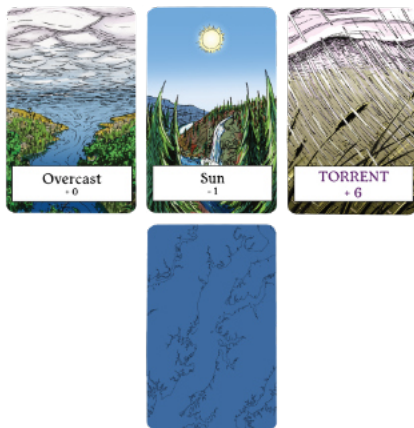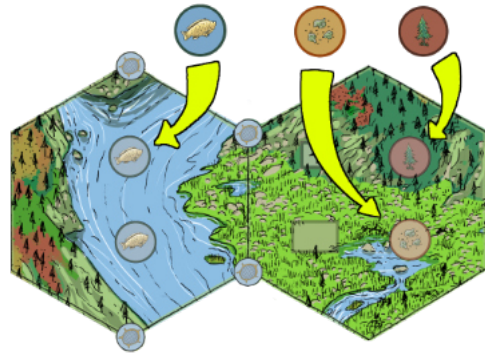# We all take from The River

Set Up

Lay out the board where every player can access it.

Place **fish**, **tree**, and **gravel** resource tokens on the corresponding **slots** on each hexagon tile.

These slots are where unclaimed resources will be stored throughout the game.

Shuffle the **blue weather deck**.

Next to the board, lay out the first three weather cards face up. Then place the rest of the deck face down below the face up cards.

These three cards will be the **almanac** where players can view the current and upcoming weather. The card furthest to the left represents the current day's weather.

For 3-5 players, shuffle the **red role deck**. Deal one role card to each player face down.

Role cards tell each player their objectives for the game. Players should only see their own role card. They may not reveal their cards until the end of the game, but may say whatever they want to about their objectives.

Distribute one **fish** 🐟, one **tree** 🌲, and one **gravel** 🪨 to each player.

Each player chooses their color and place their camp on one of the gray rectangles on the hexagon land tiles adjacent to the river.

Whoever has picked up the most litter today places their camp first. Proceed clockwise.

Begin the game.
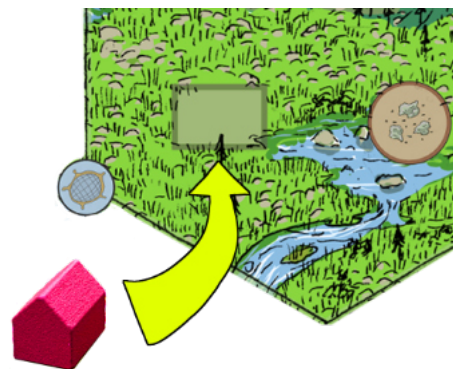
Objectives

There are five possible **objectives**:

- Conservation - Ensure no pollution is on the map.
- Agriculture - Stockpile fifteen fish.
- Development - Build the city.
- Capital - Have more gold than any other player.
- Charity - Ensure each other player has completed at least one objective.

For 3-5 player games, each player is given a unique combination of two objectives based on their role card. **Players must have both objectives complete at the end of the game to win.**

There are ten role cards, one for each pair of objectives.

There are many possible dynamics between games. In this example with four players there is likely to be significant conflict:

- *Only one of the Grocer and Mogul can win because they both have the Capital objective.*
- *The Gardener and Grocer can both win but must compete for a limited supply of fish.*
- *The Altruist must ensure that whichever of the Grocer or Mogul fails the Capital objective succeeds in their other objective.*

Players conceal their objectives, so these dynamics will become hard to recognize. It might benefit some players to hide their motivations for as long as possible.

Some players may have a more challenging task than others. In this example the Mogul may be at a disadvantage as the only player with the Development objective.

For **solo and two player cooperative games**, do not use the red role cards. Instead, each player has the role of the Settler. They must complete all three of the Conservation, Agriculture, and Development objectives.

For **two player competitive games**, both players only have the Capital objective.
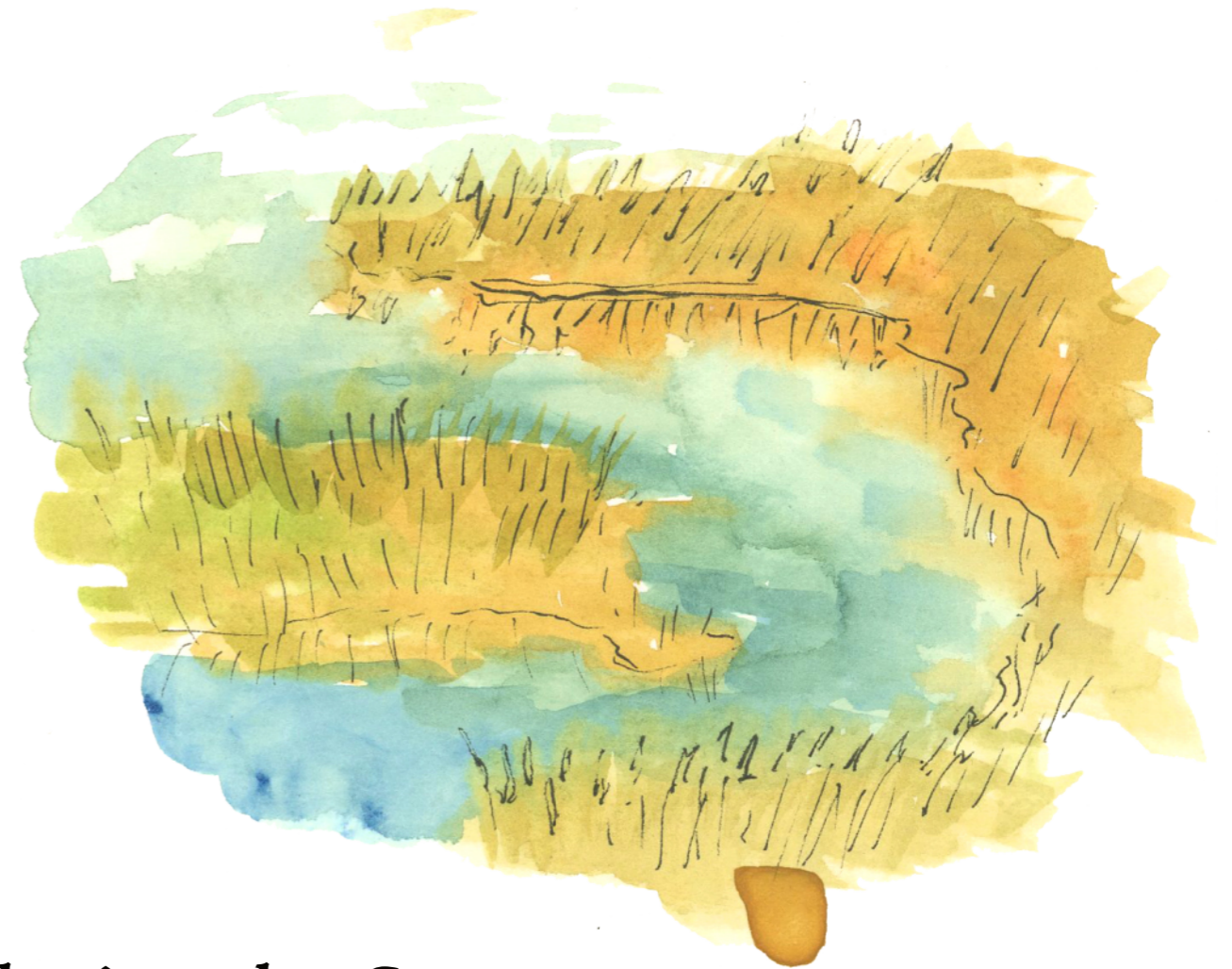
Playing the Game

One game is broken into ten days. At the start of the each day, roll the six-sided die and add or subtract from the result as indicated by the leftmost weather card in the almanac. The total will be the initial water level for that day. Use the twelve-sided die to track the water level. If the water level is higher than twelve, use the six-sided die as well.

The water level represents the height of the river waters. **The starting water can be negative.** This means that tributaries flowing into the river have dried up as well. Use the six-sided die alone to represent a negative water level, or no die at all if it's zero.

Once the initial water level is determined, begin the first turn at the top row and proceed downriver until the final turn at the estuary. On each turn, do the following:

- Adjust the water level.
- Populate natural resources.
- Take player actions.

Each day is broken into five turns: one for each row of hexagon tiles on the board.
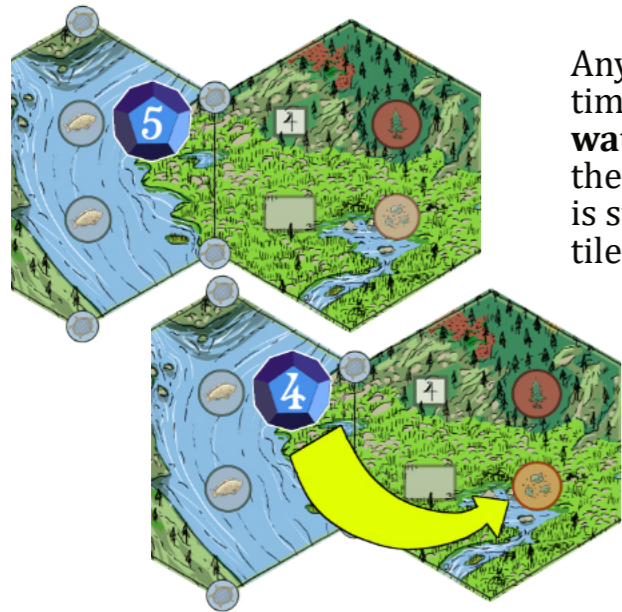
Adjust the Water Level
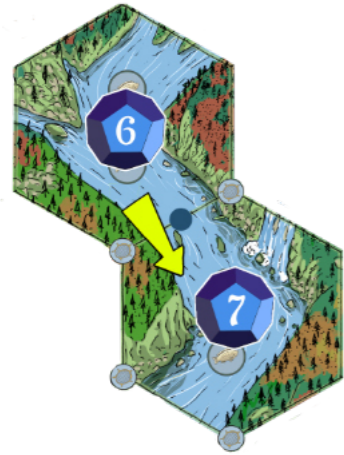
Use the twelve-sided die to track the water level and the current turn. Place the die on the river tile of the current turn with the water level displayed.

If there is a blue dot on the line between river tiles, add one to the water level as the turn changes. Otherwise it stays the same.
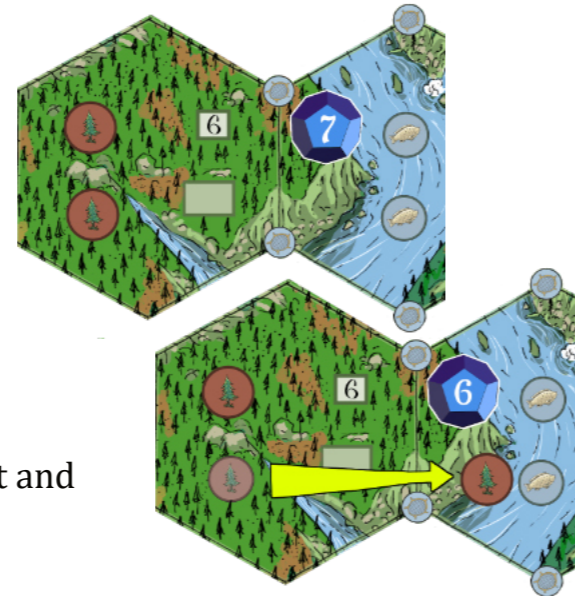
Each land tile has a number on it. That number is the tile's **elevation**. If the water level is less than or equal to the elevation of both adjacent land tiles, move on to the populate phase. If the water level is higher than either tile, that tile **erodes**, starting with whichever tile is at higher elevation.

When a tile erodes remove one tree from a tree slot and place it in the river. Reduce the water level by one.

Any tile with a gravel slot is a **wetlands** tile. The first time a wetlands tile would erode, **instead reduce the water level by one** and refill all empty gravel slots on the tile and adjacent half tiles. Then, if the water level is still higher than the wetlands tile's elevation, that tile erodes normally.
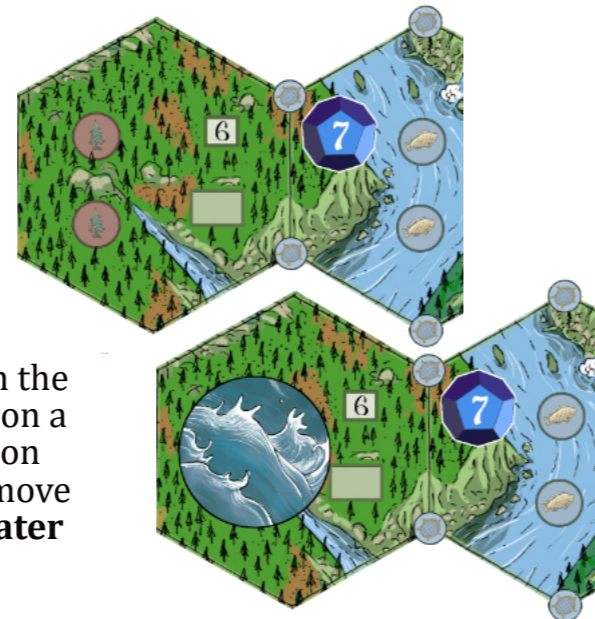
If a tile would erode but there are no tree tokens on the tile, that tile **floods**. Move any pollution and gravel on a flooded tile into the river and place a flood marker on that tile. Structures on that tile may only take the move action for the rest of the day. **Do not reduce the water level when a tile floods.**

Remove flood tokens at the end of each day.

Populate Natural Resources

Only populate natural resources if the water level is greater than zero.

If there is at least one fish in the river tile of the current row, add another fish to that tile. Do so even if all fish slots are full. If there is an empty fish slot the new fish fills that slot. **If there are no fish in the current river tile do not add a new fish**.

On each land tile that has not eroded or flooded, place one tree token in an empty tree slot if there is one. Only one tree may grow on a given tile in a turn. **If a land tile has eroded or flooded this turn do not add a new tree to that tile.**
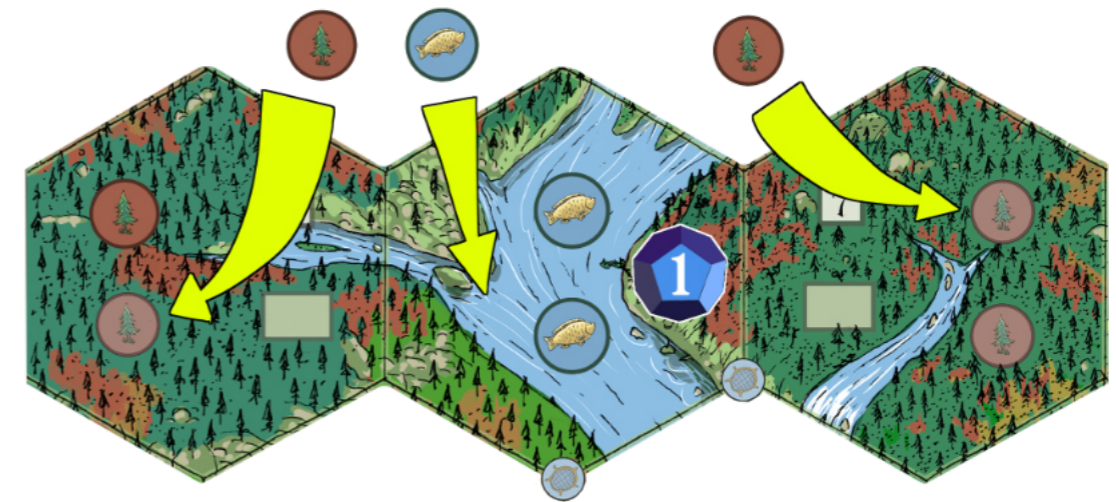
Player Actions

Anything on the board owned by a single player counts as a **structure**. If a player has a structure in the current row, that structure may take actions. Players do not need to use all available actions for their structures.

There are three possible actions —

Harvest

Harvest actions allow players to gather resources from the map. Camps, boats, excavators, and lumber mills all have a unique harvest action.

Any structure with a harvest action may use it to remove one pollution from the current tile.

Any structure with a harvest action may also use that action to **plant**. Place a resource from your stockpile onto the tile the structure is on. The resource must match the slot it is placed in.

Build

Build actions allow players to add structures to the map. Camps can build anything. Excavators can only build canals.

A player must always pay one fish in order to take the build action. Then that player may build any number of structures by paying the resource costs.

New structures cannot take actions on the turn they are built, but passive structures take effect immediately.

Move

Move actions allow players to move their structure to a new tile. A camp or an excavator may each move by one land tile on its turn. A boat may move to any river tile on its turn.

A boat may also use its move action to ferry a camp or excavator across the river. This uses the move action of both the boat and the structure it ferries.

Only one camp may occupy a given tile. If a camp would move into the same tile as another camp, instead it jumps over that tile to the next available land tile.

Once a structure has moved it cannot take any other actions. Flip it over or turn it on its side to indicate that it has no more actions that day.

Structures on flooded tiles lose all passive effects and all actions but the move action for the day.

Who Goes First?

If two players have structures in the same row, the structures on the land tile at higher elevation go first, then those on the land tile at lower elevation. Structures on the river tile always go last.

If two players' structures are on the same tile and would go at the same time, the player whose camp is at higher elevation goes first.

Any number of structures occupy the same tile, except for camps which must occupy the gray rectangle camp slot. Only one camp may be on a given land tile at a time.

On the camp's turn, if the owner of the camp has other structures in the same row and there are no other camps in the row, that player may choose to use those structures first.

These orders are reversed during the Storm.

Ending the Turn

At the end of each turn, put any fish tokens in the river into any empty fish slots. Then move all unslotted resource tokens in the current river tile to the river tile below. **Fish, trees, gravel, and pollution all count as resource tokens.**

At the end of the last turn any remaining unslotted resource tokens flow out to sea. Remove them from the map.
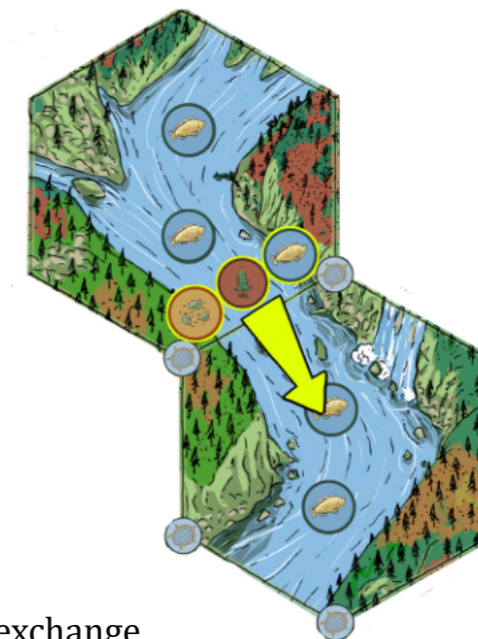
Ending the Day

At the end of all five turns the day is over. Players may exchange resources for gold and enact **policies** before the start of the next day. Policies are collective decisions that impact all players.

Players may exchange any combination of two resource tokens, excluding pollution, for one gold token. Discard the two resource tokens and take one gold from the box. Do this any number of times in any order.
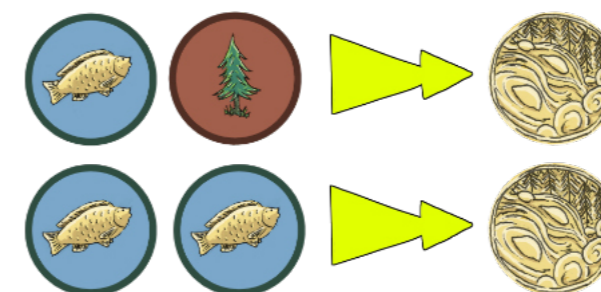
Players may choose to spend one gold token to propose a policy. All players get one vote on the proposal taken by order of camp elevation. If more than half of the total votes are in favor, the policy is enacted and takes effect. On a tie vote the policy fails.

At any time during the voting process players may spend any number of gold tokens to gain an equal number of extra votes. Voting only ends when all players have settled on their votes or no one can afford to vote more. All votes are public information.

When all players are ready to proceed to the next day, put the current day's weather card into a discard pile and shift the other two cards left in the almanac. Then reveal a new weather card in the rightmost position of the almanac. Remove all flood tokens from the map.
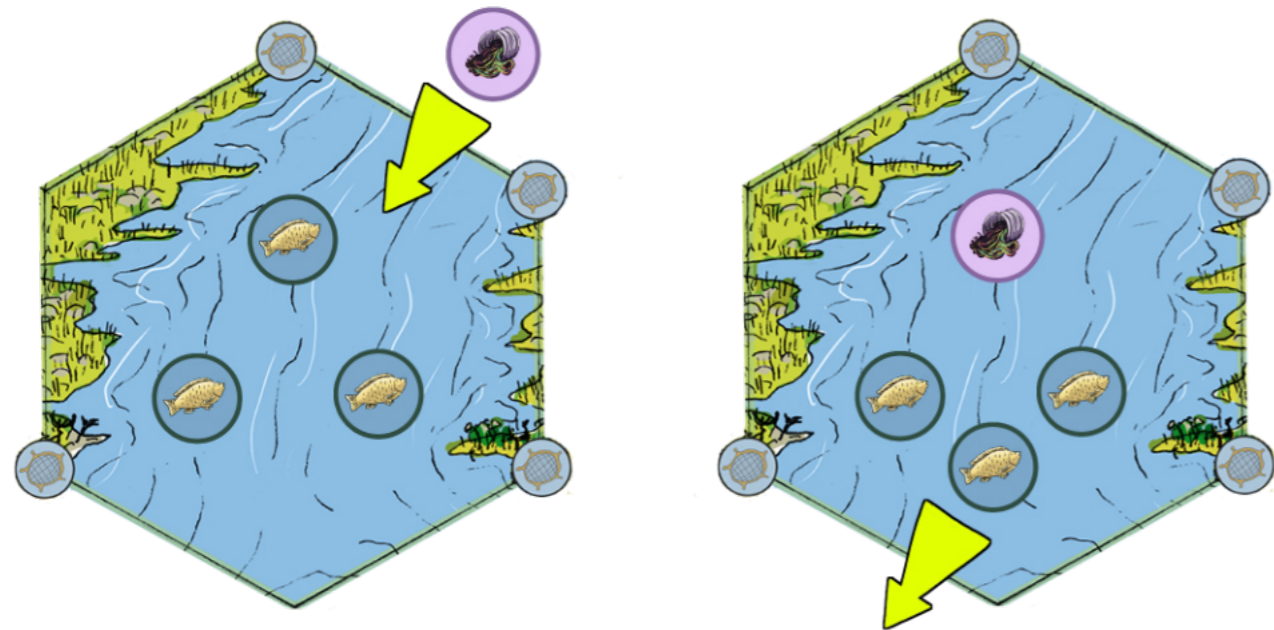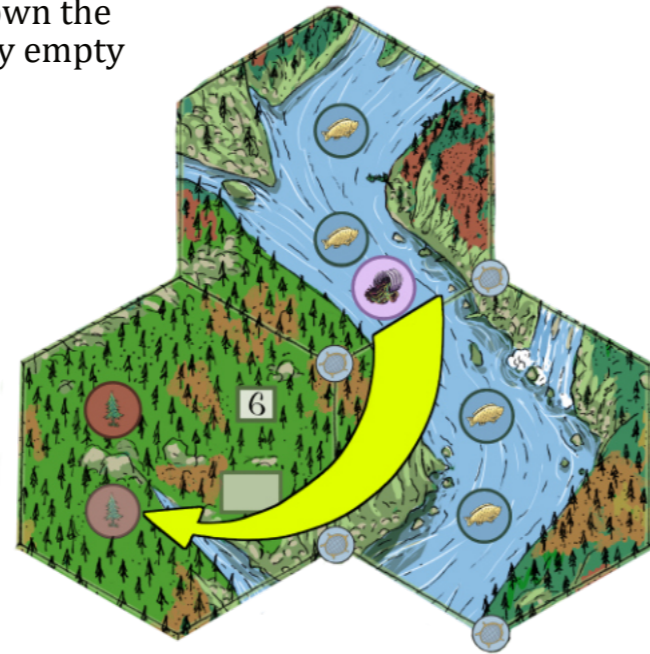
Pollution

Some structures create pollution tokens. When a pollution token is created place it directly into the river tile for the current turn. If there are any empty fish slots in that tile, move the pollution token into one of those slots.

At the end of the turn, as resources move down the river, loose pollution still in the river fills any empty slots in the next row.

- Fill land slots first. If both land tiles have empty slots, fill the slots at higher elevation first.
- If a tile has two empty slots, fill whichever is higher upriver.
- If a fish and a pollution would both move into the same slot, the pollution gets there first.

If a slot is filled with pollution it cannot be filled by any other resource until the pollution is removed.

If a pollution token makes it all the way to the estuary, the bottom of the river, and there are no empty fish slots, replace one slotted fish token with the pollution token. The fish token then flows out to sea.

If all three fish slots in the estuary are filled with pollution the river ecosystem is destroyed and all players lose, regardless of if they have completed their objectives.

Any structure with a harvest action may use that action to remove one pollution from its tile.

Policies

There are three policies that players can enact during the game. Players may also revoke a policy in the same way they would enact one, with the exception of City Construction. Once the City Construction policy is enacted it is permanent.
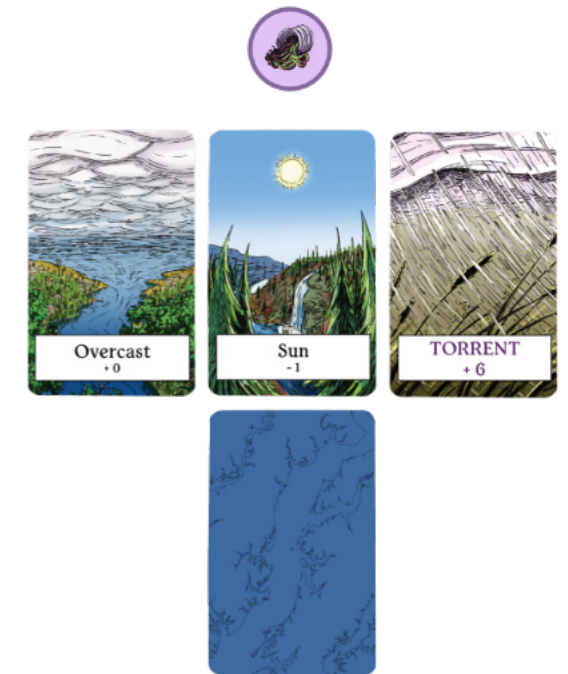
Players must always pay one gold before proposing a policy or attempting to revoke one.

Pollution Subsidy

Pollution may now be exchanged for gold the same as any other resource.

Place a pollution token just above the weather deck to show that the pollution subsidy has passed.

The pollution subsidy may be revoked by passing another policy.

Protected Land

Any one tile on the map, land or river, becomes **protected**. The proposing player chooses which tile. Place a gold token anywhere on the tile not on a slot to show that it is protected.

- Only pollution may be harvested from a protected tile.
- Structures on a protected tiles lose all abilities except to use the harvest action to remove existing pollution from the protected tile, or to move to another tile.
- If a player has a structure on a protected tile that cannot move, say a farm or a lumber mill, that player may choose to remove that structure and collect resources equal to its cost.

For example, if a farm is on a tile that becomes protected, that farm can no longer produce fish or pollution. The owner may remove the farm and regain its cost: two trees and two gravel. An excavator on the same tile would be able to harvest pollution or move to another tile.

Any number of tiles may be protected.
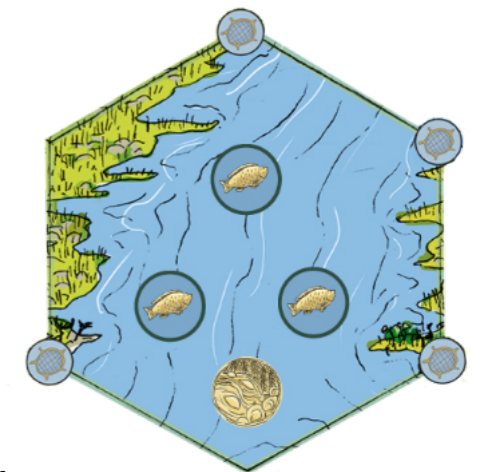
City Construction

Place the City token on any one land tile upside-down, with the construction side face up, and covering the tile's original slots. That tile no longer can hold resources as normal.

Players may place resources on the upside-down City token at the end of each day. When there are **five fish, five wood, and five gravel** stacked on the upside-down city token, the city is completed. Remove all resource tokens and flip the City token right side up.

Once a resource token is added to the city token it cannot be removed. Players do not need a structure on the same tile to add resources.
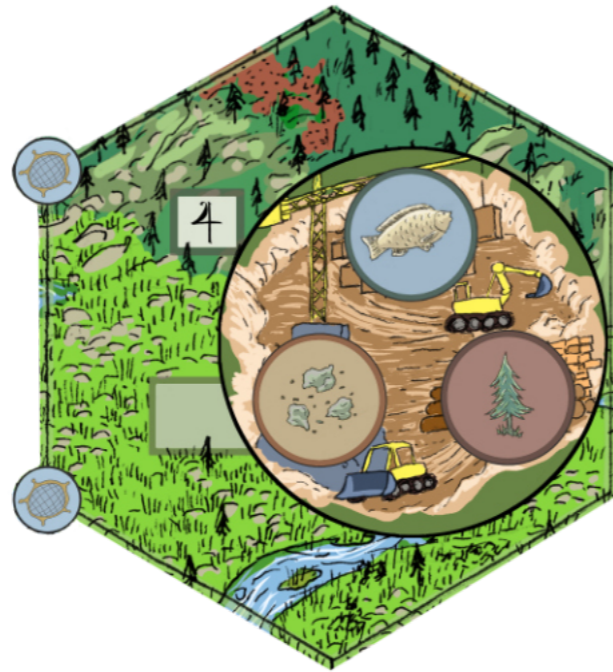
When the City is complete:

- The City produces one pollution during the populate phase on its turn.
- Players may exchange one gold for one of any resource at the end of each day as many times as they wish.
- The City cannot be removed.

If the tile the City is on floods, immediately add three pollution to the river. Place a flood token on top of the City token. Treat the City as if it is not there until the beginning of the next day.

If the City is flooded on the last day of the game, the development objective fails.

When the City token is placed it covers the slots for the tile it is on. If the City construction or completed City is on a wetlands tile, that tile loses its gravel slot and no longer counts as wetlands. **Do not reduce the water level by one before eroding for that tile.**
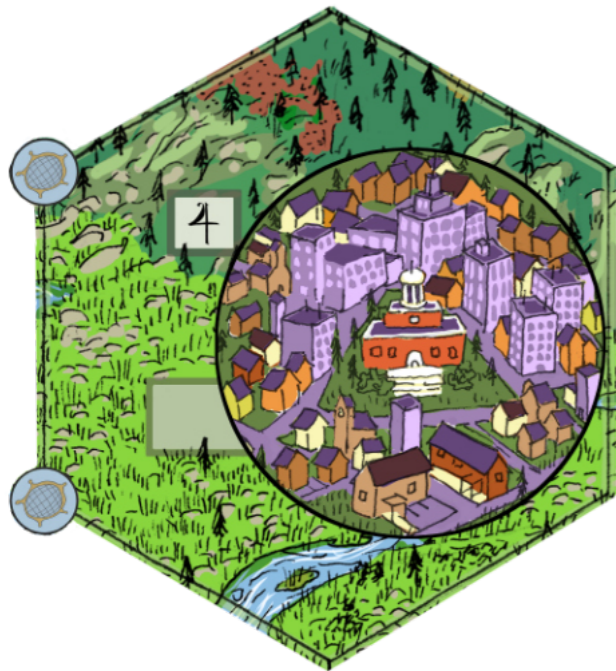
Other Rules

Half Tiles

Some tiles are half hexagons with only one resource. Treat those as individual tiles with the following rules:

- Structures cannot occupy half tiles.
- Half tiles cannot erode or flood.
- Pollution cannot enter half tiles.
- Trees on half tiles populate separately from trees on full tiles. Half tiles populate even if the full tile next to it erodes or floods.
- Gravel slots on half tiles refill at the same time as gravel slots on the adjacent wetlands tile.

The Storm
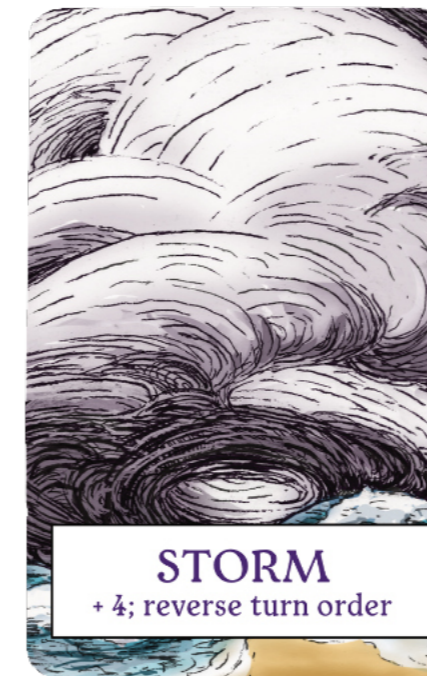
The Storm weather card creates a storm surge that reverses the turn order for one day. Begin the day at the estuary and take turns by elevation from lowest to highest.

At the end of the storm day retain the final water level. Add that number to the initial water level the next day. Leave any resources in the river to flow back down the next day.

If the Storm would be the last day of the game, play for one extra day.
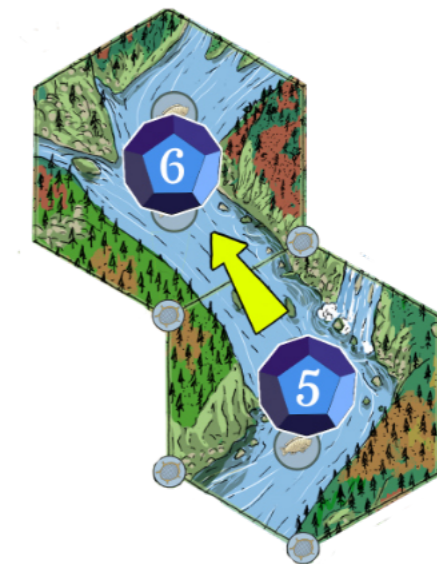
Trading

Players may trade resource tokens with one another at any time, so long as all parties involved agree to the trade. **Fish, tree, gravel, pollution, and gold are all resource tokens and can be traded.**

Structures

Camp - No cost, cannot be built

Harvest - Take any one resource from the tile the camp is on or one fish from the river tile in this row.

Build - **Pay one fish before building.** Then pay the resource cost for any number of structures and add them to the tile the camp is on.

Move - Move one land tile. If another camp is in an adjacent tile, hop move to the next available tile. May use boat to cross river.

Boat -

When building a boat place it in the river tile adjacent to the camp.

Harvest - Take any resource from the tile the boat is on, OR gain one gravel and add one pollution to the river. Take the gravel from the resources in the box.

Move - Move to any river tile, OR ferry another moving structure across the river. This uses the other structure's move action too.

Excavator -

Harvest - Take up to two gravel from the current or adjacent tiles add one pollution to the river, OR take one pollution from the current tile.

Build - **Pay one fish before building.** Then build a canal by paying its resource cost OR remove a canal, levee or bridge you own from the map. Add a pollution to the river.
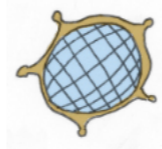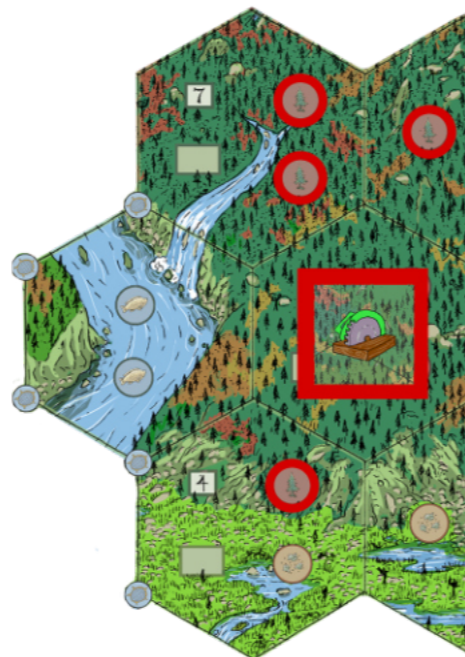
Move - Move one land tile.

Lumber Mill -

Harvest - Take up to two trees from the current or adjacent tiles and add one pollution to the river, OR take one pollution from the current tile.

On the right, Red's lumber mill may harvest any two trees from the tile it is on or from the highlighted trees.

Net -

Passive - At the end of the turn as resources move past the net to the next river tile, collect one of those resources at random.

If two nets would collect resources, the net closer to the top of the river collects first, except during the Storm when the order is reversed.

When building a net place it on one of the two net slots on the same side of the river as the camp. Only one net may occupy a given net slot.
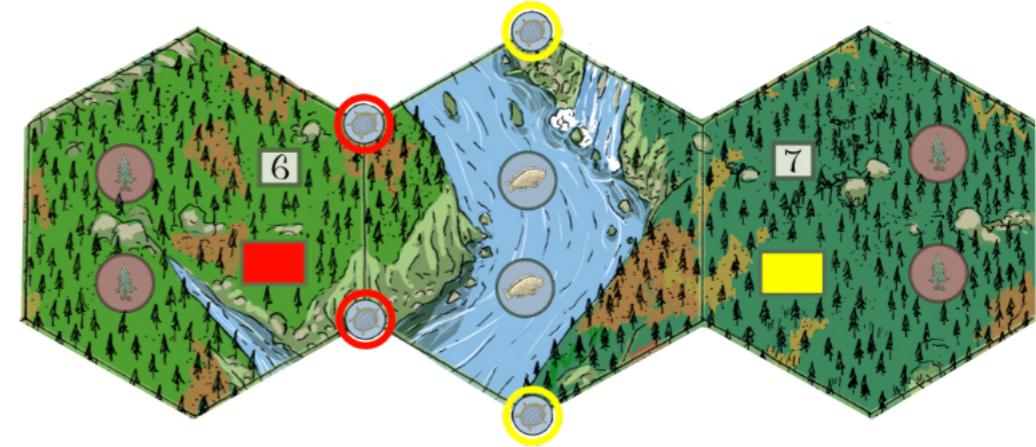
Farm -

Passive - If the water level is greater than zero, gain one fish and add one pollution to the river during the populate phase of the turn.

Canal -

Passive - After adjusting the water level, but before the populate phase, reduce the water level by one.

If there is a farm on the same tile as the canal, the farm produces one fish for each water level reduced. The canal cannot reduce the water level below zero.
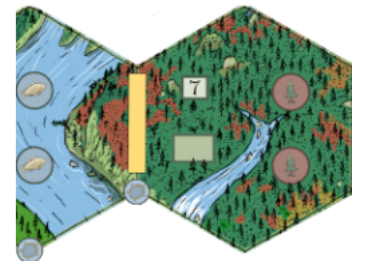
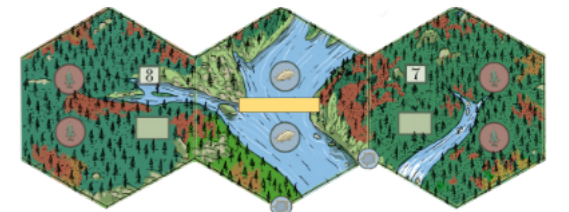A tile may have any number of canals.
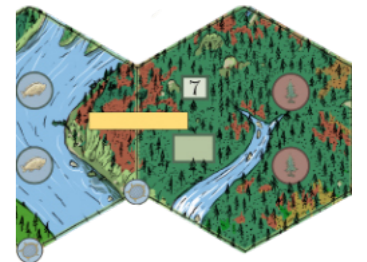
Levee -

Passive - When calculating erosion, treat the tile the levee is on as if it were at one higher elevation.

A tile may have any number of levees.

Bridge -

Passive - Treat the two land tiles connected by the bridge as if they were adjacent.

Example scenario

The City is under construction, but no one has added any resources to it.

Red built a levee to protect the tile from flooding when the city is complete. They needed to have their camp on the tile when they did so.

Orange's lumber mill has harvested wood from the half tile above and Orange's own tile.

Orange's camp was forced to cross the bridge when one of the tiles flooded.

Last turn the water level was 6. The wetland tile reduced it to 5, but then flooded because it had no tree.

This turn, tributaries increased the water level back to 6. After the right wetland drained the water and eroded the water level was 4. Then the left wetland drained it to 3.

There is a pollution in the estuary. That pollution will stay there until it is removed by a player. If the other two fish slots are filled by pollution, everyone will lose.

Yellow's farm produces 3 fish on its turn. 1 normally plus 2 for the 2 canals.

Pollution is subsidized.

Current Day	Next Day	Day After
Overcast + 0	Sun -1	TORRENT + 6
		Rain +1
	Discard	

It's the 4th turn of the day. Purple went first because they are at elevation 4 compared to Red at 3.

Purple's excavator has harvested two gravel from adjacent tiles below.

Red's boat will go last this day. It is at the bottom of the river.

If Red harvests the last fish in the estuary, no more will spawn unless new fish make it down the river.

Quick Reference

Set Up

- Give each player a **role card** and one **fish**, **tree**, and **gravel** token. Do not reveal role cards. Players win only if both objectives listed on their role card are completed by the end of the final day.

- For 1-2 players, do not distribute role cards. In co-op each player must complete the Conservation, Agriculture, and Development objectives. In competition each player must complete the Capital objective.

- Fill in all **resource slots** on the map with the marked resource. Lay out three **weather cards** face up and put the deck face down on the right.

- Take turns placing **camps** on land tiles. One camp per tile with a gray rectangle.

Gameplay

1. Determine starting water level by rolling D6 + **weather card** modifier.

2. Take turns beginning at the top row of tiles and proceeding downriver. At each turn in order:

- Adjust the **water level**. Add one if there is a blue dot above the tile. Check for wetlands, erosion, and flooding.
- **Populate** natural resources. Only populate if water level is at least 1. If there are **fish** in the river add one more **fish**. Add one **tree** to each tile in the row that has not eroded or flooded.
- Take player actions by order of elevation.
- Move unslotted resources downriver.

3. Trade for **gold** then propose **policies**. If it is the end of the final day reveal goals and calculate victory.

Objectives

- Conservation - Ensure no pollution is on the map.
- Agriculture - Stockpile fifteen fish.
- Development - Build the city.
- Capital - Have more gold than any other player.
- Charity - Ensure each other player has completed at least one objective.