

Rivers: Our National Water Resource Game Rules

Ages: 8+ / Players: 2-4



Journey through American rivers through the eyes of NASA's Landsat satellites. Collect clean water through watershed Events and allocate to Industry, Urban, Farm, or Habitat land uses to earn the most points. Careful, polluted water and Disasters will work against you!



Materials:

Game Board



Game Pieces (1 per player)



Water Tokens (76)



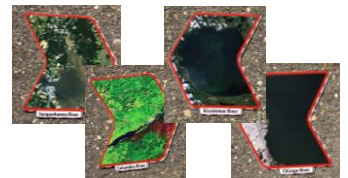
Event Cards (48)



Land Use Cards (42)



Disaster Tiles (4)



Dice (1 six-sided)



To Win:

- ❖ The game ends when every player has made it **once around the entire board game** or when the **global water supply has depleted**. If one person makes it to the end, they cannot take any more turns; they must wait until the other players reach the end as well.
- ❖ Points are obtained throughout the game by purchasing **Land Use Cards** and **Clean Water tokens**. Players will add/subtract their points from their Land Use Cards and extra Water Tokens. Whoever has the most points wins!



Setup:

- ❖ Give **10 clean** (blue water drop) **water tokens** to **each player**; the rest will be placed on the board in the Global Water Supply space.
- ❖ Place all **Land Use Cards**, **Event Cards**, and **Disaster Tile Cards** faced down and shuffled in their respective places on the board.
- ❖ Place all game pieces on the **Start** tile before the game starts.



Point System:

- ❖ Each **clean water token** (blue water drop) is worth +1 points, and each **polluted water token** (brown water drop [backside of the blue water drops]) is worth -1 points.



- ❖ Each **Land Use Card** varies in point value. If there are any **polluted water tokens** on a Land Use Card, the card is **no longer worth** the said number of points. The player will then count the number of clean water tokens on the Land Use Card and add them to their points.

- For Example: A player possesses an Urban Land Use Card that costs 3 water tokens and is worth 6 game points. If at the end of the game, the Land Use Card has 1 polluted water token and 2 clean water tokens (since it costs 3 water tokens), the card will not be worth 6 game points anymore. The card would only be worth **2 points** since there are **only 2 clean water tokens** on the card. If the player has 3 clean water tokens on the Land Use Card at the end of the game, then the card will be worth the full 6 points. **There cannot be any polluted water tokens** on a Land Use card to get the full number of points listed on the card.

- ❖ When **Habitat Land Use Cards** are paired with their companion Land Use Card, it **doubles the point value** of that Land Use Card:
 - **Wetlands** are paired with **Industrial areas** to help clean water.
 - **Vegetated Streambanks** are paired with **Farms** to help protect rivers from runoff.
 - **Green spaces** are paired with **Urban areas** to make them healthier for humans and animals.
 - If the Land Use Card that is paired with the Habitat Land Use Card has **polluted water**, the player will count the amount of clean water on the Land Use Card and double it since it is paired with the Habitat Land Use Card.



Game Rules:

The **youngest** player goes first, the player to the right goes next, and so on.

During each turn:

- ❖ **Roll the dice** and move the game piece along the board for the designated number of spaces.
- ❖ If a player rolls a 6, **one extra water token** may be collected before pulling an Event Card.
- ❖ Draw an **Event Card** and follow the instructions.
 - If a player is unable to follow the event card instructions, discard the card face-up in the pile next to the Event Cards.
 - If a player draws an Event Card labeled, “**Innovation**,” that player must hold on to the Event Card and use it as instructed.
 - If a player does not have enough water tokens to follow the Event Card, discard the card face-up (do not skip your next turn).
- ❖ Look at the **Land Use Icons** (colorful circles with black silhouettes) which are available on the tile a player landed on and choose one.
 - Pick up the **first 3 Land Use Cards** from the designated pile of the Land Use Icon chosen.
 - Decide on 1 of the 3 Land Use Cards to purchase with **CLEAN water tokens**. If a player is unable to afford any of the cards picked, place them face down under their designated stack and finish the turn.
 - Place the Land Use Card off to the side, faced down, with the **CLEAN water tokens** on top of the card.
 - You cannot trade out any clean/polluted water tokens once placed on the Land Use Card.



Additional Game Components:

- ❖ When a player **PASSES/LANDS** on a **Disaster Tile**, find the corresponding Disaster Tile Card and place it on the space on the board. Follow the Disaster Scale instructions that are on the back of the Disaster Tile Card.
- ❖ When a player **LANDS** on a **Corner Space**, read what the space says and follow its instructions.
- ❖ When instructed to clean a polluted water token, **flip the token** from polluted (brown) to clean (blue).
- ❖ The **game ends** once everyone has been around the board once or when the global water supply runs out. Players who reach the Start/End of the game cannot have any more turns; they **must wait till every player has reached the end to add/subtract all their water tokens** based on the Point System section of the rules.
- ❖ The player with the most points at the end of the game wins!

