

CREATURE COMFORTS

RIVER MARKET

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1-4



8+



35'

DRAFT RULES • LAST REVISED NOV. 4

All gameplay, visuals, and tallies are subject to change before production.

KTBG



SUMMERTIME IN MAPLE VALLEY

In **River Market**, forest critters scurry from vendor to vendor at Maple Valley's annual summer market. Use **Actions** to make the most of your turns, hire **Helpers** with special abilities, and build new **Booths** which offer new shopping opportunities for everyone. The marketplace grows longer and longer as the game goes on and develops in a different layout every time, so plan your travels cleverly and build your Booths in the right place to attract visitors in their lengthening loops around the river!

HAVE THE BEST DAY TO WIN

Win by having the most points ❤️ at the end of the game.

Points are earned by building new **Booths** to expand the market, hiring friendly **Helpers**, attending fun **Events**, and having **leftover resources** (especially **Coins**).

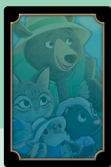


COMPONENTS

4 STARTING BOOTH CARDS



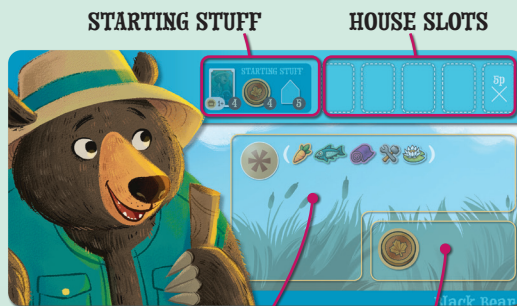
All Starting Booths have this back.



EFFECTS

4 PLAYER MATS

Organize all your stuff; there is a score track on the back.



GOODS STORAGE

COIN STORAGE

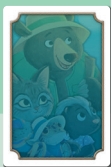
1 FIREFLY TOKEN

Last-player marker



56 CARDS

All cards have this back.



22 ACTIONS



25 BOOTHS



9 HELPERS

125 RESOURCE MARKERS



These five resources are called *Goods*. Whenever you see a  symbol, it means "any Good".



20 VEGGIES



20 FISH



20 CLOTH



20 TOOLS



20 LILIES

Coins are resources, but **not** Goods.



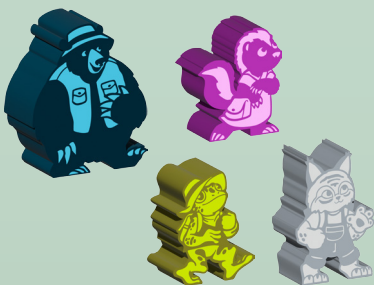
25 COINS

4 ZOOM TOKENS



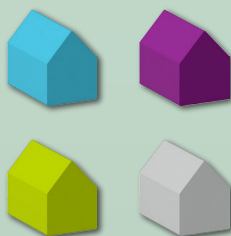
4 PAWNS

One for each player.



20 HOUSES

Five for each player.



12 MULTIPLIER PLANKS

If you run out of resources in the supply, use these to make change until more resources are freed up. A plank with one resource on it counts as three or five of that resource, depending on which side of the plank you use.

For example, this counts as three Coins:



...and this counts as five Fish:



SETUP

- 1 Place the four **Starting Booths** randomly in two rows of two in the middle of the play area. Rotate the bottom row so that the “water” part of the cards meets in the middle, forming the *river; the river will extend outwards on both sides during play, so leave plenty of room.*
- 2 Make stockpiles of the **resources** and **multiplier planks** where everyone can reach them.
- 3 Keep the **Firefly** and all **Zoom tokens** nearby; *they won’t be needed until the end of the game.*
- 4 Shuffle all of the **cards** together into one deck, and keep the deck near the Starting Booths; *leave room for a discard pile beside it.*
- 5 Each player gets the **Player mat**, **pawn**, and **five houses** in their colour, plus **four Coins** from the supply and a *hand* of **four cards** from the deck.
 - Keep your **Player mat** in front of you.
 - Place your **pawn** on the **Swap Meet** Booth.
 - Arrange your **houses** in the slots on your mat (in a 5-player game, return one house to the box).
 - Keep your **Coins** in your mat’s storage area.
 - Keep your **hand of cards** secret from the other players. *If your hand doesn’t include **at least one Booth** card, you may discard the whole hand, and draw a new one, repeating until you have a hand that does.*
- 6 Choose a start player. You are ready to begin!



GAMEPLAY

Beginning with the start player, players take *turns*. On your turn, choose one card in your hand and **either** discard it to move clockwise around the river and activate a Booth, **or** pay the card's cost and put it into play. Then **Refill** your hand from the deck to finish your turn, and play passes to the next player clockwise. Turns continue until the game ends, then final scores are tallied to see who wins!

DISCARDING A CARD TO MOVE

Any type of card can be used for this. Each card has a *Step value*: move your pawn **clockwise** around the river (one Booth per step) **up to** that many steps.

- You must move **at least one** step, and you may **not** stop on the same Booth you began. When you pass the last Booth on one side, continue to the first Booth on the opposite side. Multiple pawns **may** be on a Booth at once.

ZOOMING

Some cards show “Zoom” for their Step value: to Zoom, move anywhere except the Booth where you began.

After moving, you may **activate** (only) the Booth you arrived at; each Booth has a plank (or planks) showing its effects. Usually you will gain resources (sometimes for free, sometimes not); some Booths have more unique effects.

- Anything you **gain** comes from the supply; store your resources on your mat. Anything you **spend** comes from your mat and goes into the supply.
- Brown** plank effects are free; **red** plank effects are not. You may only do a plank's effect **once**, unless it says otherwise. Booths with multiple planks say whether you can do them all or must choose between them.

OWNER BONUS

If you activate **another player's** Booth, the owner gains the **Owner bonus** described on the card (only **once**, even if you do the effect multiple times).



Movement example: You discard a Booth card with a Step value of 5. You decide to move only four steps, stopping at Purple's **Hardware Store**.



The Booth offers you a choice; gain two Tools, or sell one Veggie for three Tools. You don't have any Veggies, so you gain two Tools.



Since it was Purple's Booth, they gain the Owner bonus of one Tool.



SOME SAMPLE EFFECTS (This iconography appears on various types of components)



Gain two Fish (once).



Spend **any** three Goods to gain one Coin (up to twice).



Spend any one Good to gain three Lilies (once).



Spend any two **matching** Goods to gain one Coin (up to twice).



Spend two Veggies to gain one Coin (up to four times).



Gain two **different** Goods (once).

ACTION CARDS

An **Action** card may **only** be used to move. When you use one, you **also** get to do the bonus effect it describes.

Unless the card specifies when its effect happens, you may do it either **before** or **after** you activate the Booth.

Action example: If you use this **Forage** card to move, you may gain two Veggies or one Fish before or after you activate your Booth.



BOOTH CARDS

A **Booth** card may be used to move, **or** you may **pay its cost** and **build** the Booth. You do **not** move your pawn or activate a Booth when you use your turn to build. To build:

- 1 Pay the **cost** (shown on the card) to the supply.
- 2 Place the card in any one of the four “end spots”, extending the river. Choose your location wisely!
- 3 Move a house from your mat to the new Booth (covering its **Step value**) to mark yourself as the **owner**.

- If that was your **last** house (and you are the first one to run out of houses), it triggers the game end (see **Game End**, below).
- If you have no houses left, you may not build a Booth.

The new Booth is now part of the river, available to be visited by anyone (including you) on their turn. When **other players** activate your Booth, you will benefit from its **Owner bonus**. Booths are also worth points at game end, as displayed.

Building example: You have the **Art Supplies** Booth card, in your hand, and all the resources to build it; one Coin, one Cloth, and one Tool.



After paying the cost, you must place the new Booth in one of the four end spots:



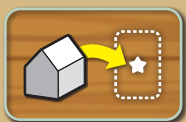
Since it provides free Tools and Cloth (exactly what the adjacent **Dressmaker** needs), you decide to place it here, (with a **house** on it to mark it as yours).



EVENTS

Events are a special Booth type, marked by a . When you move to and **activate** an Event, you may place one of your remaining houses in a **star space** there, to **attend** the Event (and benefit from its Event scoring).

EVENT ACTIVATION PLANK



Place a house in a star space here.

If your **pawn** is on an Event **at game end**, that **also** counts as attending the Event.

- The owner's house (marking ownership) on an Event **does not** count as attending the Event, but the owner **may** activate the Event like any other player to attend.
- If you place your **last** house to attend an Event (and you are the first one to run out of houses), it triggers the game end (see **Game End**).

EVENT DETAILS



HELPER CARDS

A **Helper** card can be used to move, **or** you may **pay its cost** and **hire** the Helper. You **do not** move your pawn or activate a **Booth** when you use your turn to hire. To hire:

- 1 Pay the **cost** (shown on the card) to the supply.
- 1 Place the card face up near your mat.

The Helper's ongoing ability is now available to you for the rest of the game. Helpers are also worth points at game end, as displayed.

STORING RESOURCES ON CARDS

Some **Booths** you build and **Helpers** you hire may say that they score bonus points at game end for resources "stored here". You may freely move resources between your mat and these cards during the game however you like; resources are **not** committed to a card until final scoring.

Hiring example: You pay two Fish and one Tool to hire this **Beaver**. Its ability is now active for you for the rest of the game.



Storing example: You can store up to four Cloth on the Beaver you hired (but you are free to take any stored Cloth back to your mat at any time before the card is scored).



REFILLING YOUR HAND

To end your turn, **refill** your hand by drawing as many cards from the deck as needed (usually only 1) to refill your hand back to your hand limit of **four** cards. If the deck ever runs out, shuffle the discard pile to form a new deck.



GAME END

The first time anyone runs out of houses (by building a **Booth** or attending an **Event**), the **game end** is triggered:

That player finishes their turn and takes the **Firefly** token (dim-side up) marking them as the **end player**. All players get a **Zoom token** from the supply. Everyone (including the end player) gets **two more turns**, then the game ends.

After the end player takes their **second-last** turn, they should flip the Firefly to the **glowing-side** up, to remind everyone that this is now their **last** turn.

ZOOM TOKENS

On either of your last two turns, you may discard your Zoom token (from the game) to change the Step value of a card (that you are using to move) to a Zoom.



DIM SIDE



GLOWING SIDE

After the end player has taken their last turn, the game ends; proceed to **Scoring**.

SCORING

Flip your mat over, and use any token from the supply as a scoring marker on the score track there. Points are earned in these categories (score them in order, there is a reminder beside your score track):



If your score ever passes 50, place a marker here and wrap around to the beginning.

EVENTS YOU ARE ATTENDING

Each Event Booth describes scoring for anyone attending.

You are **attending** the Event if you have a house in a star space, or if your pawn is there.

- You may score each Event **once** at most, even if you have multiple houses/pawns there.
- The owner's house that marks ownership on an Event does **not** count as attending the Event.

BOOTHS YOU OWN

Each **Booth** you built (including Events) has a ♥ value printed on it; some Booths describe bonus scoring.

Some Booths (and Helpers) allow you to **store** resources on the card for bonus scoring. You may reorganize your resources now to maximize your score; once a stored resource has been scored, it may not be moved. Stored resources are **not** eligible for **leftover** scoring, below.

HELPERS YOU HIRED

Each **Helper** you hired has a ♥ value printed on it; some Helpers describe bonus scoring, including for stored resources, which works the same as for Booths.

LEFTOVER COINS

Score ♥ for every **two Coins** you have left on your mat, ignoring remainders.

LEFTOVER GOODS

Score ♥ for every batch of three **different** Goods you have left on your mat, ignoring remainders. Each batch may include any combination of three different Goods.

Final Scoring example:

Your pawn is attending the **Lilypad Hop** Event, which is worth ♥ for every two Lilies you have. You have five Lilies, so you score ♥.



You built four Booths, with a combined total score of ♥.



You hired two Helpers; including the four Lilies you now store on your Wood Duck, they score a combined total of ♥.



You have six leftover Coins, which score ♥.



You have 1 leftover batch of three **different** Goods, which scores ♥.



Your final score is ♥... will it be enough to win?

If you have the highest score, you had the most successful day at this year's River Market, and **you win** the game!

In the event of a tie, the tied players share the victory and it's **even better** than winning alone!

RIVER MARKET AT A GLANCE

THE ENTIRE GAME EXPLAINED ON ONE SIMPLE PAGE

SETUP

Form the river randomly with the **four Starting Booths**. Make stockpiles of the **resources** and **multiplier planks**. Keep the **Zoom tokens** and **Firefly** handy for game end. Shuffle all **cards** into one deck. Each player gets: Their **player mat**, **pawn** (put it on the **Swap Meet Booth**), **five houses** (four in a 5p game), **four Coins**, and a **hand of four cards** from the deck (including at least one **Booth card**). Pick a start player, and begin!

ON YOUR TURN (Go clockwise from start player until game end)

Pick a card from your hand. Discard it to **move**, or pay its cost to put it into play. Then **refill** your hand.

MOVING

Move (up to) the **Step value** of your card, **clockwise** around the river. **Activate** the Booth you stop at; Booth owner gains the Owner's bonus.

ACTION CARD

If you used an **Action** card to move, **also** do its effect.

BOOTH CARD

Instead of moving, you may pay its cost to **build** it on the river in any end spot; put a **house** on it.

HELPER CARD

Instead of moving, you may pay its cost to **hire** it, keeping it in front of you. Its power is now active for the rest of the game for you.

REFILLING

Draw back up to your hand limit of four cards.

GAME END

When someone runs out of houses, they become the **end player**, and claim the **Firefly** (as a reminder). Everyone gets a **Zoom token**. Everyone gets **two more turns**, then the game ends.

SCORING (Score ♥ for...)

1. **Events** you are attending (with a house or pawn), as marked.
2. **Booths** you built (plus stored resources), as marked.
3. **Helpers** you hired (plus stored resources), as marked.
4. **Leftover Coins**, ♥ per pair (ignore remainders).
5. **Leftover Goods**, ♥ per batch of three **different** (ignore remainders).

COMMON QUESTIONS

- Coins are **not** Goods, so the 🌟 symbol does **not** include them.
- When moving (even when Zooming) you may **not** end movement on the same Booth you began.
- You do **not** have to activate the Booth you arrive at (whether by choice or because you are unable to).
- The Owner only gets their Owner bonus if you **activate** their Booth, **not** just if you end movement there.
- The house on an Event Booth that marks ownership does **not** count as attending the event; the Event's owner must attend it the same way as anyone else.
- You may only score each Event **once** at most, even if you have multiple pawns/houses there.
- You may freely move your resources on and off of cards that allow you to "store" them, until they have been scored.
- Resources that are scored as "stored" are **not** eligible to be scored as "leftover".

CREDITS AND THANKS

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