

Niagara

A game for 3 to 5 players by Thomas Liesching. Condensed rules by Eric Postpischil, <http://edp.org/>.

Introduction

Paddle canoes downstream to fetch gems and bring the gems back upstream.

Setup

Place the box top and the box bottom side by side, with their open sides down.

Place the game board on top of the box top and the box bottom with its waterfalls hanging over the edge.

Place 7 gems in each of the 5 discovery places, matching gem colors to place colors. (Spares are out of the game.)

Place 9 transparent disks in the riverbed, with the upper-most river disk just below the rope.

Place the cloud on space 0 of the weather track.

Give each player both canoes and all 7 paddle cards of a color.

- Each player puts their canoes on the beaches. (It does not matter which of the two banks.)

Each player will use one set of the round and rectangular green spaces near them.

Choose a start player and put the life preserver in the round green space for that player.

Play

Select paddle cards.

Each player selects one of their remaining paddle cards and places it face-down on their rectangular green space.

Move canoe(s) or influence weather.

Beginning with the player with the life preserver, each player reveals their card and plays it.

Move canoe(s), when a number card is played.

The player may return a previously fallen canoe to the beach by returning one gem they have to its original place.

- If the player has no canoes and no gems, they may return one fallen canoe to the beach for free.

The player must move at least one canoe and must move each canoe that is on water and may move one from land.

Each canoe that moves must use all the movement points shown on the card except when landing on a beach.

- Moving 1 river space uses 1 movement point. (From land to the first space downstream of the rope is 1 space.)
- Loading a gem uses 2 movement points. The canoe must be adjacent to the gem. Each canoe holds only 1 gem.
- Unloading a gem uses 2 movement points. The gem is placed in the discovery place adjacent to the canoe.
 - A gem may not be unloaded in its original (matching color) place.
- Each canoe moves in only one direction on a turn and may load and/or unload before and/or after moving.
 - A canoe may both unload and load on one turn only if it unloads a gem and loads a gem of a different color.
- A canoe moved upstream past the rope lands on either beach (which uses no points) and ends its movement.
 - Any gem in the canoe is delivered to the player. Delivered gems are kept visible in front of each player.

After moving, an empty canoe that moved upstream may steal a gem from another player's canoe in the same space.

- If the canoe arrived in the river space with a gem and unloaded it, it may not steal a gem.

Influence weather, when a cloud card is played.

The player must move the cloud one space up or down the weather track, but not off the edge.

Move river.

The river moves as many spaces as the smallest number card played plus the positive or negative weather number.

- If everybody played a cloud card, the river moves only the weather number, but not negative.

For each river move, insert a plastic disk at the top of the river and push it slowly and carefully past the rope.

- Per the original rules, the disks usually alternate left and right but not always. If a disk sticks at the fork, push it in the direction opposite the previous disk.

A canoe that falls over the waterfall is lost for a time. Any gem in that canoe is returned to its original spot.

Move life preserver.

Pass the life preserver left.

When players have played all their cards (every seven rounds), they take their cards back.

End of Game

The game ends after the movement phase if any player has **four identical** or **five different** or **any seven** gems.

Each such player wins.