

Stones & Rivers

Designed by Trevor Harron

Goal

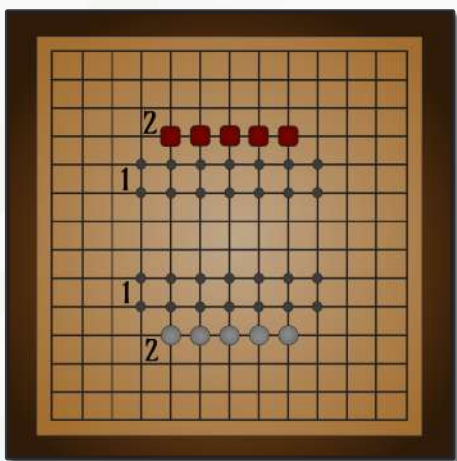
Be the first player to score 5 of your pieces in your opponent's Scoring Area.

Components

- 1 Game Board
- 14 Circle Pieces
- 14 Square Pieces
- 1 Rulebook

The Game Board

The game board is an 13x14 grid with 14 starting areas a square and circle score areas with 5 spaces each.



Left:
Starting
places (1)

Scoring
Areas (2)

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 this side up may score in an opponent's score area. Useful for blocking opponents pieces!

The River Side



The River side allows other pieces to move a number of spaces in one of the indicated direction. It can also push pieces out of the way but turns back to its stone side!

Set Up

1. Each player chooses either the square piece or the circle pieces and takes all of those pieces.
2. Places them on the indicated starting spaces in front of their score areas with the stone side facing up.
3. Determine who makes the first by flipping one piece and calling if the river side or stone side will show. Then place the flipped piece back in its starting area.

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How to Play

Players take turns moving, flipping, or rotating one of their pieces each turn. The game is over when either a player has moved 5 of their pieces with the stone side up into their opponent's Score Area.

Rules

1. On your turn do one of the following: move a piece along the grid, rotate a River piece to a new direction, or flip & rotate a piece.
2. River side up pieces must align with the board grid.
3. A piece cannot end its turn on another piece or move off the board. (See Fig 1)
4. You cannot move your pieces in or through your own Score Area.
5. If a piece lands on a river piece (see fig. 2), it can move any number of spaces in the indicated directions (1). You can use an opponent's river for movement (2).
 - a. If you would land on another river piece you can move in the indicated directions from that new river (3). (See Fig 2)
 - b. This movement is considered as part of the move a piece action.
6. A piece with its river side up can send a piece it lands on it in one of its indicated direction(s) by the sending player, following the rules of movement (7). After sending, flip the sending river piece to its stone side. (See Fig 3)
 - a. Sent river pieces cannot send during this movement.
7. Pieces in the Score area can be moved within or out of the opponent's score area. The game is over if a player has scored five of their pieces or a player forfeits.
8. After a player takes their turn, at least one piece must have changed its position, orientation, and/or side.

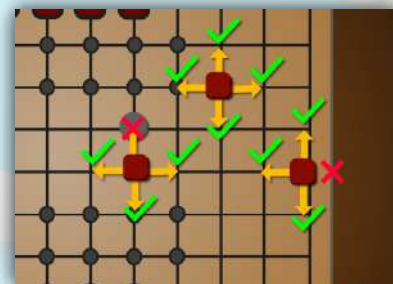


Fig 1. Basic Movement.

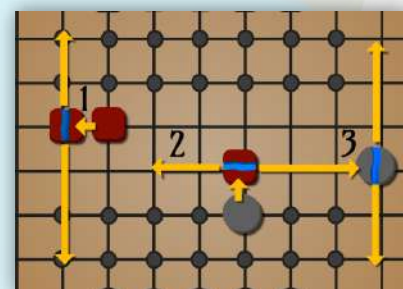


Fig 2. Movement with river pieces.

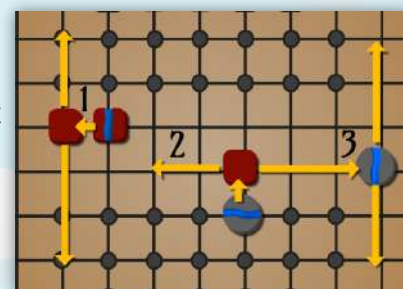


Fig 3. Sending Movement.

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FAQs

Question: Are pieces placed on the grid or the spaces?

Answer: Pieces are placed on the grid intersections.

Question: Can you rotate a stone piece?

Answer: No you can only rotate a river piece.

Question: For Rotating a piece, how much can you rotate a piece?

Answer: 90 degrees. When you rotate a piece you must align it with the grid and it must be in a new direction.

Question: Can a River be in a Score Area?

Answer: Yes. But it does not count as scoring until it is flipped to the Stone side.

Question: Do pieces wrap around the board if they would go off the edge?

Answer: No. Pieces have to stop at the edge and can't go past it.

Question: Can I send a piece that can't be moved by my river?

Answer: No. If the sent piece couldn't move then it cannot be sent.

Question: Can I use my River Piece to send another piece after it has moved using a river?

Answer: Yes. Sending can happen after a River lands on a piece (if the River in question has not been sent).

Question: Can you be in your own Score Area?

Answer: No you cannot have your pieces in your own score area.

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