

Stones & Rivers

Designed by Trevor Harron



Summary

Stones & Rivers is a game of careful planning and flowing movement.

Utilize the unique strengths of each side of your pieces to be the first player with 5 Stones in your Score Area.

Goal

Be the first player to put 5 Stones into your Score Area on the other side of the board.

The Board

The game board is a 13x14 grid with 28 starting areas and 2 score areas. Each player has 14 pieces and each score area has 5 spaces.

The Pieces

Each player has 14 Pieces. A piece has two sides to it, a **Stone Side** and a **River Side**.

The Stone Side



A piece with the blank side up is called a **Stone**. Stones have limited movement on their own but block player's pieces, and are needed to win!

The River Side



A piece with a blue strip side up is called a **River**. Use Rivers for sweeping movement or pushing obstacles away.

Setup

1. Place the board on the table.
2. Decide which player is the Circle Player and which is the Square player.
3. Decide which player will go first by taking one of the pieces and flip it with the other player calling a stone or river side showing. If correct, the caller, chooses to go first or second otherwise the flipper chooses.

Setup (continued)

4. The Circle player sits with the Square Score Area in front of them and the Square player sits on the opposite side.

Example Setup
A fully setup board ready for play.

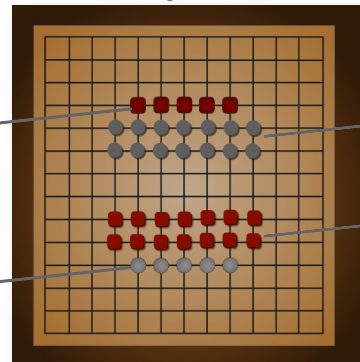
Circle Player Sits Here

Square Score Area

Circle Pieces

Square Pieces

Circle Score Area



Square Player Sits Here

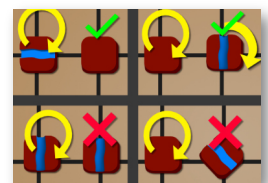
How to Play

On your turn do one of the following to one of your pieces: **Flip a Piece** and **Rotate**, **Rotate a River**, **Move a Piece**, or **Push with a River**.

Flip a Piece

You can flip both Stones and Rivers.

If the flipped piece is now a River, you can choose the direction up/down, left/right.

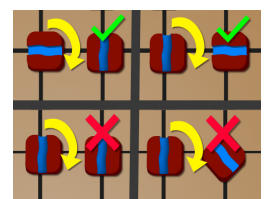


Flipping a Piece

Rotate a River

Rotate a River 90 degrees and align it along the grid.

Up/down to left/right or left/right to up/down.



Rotating a River



Move a Piece

Move along the grid 1 space in any direction following these rules:

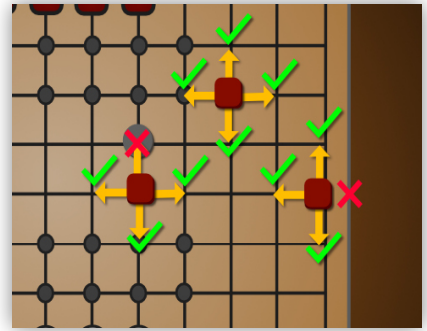
Both Stones and Rivers can be moved.

Pieces must be placed on the intersections of the grid.

Pieces can only move up, down, left, or right. No diagonals or hopping.

A piece cannot end its turn on another piece or move off the board.

You cannot move in or through the other player's Score Area.



Basic Movement.

River Movement

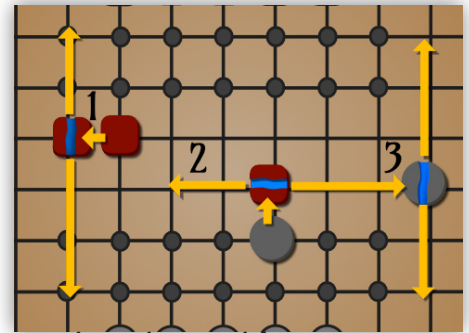
If a piece moves onto a River, it can move any number of spaces in the River's indicated directions until it encounters another piece.

You can use both player's Rivers for movement.

If you would land on another River, repeat this process in the new River's direction.

If you encounter a Stone, you cannot move further along that path.

You choose how far your piece moves.



Using Rivers with Movement.

Pushing with a River

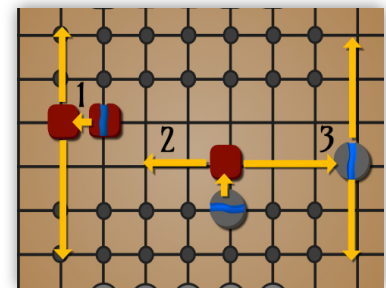
When moving a River, when you would land on a piece you can choose to push it in any number of spaces in one the indicated directions.

You choose the movement of the pushed piece.

The movement of the pushed piece follows the same rules for River Movement.

The pushed piece cannot push during this movement.

After the pushing movement is complete, flip the pushing River to its Stone side.



Pushing Movement.

Score Area

Pieces in Score Areas must all be Stones to win.

If one or more pieces are a River in your Score Area, the game continues until all 5 pieces in your scoring area are Stones. Pieces in a Score Area can be moved, flipped or rotated.

Ending the Game

The game immediately ends when a player gets 5 Stone pieces in their scoring area. That player wins!

Credits

Design and Art: Trevor Harron

Special Thanks to:

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