





## COLLISIONS




If one raft attempts to move to space occupied by another raft, both players pick a Chance card. The player with the higher number decides what will happen. Either the one raft displaces the other raft one space in the direction of travel (forward or diagonal), or the one raft is unable to move and the other raft stays put.

## OBSTACLES

There are three types of obstacles: Eddies, Rapids, and Rocks. They are encountered by moving rafts into spaces in the river where Obstacles are present and can affect movement or damage a raft.

**Eddies:**  if a raft ends the Order phase in an Eddy, it does not move forward in the River phase.


**Rapids:**  if a raft ends the Order phase in a Rapid, it moves extra spaces forward  in the River phase and takes Splash cards as written on the .

**Rocks:**  if a raft moves into a Rock, at any time in any phase, the raft is done moving for that phase and takes Splash cards as written on the . The player picks a Chance card. If it is the same number as any of the numbers in  on the Rock, the raft is damaged: The player randomly removes an Order

(not Splash) permanently from their deck. Do not remove an Order that is currently in use this phase.

## POWER UPS

Each player starts with a power-up that can be used once to assist that player. The card is played as specified on the card. Once used, power-up cards are discarded to the power-up stack.

**Recharge spaces:**  One recharge space can be found in each zone of the river. Rafts that pass through the recharge space can choose a new power-up card (must choose one side of the card) from the power-up stack.

## GAME BOARD

In Raft Race, cards are used rather unusually as a game board. Choose a playing surface with enough room to accommodate.

## RAFT TOKENS

For ease of transport, the game is not supplied with tokens to represent rafts. Each player should pick a coin, stone, safety pin, or otherwise suitable object that fits in a raft space to represent their raft on the game board. When on the game board, rafts are always assumed to be facing downstream.

## ENDGAME

The game ends when a raft crosses over the finish line. If multiple rafts cross the finish line in the same phase, then the player with the fewest remaining Splash cards wins the game. If both players have the same number of Splash cards, draw Chance cards to determine a winner.

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# RAFT RACE!

120 Total Cards 60 Minutes 2-5 Players

**ATTENTION:** All campus clubs of College State University are invited to participate in the annual river raft regatta! Each team must select hardy students to compete in the event. Submit your application to administration hall before finals week. Teams still on probation from last year need not apply. Don't forget to bring your school spirit!

## GAMEPLAY

Players navigate rafts down a river. To win, be the first to paddle your raft across the finish line.

## SETUP

**Order cards (77):** place the Splash cards (47) face-down in a stack. Split the rest into sets of six cards of the same color. Each player gets one set as a starting deck.

**River cards (32):** shuffle river cards for phase 1, 2, then 3. Place the cards face-down in a stack with the two empty starts on top, then phases 1, 2, and 3 in respective order, then the two end cards on bottom.

**Power-up cards (5):** deal one to each player. Players pick either the front or the back of the card to be their power-up.

Set aside the Chance cards (6) and Turn card (1).

Pick the two start cards from the river deck with the start lines and place them next to each other with the start line facing the same way on both cards. Each player picks a Chance card. Starting with the highest number, players place their rafts in empty spaces behind the start line.

## TAKING TURNS

Turn order is determined by raft position at the start of each round. The raft farthest along the river goes first. If many rafts are tied, the raft on the left goes first.

Each raft moves twice per round: once in the order phase and then

again in the river phase. Use the double-sided turn card to keep track of the current phase.

**Order phase:** players shuffle all their order cards and draw a hand of six. Players then pick one card from their drawn hand, or can choose to pick none at all. All players reveal their chosen card at the same time and proceed to perform the chosen order in turn order (see Orders).

**River phase:** each raft moves forward one space (see Obstacles section for exceptions).

Once a raft moves past the existing river cards, the player in last place (most right if many rafts are tied)

picks the next two river cards and places them side-by-side in any order and facing either direction just after the existing river cards.

## ORDERS

There are three types of Order cards: Movement, Attack, and Splash. A raft cannot be moved past the side of the river. Play proceeds in turn order except that **Attacks always go first.**

### Movement Cards

**Paddle forward:** move your raft forward one space.

**Double forward:** move forward two spaces and add a splash card to your deck.

**Paddle left:** move diagonally left one space.

**Paddle right:** move diagonally right one space.

### Attack Cards

**Splash attack:** before anyone moves, choose a raft in an adjacent (left, right, forward, backward, or diagonal) space. Pick a Chance card and add that many Splash cards to that player's deck.

**Paddle attack:** before anyone moves, choose a raft in an adjacent space. Move it one space left, right, forward, or diagonally forward. If the victim chose a move order, they must still do it after.

## SPLASH CARDS

Splash cards do not do anything but take up space in your hand, making it difficult to draw the order cards you need. During the Order phase, you may elect to play a splash card, in which case you may discard all the splash cards in your current hand instead of moving.

## CHANCE CARDS

Chance cards are drawn from the pile in turn order and discarded next to the pile after use. When the chance card pile is empty, shuffle the discards and make a fresh pile. Players may observe discarded chance cards to predict the next possible cards drawn.