# 12 rivers

You are the leader of a tribe whose people explore the fabled twelve rivers flowing from a mystical lake high in the mountains. Your goal? To find the magical coloured pearls that roll down the rivers in the current. Perhaps a helpful fairy may help you on your quest!

Where the rivers converge there is a village where many people and animals live in harmony. There you can make life-long friends and deliver the pearls you have collected, to be used to heal, grow, and ensure another prosperous year for all.

Components

Background

1 3D game board and 2 stabilizers

River area

Turn track

Lake area

Village area
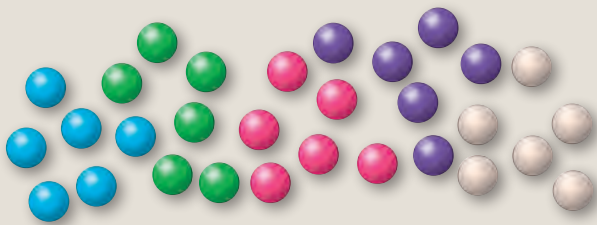
65 pearls
15 blue, 17 green, 13 pink, 11 purple, 9 white

4 alpaca boards

4 starting villager tiles

Back

5 alpaca goal cards

26 villager tiles

Back

50 camp cards

Back

**25 fairy tokens
in 5 different types**

**12 tribe tokens
in 4 different player colours**

1 drawstring bag

Fairy tokens

Bonfire fairy: Counts as 1 camp card of any type.

Fairy tokens

Bonfire fairy: Counts as 1 camp card of any type.

Breeze fairy: Move up to 3 pearls from your Alpaca
or any villager tile(s) to any other villager tile(s).

Cloud fairy: Ignore the cost for placing a tribe token.

Mushroom fairy: Make 1 pearl space a wild space.

River fairy: When collecting a Pearl,
collect an additional pearl.

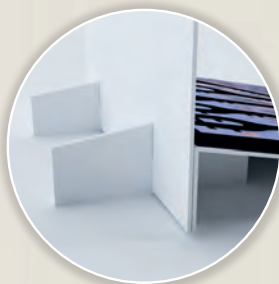**2 player aids**
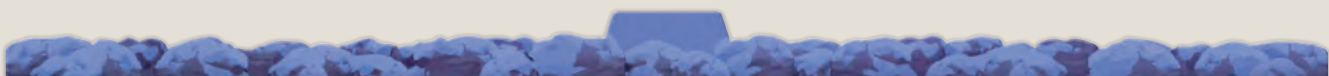
1 floodgate

Game setup

1 Assemble the **game board**.

1a. Fold the illustrated back board to make 2 slots.

1b. Fold the two 3D game board stabilizers and insert them fully into the slots on the bottom of the backboard.

1c. Place the assembled board lengthwise along the table within reach of the players, with the rivers sloping down towards the table and the Village area flat on the table and the backboard pointing up.

2 Place the **floodgate** into the long groove at the top of the rivers on the game board.

3 Put all 65 **magic pearls** into the **drawstring bag** and place the bag beside the game board.

4 Place the 25 **fairy tokens** next to the game board and mix them together, face-down. Then place the 2 **fairy token summary boards** in view of all players.

5 Place the 5 **alpaca goal cards** face-up, near the game board and in view of all the players.

6 Set aside the 4 **starting villager tiles**, then shuffle the remaining 26 **villager tiles** and place them in a face-down stack beneath the village section of the board.
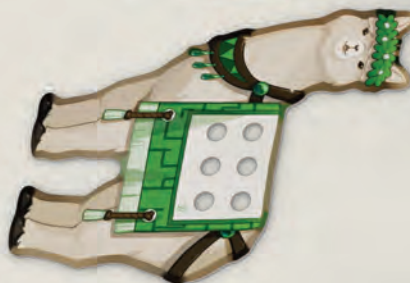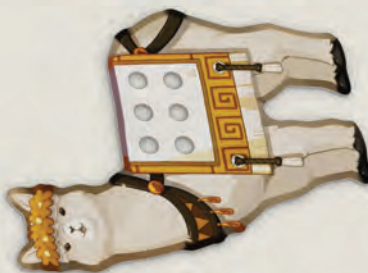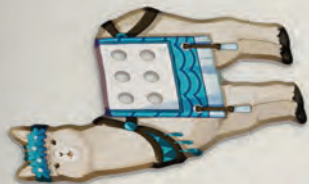
7 From the 4 starting villager tiles you set aside in step 6, select a number equal to the number of players, beginning with villager #1 (e.g. with 3 players, select villagers #1, #2, and #3). Return any remaining starting villager tiles to the box.

Randomly assign one of these starting villager tiles to each player. This determines the **play order** at the start of the game: villager #1 is the first player, villager #2 is the second, and so on.

8 Each player takes 3 **tribe tokens** of one colour/type and their matching coloured **alpaca board**, and places them in front of themselves.

9 Player 1 puts one of their tribe tokens on the first (topmost) space of the **turn track**, then player 2 puts one of their tribe tokens on the second space, with remaining players following the same process in order, looping back to player 1 once all players have placed 1 tribe token each.

All players continue placing their tribe tokens in this way until they have each placed all 3 of their tribe tokens on the turn track.

10 Shuffle the 50 **camp cards** and deal 6 cards to each player. Place the remaining camp cards face-down near the game board to form the **camp deck**, then reveal 3 cards from the deck, placing them next to it in a row to form the **camp card market**.

Game flow

Over 5 **rounds** of the game, players place tribe tokens to trap and collect magic pearls that roll down the 12 rivers, storing them on villager tiles they recruit to score at the end of the game. The 5 different types of magic pearls are worth 1 to 5 points each if they are stored on villagers.

In the **Preparation phase** players refill and observe the pearls that will roll down the rivers this round. They will also refill this round's fairy token spaces, and reveal 6 new villagers. All of these influence where players might collect from this round.

In the **Exploration phase** players take turns placing their 3 tribe tokens into the collection slots of their choice on the game board.

Pay more camp cards to send your tribe tokens further up the rivers, to collect the pearls you want earlier than your rivals, or take your chances lower down the rivers, or at the lake where all remaining pearls finish. Or place at the village in order to recruit new villager tiles.

Collect helpful fairy tokens along the way, or play additional pairs of camp cards for powerful effects that change the flow of the round.

In the **Collection phase** the pearls are released to roll down the rivers and become trapped at players' tribe tokens. Starting at the top of the rivers, each player takes 1 pearl from those trapped at their tribe token, placing it on their alpaca board. Then they release the remaining pearls to roll downstream to the next tribe token. As they collect pearls, players race to fulfil one or more of the **alpaca goals** matching the 5 pearl colours.

After all the pearls have been collected, tribe tokens at the village recruit villager tiles. These help you store and score pearls, and gain more camp cards and bonus goals.

Players may then move any of their pearls from their alpaca to matching coloured spots on their **villager tiles**. These offer both spaces to store and later score particular pearls, and a bonus goal, giving you reasons to focus on collecting pearls that may have higher value to you.

After 5 rounds repeating the above phases, players score points from all pearls on their villager tiles, any villager bonus goals they met, and any alpaca goals they claimed.

The player with the most points wins.

Game round

The game is played over 5 rounds.
Each round contains 3 different phases, completed in order:

1. **Preparation**
2. **Exploration**
3. **Collection**

Preparation phase

Players complete the following steps:

1. **Fill the in-use rivers with pearls**
2. **Place fairy tokens**
3. **Reveal new villagers**

1. Fill the rivers with pearls

The first player places the floodgate in its slot at the very top of all 12 rivers.

Then they randomly draw a pearl from the bag and place it in the leftmost river channel above the floodgate. They repeat this process for all the rivers used in the game. Counting from the left, use **3 rivers per player** in the game.

So in a 2 player game, place pearls in the 6 leftmost river channels; the rightmost 6 rivers will be unused. In a 3 player game, place pearls in the 9 leftmost river channels; the rightmost 3 rivers will be unused. In a 4 player game, use all 12 river channels.

2 players   **3 players**   **4 players**

Example: A 3 player game uses only the 9 leftmost rivers.

Pearls given to villagers by the end of the game are valued from 1 to 5 victory points as follows:

5★ 4★ 3★ 2★ 1★

Players should all observe the pearls placed on the in-use rivers this round, to better prepare for where they want to place their tribe tokens during the upcoming Exploration phase.

2. Place fairy tokens

Take a number of face-down fairy tokens from the pile equal to the number of players. Place these, flipping them face-up as you do so, on the stump/statue fairy space icons **to the left of the in-use rivers** on the game board this game as follows:

On odd-numbered rounds (1, 3, and 5), place tokens on in-use **stump** icons, or

On even-numbered rounds (rounds 2 and 4), place tokens on in-use **fox statue** icons.

If an icon still has a fairy token on it that was placed in a previous round, place the new fairy token next to it so both are visible.

Fairy tokens provide a variety of helpful tricks (see page 17).

Players should all observe the fairy tokens placed on the board in this way, as they may influence their tribe token placement choices in the upcoming Exploration phase.

Example: In round 3 of a 3 player game, only 3 fairy tokens will be drawn and placed on the 3 stump icons respectively from the far left of the board. One of those tokens is placed alongside an unclaimed token from an earlier round.

3. Reveal new villagers

Place any remaining villager tiles face-down on the bottom of the villager tile deck, then reveal 6 new villager tiles from the top of the villager tile deck, face-up below the village.

Villagers are key to scoring pearls you collect, earning bonus points, and replenishing your supply of camp cards *(see Recruit villagers, page 14).*

Players should all observe the villagers revealed this way, as they may influence their tribe token placement choices in the upcoming Exploration phase.

Exploration phase

The game board features 12 **rivers** which combine into 1 river and a lake downstream near a **village**. Each of these has a number of **sections**, some with several **slots**, where players can place tribe tokens in order to collect pearls that roll down the rivers, or recruit villagers in the following Collection phase.

Starting with the player with the topmost tribe token on the turn track, players take turns removing that tribe token from the turn track and placing it into an empty slot in any section on the board. Only 1 token may be placed in each slot, but players may place multiple tokens in different slots in the same sections where there are multiple slots.

After placing your token in a slot, pay or gain the number of camp cards associated with that section as shown on the board (-3 to +1 cards).

Note: Some fairy tokens may be used when paying card costs. You may use a **bonfire fairy** *token in place of a card. Or a* **cloud fairy** *token to ignore all card costs while placing your tribe token (see Fairy token abilities, page 17).*

You may also choose to play one or more pairs of matching camp cards to trigger their special ability once per pair *(see pages 11 & 15)*.

In the order shown on the turn track, players continue taking turns removing their tribe token from the turn track and placing it in a slot on the board until all are placed, at which time the Exploration phase ends and the Collection phase begins.

Board placement section details

The 12 rivers

Place a **tribe token** along the river so that you will be able to collect 1 pearl from those that will be trapped there in the upcoming Collection phase.

Placing a tribe token in a slot at any of these sections either costs 0-3 camp cards further upstream, or allows you to gain 1 camp card downstream – as indicated by looking horizontally across to the left edge of the board to the camp card cost numbers aligned with the sections of the board.

The cost in camp cards increases the further upstream you place a token, but placing further upstream will grant you earlier access to the pearls that will roll downstream from the top of the rivers in the next phase.

If you place a tribe token in a slot at a river section with multiple slots, it's usually best to place it in the topmost slot, to gain the first choice of the pearls trapped there in the following Collection phase.

If you place a tribe token at a river location that has one or more fairy tokens **to its immediate left**, immediately take *all* of those fairy tokens and place them face-up in your play area.
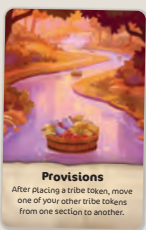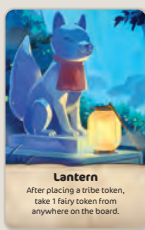
Gaining camp cards from the river

The downstream river section earns you **1 camp card** instead of costing you any. There is no limit to the number of camp cards you may hold. You can spend camp cards to place later tribe tokens further upstream, or to make pairs of matching camp cards that trigger special abilities when played *(see pages 11 & 15)*.

When you gain one or more camp cards you may either take them from the face-up cards in the camp card market, or draw them from the top of the deck. If you draw a card from the market, replace it immediately with a card from the top of the camp card deck. If there are ever 3 of the same camp cards displayed in the market, shuffle them and any discarded camp cards into the current deck of camp cards. Then draw and place 3 new camp cards into the market.

Banner
After placing a tribe token, move one of your other tribe tokens to the top of the turn track.

Lantern
After placing a tribe token, take 1 fairy token from anywhere on the board.

Provisions
After placing a tribe token, move one of your other tribe tokens from one section to another.

Fishing nets
When collecting a pearl, collect an additional pearl.

The lake

Place a tribe token at the lake at the bottom of the river so that you will be able to gain any or all of the pearls that may accumulate there in the upcoming Collection phase. There is only 1 slot available at this section, and it does not cost any camp cards to place a tribe token here.

The lake tends to accumulate a variable number of low value pearls each round, depending on how many tribe tokens are placed in the village and how many pearls are collected upstream. Sometimes no pearls make it to the lake, and sometimes several do. So place here cautiously.

The village

Place a tribe token at the village so that you will be able to recruit a villager in the upcoming Collection phase. If you place a tribe token in one of the 6 slots at the village location, pay the cost in camp cards indicated above the slot. 4 of the 6 slots here have no camp card costs, but you can pay more camp cards to ensure an earlier pick of the available villagers in the Collection phase.

Villager tiles allow you to store and score your pearls, earn bonus points and replenish your supplies of camp cards. *For more on villager tiles, see page 16.*

Example: In a 3 player game, the blue player pays 2 camp cards to insert their tribe token in the first slot at the village, so they can get first pick of the villagers there in the upcoming Collection phase.

Playing camp cards for placement costs or special abilities

Camp cards are often required to pay for placing your tribe token during the Exploration phase, in particular to send your tribe tokens further upstream to gain priority on selecting pearls. Pay such placement costs by discarding that number of cards of your choice from your hand of cards to the camp card discard pile next to the camp card deck.

Note: You may use a bonfire fairy token in place of a card at this time. Or a cloud fairy token to ignore all card costs while placing a tribe token *(see Fairy token abilities, page 17).*

During your turn, *after* you place your tribe token and pay or gain all cards for doing so, you may also play then discard any number of pairs of matching camp cards in order to perform the special **camp card action** shown once per pair of cards played. Remember, playing pairs of camp cards in this way for their abilities *does not* count as paying the cost to place a tribe token in a location slot.

Camp card actions playable in the Exploration phase

In the Exploration phase you can play then discard a pair of any of the following cards to trigger their ability **once per pair played**.

You may play multiple pairs of camp cards in this way on your turn.

Banner

After placing a tribe token, move one of your other tribe tokens to the top of the turn track.

TIP: Playing a pair of banners allows you to take multiple turns in a row to get more control of what you collect in the next phase.

Lantern

After placing a tribe token, take 1 fairy token from anywhere on the board.

TIP: Playing a pair of lanterns gains you useful fairy tokens without having to place your tribe tokens next to them.

Provisions

After placing a tribe token, move one of your other tribe tokens from one section to another.

You can only move tribe tokens you have already placed in sections on the rivers or at the village, not those still on on the turn track. Because you are moving rather than placing this tribe token, you don't have to pay camp card costs for the space you move to.

TIP: Playing a pair of provisions allows you to reposition 1 of your tribe tokens which may have already gathered a fairy token or gained a card, while avoiding paying any camp card costs to go further upstream or to a priority village slot. Or you can reposition a tribe token that has been blocked by another tribe token being placed further upstream.

Collection phase

Players complete the following steps:

1. **Release the pearls**
2. **Collect pearls from the rivers**
3. **Collect pearls from the lake**
4. **Recruit villagers**
5. **Move pearls to villagers**

1. Release the pearls

Now it's time to remove the floodgate and let the pearls roll down the river! Any player can perform this task. The tribe tokens placed in river slots during the Exploration phase block the pearls that roll into them.

2. Collect pearls from the rivers

Players take turns choosing and collecting **1 pearl** at each of their tribe tokens that trapped one or more pearls along the rivers. Players collect pearls starting at the top left hand section of all the rivers (1, see example) and moving to the right, then continuing down and along all the following rows (2, 3 etc).

When you come to a section where there are one or more tribe tokens, the player who owns the token in the topmost slot at that section **chooses 1 pearl** from amongst those trapped there, and **moves it to a spot on their alpaca board**. If a player's alpaca already has 6 pearls on it, they may instead swap a pearl on their alpaca with a pearl trapped at their tribe token.

They then remove their tribe token to let any remaining pearls roll further down the river (to the next tribe token at the same section, or one further downstream). They then place their tribe token on the *lowest available space* on the turn track. **This sets the turn order for the following round.**

Repeat these steps with any other tribe tokens in lower slots at that location, then continue doing the same for every location along that row, then the next lower row, and so on until you reach the lake.
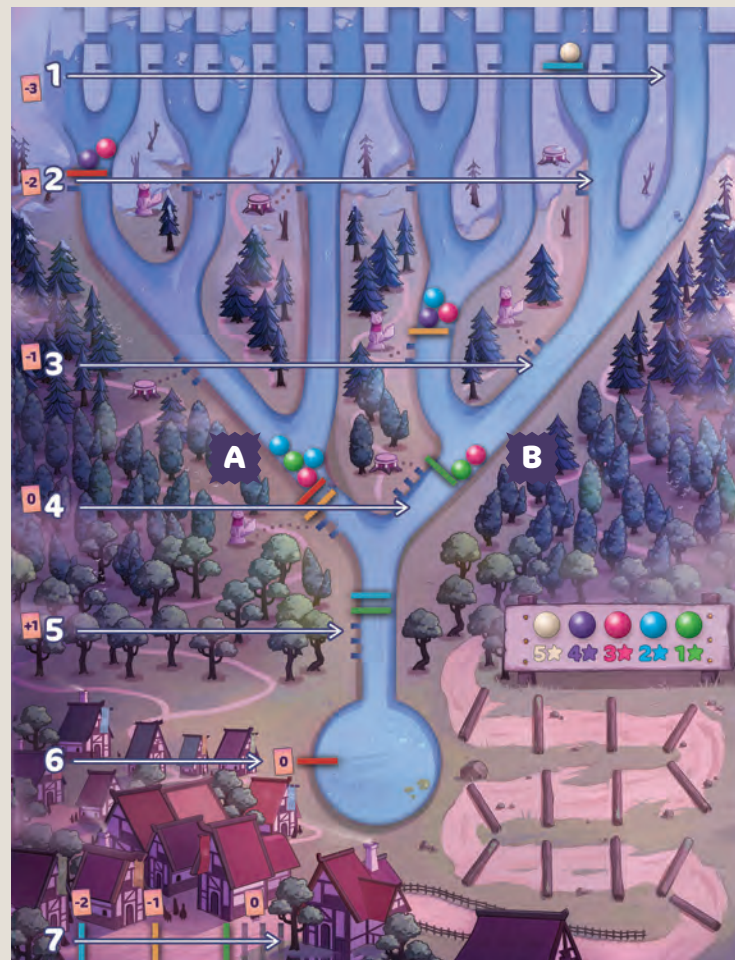
In the example above, the order of collection is: the blue player takes the white pearl in row 1, the red player takes one of the pearls it trapped in row 2, the yellow player takes one of the 3 pearls it trapped in row 3.

Resolving sections along rows that cross different rivers from left to right, all tribe tokens in section A are resolved before those in section B.

Therefore, the order to select pearls and move tribe tokens to the turn track along row 4 is red player > yellow player > green player.

3. Collect pearls from the lake

If a player has a tribe token at the lake, they may collect *any or all* of the pearls there, and place them on their alpaca board (see below).

If a player's alpaca has 6 pearls on it while taking pearls from the lake, they may instead swap any number of pearls on their alpaca with an equal number of pearls at the lake.

If no player has a tribe token at the lake, leave the pearls there. They may be collected in future rounds.

Example: The red player has a choice of 3 pearls at the lake, but only 2 spots left on their alpaca to store them on. They take a blue pearl and a green pearl to place on their last 2 alpaca spots, leaving 1 green pearl in the lake. Then they move their tribe token to the lowest available space on the turn track.

Alpaca board and goal cards

Players use their alpaca boards to carry the pearls they collect while exploring the river, and sometimes to store them in between rounds. Each player's alpaca board has 6 spots which can temporarily carry pearls.

At the end of the Collection phase you will be able to give some or all of the pearls on your alpaca to your villagers *(see step 5 below)*. However, you may wish to try to accumulate sets of particular pearl types on your alpaca over several turns, to match a remaining alpaca goal card *(see below)*. This may leave you with limited spare collection spots on your alpaca board for a time, so manage your alpaca spaces and collection choices carefully.

If you run out of spaces to place pearls onto your alpaca as you collect new pearls, you may swap pearls on your alpaca board with those in the section your tribe token is placed at.

Pearls left on your alpaca boards at the end of the game are *not scored*, so it's important to find villagers to store and later score your pearls in a timely way as you play.

Alpaca goal cards

At the start of the game 5 alpaca goal cards are placed face-up near the game board. They offer an extra 4★ (victory points) at the end of the game to any player who first collects the indicated number of matching coloured pearls on their alpacas at one time.

After collecting a pearl from the river, if you have the required number of matching coloured pearls on your alpaca as those on an unclaimed alpaca goal card, you may immediately take that card, flip it to show the 4★ side, and place it in your play area. Keep the pearls you needed to claim the card on your alpaca for now, but they may later be moved to your villagers as usual.

Since alpaca cards are taken by the player who scores them, each of them can only be scored once.

4. Recruit villagers

Once all tribe tokens have been removed from the rivers and lake sections, it's time to move on to recruiting villagers.

Moving from the leftmost village slot to the rightmost slot; whenever you reach a slot filled with a tribe token, the player who owns that token chooses and takes one of face-up villager tiles and places it in their personal play area. Do not refill villagers taken in this way yet.

They then immediately take a number of camp cards shown in the top left of the villager tile,

one at a time. They may either take one of the face-up cards from the camp card market, refilling it on each selection, or draw a card from the top of the deck, as usual. There is no limit to the number of camp cards you may hold.

Finally, the player moves their tribe token to the lowest available space on the turn track.

Then the next player with a tribe token at the village chooses a villager in the same way until there are no tribe tokens left there.
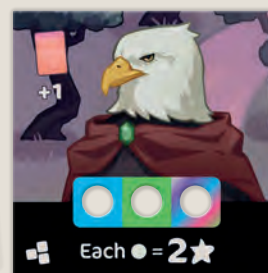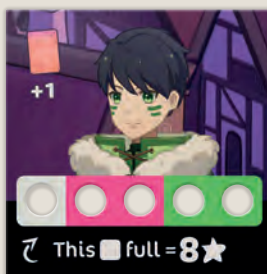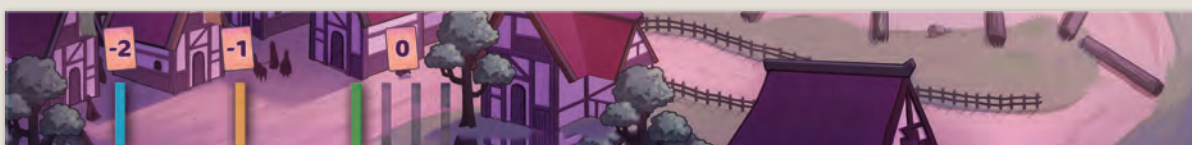
5. Move pearls to villagers

Players may now simultaneously move any of the pearls on their alpaca board to any of their villagers. **This is the only time pearls can be moved this way with the exception of using a Breeze Fairy token** (see page 17).

When moving pearls to your villager tiles:

- Each pearl must match the colour surrounding the spot it's placed into on the villager tile.
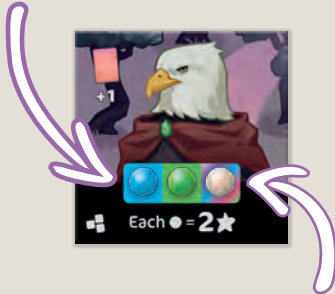
- Rainbow-coloured spots may hold any type of pearl.

Once a pearl has been placed on a villager tile, it cannot be moved for the rest of the game. (Exception: the Breeze Fairy enables you to move up to 3 pearls between your villagers.)

You don't have to move all the pearls on your alpaca board; you may not be able to, or you may want to keep some there to try and score an alpaca goal later in the game. However, leaving pearls on your alpaca board will reduce the number of available spots for you to place pearls into during the next round (see Alpaca board and goal cards, p13).

Camp card actions playable in the Collection phase

During the Collection phase, you may play the following pairs of matching camp cards to perform the special action shown on *one* of those cards.

Discard any card played this way to a discard pile near the camp card deck.

Fishing Net

When collecting a pearl from a river section in the Collection phase, collect an additional pearl.

TIP: Playing a pair of fishing net cards collects you more pearls more efficiently. For example for more pearl points, to match villager goals better, or to match alpaca goals faster than your rivals do. It also reduces the number of pearls that accumulate at the lake.

Shamisen

After recruiting a villager tile in the Collection phase, move the tribe token that allowed you to recruit that villager to the next available slot to the right in the village (thus allowing you to recruit another villager tile later).

TIP: Playing a pair of shamisens makes you more villager friends in fewer turns, and you draw new cards from the additional villager you recruit too.
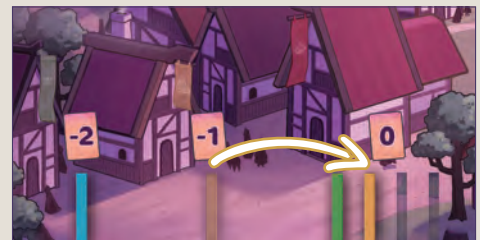
Villager tile abilities

At the end of the game, you will first score victory points (★) for each pearl you have placed on villager tiles (■) in your play area.

Villagers also offer ways to score **bonus points**. Some villagers offer ways to score bonus points from other resources, or pearls you collect across all of your villagers. Other villagers give you bonus points from particular pearls you have placed on them.

Pearls remaining on your alpaca do not count towards your pearl scoring OR your villagers' bonus scoring.

General collection villagers

These villagers may earn bonus points from a variety of things you generally collect, or pearls you place on **any** of your villagers. You don't need to fill a general collection villager's pearl spaces to activate its scoring.
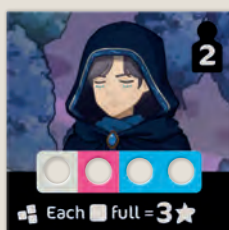
3★ for each villager tile (■) in your play area that is filled with pearls, including this villager.
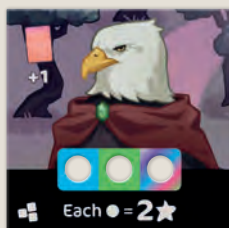
2★ for each white pearl on any of the villager tiles in your play area.
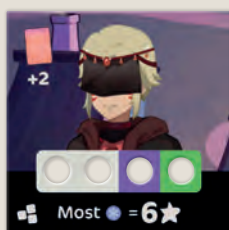
6★ if you are the player who has the absolute most unused fairy tokens.
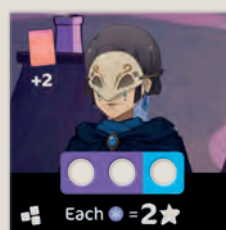*You do not receive any ★ if there is a tie.*
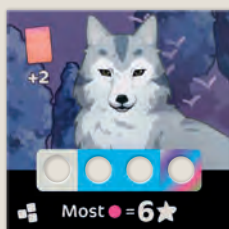
6★ if you are the player who has the absolute most pink pearls on all of your villager tiles.
You do not receive any ★ if there is a tie.
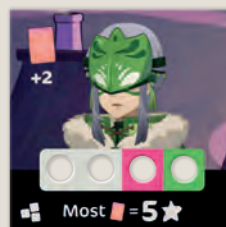
5★ if you are the player who has the absolute most camp cards left in your hand.
You do not receive any ★ if there is a tie.
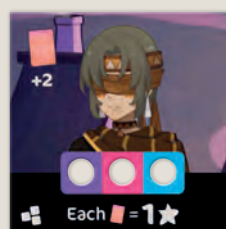
1★ for each camp card left in your hand.

2★ for each of your unused fairy tokens.

Personal collection villagers

These villagers may earn bonus points for particular arrangements of pearls placed on them. You must fill a personal collection villager's pearl spaces with the indicated pearls to activate its scoring.

6★ if you have 4 pearls of the same colour on this villager tile.
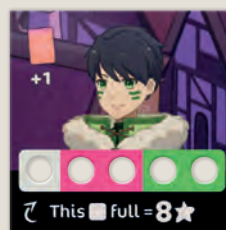
8★ if you have the indicated 5 pearls on this villager tile (■).

5★ if you have 5 pearls, each of a different colour, on this villager tile.

Fairy token abilities

You can use a fairy token in your play area at the appropriate time by discarding it from the game.

Bonfire fairy

Counts as 1 camp card of any type.

You can use this fairy token in lieu of a card when paying to go to a river or village section, or as any half of a pair of cards you play for their ability.

Breeze fairy

Move up to 3 pearls from your alpaca or any villager tile(s) to any other villager tile(s).

You can use this fairy to make room on your alpaca if it is full, or to rearrange up to 3 pearls between your villagers.

Cloud fairy

Ignore the cost for placing a tribe token.

Use this fairy to avoid paying to go further up river or earlier in the village.

Mushroom fairy

Make 1 pearl space a wild space.

Use this fairy to help store a pearl you cannot otherwise store, in order to score it.

River fairy

When collecting a pearl, collect an additional pearl.

A useful way to collect multiple pearls from one tribe token, which might help you score an alpaca goal. It also means fewer pearls will reach the lake.

Game end scoring

After 5 rounds, the game ends and players count up their **victory points** (★).

First, total the ★ values of all the pearls you have placed on your villager tiles. Pearls on your alpaca boards are not scored.

Next, score bonus points. From your starting villager, score 3★ per villager tile you have completely filled with pearls (including your starting villager). Then score ★ values according to each of your other villager tile's special abilities *(see page 16)*.

Finally, score 4★ for each alpaca goal card you have in your play area.

The player with the highest ★ total wins the game. If there is a tie, players share the victory.

Scoring example

Player 2 has the following villagers, pearls, alpaca goals and fairy tokens.

Points for pearls placed on villagers:

2 x white pearls for a total of 10 points
1 x purple pearl for a total of 4 points
1 x pink pearl for a total of 3 points
8 x blue pearls for a total of 16 points
2 x green pearls for a total of 2 points
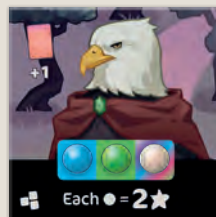
Any pearls left on your alpaca are not scored.

Giving a total of **35 pearl points**.

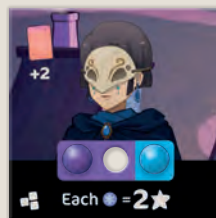**Villager bonus ability points:**
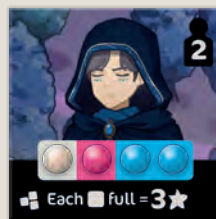
Starting villager

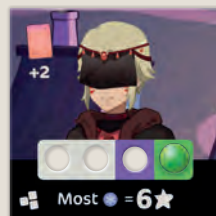3 villagers full of pearls score a total bonus of 9★.

2 white pearls on various villagers score a total bonus of 4★.

4 blue pearls placed here score a bonus 6★.

2 unused fairy tokens score a total bonus of 4★.

No other player has 2 or more fairy tokens so this scores a bonus 6★.

For a total of **29 bonus villager points**.

Alpaca goal points:

They met 1 alpaca goal so score **4 alpaca goal points**.

For a grand total of 35 + 29 + 4 = **68** ★

Credits

Publishers
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Game Development
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Game Editor
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Creatives
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Graphic Design
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
BGN

bgnations.com   goodgamepublishing.com

Game / Round Summary

Play 5 rounds total, then score.

Each round:

Preparation phase

1. Fill the in-use rivers with pearls.
2. Place fairy tokens (odd rounds on stumps 🪵, even rounds on fox statues 🦊).
3. Reveal 6 new villagers.

Exploration phase

1. Move topmost tribe token from turn track to the topmost slot in any section on the board.
2. Pay or gain camp cards according to the section's cost.
3. Play pairs of *Banner, Lantern* or *Provision* cards to use their ability.
4. Repeat steps 1 - 3 until the turn track is empty.

Collection phase

1. Release the pearls.
2. Starting at top left, collect 1 pearl from each tribe token along the rivers (play a pair of *Fishing Nets* to gather an extra pearl), then move tribe token to the bottom most available turn track space.
3. Collect ALL pearls from the lake, then move tribe token to the bottom most available turn track space.
4. Recruit villagers, (play a pair of *Shamisen* to place in the village again) then move tribe token to the bottom most available turn track space.
5. Move pearls to villagers.

Scoring (after 5 rounds)

1. Score pearls on villagers (don't score any pearls left on alpacas).
2. Score villager tile abilities.
3. Score alpaca goals.
4. Highest score total wins. Tied scores share victory.