

# 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, and are needed to win!

### The River Side



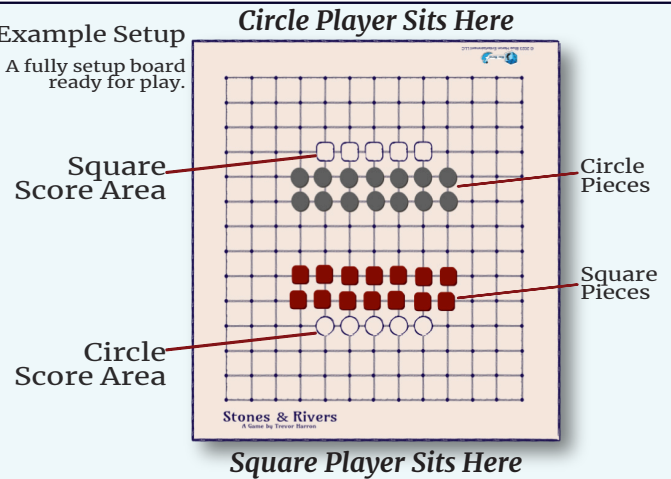
A piece with a blue line side up is called a **River**. Use Rivers for sweeping movement or pushing.

## Setup

1. Place the board on the table and decide who is the Circle Player and which is the Square player.
2. Decide which player will go first by taking one of the pieces and flip it with the other player calling if the stone or river side will be up. If correct, the caller, chooses to go first or second otherwise the flipper chooses.
3. The Circle player sits with the Square Score Area in front of them and the Square player sits on the opposite side.
4. Each player places their pieces stone side up in the starting areas closest to them.

## Completed Setup

Example Setup  
A fully setup board ready for play.



## How to Play

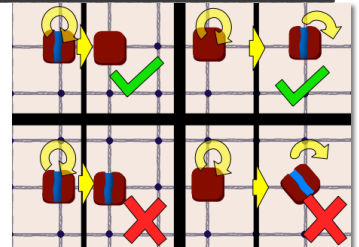
On your turn do one of the following to one of your pieces: Flip a Piece and Rotate, Rotate a River, Move a Piece, or Push with a River.

### Flip a Piece

You can flip both Stones and Rivers.

If you flip to a River, you can choose the direction Vertical or horizontal.

Right: Flipping a Piece

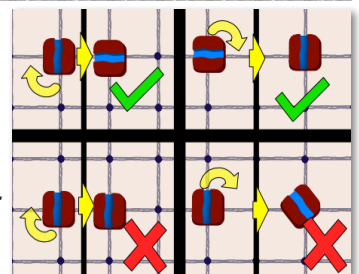


### Rotate a River

Rotate a River 90 degrees.

Vertical to horizontal  
or  
Horizontal to vertical

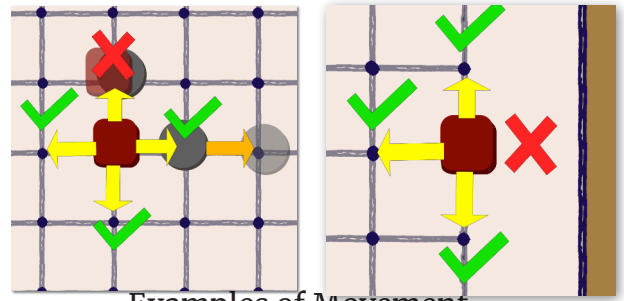
Right: Rotating a River



## 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.
- Only one piece can be at an intersection piece
- Pieces can only move up, down, left, or right.
- You cannot move your piece in or through the other player's Score Area.

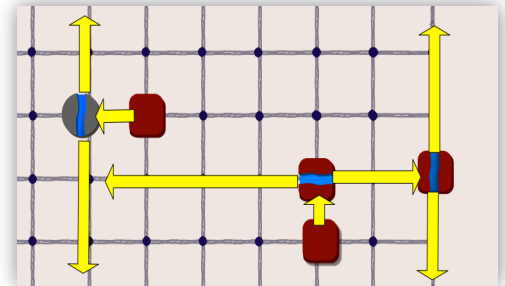


Examples of Movement.

## 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.
- The Player who's turn it is chooses how far the piece moves.
- If you would land on another River, repeat this in the new River's direction.

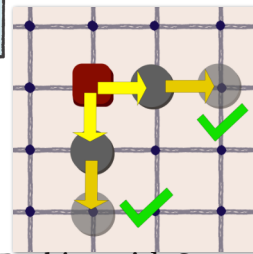


Movement using Rivers.

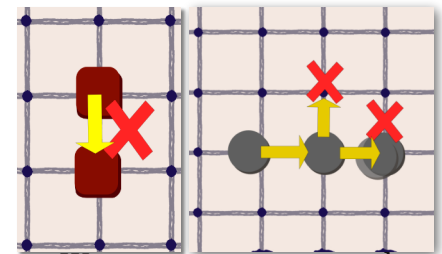
## Push a Piece

### Pushing with a Stone

If one of your Stone Pieces would land on a piece you can push that piece one space in the direction of the move to an empty intersection.



Pushing with Stones.

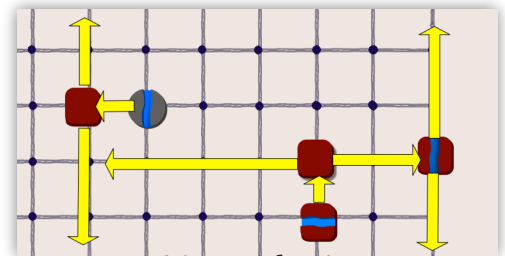


Ways stones cannot push.

### Pushing with a River

If one of your River Pieces would land on a piece you can choose to push it in any number of spaces in one the River's directions.

- You choose the movement of the pushed piece.
- The pushed piece follows the same rules for River Movement.
- The pushed piece cannot push during this movement.
- After the push movement is complete, flip the pushing River to its Stone side.



Pushing with Rivers.

## Score Area

Pieces in Score Areas must all be Stones for a player to win.

- The game continues until a player has 5 of their pieces stone side up in their score area.
- Pieces in a Score Area are still in play and can be moved, flipped, rotated, or push.

## Ending the Game

A player immediately wins when 5 of their Stone pieces are in their scoring area ending the game!

## Credits

Game Design and Art: Trevor Harron

Special Thanks to:

Breeze Ng, Lynne Graybeal, Scott Harron, Playtest Northwest, Break My Game, and Shaine Greenwood (Otherworld Games).