MISSISSIPPI QUEEN

**A GAME BY WERNER HODEL**

ILLUSTRATED BY F. WEISS ◇ C. SWAL

Every year, there is a famous boat race along the winding course of the Mississippi River. To earn the prize, a captain must ably maneuver through the curvy river to pick up passengers gussied up in crinoline, but also be the fastest to steer between the other boats, numerous islets, and various other hazards of navigation. Are you up to the challenge? If so, and you manage to win this prestigious race, you will be honored for an entire year by being named commander of the most celebrated of these famous paddlewheelers: the Mississippi Queen.
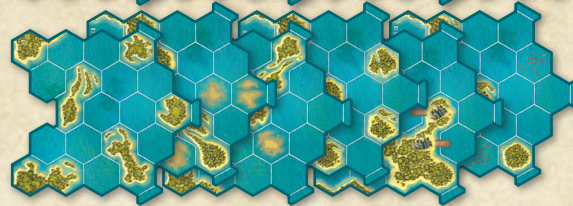
CONTENTS

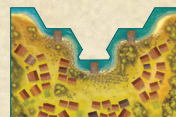**Before you play the first time, carefully remove all the tiles from their supports.**

- **12 Mississippi A tiles**
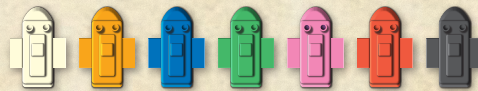 **Basic rules** (1× A0 Start, 4× A1 Blue Docks, 4× A2 Red Docks, and 3× A3 Islands Only)
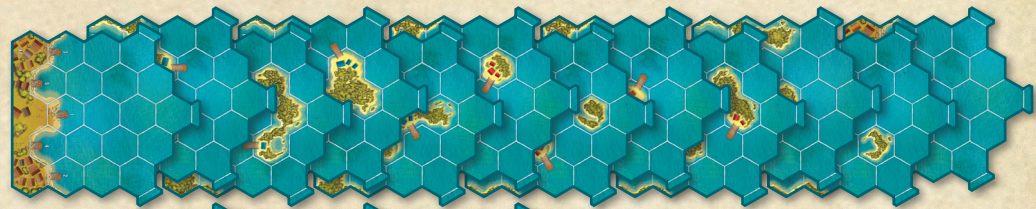
- **Mississippi B tiles**
  Advanced rules (1× B1 Coal, 1× B1/B2 Coal / Wood Hazard, 1× B2 Wood Hazard, 2× B3 Sandbank Hazard, and 1× B4 Archipelago Hazard)
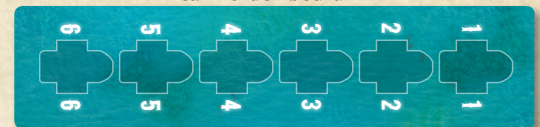
- **7 Paddlewheelers** (1 white, 1 orange, 1 blue, 1 green, 1 pink, 1 red, and 1 black: the Black Rose)

- **7 Speed paddlewheels:** red numbers

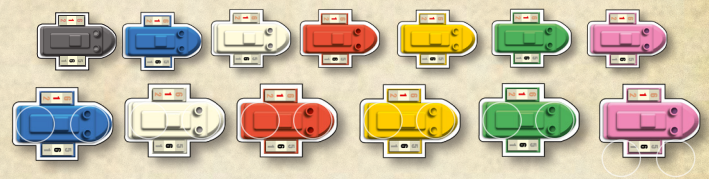- **6 Coal paddlewheels:** black numbers

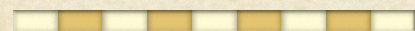- **Black Rose Coal paddlewheel:** black faces and white faces

- **16 Passengers**

- **1 Finish tile**

- **1 turn order board**

- **13 Boat tokens**

- **1 measuring stick**

- **1 direction die**

MISSISSIPPI QUEEN

b

c

d

a

e

h

f

g

≈SETUP FOR THE BASIC RULES≈

a Place the Start tile A0 in the middle of the table.

b Shuffle the 11 other Mississippi A tiles without looking at them, then stack them face down on the table.

c Flip the first Mississippi tile and immediately attach it to the Start tile in a straight line.

d Set aside as many Passengers as indicated by the number of players (see table opposite). Return the unused Passengers to the box. If the first tile flipped has an island with a Dock, immediately place 1 or 2 Passengers there (see table opposite).

e Each player chooses a Boat of a different color (except black) and inserts a Speed wheel (red numbers) in its left side (port) and a Coal wheel (black numbers) in its right side (starboard). Set the Speed to 1 (red 1 on top) and the Coal supply to 6 (black 6 on top). Also take the big Boat token of your color and place it in front of you to identify your color. You will also place your 2 Passengers on it once you pick them up.

f Place the turn order board and the die to the side.

g Shuffle the little Boat tokens corresponding to the players' colors. Place them in a random order on the turn order board to determine the player order.

h Then, in this order, each player places their Boat on the corresponding Dock number on the Start tile, pointed in the direction of their choice (the front must point at one of the sides of the space).

Number of Players	Number of Passengers	How the Passengers Appear
2/3	8	**1 Passenger** per red or blue Dock
4	12	**1 Passenger** per red Dock **2 Passengers** per blue Dock
5/6	16	**2 Passengers** per red or blue Dock

2

GOAL OF THE GAME

Mississippi Queen is a race; to win, you must be the first to reach the end of the river (at the end of 12 game tiles), having picked up two Passengers during the race. To do this, you will need to manage your moves, your Speed, and your Coal consumption as well as you can.

BASIC RULES

TURN ORDER

During the first round of the game, the Starting order of the Boats is as indicated by the numbers corresponding to your Docks.

* From the second round through the end of the game, the movement order for the Boats depends on their progress along the river. The one furthest ahead moves first, and so on until the one furthest behind moves last.

* At the beginning of each round, place the Boat token of your color on the turn order track according to your Boat's position in the race.

* If there is any doubt between several Boats on the same tile, use the measuring stick. Place it parallel to the tab connecting this tile to the next tile, in front of the Boats about which you have doubt. Then slide the stick, keeping its orientation until it touches a space with a Boat. This Boat is ahead. The direction the boat is facing is irrelevant.

* If it is a tie (several Boats on spaces equally far along), the tied Boat whose Speed is highest is ahead. If there is a tie for Speed, the tied Boat with the most Coal is ahead. If there is a tie for Coal, the tied Boat rightmost (furthest starboard) on the river in the direction of the race is ahead.

* If several Boats appear to be equally far along, but are on different tiles, the one(s) on tiles that are further along the course are ahead.

MOVING

The red number on the top face of your Speed Wheel indicates the number of Movement Points you have this round. On your turn, you absolutely must move ⇨ your Boat the number of spaces indicated on its Speed Wheel (⏱).

* **Before moving, you can increase or decrease your Boat's Speed:** Increasing or decreasing your Speed by 1 is free; turn your Speed Wheel accordingly. Adjustment beyond that costs 1 Coal (which you must immediately subtract from your Coal Wheel) per point of Speed added or removed.

> **Important:** You cannot increase or decrease your Speed once you have started your move.

> ↪ Changing Speed from 3 to 4 or 2 costs nothing. Changing Speed from 4 to 2 costs 1 Coal. Changing Speed from 1 to 4 costs 2 Coal.

* **Before, during, and/or at the end of your movement, you can also change the direction of your Boat.** A space is a hexagon, with 6 sides, and changes of direction are always defined with respect to the sides of the space. The first change of 60° (to one of the sides directly adjacent to the current heading of the Boat) is free. Each additional 60° change of direction during your turn costs 1 Coal. Immediately subtract Coal used from your Coal Wheel.

> ↪ A Boat that changes direction 180° (3× 60°) must spend 2 Coal.

* **A Boat that consumes its last unit of Coal immediately loses its Coal Wheel; this indicates that you have 0 Coal.** This Boat can no longer change its Speed by more than 1 per round, and it can no longer turn more than 60° per round, but it remains in the race.

* **During a move, you are not allowed to cross or stop on an island, or to leave the Mississippi River** (represented by the edges of the tile). You are thus obligated to do everything you can to avoid doing so, even if the resulting move is otherwise disadvantageous. If you have no way to avoid this, your Boat hits the island or the bank of the river. You must lose your entire next turn (time for some quick repairs). In the turn after that, you will depart your current space at a Speed of 1 in the direction of your choice.
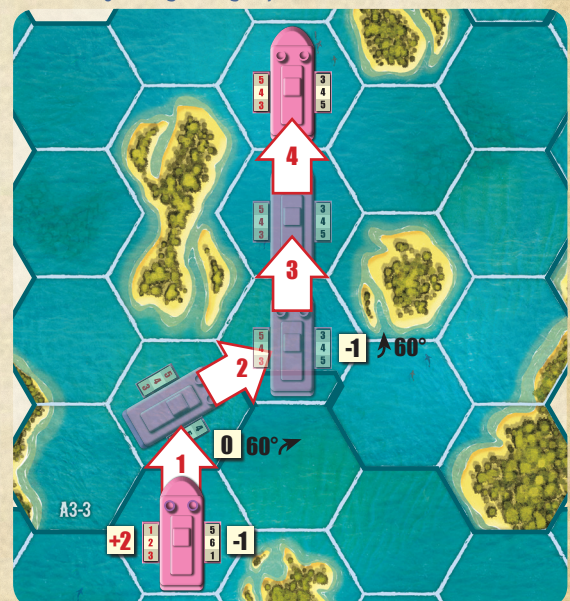
Example: Here, Red is alone on the first tile. It is 1st.

Pink and Green are equally far along, they have the same Speed, and the same Coal, but Green is further right, so Green is 2nd and Pink is 3rd.

After them, White, because it is on the tile ahead of Orange's tile. Finally, Orange brings up the rear.

Before this Boat moves, it increases its Speed from 2 to 4 (−1 Coal). It advances one space, then turns 60° (0 Coal). It advances one space again, and turns 60° again (−1 Coal), then finishes its move advancing two spaces straight ahead. It consumed 2 Coal total.

DISCOVERING A NEW TILE

When the first Boat enters the most recently placed tile of the river, whether moving under its own steam, or being pushed (see further below), its owner completes the rest of its move, then rolls the Direction die and connects the next tile from the stack to the river, such that it extends the river in the direction indicated by the die: straight ahead, to the left, or to the right (example 1).

* If the tile to be placed would ever "touch" a tile that is already part of the river (other than the most recent one, of course), reroll the die until it gives a result that does not cause this problem.
* If it has an island with one or more Docks, place as many Passengers as indicated by the Appearance column of the Passenger table (see setup).
* If the leading Boat is on one of the furthest spaces of the most recent tile, running at a Speed of 5 – 6, they will have to decrease their Speed and/or adapt their navigation direction so as not to find themselves running past the end of the last tile, since the new tile is added after their entire move is complete (example 2).

  If they cannot avoid this, their Boat will end its movement blocked at the last space before it would exit the tile, then it loses its next turn, and its Speed is reduced to 1.

PUSHING ANOTHER BOAT

Your Boat can push other Boats on the spaces in front of it if you have enough movement points.

* Pushing a Boat costs 2 movement points: 1 point for you to move onto their space, and 1 point to push their Boat. If you have only 1 movement point, you cannot push another Boat.

> **Attention:** Pushing a Boat costs you 1 movement point. If you were about to use your last movement point to end up in a space with another Boat, you would not be able to push, and instead must change direction.
> Similarly, if there is no space to which the Boat could be pushed, you therefore cannot push it. If you can do absolutely nothing (not even a disadvantageous move), finish as much of your move as you can, then your Boat loses its next turn, and its Speed is reduced to 1.

* In the same turn, you can push multiple Boats and/or the same Boat several times if you have enough Speed to do so.
* When you push a Boat, first move the pushed Boat to any empty adjacent space, then move your Boat into the space from which the other was pushed.
* As soon as someone's Boat is pushed, they reorient it to point whichever way they like.

PICKING UP A PASSENGER

To pick up a Passenger, you must end your move on a Dock space with a Speed of 1. It does not matter which way your Boat is pointing.

* Pick up a Passenger from the island with the Dock, and place it on your Boat token in front of you.
* You can only pick up one Passenger per Dock. You cannot pick up more than 2 Passengers during the race.
* A Boat ending its move on a Dock space with a Speed of 2 – 6 cannot pick up a Passenger.

> **Note:** If your Boat's Speed is 1, and it is pushed onto a Dock space where there is at least one Passenger, it can immediately pick one up.

❧END OF THE GAME❧

After placing the last tile from the stack, the player in the lead immediately rolls the die to place the Finish tile.

* **The winner is the first player to reach one of the 3 Dock spaces on the Finish tile with a Speed of 1, and 2 Passengers aboard.** Note that if an island blocks access to a Dock, that Dock is simply unusable to finish the race.
* **The game ends when** all the Boats but one have docked with their 2 Passengers aboard


ADDING A TILE (1)

Example: The pink Boat with a Speed of 3 arrives on tile A3-1. Pink finishes their move, rolls the die, and places the next tile, A2-4, according to the direction indicated by the die.
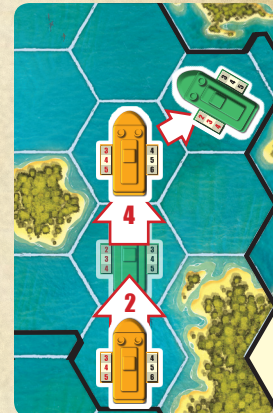

ADDING A TILE (2)
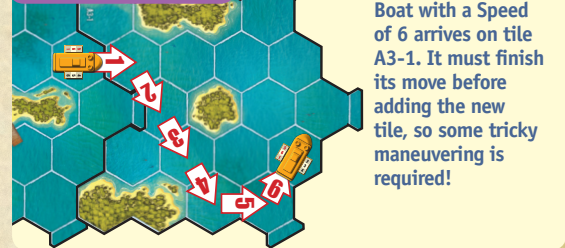
Example: The orange Boat with a Speed of 6 arrives on tile A3-1. It must finish its move before adding the new tile, so some tricky maneuvering is required!


PUSHING A BOAT
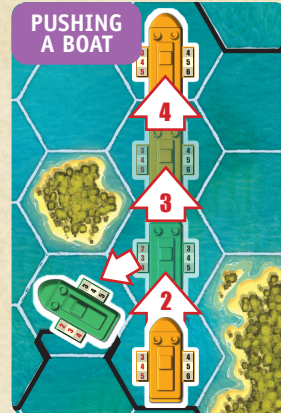
1st case: The orange Boat pushes the green Boat, taking its place for 2 movement points, then advances 2 spaces. Green immediately reorients their Boat.

2nd case: The orange Boat pushes the green Boat forward, then pushes it once again for a total of 4 movement points. Green immediately reorients their Boat.
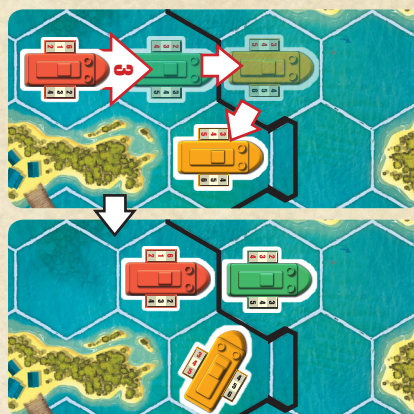
3rd case: The red Boat pushes the green Boat into the orange Boat for 3 movement points.
The red Boat only advances 1 space. Green decides not to reorient, but Orange opts to reorient.
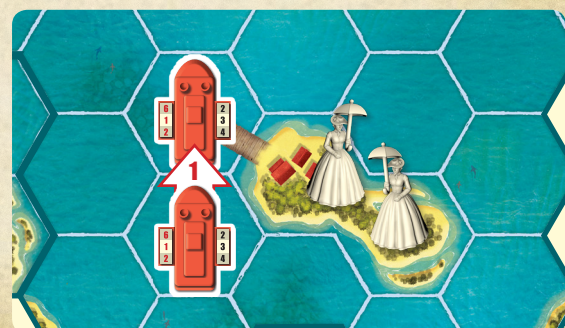
The red Boat has a Speed of 1 and ends its move on the Dock. It picks up 1 Passenger.

ADVANCED RULES

To enrich the game a bit more, the advanced rules allow you to transfer Coal from one Boat to another, or stop at Coal Depots to refill your supply when it runs dangerously low. There are also new hazards for navigation (an Archipelago filled with islands, Driftwood, Sandbanks).

These advanced rules will allow you to reinvigorate your races, especially because each can be used separately, or along with any or all of the others. You will need to use some or all of the 6 Mississippi **B** tiles (designed for the advanced rules), which will replace the same number of **A** tiles (designed for the basic game).

* Replace 1 – 3 **A3** (Islands Only) tiles with the same number of **B** tiles of your choice.
* If you want even more tiles that use advanced rules (4 – 6), you will also need to remove 1 – 3 **A2** tiles (red Docks). In this case, if the total number of Passengers that would appear on the Docks is too low to meet the needs for the game (absolutely no fewer than 2 Passengers per player), place 1 more Passenger on each Dock than indicated in the setup table (page 2).
* After choosing the tiles you wish to use, place the Start tile on the table, then shuffle the combination of basic and/or advanced tiles you selected to form a face-down stack. Flip the first one face up, and connect it to Start, straight ahead, as usual. After randomizing the turn order, place the Boats on the corresponding Docks. Now you are ready to play with the basic rules and the advanced rules.


You can use some or all of the B tiles to replace the same number of A tiles when you play with the advanced rules.

TRANSFERRING COAL BETWEEN TWO BOATS

This rule only applies if either each player is playing with several Boats (see 2-player rules), or if you are racing in teams (2 versus 2, or 3 versus 3).

* After moving one of them, two Boats at the same Speed on adjacent spaces can transfer Coal to one another. But none of the Boats must be on a Dock space, Coat Depot, into a Driftwood or a Sandbank. This transfer can be useful if two Boats that do not have much Coal don't seem to have a chance of winning. Choosing to "weaken" one's Coal supply to "boost" another's could be a winning tactic.
* Decrease the Coal Wheel of one Boat by the same amount that you increase the Coal Wheel of the other (within the valid range of 0 – 6). Remember that a Boat whose Coal Wheel reaches 0 is still playing, even though its Coal Wheel is removed; and if it finds a way to replenish its Coal, it gets its Coal Wheel back, set to the appropriate number.
* Neither Boat can be on a Dock, a Coal Depot, a Sandbank, or Driftwood.
* You cannot transfer Passengers between Boats.
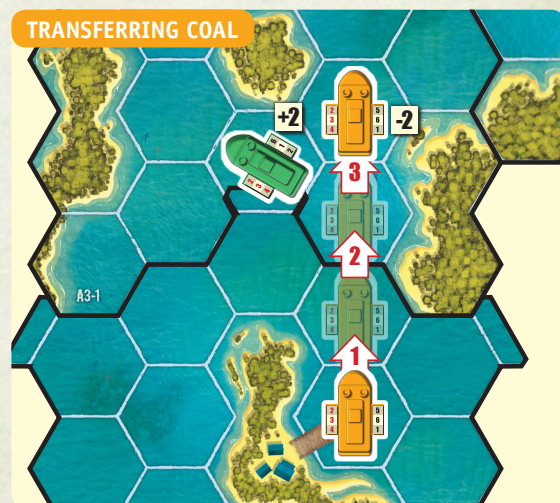
Example: The green and orange Boats are part of the same team, and are at the same Speed: 3. At the end of its move, the orange Boat is adjacent to the green Boat, and transfers 2 Coal to it.

THE TILES FOR THE ADVANCED RULES

The 6 advanced tiles can be broken down into 2 groups: Coal Depot tiles (B1) and Hazard tiles (B2, B3, and B4). The B1/B2 tile, with both a Coal Depot and Driftwood, belongs to both groups.

COAL DEPOT TILES (B1 AND B1/B2)

* These tiles have 1 – 2 Coal Depots (black roof).
* Boats can stop at a Coal Depot following the same rules as for picking up Passengers (end its move on the Dock, with a Speed of 1).
* Boats that stop at a Coal Depot refill their Coal bins, setting their black Wheel to 6 at the end of their turn.
* Even if the Boat's Coal Wheel has been removed, after refilling its Coal bins, put the Wheel back in at the end of the turn, set to 6.
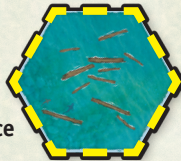* Never place Passengers on an island with a Coal Depot.

HAZARD TILES (B1/B2, B2, B3, AND B4)

These tiles present navigation Hazards, namely:
* 2 spaces with Driftwood (tiles B1/B2 & B2).
* 3 spaces with Sandbanks (2 tiles B3).
* 9 spaces with islands and islets (Archipelagos) (tile B4).

↪ **Driftwood** (B1/B2 and B2). **You must spend 2 movement points to advance your Boat into a Driftwood space. At the end of your move, decrease your Speed by 1 point per Driftwood space you traversed.**
  * You cannot move your Boat onto a Driftwood space if it would reduce your Speed below 1.
  * You can push a Boat into a Driftwood space, but you must pay the additional movement cost. Thus, pushing a Boat into Driftwood costs a total of 3 movement points (1 point to push + 1 point to move into the pushed Boat's space + 1 point for Driftwood).
  * The Speed of the Boat you pushed is not reduced (like it would be if that Boat had moved itself into the Driftwood), and neither is yours. As usual, the player whose Boat was pushed can reorient their Boat however they like.

↪ **Sandbank** (B3). **When a Boat enters a Sandbank space, it gets stuck; its Speed falls to 1 and it immediately ends its turn.**
  * You cannot change direction while stuck on a Sandbank.
  * You can leave a Sandbank by spending 1 Coal, and moving forward or backward (leaving a Sandbank is the only time you are allowed to move backward):
    - If you leave the Sandbank by moving forward, you can increase your Speed as usual at the beginning of your next turn.
    - If you leave the Sandbank by moving backward, you cannot change your Speed from 1 at the beginning of your next turn; however, once you are free of the Sandbank, you can reorient your Boat in any direction without spending any Coal.
  * You can push a Boat onto a Sandbank in the usual way, by spending 2 movement points. Immediately decrease the pushed Boat's Speed to 1. Unlike a normal push, the Boat cannot be reoriented, because it is stuck in the Sandbank; it keeps its orientation from before it was pushed. If this makes it impossible for the pushed Boat to play, then that player loses their next turn to spend it reorienting the Boat in any direction.
 * You cannot push a Boat that is already stuck on a Sandbank.

↪ **Archipelago** (B4). **There are no special rules to navigating the Archipelago; however, pay careful attention to managing your Speed and Coal, because successfully circumnavigating these islands and islets requires great mastery of your Speed and rudder.**

REFILLING YOUR COAL BIN

The red Boat reaches a Dock with a Speed of 1 (and makes its free 60° turn), then reloads its Coal to 6.

DRIFTWOOD (1)
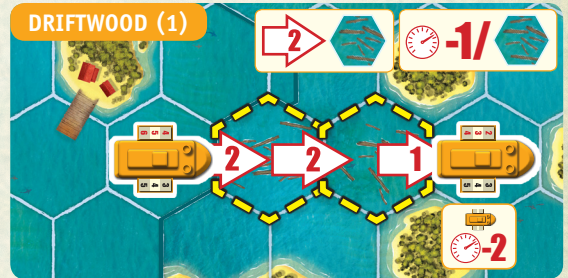
The orange Boat spends 5 movements points, 2 for each Driftwood space and 1 for the final space. At the end of its move, it decreases its speed by 2 because it traversed 2 Driftwood spaces.
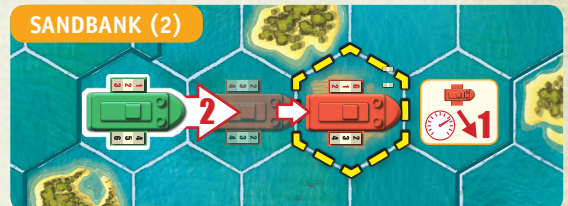
DRIFTWOOD (2)

The green Boat pushes the red Boat onto a Driftwood space. It spends 2 movement points to move and push, and 1 more point because of the Driftwood. The red Boat's Speed is unaffected, and Red can reorient to point any direction.

SANDBANK (1)

The orange Boat enters a Sandbank space. The Boat stops dead, and immediately decreases its Speed to 1.

SANDBANK (2)

The green Boat pushes the red Boat onto a Sandbank space. It spends the usual 2 points for moving and pushing. The red Boat's Speed immediately drops to 1.

SANDBANK (3)

The pink Boat begins its move on a Sandbank; it cannot pivot there. It can back up at Speed 1, or go forward at any Speed, spending Coal as necessary.

In a 2- or 6-player game, all of the basic and advanced rules apply, with the following exceptions:

2-PLAYER GAME

* Each player uses 2 Boats (but not black) and the 2 matching Boat tokens.
* Choose which player starts the game. This player places their Boats on Start spaces 1 and 4; the other player places their Boats on Start spaces 2 and 3.

Moving:

* You are allowed to push your other Boat.
* You can use the "Transferring Coal Between Two Boats" advanced rule.

End of the Game:

* The game ends as soon as one of you gets one of your Boats to the Finish docks with a Speed of 1, with 2 Passengers aboard. This player is the winner; the second Boat neither needs to finish the race, nor even have a single Passenger aboard.

6-PLAYER GAME

* Each player takes a Boat (but not black) and the matching Boat token.
* Randomly establish the turn order to start the game (1st – 6th). Place the first 5 players' Boats on the numbered Start docks as usual. The 6th player temporarily places their Boat on the dry land just behind Dock 3 or 5 to indicate from which Dock it will start.

Only in the first round:

* As usual, players move their Boats in turn order.
* When the 6th player's turn comes, they move their Boat onto the Dock (3 or 5) before starting their turn.
* To compensate for starting behind another Boat, the 6th Boat gets a free virtual Coal (thus a total of 7) that can only be used during the first round. If the virtual Coal does not get used this round, the virtual Coal is forever lost, and this Boat has 6 Coal once again.

THE BLACK ROSE

(an expansion only for 2 – 5 players)

The Black Rose can have a decisive influence on the race, even if The Black Rose itself cannot win.

* The player currently last in the turn order moves The Black Rose. So, the last-place player can use The Black Rose to their advantage, much to the dismay of the other players.
* Aside from this, The Black Rose is just another Boat that can do all the same maneuvers as the other Boats. If it is immobilized (e.g. by being surrounded, to make repairs, or getting stuck on a Sandbank), it loses a turn, and departs its current space at a Speed of 1.

SETUP

The Black Rose (the black Boat) gets a normal Speed Wheel, but a special, unnumbered Coal Wheel, which alternates black and white faces.

Its Coal Wheel starts with a black face on top. The Black Rose can transfer Coal to other boats.

The Black Rose starts last in the turn order. In a 5-player game, refer to the 6-player rules (The Black Rose is the 6th Boat, and the 5th player will choose whether it will start from Dock 3 or 5, and whether to use its virtual 7th Coal in the first round.
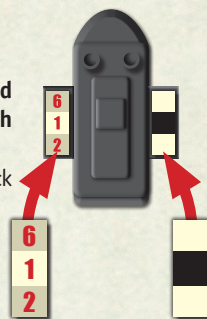
MOVING THE BLACK ROSE

Each round, move the Boats (including The Black Rose) as usual, in the order determined by their place in the race.

* The player whose Boat moves last will also move The Black Rose this round (even if this means moving The Black Rose before their own Boat, because the Black Rose is further along the river).
* The Black Rose cannot use more than 1 Coal total per round for its maneuvers (i.e. Coal for changing Speed by more than 1, plus Coal for more than

one 60° direction change cannot total more than 1). To indicate that it has spent this Coal, turn its Coal Wheel so a white face is on top. At the end of the round, turn its Coal Wheel to a black face once again.

* Although The Black Rose can end its move on a Dock, it cannot pick up a Passenger, and it never needs to refuel.
* Even if it finishes its move on a Dock of the Finish tile at Speed 1, it remains in play. The current last-place player moves it, as usual.

TRANSFERRING COAL FROM THE BLACK ROSE

The Coal bin of The Black Rose is considered unlimited.

If you are the last-place player, and thus in control of The Black Rose, you can transfer Coal from The Black Rose to your Ship at the end of your turn or the at the end of The Black Rose's turn, refilling your Coal to 6, as long as both Boats are adjacent to each other, and at the same Speed. Neither Boat can be on a Dock, a Coal Depot, a Sandbank, or Driftwood.

Attention: Neither the player who moves The Black Rose, nor the other players, can create a situation in which The Black Rose would have to spend more than 1 Coal on its next turn.

If such a situation comes about anyway because of a new tile appearing, the player moving The Black Rose can use more than 1 Coal for its maneuvers this round, but absolutely no more Coal than the bare minimum necessary to sort out this situation.

Note: Playing with The Black Rose and Driftwood, and moreover Sandbanks, at the same time is something only people rather experienced with the game should consider....

POSSIBLE VARIANTS

The game is designed in such a way that you can freely mix or vary the rules and options. As a result, there are many possible variations of rules that will generate games of different difficulty and length. Here are some examples of possible variants:

* Use only the exact number of Passengers to transport (2 per player).
* In a 3-player game, use 2 Boats each.
* In a 4- or 6-player game, play in teams of 2 or 3, respectively.

* In a 2- to 6-player game, lengthen the game by using more than 12 tiles (i.e. 13 – 18).

After you try our variants, we invite you to create your own — always being careful to have complete agreement among all players about the rules in effect before starting the game. Good luck to you all....

EXAMPLE OF A MOVE

It is Orange's turn. Orange increases Speed by 2, spending 1 Coal, which decreases the Coal supply to 5.

Orange pushes the red Boat, which costs 2 movement points, then Orange rotates 60° (FREE). Red decides not to reorient the red Boat. The orange Boat continues its move until it reaches the next tile, then rotates 60° again, which costs 1 Coal. Because the orange Boat is the first to move onto this tile, Orange draws a tile and rolls the die to place it.
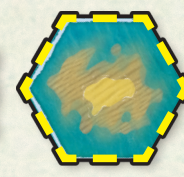
PLAY AID

ACTIONS	COST	CLARIFICATIONS
INCREASE OR DECREASE YOUR SPEED BY MORE THAN 1	1⛏/(↘ OR ↗)	Increasing or decreasing your Speed by 1 is always free.
ADVANCE	1▷/space	
ROTATE 60° ONCE	Free	The first 60° change in direction is always free.
ROTATE MORE THAN 60° OR SEVERAL TIMES	1⛏/60°	
PICK UP A PASSENGER	Free	You must have a Speed of 1 (⏱=1).
PUSH A BOAT	2▷	Its owner chooses its orientation after you have pushed it.

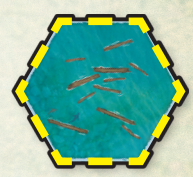| ACTIONS (ADVANCED RULES)	COST	CLARIFICATIONS
ADVANCE ONTO DRIFTWOOD	2▷/space	At the end of its move, the Boat's Speed is reduced by 1 for each Driftwood space onto which it moved.
ADVANCE ONTO A SANDBANK	1▷	The Boat ends its move and its Speed is reduced to 1 (⏱=1). Its owner can' change its orientation
PUSH A BOAT ONTO DRIFTWOOD	3▷	Its owner chooses its orientation after you have pushed it.
PUSH A BOAT ONTO A SANDBANK	2▷	Its owner cannot reorient the Boat, and its Speed is reduced to 1 (⏱=1).
REFUELING AT A COAL DEPOT	Free	You must have a Speed of 1 (⏱=1).
TRANSFER COAL TO ANOTHER BOAT	Free	Only in team games, or playing with The Black Rose. The two Boats must be adjacent and at the same Speed.

Number of Players	Number of Passengers	How the Passengers Appear
2/3	8	1 Passenger per red or blue Dock
4	12	1 Passenger per red Dock 2 Passengers per blue Dock
5/6	16	2 Passengers per red or blue Dock

COAL DEPOT   SANDBANK   DRIFTWOOD

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