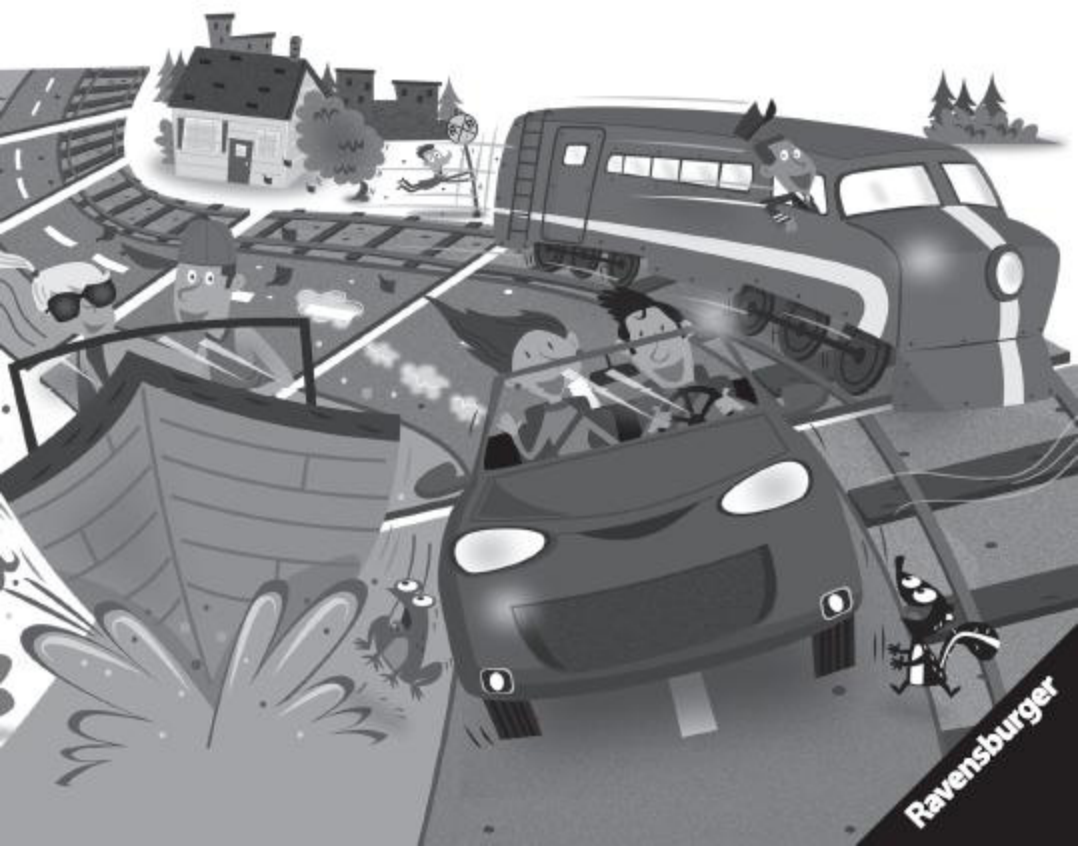


Rivers, Roads & Rails

An Ever-Changing Matching Game



Build a world of rivers, roads and rails! Each card has to connect perfectly to the next one for cars, trains and ships to be able to go from one place to the other. Play the original game or its two variations for an exciting challenge of linking together an intricate network of transportation!

Game No. 22053 3

For 1-8 Players, Ages 5+

Contents:

140 Scenery Cards



Object of the Game:

Be the first to use up all your cards while building a continuous network of rivers, roads and rails.

Getting Started:

- Play on a large table or on the floor.
- Place all the cards face-down in the game box and mix them up!
- Every player picks 10 cards and puts them face-up in front of them.
- Take one card from the box and put it face-up in the middle of the playing area as the starting card.

Let's Play!

The youngest player goes first.

- Start your network! Take another card from the box and add it to your collection of 10 cards. Now you have 11. From your 11 cards, pick any one card that can link to the starting card.
- A river must be matched to a river, a road to a road, a rail to a rail so that an imaginary boat, car or train could travel from card to

card following a logical path. On some cards rails end at a train station or a river may end at a harbor.

- Only one card may be placed on each turn.
- If after drawing a card, you cannot add one to the network, your turn is over.
- As long as there are still cards left to draw, each player will have at least 10 cards.
- It is okay if any scenery is upside-down as long as everything links together!
- No card may be played that makes it impossible for a continuing card to be added.

Winning the Game:

If you're the first to use up all your cards, you win! If you cannot make any further matches after all cards have been drawn, then whoever has the fewest cards wins.

Variation: "Roadblock"

(2-4 Players, Ages 5+)

Object of the Game:

Try to play as many cards as you can, while at the same time creating roadblocks to make it difficult for the other players to match their cards.

Getting Started:

- Cards that show bending rivers, roads and rails will form the 4 corners of an imaginary square.
- Place 4 random cards face down between the corner cards to make them equidistant.
- Afterwards, set them aside so that only the corner cards remain.
- Make sure the 4 corner cards curve around the outside corners of the 12x12 inch (30x30 cm) square!
- Mix the remaining cards and put them face-down in the box.
- Each player takes 10 cards from the box. It's ok to let each other see them.

Let's Play!

The youngest player goes first.

- Take turns matching one of your cards within the square.
- If you cannot match a card, you can draw up to 3 cards from the pile before your turn is over.
- You must play a card if there is a match.
- Cards cannot be played beyond the square!
- As more cards fill up the center, there is less space to play. If you're ahead, your goal will be to create roadblocks or routes leading

outside the square while other players try to keep the routes open.

- If all cards have been drawn, play continues in turn as long as any player has a possible match.

Winning the Game:

The game ends when:

- There are no more possible matches.
- There are only 2 players and each one draws 3 cards, 2 turns in a row without being able to play.
- There are more than 2 players and each one draws 3 cards without being able to play.
- All the cards in the pile have been drawn and no player can play another card.
- Everyone count your cards! Whoever has the fewest is the winner.

Variation: "Foursies"

(2 Players, Ages 5+)

Object of the Game:

A game for two! Who can collect the most cards and win the game?

Getting Started:

- Remove any cards with bending rivers, roads and rails and put them back in the box.
- Mix up the remaining cards and put them face-down in a pile. Create the "center line": take 7 cards from the pile and lay them face-up in a row so that each card image runs horizontally and is not connected to another.

- Now take another card and place it face-down at the top of the row. This card makes sure that you always know where the center line is.
- Both players pick a side of the line to play on.
- Each player takes 3 cards from the pile. It's ok to let each other see them.

Let's Play!

The youngest player goes first.

- Take a card from the pile and match one of your 4 cards to your side of the line.
- If you can't match a card to one on your side of the line, your turn is over.
- You must play a tile if a match can be made.
- Whenever you are the first to place a fourth card on your side of the line (not including the center card), yell "Foursies!" – you can then claim all cards from that row, including the center card AND any cards your opponent has in that same row!
- Put all the cards that you win onto your "Foursies" pile and replace the center card that you claimed with a new card from the deck. The turn passes to the other player.

- When all cards have been drawn from the deck, no more cards can be added to the center line. Play continues as long as either player can make a match.

Winning the Game:

When all cards have been drawn from the pile and neither of you can make any further matches, the game is over. Count your unplayed cards and remove the same number of cards from your "Foursies" pile. Then count or compare your piles. Whoever has the most cards is the winner!

Helpful Information:

This is a great game for young children who are beginning to learn about their surroundings in everyday life. Encourage them to explore the landscape as the cards are linked together. Ask them to communicate their own experience to bring the game to life. "What do we see every day when we drive by the river?" "That's right, lots of boats!"

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