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# Rivers: Our National Water Resource

Ages: 8+ Players: 2-4

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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!

**To win:** The game ends once all of the water tokens have been allocated/used. Each player should add up their points from the Land Use cards and/or their unallocated water tokens. The player with the most points is the winner.

## Setup:

1. Distribute 5 **clean water** tokens (blue side up) to each player and place the remaining **clean water** tokens in the Global Water Supply.
2. Place cards face-down on board in the corresponding boxes. Shuffle before game play.
3. Place **Disaster** tiles in space on board next to Land Use Cards.
4. Place all player pieces on start.

## Game Points:

1. Each **clean water** token is worth +1 point, and each **polluted water** token is worth -1 points.
2. Each Land Use card has a unique game point value. Land Use cards with any **polluted water** tokens do not count toward game points. However, their individual water tokens still do.
3. When **Habitat** Land Use cards are paired with their companion Land Use card, it **doubles** the game point value of that Land Use card. For example:
  - Constructed Wetlands are paired with **Industry** to clean wastewater discharge.
  - Vegetated Streambanks are paired with **Farm** to help protect rivers from run-off.
  - Green spaces are paired with **Urban** areas to make them healthier for humans and animals.

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## To Play:

1. Youngest player begins. Each turn, the player rolls the die and moves that number of spaces. (Multiple players can occupy the same space.)
2. Player draws an event card and follows the instructions.
  - a. If a player is unable to follow the event card instructions, simply discard face-up.
  - b. If a player is unable to allocate additional water to cards they own (e.g. "Population Growth"), then the unfulfilled Land Use card is returned to the bottom of the deck and the previously allocated water returns to the player's own water supply.

- c. If a player draws an event card labeled “Innovation”, that player holds onto that card and applies the effect to their hand for the rest of the game.
  - d. When the event card deck is empty, shuffle the discarded events and start a new deck.
3. To clean a water token, flip the token from **polluted** (brown) to **clean** (blue)
4. Check the space for a Land Use icon (small circle above or below the space) representing water utilization.
  - a. If you land on a space with a Land Use icon, draw 3 cards from the matching pile and select only 1 to purchase.
  - b. The number of **clean water** tokens stated on the back of the Land Use card must be allocated towards that card throughout the entire game. Allocate the tokens by placing them on your purchased Land Use card. **Polluted water** can be assigned to Land Use but a card allocated **polluted water** will not count towards points at the end unless it is cleaned through event cards or board spaces.
  - c. Return non purchased Land Use cards to the bottom of the pile
5. Whenever players pass START, they collect 5 **clean water** tokens, and all of the **Disaster** tiles are removed from the board. They can be played again if a player lands on a **Disaster** space.
6. If you land on a **Disaster** space (spaces outlined in red), find and read the correct tile from the **Disaster** deck. Place the image face up on the space.
  - a. Only the player who lands on a disaster space is affected by the roll. Once a disaster has been triggered, players who land on that space are unaffected until the first circuit is complete and the **Disaster** deck is reset.
7. Corner pieces must be landed on for a player to use its action, with the exception of the 'Start' space, which gives 5 **clean water** whether the player lands on or passes it.
8. The game ends when the player who takes the last **clean water** from the Global Water Supply ends their turn.
  - a. At the end of the game, players can transport any amount of **clean water** from their own water supply to Land Use cards at the expense of 1 **clean water**.