

WHITEWATER RUSH

RULEBOOK

The sound of rushing water fills the air as you fasten your helmets. You are experienced whitewater kayakers ready to hit the rapids and prove you have what it takes to be the best.

When the river moves it will take you all with it, so prepare to strategically position yourself and skillfully managing your speed as you avoid dangerous hazards and race to the finish line.

COMPONENTS

72 River Cards



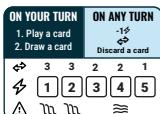
00 Event Cards



4 Player Tokens



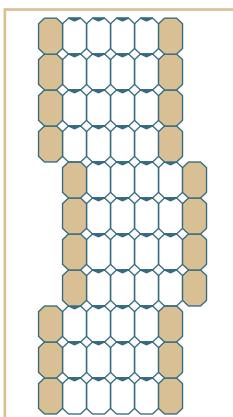
4 Speed Trackers
+ Tracker Cubes



Hazard Tokens



5 River Board Segments



SETUP

A Create the board in the center of the table by placing river board segments end to end along the narrow side. The board is fully modular so use as many segments as you like and in any order. Ensure all the segments are facing the same way.

If there are players new to the game, it is recommended that you start with segments A and B.

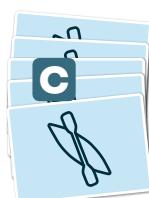
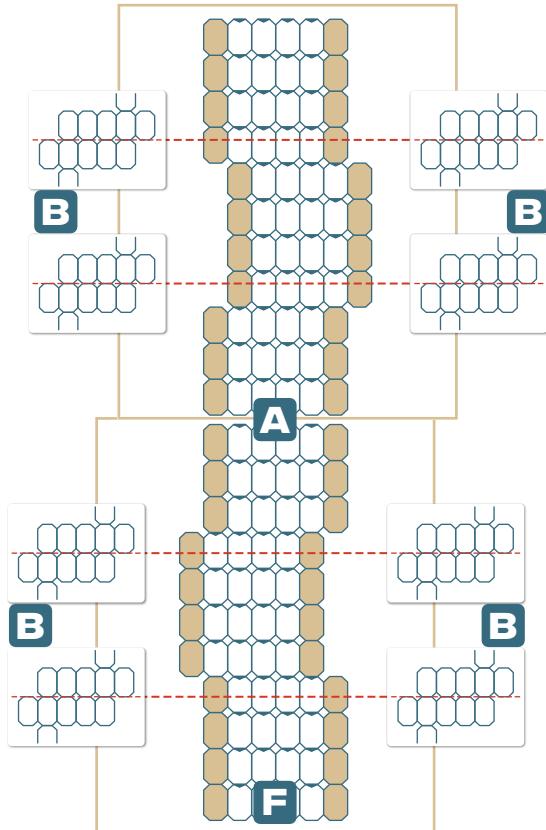
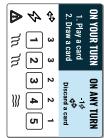
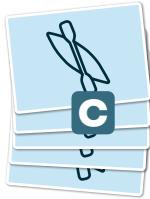
B Shuffle the Event cards then place an event card on either side of each section indicator (dashed red line) on the board.

C Shuffle the River cards to create a shared River Deck then deal 5 cards to each player.

D Place the River Deck and Hazard Tokens in a central location where everyone can reach them.

E Each player takes a Player Token, Speed Tracker, and Tracker cube, then places the Tracker Cube on the 2 space.

F Determine who goes first. You can ask who went kayaking most recently or choose at random (turns are in clockwise order.) Each player then places their Player Token on a different River space in the first row of the board in reverse turn order.



HOW TO PLAY

Whitewater Rush is played over several rounds. During a round, each player must complete the following steps:

1. Play a card.
2. Draw a card from the shared River Deck.

After a player completes these mandatory steps, their turn is over and the next player in clockwise turn order starts their turn.

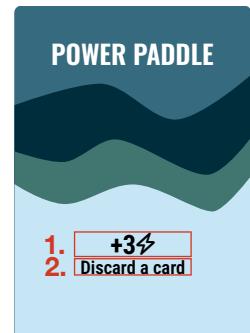
Repeat this until one or more players finish the race.

PLAYING RIVER CARDS

To play a River card, put it into the discard pile from your hand face up and resolve each line, called an effect, written on the card. Effects are resolved one at a time from top to bottom.

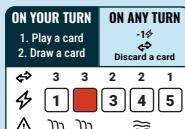
If any effects on a card are invalid or irrelevant, the card can still be played. The invalid or irrelevant effects are considered resolved.

For example: Power Paddle can be played even if it is the only card in your hand.



SPEED

Your speed determines how quickly you can get downriver to the finish line and how maneuverable your kayak is. It is denoted by the ⚡ icon and ranges from 1 to 5. Effects containing this icon can change your speed, which is tracked using your Speed Tracker.



The Speed Tracker also helps you keep track of your maneuverability and which speeds are required to clear certain hazards. Both of these concepts will be covered shortly.

MOVEMENT

There are two ways to move around the board:

- Sideways movement, referred to as a maneuver, is how you position your kayak.
- Downriver movement, which is movement from one row of spaces to the next in the direction of the current. This is how you get to the finish line.

Maneuverability

The faster your kayak is going, the harder it will be to position. Above each speed space on your Speed Tracker, there is a smaller number which represents your maneuverability, denoted by the ↲ (maneuver) icon. This is the **maximum** number of spaces that you can move to spaces to the left or right of the space you are on when resolving a maneuver effect.

Current

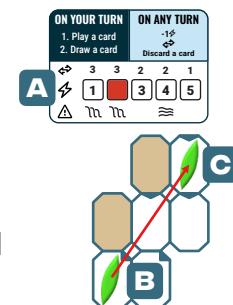
Each River space has a Current Direction indicator along the top edge. There are three current directions: Northwest (top left corner), North (top edge), and Northeast (top right corner.)



The direction you move your player token in is dependent on the current direction in the space you start your movement from. It does **not** change as you enter a new River space, even if that River space has a different current direction.

Advancing the River

Playing Advance River cards is the primary way you will be using to get to move downriver. When an Advance River card is played, each player checks their speed **A**, the Current Direction in the River space they are on **B**, then moves their player token downriver a number of spaces equal to their speed **C**.



The Eddy Out Action

To Eddy Out, reduce your speed by 1, maneuver, then discard a card. This is a special action that can be performed by any player during any player's turn, including your own. You may only Eddy Out if you have at least one card in hand and only when there are no other movement effects being resolved.

For example: Olivia plays an Advance River card. Before anyone moves their player token, Noah uses the Eddy Out action to reposition. Once the players begin to resolve the Advance River movement effect, no player can Eddy Out again until it is done.

HAZARDS

Whitewater kayaking can be dangerous. As you make your way downriver, you will encounter various hazards. Hazard spaces behave differently from River spaces.

Waterfall

Speed required to clear: 1-2

Penalty for not clearing: Discard a card

After you enter a Waterfall space, set your speed to 2. Move your player token to the space directly in front of the Waterfall space. Any remaining movement is prevented. These effects apply regardless of whether you are going the correct speed to clear the Waterfall.

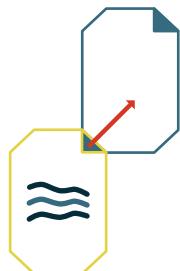


Rapids

Speed required to clear: 4

Penalty for not clearing: Discard a card

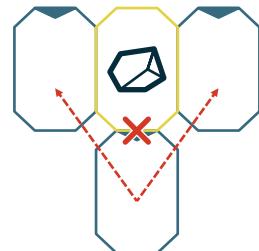
After you enter a Rapids space, immediately move to the next space in the direction indicated at the top of the Rapids space you entered. This is considered bonus movement, which means it does not count as a space when resolving a movement effect.



Rock

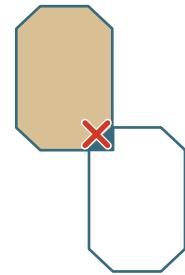
Rock hazards cannot be cleared

If you would enter a Rock space, reduce your speed by 1, then pick a space adjacent to the Rock space to move into instead. If the space is occupied by another player, move their player token one space in the direction of the current in the space they are occupying. If they cannot move in the direction of the current, you remain in the space behind the rock. Any remaining movement is prevented.



RIVER BANKS

A Bank is the dry land adjacent to the river. It is **not** considered a space and therefore cannot be entered. If your movement intersects with a Bank, you have hit that Bank. Instead of resolving any remaining movement, reduce your speed by a number equal to the remaining movement.



***BACK
COVER***