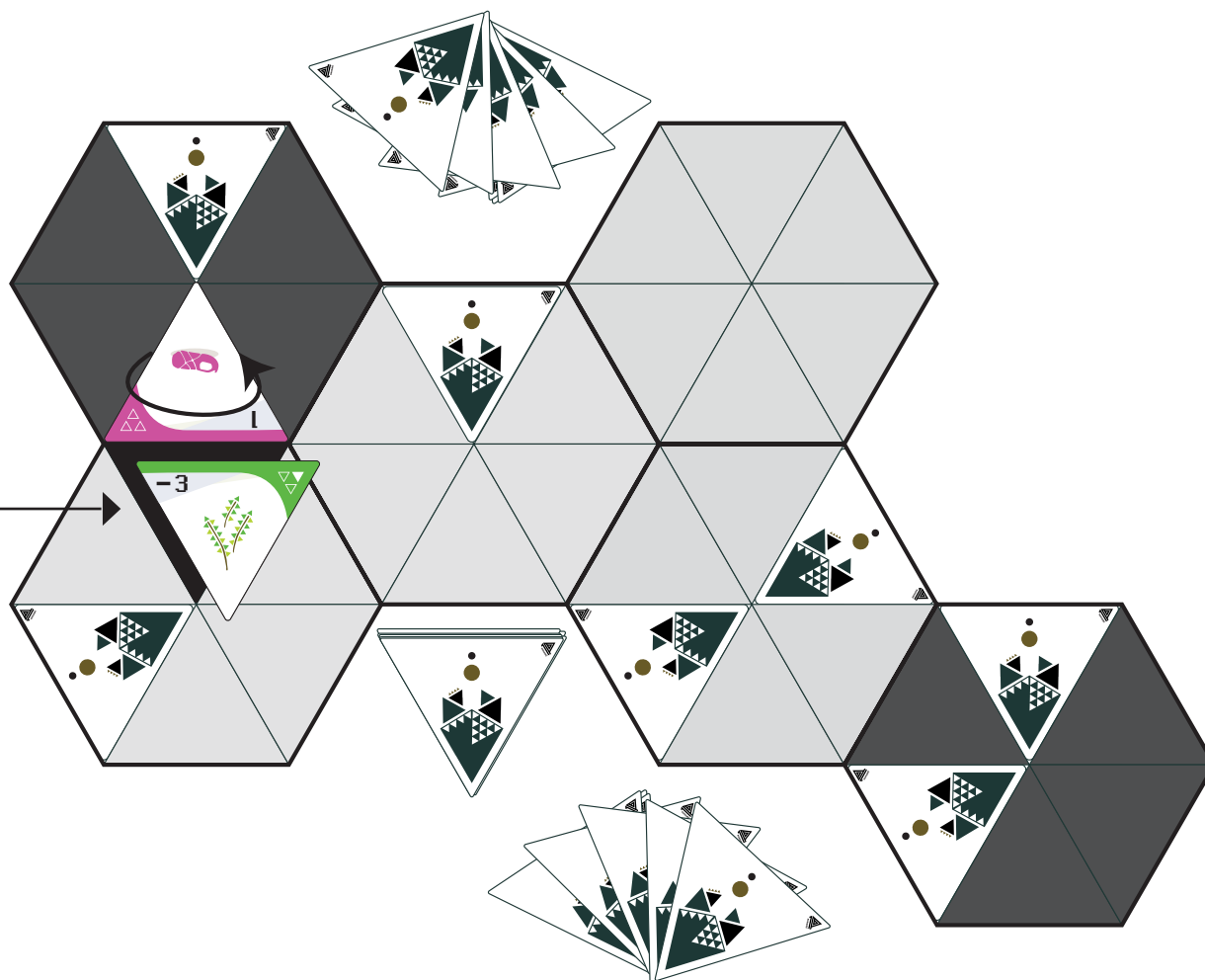
2. If you want to include the Inua expansion (cards with four dots in each upper corner), each player gets 1 random Inua card. Your Inua card gives you a special ability that lasts for as long as you keep the card. See pages 13 & 14 of the rulebook to see what ability your Inua card grants you.
3. Each player takes 4 point pieces (solid chunks of plastic) of their chosen color.
4. Create a deck from selected community cards and from neutral cards (snow, plus sand if it's a 4-player game). Shuffle the deck, and deal 5 cards to each player.
5. Hexagonal boards: For a 2-player game, use 4 white and 2 black boards; for a 4-player game, use all 10 boards (6 white, 4 black). Set up the gameboard with any contiguous configuration of the boards.
6. Take 8 cards from the deck, keeping them face down, and place each in any empty space on any board; however, do not completely fill any single board.
7. Randomly select a start player.



Play

On your turn, do the following:


1. Draw 1 card from the deck.
If you have included the Inua expansion, you may instead place your Inua card on a board to permanently freeze that board so it can never change again; if you do, you also sacrifice the ability it granted you.
2. Place 1 card from your hand on a space on the board.



Rules for Placing a Card

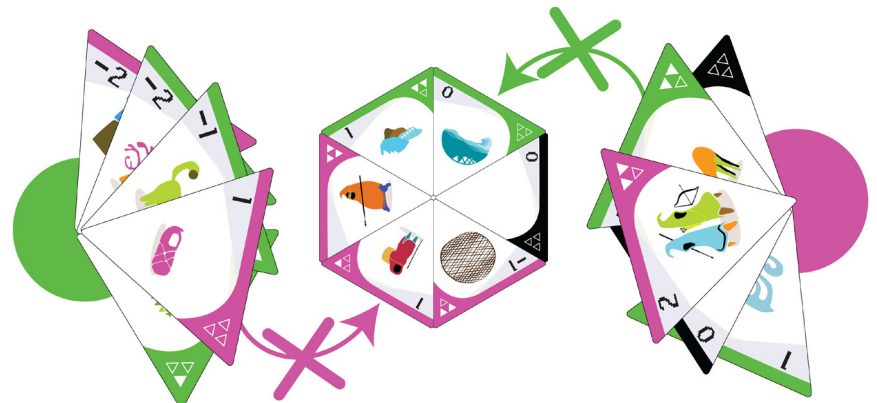
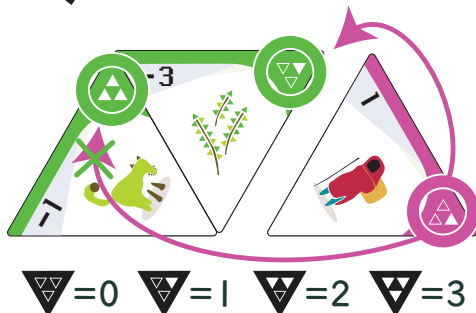
1. When a card is face down, it represents a rumored, but unexplored area. Exploring an area will cause a cascade of discoveries as each face-up card immediately flips adjacent cards face up, too.

You can place the card in an empty or occupied space; however, there are some rules governing placing in occupied spaces. In general you can play a card on any space, but there are four exceptions (see: A, B, C, F):
(In the following rules, “**Tom’s card**” means “a card of a specific other player’s community”)

e.g., if you are playing as the green community: 

Tom is either  ,  or 

- A. You cannot place the card atop a face-down card.
- B. You cannot place the card atop a card whose strength (white triangles in the upper-right corner) is higher; however, you can play several same-community cards together atop a card whose strength is no higher than their total strength. Beware: This will make your hand of cards permanently smaller!
- C. You cannot place **Tom’s card** atop **Tom’s card**, they have the same color.
- D. You can place **Tom’s card** atop a neutral card.
- E. You can place **Tom’s card** atop your card.
- F. You can place your card atop **Tom’s card**; however if **Tom’s card** is flanked on all 2 to 3 sides by **Tom** cards, and each of those cards has a higher strength than your card, you cannot.
- G. You can place your card atop a neutral card.
- H. You can place your card atop your card, even if they have the same color.
- I. You can place a neutral card atop **Tom’s card**.
- J. You can place a neutral card atop a neutral card.
- K. You can place a neutral card atop your card.
- L. A covered card is buried and inactive (until exposed again).



2. You can place the card face up or face down:

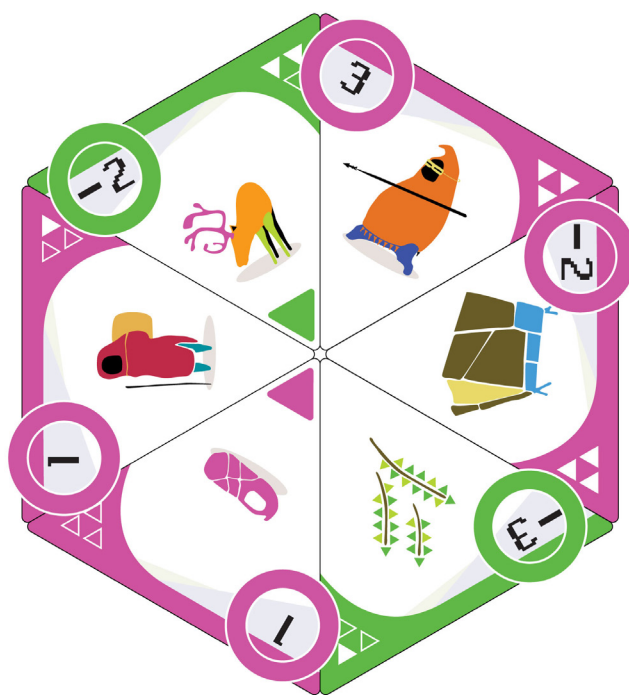
A. Face down: Placing it face down beside a face-up card immediately flips the new card face up.

B. Face up: For each face-down card adjacent to the new card, do the following:

- i. Flip the card face up.
- ii. If the card is your community/color, it will flip cards adjacent to it face up, as well, and so on.

3. If you place the card in the last empty space of a board, all cards on that board immediately flip face up.

4. If nobody has any cards left in their hands, the game ends; the player with the most points wins.



Life points = -2
Majority of colour: Human

Human: 1 game point
Nature: 1 game point

Scoring Full Boards

Once a board is full, and whenever a full board's cards change, immediately evaluate the board as follows:

1. If it is no longer full (see steps below), abort scoring the board; everyone removes their point pieces from it.
2. Check for human imbalance: If the total of the visible life (numbers in the upper-left corner) on the six cards is 7 or more, discard all of the currently visible human cards.
3. Check for nature imbalance: If the total of the visible life on the six cards is -7 or less, discard all of the currently visible nature cards.



4. Determine how many points each player should have on this board:
 - A. Check for human points: If the total of the visible life on the six cards is **greater than zero** (and of course **less than 7**), each human player with a card visible on this board has **1 point** here.
 - B. Check for nature points: If the total of the visible life on the six cards is **less than zero** (and of course **greater than -7**), each nature player with a card visible on this board has **1 point** here.
 - C. If one community has the single **most cards visible** on this board, that player has **1 point** here.
 - D. Each player updates their point pieces on this board (you can put yours on your cards); each player will have zero to 2 total point pieces on this board, and no more than 1 player will have 2.
Note: You gain and lose points on any given full board as the game progresses.
5. If anyone has 4 points, the game ends and that player wins.

Inua expansion

The **Inua** expansion cards provide each player with unique abilities as they play; the Inua are spirits that allow players to access their supernatural abilities, the add to the game's dynamism. Passa Mangiuk's artwork are based on Inuit legends.

The text below detail how they can be played.

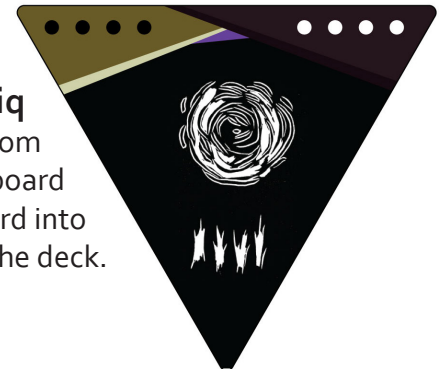
1. Each person should randomly choose one Inua card prior to playing. All players should show their Inua cards simultaneously once everyone has taken one. The cards become effective as soon as the game starts.
2. Some Inua cards identified with * beside their name in this tutorial can be activated per turn and not allow the current player to play the cards at hand nor to take a card from the deck. The use of these Inua cards is considered as a turn.
3. Instead of taking a card from a deck, a player may place an Inua card onto a board to permanently freeze all cards on the board, disallowing any change from then on. The player then loses the card's ability. The board becomes protected from receiving any new cards.
4. Inua cards cannot be replaced during a game, cards cannot be laid on them.



Katjutayuuq

Allows the player to disregard community card colours, removes a restriction.

For example, a green card in hand can be laid on another green card on a board even if your community cards are yellow.



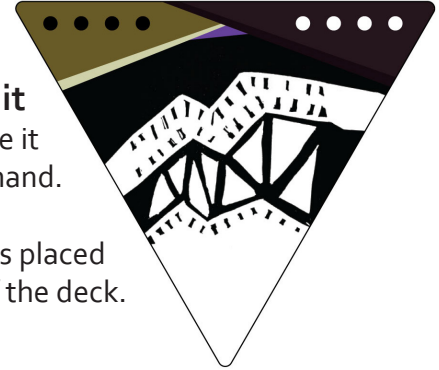
Tarniq

After taking a card from the deck, play a card from hand and replace any card on any hexagonal board from the top of the deck, move the replaced card into the middle of the deck.

Arsaniit

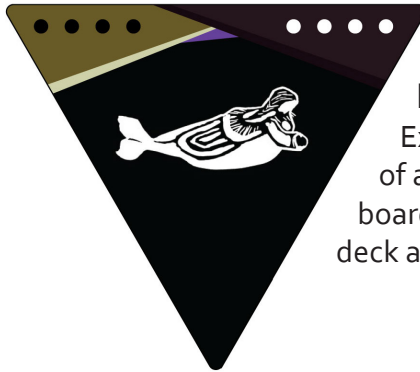
If you don't like the card from the deck, replace it with a random card from any player's hand.

This means that the originally drawn card is placed back randomly into the middle of the deck.



Lumaayuuq*

Exchange two cards with the same strength of any community between two hexagonal boards instead of playing with cards from the deck and from hand.



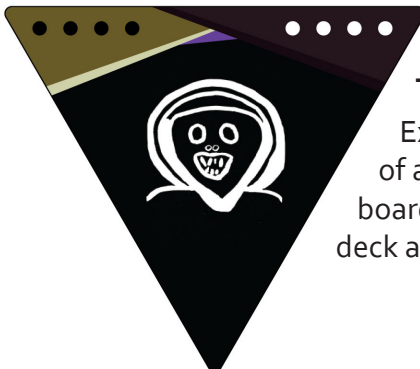
Angakkuk*

Exchange any two cards of the same community between two hexagonal boards instead of playing with cards from the deck and from hand.



Tuurngaq*

Exchange two cards with the same life points of any community between two hexagonal boards instead of playing with cards from the deck and from hand.





- 14 Nunamiut cards
- 14 Qarqamiut cards
- 14 Inuullamiluut cards
- 14 Qairtumiut cards

- 14 Snow cards
- 10 Sand cards

- 6 Inua cards

- 1 Cards holder

- 10 Hexagonal boards

- 6 Pink point pieces
- 6 Green point pieces
- 6 Blue point pieces
- 6 Yellow point pieces

© Thomassie Mangiok
By Pirnoma Technologies Inc.

Guide rewritten by Nathan Morse

Ivujivik, Quebec
JOM I HO