

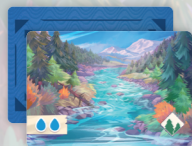


ROARING RIVER

Get ready for a breathtaking adventure on the wild waters of the Roaring River!



2 Raft cards (double sided)



40 River cards

River cards vary from calm to turbulent water indicated by 1 to 4 water droplets and may show a terrain feature or animal.



60 Paddle cards (6 sets of 10 identical cards)



6 Motivation cards (for 3-6 players)



2 Motivation cards (double sided, for 2 player variant)

GOAL OF THE GAME

You all have your own motivation for taking part in this rafting experience, so paddle strategically to navigate through your favorite parts of the river. Would you enjoy a relaxing ride on calm waters, or are you more into fast-flowing, turbulent waters? The player who enjoys their trip the most wins! Unless you are not happy with your trip at all... Then you can try to flip the raft and win with this cheeky move.



SET UP

1. Shuffle the six Motivation cards and deal one to each player. Each player places their Motivation card faceup in front of them.
2. Give each player a set of 10 Paddle cards (distinguishable by the back).
3. Place the Raft card on Danger level (1) on one end of the table. Keep the second Raft card nearby.
4. Shuffle all River cards. Place two River cards in front of the Raft and place three River cards in front of these.

GAMEPLAY OVERVIEW

In Roaring River you will move to a new River card every round, until you reach the end of the river or the Raft flips. Every round consists of three steps:

1. Play Paddle cards
2. Raft direction and Danger level
3. Move the Raft

At the end of the game all players score ♥ (victory points) according to their Motivation card and any additional ♥ for each card scored by their Paddle 2 cards. If you reach the end of the River, the player with the most ♥ wins. But if the Raft flips, the player with the least ♥ wins!

Step one: Play Paddle cards

All players simultaneously select and reveal one Paddle card from their hand. **Note:** Your previously played Paddle cards are open information to all players. Place your played Paddle cards partly overlapping with the icons on top visible.

There are three special paddle cards, which will be explained later.

Step two: Raft direction and Danger level

You determine the direction of the Raft by counting the total value of the revealed cards pointing to the right (↗) and the cards pointing to the left (↖). If the total for ↖ is higher than ↗, move left. If the total for ↗ is higher, move right. If left and right are equal, move straight ahead. **Important:** You do not retrieve played Paddle cards to your hand unless you play the Rest card!

The Raft has four Danger levels (1, 2, 3, & 4), which represent how unstable the Raft is. When the difference between the ↖ and ↗ paddle cards is equal or higher than stated on the Raft card (1), you increase the Danger level (either by flipping the Raft card or taking the next Raft card). The required difference may depend on player count.

At Danger level 2, the Raft can also become more stable, decreasing the Danger level (if the difference between ↖ and ↗ is three or less (2)).

When you are at Danger level 3, and you have to increase the Danger level, the Raft flips and the game is immediately over. The player with the least ♥ wins!



Step three: Move the Raft

Option A: Moving the Raft left or right

Move the Raft to the River card according to the Raft direction. Then, discard the card next to the Raft and the card not directly in front of the Raft. Finally place three new cards in front of the River. **Example:** The Raft moves left (to the card with 1 water droplet), then the two cards with 4 water droplets are discarded (1). Finally three new cards are added to the River (2). **Note:** Do not discard River cards previously moved over! (3)

Option B: Moving the Raft straight ahead

Move the Raft to the center River card in the furthest row, passing over the two cards directly in front of the Raft. Then, discard the two cards passed over and the two cards to the left and right of the Raft. Finally place five new Raft cards in front of the Raft.



Example: The Raft moves straight ahead, then four cards are discarded (the Raft will not be able to move there anymore). Finally five new cards are added to the River. First a row of two, then a row of three (same as the setup).

GAME END & VICTORY

The game can end in two different ways. Usually you reach the end of the River, but sometimes the Raft flips upside down!

Reach the end of the River

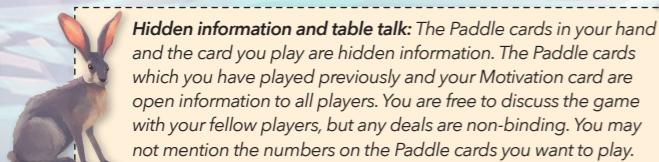
When the deck does not have enough cards to place all required River cards, the game ends. Discard any remaining River cards in front of the raft, and count ♥. The player with the most ♥ wins! If multiple players have the most ♥, they share the victory.

Flipped Raft

When you increase the Danger level from ⚠️ to ⚡ the game ends. Discard any remaining River cards in front of the raft (do not Move the raft this turn), and count ♥. The player with the least ♥ wins! If multiple players have the least ♥, they share the victory.

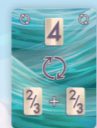
Counting Hearts

At the end of the game your Motivation card will score you ♥ (victory points) for all River cards the Raft moved over. The River cards vary from calm water (🌊) to turbulent waters (🌊🌊🌊). River cards may show a terrain feature (🌲 / 🏔️) or an animal (🦋 / 🐿️). Your Motivation card determines which of these characteristics are relevant for your score. The order of the River cards does not matter for scoring. Add ♥ earned from Paddle 2 cards for your total score.

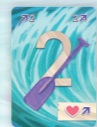


Hidden information and table talk: The Paddle cards in your hand and the card you play are hidden information. The Paddle cards which you have played previously and your Motivation card are open information to all players. You are free to discuss the game with your fellow players, but any deals are non-binding. You may not mention the numbers on the Paddle cards you want to play.

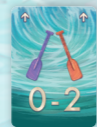
SPECIAL PADDLE CARDS



Rest card: When you play the Rest card, you do not contribute to the direction of the Raft. Instead you focus on recovering previously played Paddle cards to your hand. After the Raft has moved (and new River cards are placed), you may choose to return either one played Paddle 4 card to your hand or two Paddle 2/3 cards (two 2's, a 2 and a 3 or two 3's). In addition, you always return your Rest card to your hand. *Note: you can never return a Paddle 5 card or a Paddle straight ahead card to your hand. You can use these only once during the game!*



Paddle 2 card: When you play a Paddle 2 card, and the Raft moves in the direction you paddled, you gain one ♥. You track this by taking a River card from the discard pile (or from the River deck if the discard is empty). Store these River cards under your Motivation card until the end of the game.



Paddle straight ahead card: When you play a Paddle straight ahead card, you spend your efforts to go straight ahead. The Paddle straight ahead card adds up to two to the lower total of the ↖️ or ↗️ numbers up until ↖️ and ↗️ are equal.

For example: In a game with four players two players played a Paddle 2 card ↖️ (making a total of four for ↖️). The third player played a Paddle 3 card ↗️. The fourth player played the Paddle straight ahead card. This card now adds one to the ↗️ total of three, making it four. Now the total of ↗️ and ↖️ are equal at four resulting in the Raft moving straight ahead.

Note: Multiple Paddle straight ahead cards are cumulative!

MOTIVATION CARDS



The Thrill-seeker

You are only here for the thrill! You score 1 ♥ for each River card with 🌊 and 2 ♥ for each River card with 🌊🌊.



The Adventurer

You love a more challenging route. You score 1 ♥ for each River card with 🌊 and you score 3 ♥ for each set of River cards with 🌊🌊.



The Beginner

You want to take it easy. You score 1 ♥ for each River card with 🌊 or 🌊🌊 and one additional ♥ for every set of River cards with 🌊 and 🌊🌊.



I want it all!

You came here for action and nature. You score 3 ♥ for each set of 🌲 and 🏔️ and 1 ♥ for each River card with 🌊.



The Wildlife Spotter

Let's take an easy route and check out all animals! You score 2 ♥ for each River card with 🌊 and you score 3 ♥ for every set of 🦋 and 🐿️.



The Nature Lover

It's all about nature for you. You score ♥ for sets with unique terrain and animal icons. The more unique icons in a set, the higher the points.

Example: If there are 2 🌲, 3 🏔️, 1 🦋 and 1 🐿️ you score 9 ♥ (7 ♥ for a set of the four different icons, 2 ♥ for a set of two different icons (🌲 and 🏔️) and 0 ♥ for the remaining 🦋).

TWO PLAYER MOTIVATION CARDS



The Wild Woodland Enthusiast

You love a wild ride through forests while spotting wildlife.
1 ♥ for each River card with 🌲
2 ♥ for each River card with 🌲🌲
3 ♥ for each set of 🌲 and 🏔️



The View Fanatic

Take it easy to enjoy the mountains and spot birds.
1 ♥ for each River card with 🌊
2 ♥ for each River card with 🌊🌊
3 ♥ for each set of 🌲 and 🐿️

3 ♥ for each set with 🌲🌲 and 🌲🌲
2 ♥ for each River card with 🦋
5 ♥ if at the end of the game there are more River cards with 🌲 than 🌲

3 ♥ for each set of 🌲 and 🌲
3 ♥ for each set of 🌲 and 🌲
3 ♥ if at the end of the game there are more River cards with 🐿️ than 🦋

2 PLAYER VARIANT

You can also play Roaring River with two players if you use these variant rules. Note that the game will be a bit more complex and more confrontational. You follow all the rules for the 3-6 player game unless otherwise noted.

Setup changes:

- When dealing Motivation cards, deal each player a (double sided) 2-player Motivation card instead. You may choose which side you use for the game.
- Give each player two sets of ten Paddle cards. **Important:** During the whole game these two sets of Paddle cards should be kept separate.

Gameplay changes:

- During step one: 'Play Paddle cards' both players select and reveal one card from their first set of Paddle cards. Then, both players select and reveal one card from their second set of Paddle cards. The direction of the Raft is determined by all four cards. When you play a Rest card you can only recover Paddle cards of the same set of Paddle cards. You always use your sets of Paddle cards in the same order.
- The Paddle 2 card only gives 0.5 ♥ if the Raft moves in the direction you paddled. You still track this by taking a River card from the discard pile (or from the River deck if the discard is empty), but these are worth 0.5 ♥ each at the end of the game.

CREDITS

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