

4. The Bears Go Fishing

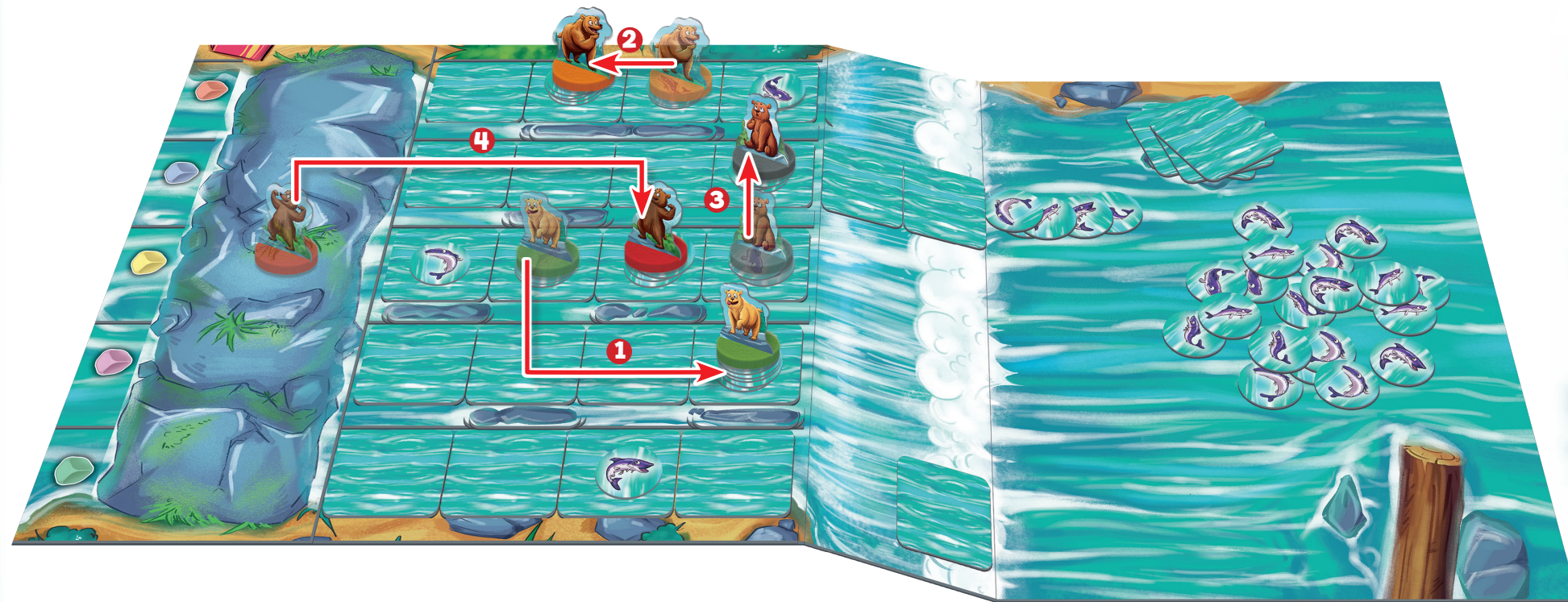
When you hold the player tile you move your bear first. After you move, play passes to your left until all players have moved. You can move your bear across as many water tiles that touch each other as you like, forward, backward, left, or right (not diagonally), but you cannot:

- stop on or pass a water tile that has a bear on it
- jump over the rocks that separate the channels of the river
- pass a water tile that has one or more fish tokens on it (you must stop as soon as your bear reaches a water tile with fish on it—bears love fish and they can't help themselves, they have to catch a fish when they see one!); place your bear on top of the fish on that water tile
- move into a channel that is not in use, if you're playing with 2 or 3 players

Please see The Bears Go Fishing Diagram, below.

You collect all of the fish tokens that your bear lands on. When you move off of a water tile, take all of those fish with you, building up a stack of fish underneath your bear. When you move your bear onto Bear Boulder, take all the fish your bear has collected and place them on the table in front of you—these fish cannot be taken away from

The Bears Go Fishing Diagram: The player with the player token moves first, then all players take turns moving their bears.



5. Ending the Game

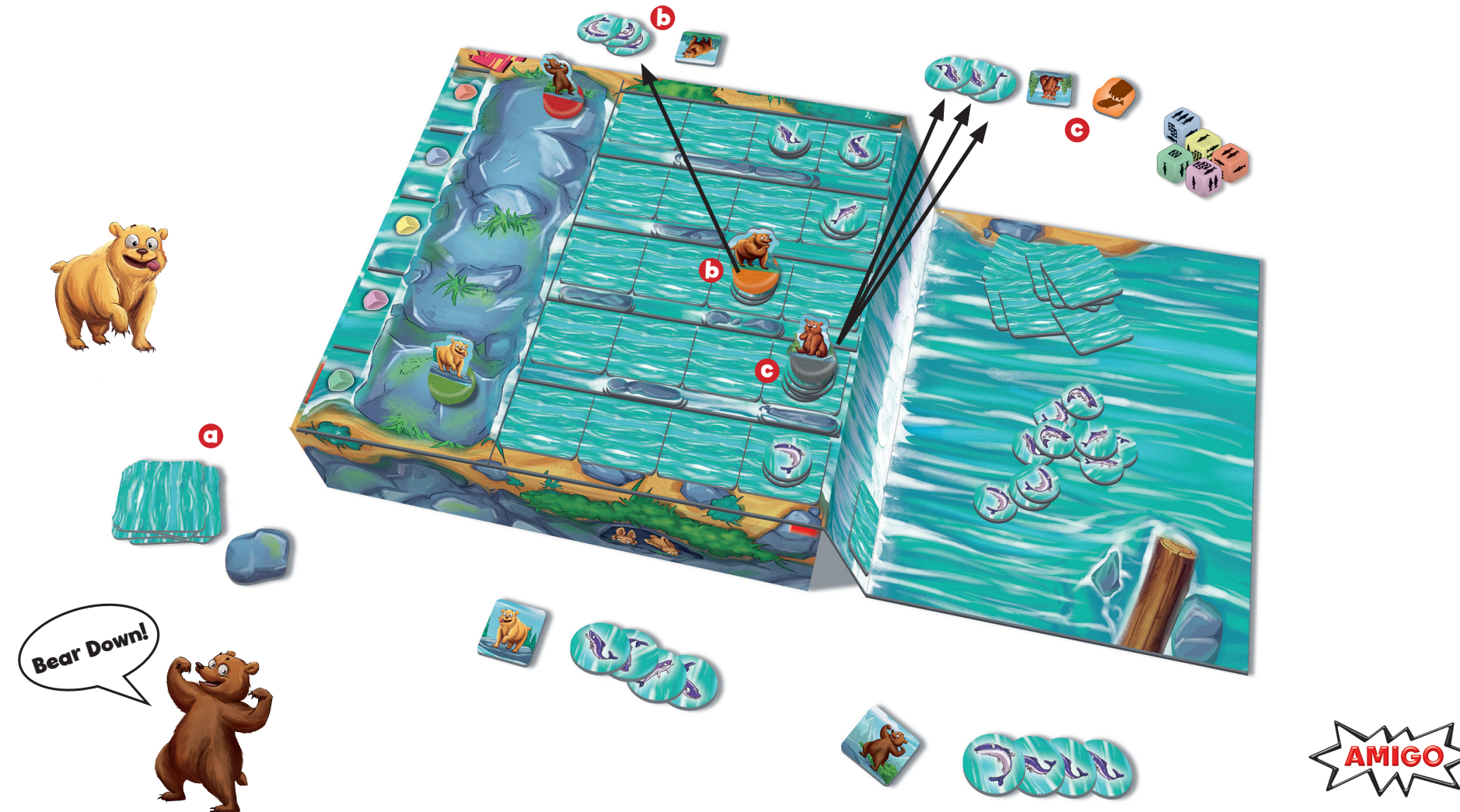
The game ends when either the Water Supply is empty or there are no more fish in the Fish Supply, whichever comes first.

Water Supply

When there aren't enough water tiles in the Water Supply to slide in all of the water tiles shown on the dice, take the water tiles you need from the stack with the rock on it that you made during Set Up. Finish this turn; the game ends after all players have moved their bears (or tried to move their bears—if a bear is blocked and can't move, the game still ends).

Fish Supply

When there aren't enough fish tokens in the Fish Supply to place all of the fish shown on the dice onto water tiles, the game ends immediately. Do not finish the current turn.



If you have any questions on these rules or on any of our products, please call us at 844-962-6446, M-F 9:00 - 6:00 Central Time. We'll do our best to help you.

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Winning the Game

If you have fish tokens underneath your bear that you didn't bring back to Bear Boulder before the game ended, take half of them (rounded up) and add them to the fish on the table in front of you. Now count your fish tokens: The player with the most fish wins the game. If there's a tie, all of the tied players are winners.

Ending the Game Diagram

*The game ends because there are no more water tiles in the Water Supply **a**, but the players finish the turn. The player with the player token takes any needed water tiles from the stack with the rock. After all players have moved their bears, Emma has two fish underneath her orange bear **b**, so she adds one fish to the ones she has already placed on the table in front of her. Helena has five fish underneath her gray bear **c**, so she moves three of them to the fish in front of her. Helena now has six fish in front of her, so she wins the game.*

Bear Down!™ Game



Number of players: 2–4
Ages: 6 and up
Playing time: About 20 minutes

Invented by Anna Oppolzer & Stefan Kloß
Illustrations: Fiore GmbH

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/beardown

Contents

4 Bears (with bases)



4 Bear Tokens

70 Water Tiles



53 Fish Tokens

1 Rock Tile



1 Player Tile

5 Dice



1 Game Board



Object of the Game

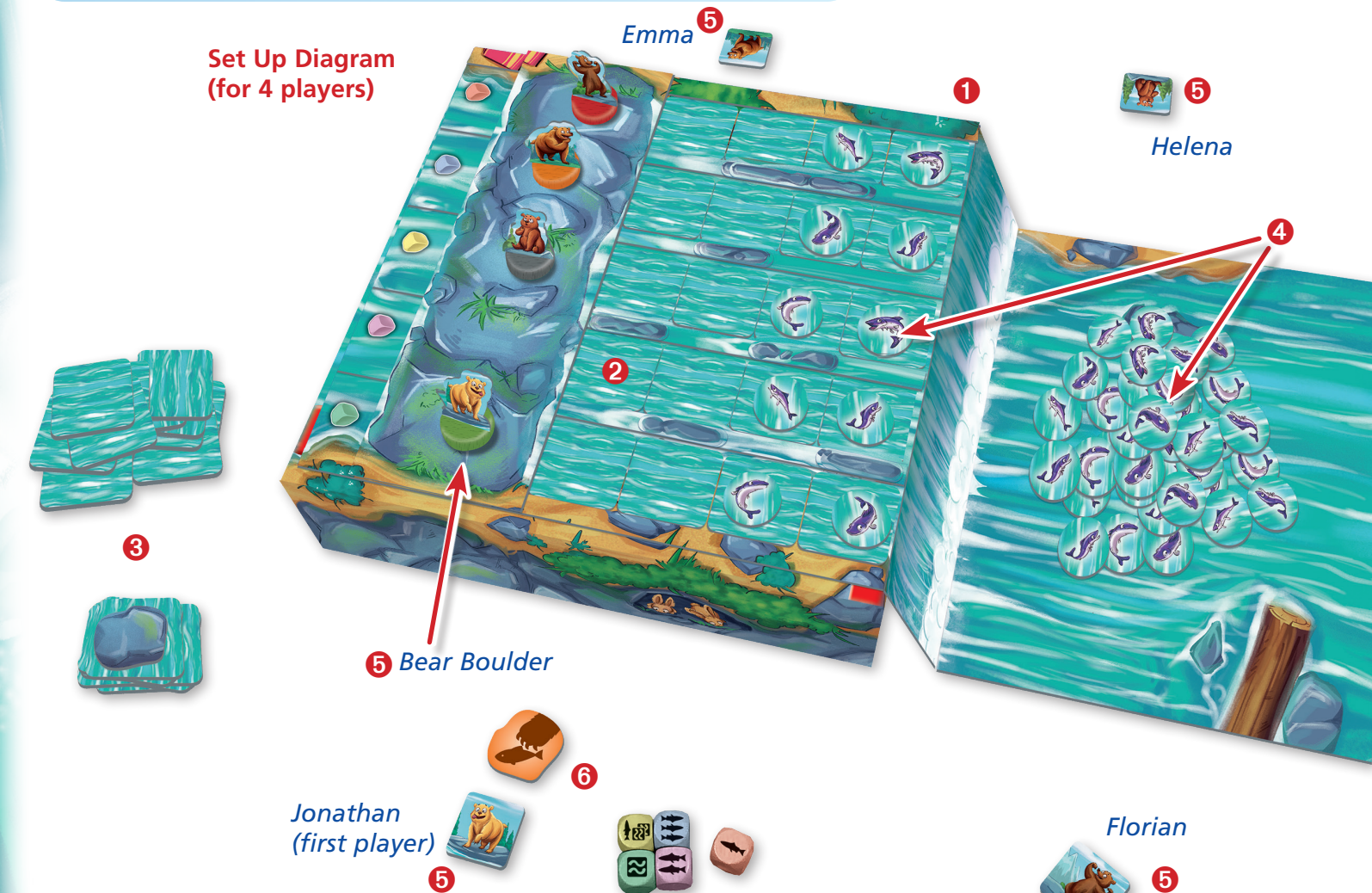
To collect the most fish; players collect fish by moving their bears onto fish tokens and bringing them back to Bear Boulder.

Set Up

1 Take all of the contents out of the bottom of the box and turn it over. Put the **game board** on the box to form a waterfall. See the Set Up Diagram, below.

2 Before playing for the first time, punch out all of the pieces from the punch boards. Put six **water tiles** in each channel of the river. Two water tiles in each channel will not be visible because they are underneath Bear Boulder. The other four will be in the area between Bear Boulder and the edge of the waterfall.

Playing with 2 or 3 Players: If you're playing with fewer than four players, you will not use all of the channels of the river. If two people are playing, do not use the two outermost channels; if three people are playing, use only one of the outermost channels. Put aside the dice that are the same color as the channels that you aren't using. You won't need them to play the game this time.



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For two players, place 24 water tiles aside; for three players, place 12 water tiles aside. You won't need them to play the game this time.

3 Stack up **10 water tiles** and put the **rock tile** on top of the stack. Put all remaining water tiles next to the game board—this is called the **Water Supply**.

4 In each channel, put one **fish token** on each of the two water tiles that are closest to the edge of the waterfall. Put the rest of the fish tokens on the game board, in the pool below the waterfall. This is called the **Fish Supply**.

5 Each player chooses a **bear** and inserts it into a **base**. Place all of the bears on Bear Boulder; players take the **bear token** that matches their bears to remind themselves which bear belongs to which player. Put any remaining bears, bases, and bear tokens aside; you won't need them to play the game this time.

6 The player who ate fish most recently gets to start and takes the **player tile** and the **dice**.

Gameplay Summary

At the beginning of each turn one player rolls the dice for everyone, then puts water into the channels of the river and jumps fish up the waterfall. All players then move their bears. Players collect all of the fish tokens that their bears land on and take those fish with them as they move their bears on future turns. When a player moves a bear back to Bear Boulder, that player takes all the fish underneath that bear and keeps them for the rest of the game. But players whose bears are washed over the waterfall lose the fish they're carrying and start again from Bear Boulder. The game ends when the supply of water tiles or fish tokens runs out. The player with the most fish wins.

Playing the Game

When you have the player tile, roll all the dice at once. Each die shows an event that will happen in one of the channels. The color of each die shows which event happens in which channel.

1. The Dice

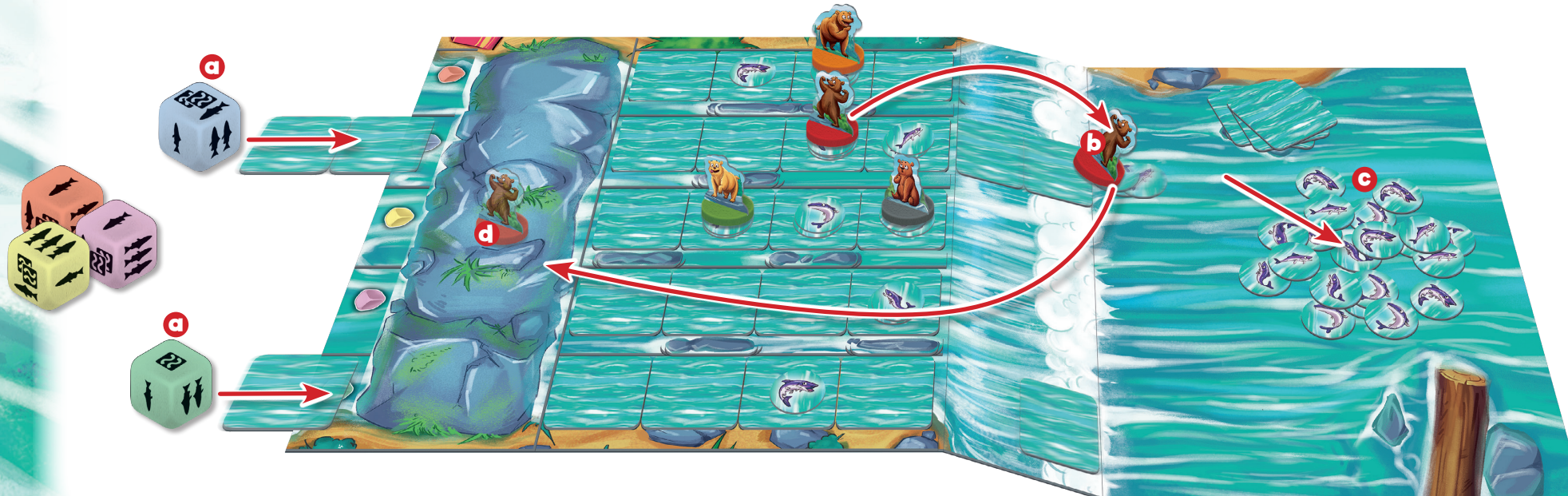
Water Die

When the face of a die shows one water symbol, slide one water tile into the channel that matches the color of that die, from behind Bear Boulder (see Rule #2, Water Flows, and the Water Flows Diagram, below).



Water Flows Diagram

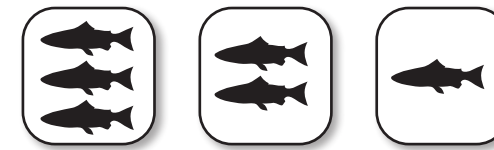
Jonathan rolled water tiles for two channels. He takes three water tiles from the Water Supply and slides one into the green channel and two into the blue channel. This washes Florian's bear and the two fish underneath it over the waterfall in the blue channel. The fish go back into the Fish Supply, and Florian moves his bear back to Bear Boulder. The water tiles stay in the pool; they are not returned to the Water Supply.



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Fish Die

When the face of a die shows one or more fish symbols, that number of fish jump up the waterfall and are placed on the water tiles in the channel that matches the color of that die (see Rule #3, Fish Jump, and the Fish Jump Diagram on the next page).



Fish & Water

When the face of a die shows two water symbols and a fish, slide two water tiles into the matching channel. After you slide the water tiles from all of the dice into their channels, then jump a fish up the waterfall into the channel of the color that matches this die.



2. Water Flows

After rolling the dice, take water tiles from the Water Supply and slide them into all matching channels. You can slide the water tiles in any order you choose, but you must slide tiles into all channels that show the water symbol on their matching dice. Please see the Water Flows diagram.

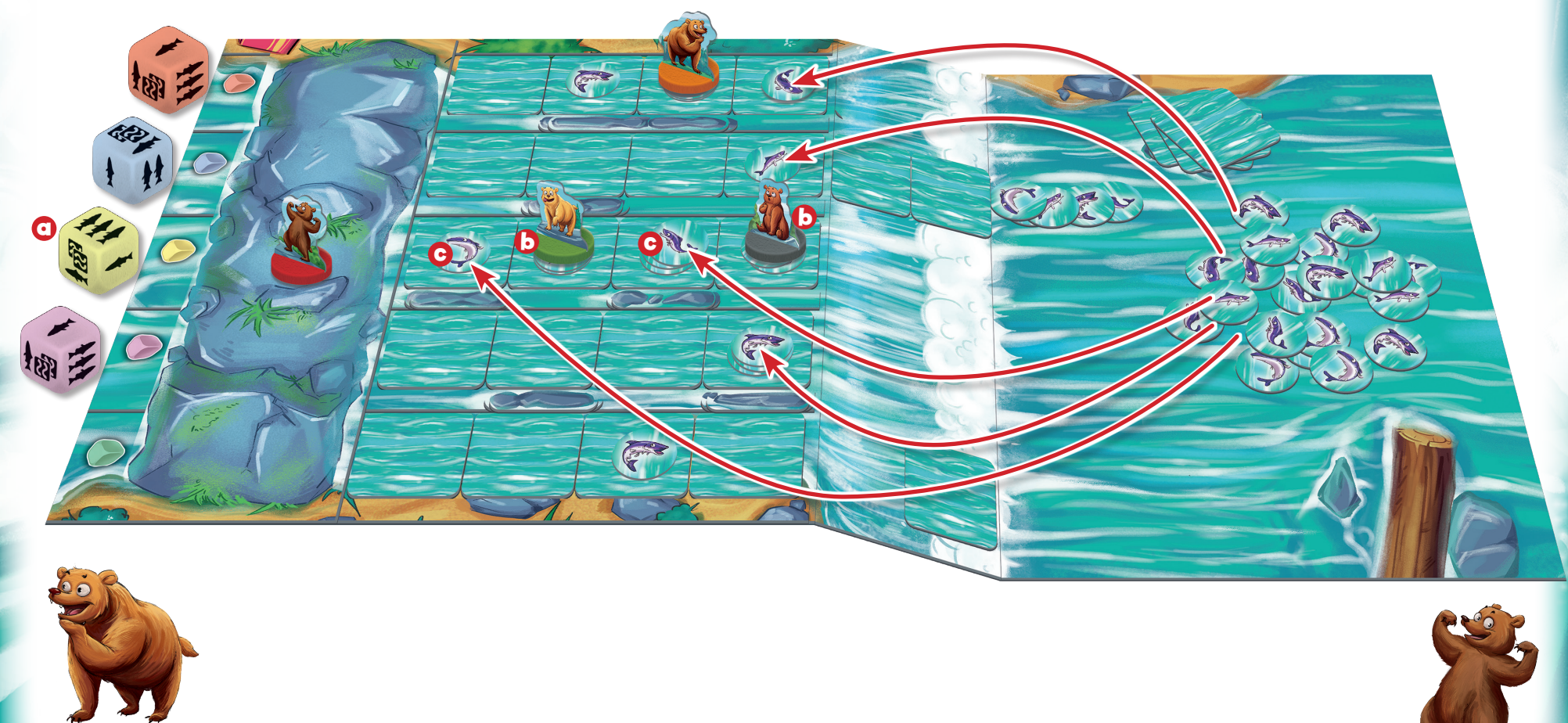
Sliding tiles into channels will make water tiles fall over the waterfall. If bears or fish are on those tiles, they fall along with them. This puts fish back in the Fish Supply. If your bear slides over the waterfall, you immediately put it back on Bear Boulder. Any fish that were under your bear now become part of the Fish Supply in the pool below the waterfall.

When water tiles fall over the waterfall they stay in the pool; they may not be used again.

Do not take water tiles from the stack with the rock on it until all tiles from the Water Supply are gone.

Fish Jump Diagram

Jonathan rolled fish tokens for four channels. He puts one fish token in the peach channel, one in the blue channel, and one in the pink channel. He is supposed to place three fish in the yellow channel, but because there are two bears in that channel there are only two water tiles without bears on them. He places one fish token on each of these water tiles. The third fish token stays in the Fish Supply.



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3. Fish Jump

After you've slid in all the water tiles, the fish jump. For each channel with fish on its matching die, take the number of fish tokens shown on that die and place them on the water tiles in that channel. You can only place fish tokens on visible water tiles; you can't place them on water tiles underneath Bear Boulder. For all channels:

- always start with the tile that's closest to the edge of the waterfall
- skip water tiles that have bears on them
- you can only add one fish token to a water tile per turn
- if a water tile already has fish on it, stack the new fish token on top of those fish
- if there aren't enough water tiles without bears to take all of the fish on that channel's die, leave any extra fish tokens in the Fish Supply (after you put one fish on each water tile that doesn't have a bear on it)