



NEW AMSTERDAM
Over the Wall and Across the River
A Dutch West India Trading Game
for 2 to 6 players, ages 7+

- Start at the Fort called the Battery!
- Roll the dice to move your character forward through the Village of New Amsterdam and beyond.
- Cross over the Wall to the North and enter the Land of the Blacks.
- Canoe across the East River to the fields and forests of Long Island, where adventures await!
- Trade goods, Apply for a land grant, Pay tithes to the Dutch Reformed Church and Build your fortune through trading tobacco, beaver pelts and wampum.

OBJECT OF THE GAME: Collect the most guilders and wampum to “win.”

GAME COMPONENTS

- Download and print:
 - BOARD GAME (18 x 24” color or B&W poster, printable through any print shop)
 - CHARACTER CARDS (6)
 - GAME MARKERS
 - HANDS OF FATE CARDS (Printer setting should be FIT TO PAGE for best results.)
 - WAMPUM CARDS or have students make wampum from paper beads or use pony beads instead of using wampum cards
 - COIN CARDS or use TOY COINS (Three different denominations; e.g.: gold, silver and bronze)
 - LAND GRANT CARDS (4)
 - One pair of DICE (not included)

PREPARATION

- Choose a character from the six Character cards (see below).
- Place your marker on the Fort in New Amsterdam.
- Each player receives a pouch containing guilders (G):
 - Two 100 G pieces (gold)
 - Two 50 G pieces (silver)
 - Two 10 G pieces (bronze)

PLAYING THE GAME

- Roll the dice to see who goes first.
- Highest roller moves their marker forward on the board game.
- Follow the instructions on the game board as you land on each space.
- HANDS OF FATE: Pick a card from the stack and follow the instructions.
- HOME SPACE: Each character has a home space and at least one product space.
- Products include:
 - Peaches: Catalina Anthony
 - Beer: Jacob Wolferts Van Cowenhoven
 - Beaver Pelts: Augustin Herrman
 - Apples: Lady Deborah Moody
 - Corn, Oysters and Tobacco: Penhawitz
 - Barley: Anthony Jansen Van Salee
- If you land on another character's HOME SPACE, pay 50 G to that player.
- If you land on their PRODUCT, pay them 10 G.
- If that character is not in the game, place the money on their HOME.

- WAMPUM can be collected at certain sites. Each strand is worth 50 G.
- LAND GRANT if you land on a LAND GRANT space and there's a LAND GRANT card available, you can collect a LAND GRANT card, worth 100g. Players may use LAND GRANTS to trade or pay debts as needed. Once all the LAND GRANTS are taken, players get
- If you land on the FORT, collect all funds paid to the FORT, the COURTS, (the Flatbush Dutch Reformed Church), or any money paid to unused player HOME SPACES.
- If you land on HIDDEN TREASURE, collect 100 G.
- If you land on FALL INTO THE PIT, you are out of the game.

- Play for an allotted time or until all but one player loses their assets. The player with the most assets at the end "wins".