



SAKENOBORI Rulebook

🕒 15-30 min 👥 3-5 players 👤 Ages 8+

Overview

Do you know why will salmon come back to a river from a sea when they become adults? One reason why is that salmon aim to leave more offspring on the river where high and safe. The goal of this game is swimming upstream and spawning roes like the salmon while avoiding encounters of bears, the only natural enemies.



Contents

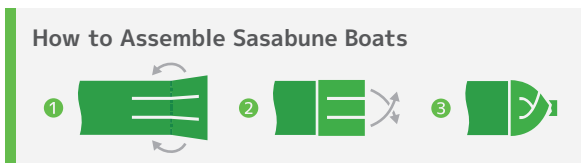
- ◆ 1 Salmon piece x 5 colors
- ◆ 5 River cards x 5 colors
- ◆ 1 Bear card x 5 colors
- ◆ 1 Summary card
- ◆ 60 Ikura tokens
- ◆ 5 Sasabune boats



Setup

Place **Summary card** between the player who recently ate salmon or ikuras (a.k.a. salmon roes) and the right-hand neighbor. Or pick two neighbors at random and place Summary card between them.

Each player chooses a color and takes **Salmon piece** and **hands (5 River cards and 1 Bear card)** of them color. Subsequently, they assembles **Sasabune boat** as a space for collected **Ikura tokens** (see image below). The game box is also used as **Carried-over ikura box**.



Gameplay

In this game, the player who collects the most Ikura tokens through **3 rounds** is the winner. Each round consists the following 2 phases:

1. Preparation phase
2. Action phase

1. Preparation Phase

In **Preparation phase**, Summary card is faced up **I**-side and players take turns **counterclockwise from the player who is right-hand side of Summary card**.

1-1. Initial Building River

The active player places a card face down from them hand into the **field** to build the river. The cards must be placed are arranged **in a pyramid shape** according

to the following rules (see figure below):

Rules for Building River

- ◆ In the first row of the pyramid, players can place **up to the number of players + 2 cards**.
- ◆ When placing a card in the first row, arrange it so that it's adjacent to the cards already placed.



Repeat 1-1. until each player has placed 3 cards.

—The upper stream is sharper and stronger.

1-2. Putting Salmon Piece

The active player chooses a card placed in the first row of the pyramid and put their **Salmon piece** on it. At this time, players cannot select the cards already chosen by other players.

When all players have put their Salmon piece onto the field, reveal all the cards where each Salmon piece is. **If Bear cards have faced up, the players who placed Salmon piece on them will drop out.** Remove their Salmon piece from the field and **pass their turns until the next round**.

Then proceed to **Action phase**.

2. Action Phase

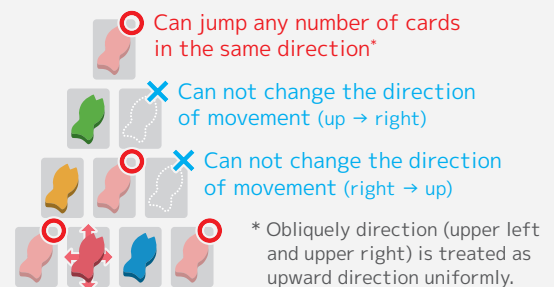
In **Action phase**, Summary card is faced up **II**-side and players performs the following actions sequentially **in a clockwise from the player who is left-hand side of Summary card**:

- 2-1. Swimming
- 2-2. Either (A) River Discovery or (B) Spawning

2-1. Swimming [Optional]

The active player moves their Salmon piece onto the card adjacent to the top, bottom, left or right of the current location. At this time, Salmon piece **jumps occupied spaces** (see figure below).

Rules for Swimming



—Salmon jumping sometimes higher than them body length.

When Salmon piece has moved, reveal the card where Salmon piece is if the card was hidden. **If Bear card has faced up, the player who placed Salmon piece on it will drop out.** After moving Ikura tokens for **the number equal to their Ikurank** to Carried-over ikura box, remove their Salmon piece from the field and **pass their turns until the next round** (skip also 2-2.).

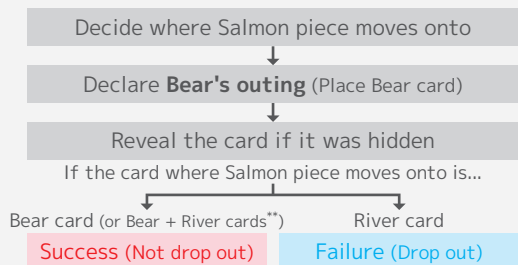
Ikurank (Ikura-rank)

Ikurank is defined as **the position of Salmon piece in the pyramid - 1**. For example, Ikurank immediately after **Putting Salmon Piece** is zero.

During **Swimming** action, players additionally can perform special action called **Bear's outing**, **the only way to counter an other players' bear card**.

Bear's outing

The player who declares Bear's outing **reveals Bear card from their hand** and places it face up on the card where their Salmon piece moves onto. Afterward, **the space where two Bear cards are stacked is treated as River card**.



** Players can declare **Bear's outing** even if on the space where cards have been already stacked by others.

—Salmons may swim safely while bears are playing.

If players cannot or do not want to perform **Swimming** action, proceed to 2-2.

2-2(A). River Discovery [Choose either (A) or (B)]

The active player places a card face down from their hand into the field according to **Rules for Building River** (see 1-1.). (Note that if the height of the pyramid is equal to **the number of players + 2**, discard a card face down instead of placing.)

However, players cannot perform **River Discovery** action if they have no hand or all players except them have passed for the round.

2-2(B). Spawning [Choose either (A) or (B)]

The active player takes Ikura tokens for **the number equal to their Ikurank**. In addition, the player takes **2 more Ikura tokens** as "sole survival bonus" if **all players dropped out except them**.

The player who performed **Spawning** action **passes their turns until the next round** while leaving their Salmon piece in the field.

Evidence of Spawning

After performing **Spawning** action, it is good that players lay their Salmon piece sideways to let other players know that they have passed their turns.

—Most of the salmons that have finished spawning come to the end of their life.

The round ends when **Action phase** is repeated until all players have passed their turns. Return Salmon pieces and River/Bear cards to each player, then **shift the position of Summary card clockwise** and take place the subsequent rounds from **Gameplay**.



End of the Game

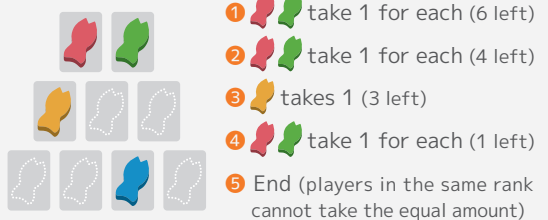
When the 3rd round is over, players have **Dividend of carried-over ikura**. The players who meet the following conditions in the end of final round take additional Ikura tokens **from Carried-over ikura box**:

- ◆ The highest Ikurank: 2 tokens (take 1 token twice)
- ◆ The second highest Ikurank: 1 token

Repeat this until Carried-over ikura box becomes empty or same ranked players can not take the equal number of Ikura tokens (see figure below).

Dividend of Carried-over Ikura

e.g. If **8 tokens** are in Carried-over ikura box:



At the end of **Dividend of carried-over ikura**, the player with the most Ikura tokens wins. If two or more players are tied, they share victory (players have an extra round in case any player rejects these results).



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