

# Block the River

Players: 2 - 4

## Contents:

- 1 Harbor card (goal)
- 10 river cards
- 12 Wooden sailboats
- 1 Die
- 8 docks
- 20 sticks

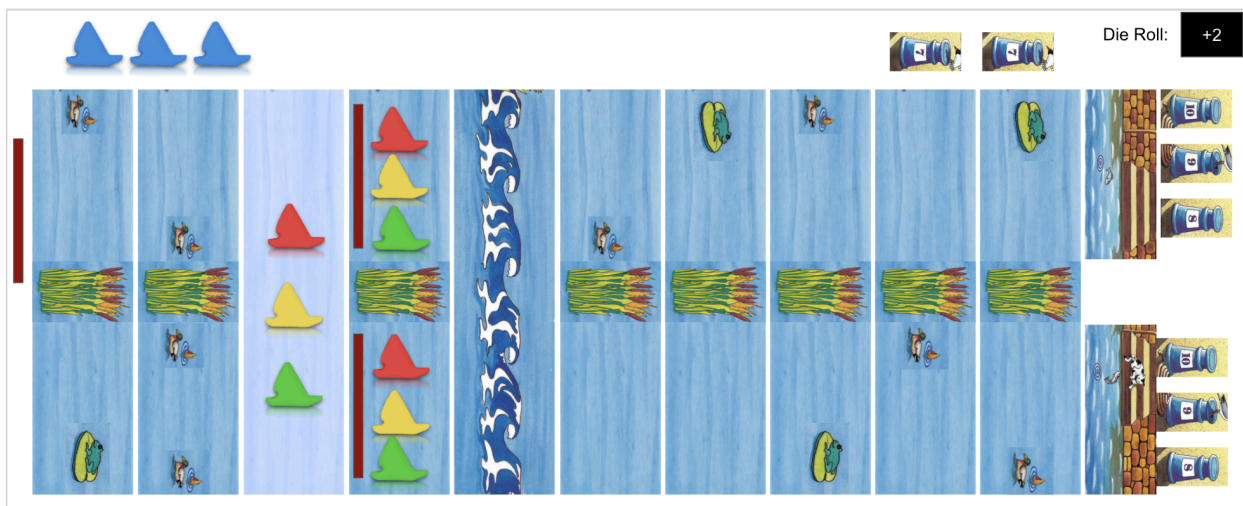
“Quickly block other boats and sail your boats up the rivers, because there are only limited docks in the harbors and you might be blown down the waterfall because of your opponents and the wind. ”

**Object of the game:**

There are 2 rivers and 2 harbors. Each player has 3 boats evenly distributed on both rivers. The docks are limited in both harbors. Try to get as many docks as you can.

### Game Preparation:

- Each player chooses a color and takes three boats of that color.
- Display the card in the order of the picture below.
- For each player, one boat begins the game on **the third** river card and two boats begin on **the forth** river card. The two boats beginning from the fourth card should be separated in two rivers.
- Place the docks to each of the harbors **according to the amounts of the players**. (If, for example, there are 3 players, there should be 3 docks on each harbor) The number on the dock should be in descent order and distributed evenly among two rivers.
- Place two **sticks** behind the boats in the forth river card. (Stick represents that the river is blocked. The rules below would explain it in detail.)

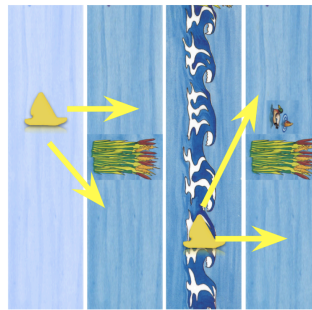


### Game Rules:

Roll dice to decide the order of the game. On your turn, roll the die and sail one of your boats toward the harbor for as many river cards as the number thrown.

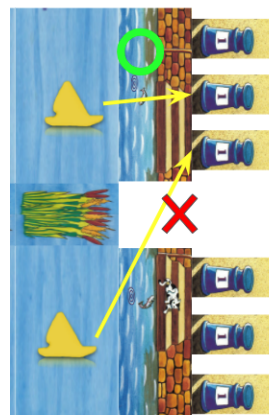
### River

- There are 2 rivers. The river will converge in 2 places : **tide card** and **the card without the grass (The reviving card)**.
- The boat can only sail across the river only if they **land on the two places where the river converges**.



### To Enter the Harbor

- You do not need a direct throw to reach the harbor. (If, for example, you are 2 spaces away and roll a 3 you may enter)
- The harbors are not connected to each other. This means you cannot enter the harbor dock across the river.
- **If your boat enters the harbor that has no empty docks, your boat is stranded and out of the game.**

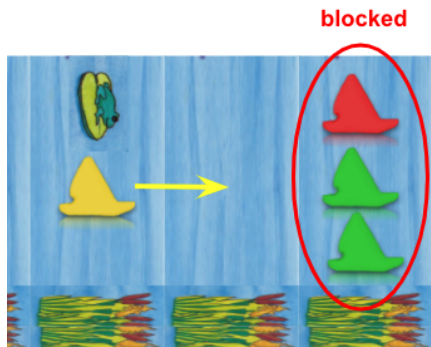


### The waterfall

- The tide changes in every round. If you are the first player, each time it is your turn take the bottom(farthest from the harbor) river card and move it to the top(closest to the harbor).
- If there are any boats on the bottom card they fall over the waterfall and are out of the game.
- If you lose all your boats over the waterfall you are out of the game.

### River Blocked

- There can only be a limited number of boats on each river card. If the number of boats on the river reaches this number, it means the river is blocked.
- The number limitation depends on **the player amount**. (If, for example, there are 3 players, there can only be 6 boats on each river card and 3 boats on each river. )
- When the river is blocked, no boat can pass through it. (If, for example, you roll a 3 but the river is blocked, you can only move your boat to the card behind the blocked one.)
- **Stick**: When the river is blocked, put the stick behind the boats. Take the stick away after the river is not blocked.
- **Duck**: The duck occupies a space. This means if there is a duck on the river, the amount of the boats that can stop on the river should **reduce one**.



(When there are 3 players)



(When there are 3 players)



### Dice

There are 6 values:

- 1~5
- Wind (Describe in next section)

### Wind

When you roll a Wind, it can either mean a good wind for your fleet or an ill one for your opponents. You have two choice:

#### Option 1 - A Good Wind

- You may move any one of your boats up to join the next one of your boats farther up the river.
- If you have only one boat on the river, or if all three boats are already on the same card, you may not use this option.

#### Option 2 - An Ill Wind

- You may take one of your opponents' boats and move it back to the nearest boat of the same color.
- If there is only one boat of a given color on the river, or if all three of one color are on the same river card, you may not use this option.

Two kind of winds should still follow the rules:

- If the river is blocked, however, you can only **move your boat to the card behind the blocked one.**
- You have to follow the rule of not crossing the river. This means **you can not move the boat to join the boat that is in the different river.**

If you cannot use either the Good or Ill Wind, you lose your turn.

### High Tide card

- If you land on the card with waves on a direct throw, this means the tide is in your favor and you may advance three more spaces or cards.
- You can choose to **cross the river** if you land on the wave.

### Frog

- The frog can carry the boat to the **nearest frog across the river.** This means you can cross the river by being carried by the frog. The frogs are in different rows, so you can choose to move either forward or backward.
- If your boat stops at the river card that has a frog, you can choose whether you want to cross the river or not. It is not forcibly.
- If there is a boat on one of the frogs on the card, this means the frog is **being occupied** and you **cannot cross the river.**
- If your boat is forced to move (your opponent uses Ill wind to move your boat backward ) on the river card that has a frog, you can also choose whether you want to use the frog mechanism.



### The reviving card

- When you land on the reviving card (light blue river card), you can revive one boat.



**End of the game**

The game is over when all boats have either gone over the waterfall or the docks in the harbor are full. Each player adds up the amount of his or her docks, and the player with the most docks wins.