

run of the River

The Healthy Rivers board game

About the Game

Description of the game

The 'Run of the River' board game illustrates a temperate Australian river flowing from its mountain headwaters to the river mouth (an estuary or a terminal inland lake). **Main River** represents a **regulated** river with a large human structure (eg. a dam) built on it to control the river's flow and store water for human uses. Two tributaries flow into Main River. One tributary, **Wild Creek**, is **unregulated**, that is it has no human-made structures that affect its flow. The other tributary, **Tame Creek**, is **regulated** by a weir.

Players role the dice to move along the board and must follow the instructions written on the circle location they land on. When they land on a Card location, they must follow the card instructions read to them. The **Water Ways cards** describe aspects of river ecology. The **People Power cards** describe ways that people can affect river health (both positive and negative).

The object of the game is to have ALL players get from the river headwaters to the river mouth. Along the way there is water to win and lose (or buy and sell), and choices to be made about the river's environmental water reserve.

Levels

The game has two different levels. Level 1 should be played before Level 2.

- Level 1 introduces players to how a river works and environmental water reserves.
- Level 2 challenges players to balance human demands on river water with the need for natural functions of rivers to continue.

Players must not run out of water. If a player runs out of water discs (Level 1 and 2) or money (Level 2), he/she exits the game (See "Winning the game" below).

At **Level 1** of the game, the winner is the player with the most water discs at the end of the game. This is the player achieving the healthiest river condition through navigating the board.

At **Level 2** of the game, the winner is the player with the highest point value (from water discs, licences and money) at the end of the game. This is the player that has best-balanced human and environmental needs for water while navigating the board.

For Level 1, each group of players needs:

- 1 'Run of the River' game board
- 1 dice
- player tokens (choose 7 from the 8 supplied)
- one set of Level 1 *Water Ways* cards
- one set of Level 1 *People Power* cards
- set of water discs (maximum number required to play = 310 water discs. 15 spare water discs are provided per game)

For Level 2, each group of players needs:

- 1 'Run of the River' game board
- 1 dice
- player tokens (choose 7 from the 8 supplied)
- one set of Level 2 *Water Ways* cards
- one set of Level 2 *People Power* cards
- Play money (\$500 for each player (up to 7 players) plus \$500 for Water Bank)
- a set of water licences (7)
- set of water discs (maximum number required to play = 310 water discs. 15 spare water discs are provided per game)

Packing up

- Pack all water discs into the clip-seal bag
- Pack all tokens into the clip-seal bag
- Place a rubber band around each of the four card packs
- Place a rubber band around the play money
- Place a rubber band around the water licences
- Place the board game piece, die piece and all the above components into the 'Run of the River' cylinder

How to Play

Setting up the board game

- A group of 4 - 7 people is needed to play the game.
- Place the game board on a table. If needed, put weights on the corners to hold flat and in place.
- Each player chooses one token to represent him/her while travelling along the game board.
- Shuffle the *Water Ways* cards and set the cards face down on the *Water Ways* card space on the board.
- Shuffle the *People Power* cards and set the cards face down on the *People Power* card space on the board.
- Make sure that you use the Level 1 *Water Ways* and *People Power* cards when playing Level 1, and Level 2 cards when playing Level 2.
- Select one player to act as the Water Banker to:
 - distribute and receive water discs (Level 1 and 2)
 - distribute and receive money (Level 2 only)
 - sell water licences (Level 2 only).
- (Level 2 only) All players receive \$500 dollars at the start of the game.

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Playing the game

Choosing a climate scenario

- At the start of each game (Level 1 or Level 2), the group chooses a climate scenario for their game, that is, a normal year, drought year, or flood year. Based on the scenario chosen, each player in the group receives the same number of water discs to represent the river water allocations for that climate scenario.

Climate scenario	Number of water discs for each player
drought year	10
normal year	20
flood year	30

Different groups playing within a class situation or similar should choose different climate scenarios, so that game results can be compared across climate conditions.

Water Banker

- At the start of each game, the Water Banker provides each player in the group with the required number of water discs for the chosen scenario (Level 1 and 2) and \$500 play money (Level 2 only).
- The Water Bank has 100 water discs (Level 1 and 2) and \$500 dollars (Level 2 only) at the start of the game, regardless of scenario.
- Water disc rewards and penalties are paid from and to the Water Bank. If the Water Bank runs out of water discs or money, rewards are not paid out to players.

Who starts?

- To start, each player rolls the dice. The player with the highest number starts on the board first. The remaining players start in clockwise order from this first player.

Moving along the board

- Forty circles on the board mark the route to be followed by players as they roll the dice and move forward. Players start at the 'headwaters' of Main River and move with the roll of the dice to the river mouth (estuary/terminal lake).
- Along the way players must follow the instructions given on the location circle they land on.
- When players reach Wild Creek (circle 11) and Tame Creek (circle 30), they must travel up and down that tributary before continuing downstream along Main River.

Cards

- When a player lands on a card location (*Water Ways* or *People Power* cards), the player on their right hand side picks up the relevant card on their behalf and reads it out aloud. The player follows the instructions on the card.
- Some cards require a True/False answer. If the player answers correctly, the Water Banker gives him/her one water disc. If the player answers incorrectly, the player pays the Water Bank one water disc.
- Some cards require an answer to a multiple-choice question. If the player answers correctly, they move forward the instructed number of places. If the player answers incorrectly, they stay in the same location.

- A card may instruct the player to move forward or backwards a number of spaces during their turn. This player must move to the new location, but does not play the instructions on the new location circle.

Buying and selling water (Level 2 ONLY)

- Players must buy a Water Licence (\$150) before they can buy water from, or sell to, other players. Licences can be bought in two ways:
 - If a player lands on a Water Licence location circle on the board, he/she may buy a Water Licence from the Water Bank. This also entitles the player to 20 water discs.
 - Water Licence Wild Cards are present in both *Water Ways* and *People Power* Card sets. These Wild Cards can be used to purchase a water licence (\$150) directly from another player, not the Water Bank. The buyer does not receive 20 water discs. A Water Licence Wild Card cannot be held for future use, it must be used during the player's turn, and returned to the pack. Water discs can be bought from other players with water licences for a negotiated price.
- If a player has run out of water discs but has money *and* a water licence they are able to buy water from another player at a price negotiated between the players.

Paying fines (Level 2 ONLY)

- The play money is used for paying annual water use fees and fines.
- If a player is unable to pay a fee or fine, they are able to forfeit water discs and water licences to the Water Bank to clear debts. In this instance, five water discs clears a \$50 debt and one water licence will clear a \$150 debt.

Winning the game

- If a player runs out of water discs or money, he/she exits the game (Note that at Level 2, players can buy or sell water discs and water licences in order to stay in the game longer). An exited player should then take over the Water Banker role.
- The game ends when ALL players (except those who have exited the game) reach the river estuary/terminal lake.
- The **Level 1 winner** is the one with the most water discs at the end, not the person who reaches the estuary first. If two or more players have the same number of water discs, another player should read out a *Water Ways* card question. The first player to correctly answer the question wins.
- The **Level 2 winner** is the player with the highest combined point value at the end of the game (ie. from water discs, licences, and money). Calculate the combined point value for Level 2 using the following conversion table.

	Number at end of game	Conversion	Total (Column 4 = col 2 x col 3)
Water discs	x10		
\$50 notes	x5		
Water licences	x100		
			TOTAL

- If playing both game levels successively, a player cannot start Level 2 while the other players in his/her group are still completing the Level 1 game.