



My River Kit



1. General presentation :

Roles and objectives : Each player is the Mayor of a city , all located along a river. Your objective is a harmonious development of your territory, with a given budget.

Every player owns a land composed of 5 plots, including one City centre. All plots are located along the river banks. Players will choose **activities** that will be played on these plots during each round. The game lasts **5 rounds**.

You can win the game in two ways :

- For an individual victory, you have to options, choose one when you begin your game :
 - maximize your **Aquabon** number totalized on your city's activities at the end of the game, OR
 - the **richer** player wins at the end of the fifth round
- For a collective victory : all players win if the **6 environmental indicators** reach the "green zone" on the collective monitoring table, during a single round.
All players loose if 4 of these indicators reach the "red zone" on the same table, during a single round.

2. Game's elements

a. Resources, indicators & Aquabon

3 resources are represented in the game, each is materialized by marbles :

- Water is represented by blue marbles, the symbol on the cards is  . A precise quantity is introduced in the stream cup at the beginning of each round.
- Pollution is represented by pink marbles, the symbol on the cards is  . A precise quantity accumulates in the pollution cup based on the pollution created by activity cards along the river during a round.
- Money is represented by yellow marbles (WAG). The symbol on the cards is  .

4 environmental indicators are represented by symbols on activity cards :

- Biodiversity 
- Recreation potential 
- Flood regulation  (plot capacity of absorbing water)
- Landscape beauty (the only subjective criteria to be evaluated by the player) 

Aquabon  represents the ultimate money conducing to an individual victory ! (In a way, it is a kind of victory point). Each player sum his/her Aquabon values indicated on his/her activity cards. The player who has the biggest score win the game (when there is no collective victory). In case of an equal score, the player located the more downstream wins. **Aquabon are not represented by any marble or token.**

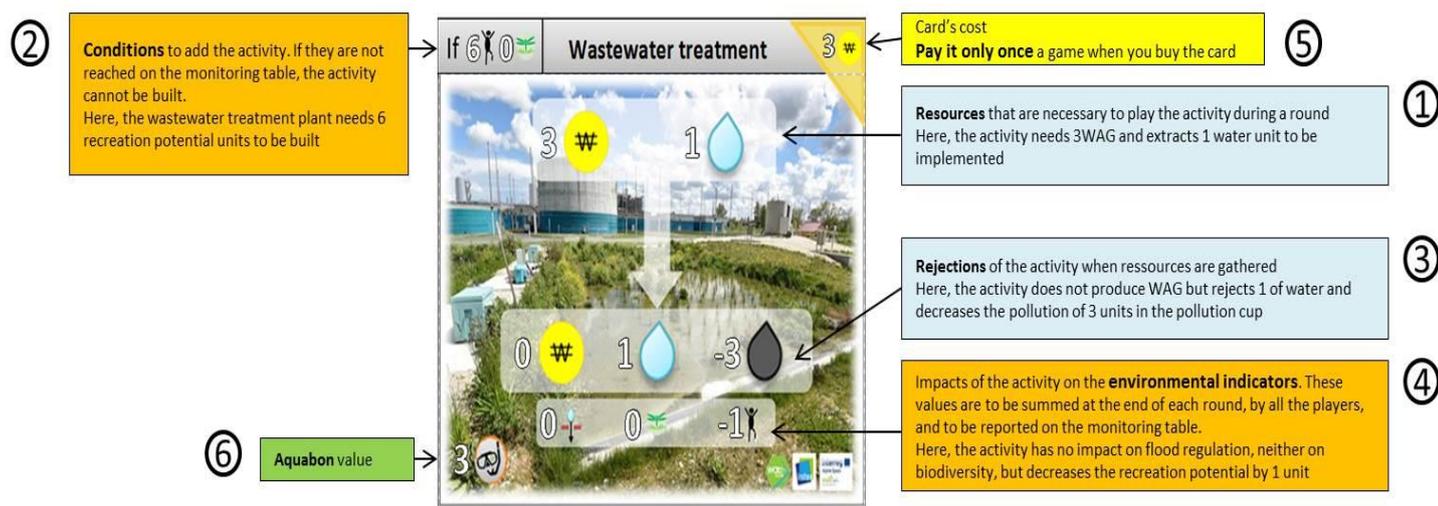


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b. Activity cards' operation

To be played, each activity extracts resources materialized by marbles (water, pollution, WAG) **(1)**. Then, each activity has rejections **(3)** and positive or negative impacts on the 6 environmental indicators **(4)**. Plus, an activity card is also defined by its cost **(5)** and its Aquabon value **(6)**. Every time a player decides to add an activity to his/her city, he/she has to check before that the environmental indicators are sufficiently high so his/her activity can be added **(2)**.



In a practical point of view, we incite you to place your extractions and rejections marbles directly on your activity card, at least for the first rounds.

c. Monitoring table

The river and its river basin constitute an ecosystem. When the ecosystem is in a stable state, it can provide conditions that might be used by Men to implement activities. In the game, these conditions are observed through the **6 environmental indicators**. These indicators must be monitored during the whole game. They allow players to monitor the river state depending on : water availability, pollution regulation, flood regulation, recreation potential, biodiversity and landscape beauty. **The monitoring table is placed downstream** on the game table.

		Monitoring table										
Round :		1	2	3	4	5	6	7	8	9	10	
	Water Availability	0	1	2	3	4	5	6	7	8	9	10
	Pollution	0	1	2	3	4	5	6	7	8	9	10
	Flood Regulation	0	1	2	3	4	5	6	7	8	9	10
	Recreation potential	0	1	2	3	4	5	6	7	8	9	10
	Biodiversity	0	1	2	3	4	5	6	7	8	9	10
	Landscape beauty	0	1	2	3	4	5	6	7	8	9	10



At the end of each round, the players must assess collectively the 6 indicators' value, using the **monitoring table**. Each indicator is evaluated on a scale from 0 to 10, using tokens placed on each table's line. **From a turn to another, the assessment is to be started again** (reset to 0), the values are not summed. The tokens are considered as sliders on each line. If an indicator value is inferior to 0 during the assessment, fix it to 0 for this round.

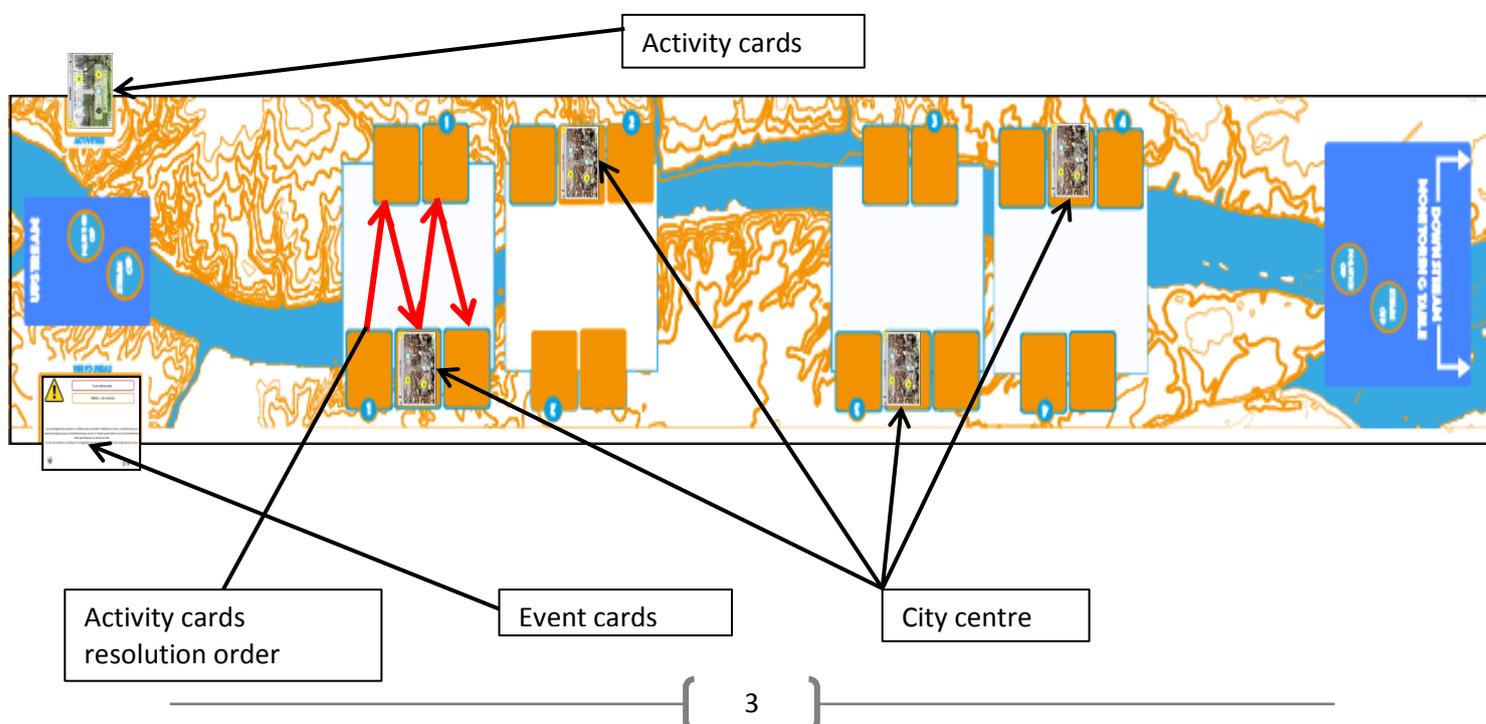
Indicator	Initial state	How to count it
Water availability	10	Decreases by 2 when an activity is turned into failure
Pollution	0	Increases by 1 for each pollution unit at the end of a round
Flood regulation	0	Equal to the sum of flood regulation indicators on all activity cards placed on the game board
Recreation potential	0	Equal to the sum of recreation potential indicators on all activity cards placed on the game board
Biodiversity	0	Equal to the sum of biodiversity indicators on all activity cards placed on the game board
Landscape beauty	0	All the players decide the value of the landscape beauty (subjective) at the end of a round. A vote should be necessary, decide how to do it.

If 4 environmental indicators are in the red zone at the end of the first round, don't panic, you have another chance to do better !

- **How to play a round :**

- a. **First round and setting up**

1. First of all, you are invited to read the **material list** and discover all the material at your disposal
2. The player who took a bath last owns the upstream territory (1). In a counterclockwise direction, the other players follow with the downstream territories
3. Each player settles a **City centre** in the midst of his/her territory (cf. below)





4. Each player uses the dice to settle a random activity for free, where he/she wants on his/her plots :
 - 1-2 : pick a conventional corn card
 - 3-4 : pick a canoe card
 - 5-6 : pick a commercial zone card
5. Each player receives **6 WAG** (cash reserve), and let's begin !

b. Phase 1

6. When the round begins (except for the first round during which the weather is set as wet), one player picks an **“event card”** and reads it out loud. The card mentions the consequences of an event that will occur during this game's round. You have to apply its impacts on the game immediately.

An event card mentions the weather of the round. The weather determines the number of **water marbles** that have to be placed in the **“stream cup”**, depending on the number of players (see table below). Put the water marbles in the stream cup and place the cup upstream. Next to it, place the **“pollution cup”**, which is now empty, but should be filled very soon ...

	Water marbles quantity		
Weather	2 players	3 players	4 players
Very wet	8	12	16
Wet	7	9	13
Normal	5	6	9
Dry	3	5	6

! During the first round, the weather is set as « wet », do not pick up an event card !

7. Beginning with player 1, each player moves the “stream” and “pollution” cups down the river. When the cups reach a plot which has an activity card on it, the concerned player **has to** do the **extractions/rejections** indicated on the activity card (see *activity cards' operation*). All players do the same for each activity card he/she possesses (cf. “activity cards resolution order”, in the *First round and setting up* section).
 - Concerning water, the marbles are extracted and rejected in the “stream cup” only (the water consumed by an activity goes back to the bank)
 - Concerning the pollution, the marbles are picked up at the bank and rejected in the « pollution cup »
 - Concerning WAG, the marbles are taken from the players' cash reserve and payed to the bank.

c. Phase 2

8. When the stream cup reaches downstream and the last activity has been played, the « stream » and « pollution » cups are **emptied** down the river to be counted : an assessment has to be done !
9. The players pay their potential **finances** and pay their **loan**.
10. All the players **jointly evaluate** the 6 environmental indicators on the whole game table, with the help of the collective monitoring table (placed table downstream). They discuss their current situation.
11. **The players must add one (and one only) activity in their city per round.** The players can also **remove and move** activities from their city (card price to add, **1 WAG per card** for the rest). Removals and exchanges are not limited. Concertation, help and collaboration between players are allowed. But beware, your neighbor is quite possibly a member of an occult real estate mafia...
12. When this phase is over, the players must focus on what has been done during this round conclusion, clean the game table of its marbles, and proceed to the next round.



- **Specific rules**

Fines :

- **Ecological output** : if there are less than 3 water marbles downstream at the end of a round, each player pays a 1 WAG fine.
- **Concerning pollution** : in parallel, if there are more pollution marbles than water marbles, each player pays a 1 WAG fine.

Loan :

You can grab a WAG loan from the bank. If you take 2 WAG in the bank, you'll pay 1 WAG per round during 3 rounds. 1 loan is allowed per player and per game. Loans can be negotiated between the players themselves.

Activity failure :

When an activity does not receive all the necessary resources (WAG, water) to be played during a round, it is "**turned into failure**". The card is flipped over. If this same activity does not fill the conditions to be played during the next round, it has to be destroyed. His owner loses his card and his plot is freed of any activity.

- When an activity is turned into failure, its **impacts are not included in the evaluation of the environmental indicators**. The activity extracts all the water it can anyway and rejects the same number of marbles, commencing with pollution.
 - Ex : if only 2 marbles reach my industrial zone which needs 3 to be implemented, the industrial zone should reject only 2 pollution marbles into the river, and does not reject the water marble it was supposed to
 - If an activity that usually does not reject pollution is in a situation of water scarcity, it solely rejects less water in the river
 - If an activity is turned into failure because the player cannot pay its proceeding costs, the extractions and rejections are the same but the activity has no financial gain
- The activity cards "City centre" and "Ripisylvae" can be turned into failure but cannot be lost, deleted or moved by its owner.

Water buying :

When an City centre card lacks sufficient water to be played, a player can buy water. The price is 1 WAG per water marble. It can only be done to play the City Centre card, and not you other activities.



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After the game : debriefing

This is an important part allowing all participants, when the game is over, to discuss and debate on the game proceeding and events.

The players must discuss some of the following questions.

About the game

- What is your opinion about the game ?
- What did you think about during the game ?
- Can you explain your strategy as a player ?

Back to reality

- Did you learn something about the river and its proceeding ?
- In what way the game represents reality ?
- How can be used this game ? For which purpose ?
- Do you think that this game accurately represents the interactions that a human society can have with a river ?
- Which difficulties did you encounter in the game and what did you do to face them ?
- If you experienced a collective defeat : what could have been done to avoid such an ecological disaster ?
- What everyone here can do to improve the situation ?