

SPAWN RUN: A GAME

This is a game for 1-3 players, but it works best with two people. When playing with 1 person it is a little easier to win, and when playing with 3 people it is a little harder to win. When playing with multiple people, this is a cooperative game. The players can share cards to help each other out. **If one fish dies, the game is over**, so keep everyone alive!

GETTING STARTED

The game consists of 4 different decks, which correspond to 4 different game phases, and a **START HERE** tile. You will need to have one 6-sided die, and one game piece that represents each player. You can use anything you want, like a goldfish, or a coin or a chess piece.



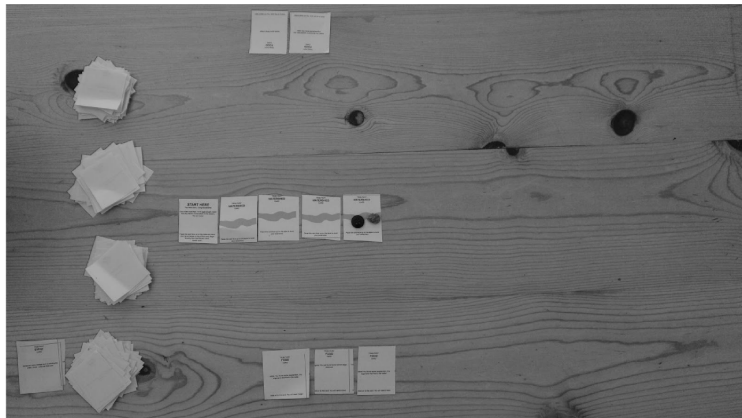
Begin by separating the 4 decks, and shuffle them individually. Everyone should start the game with one food card. Look through the tributary deck for everyone's starting food card and then re-shuffle the tributary deck. Place the **START HERE** card on a large tabletop or floor, and place your game pieces there. You will need some space because you will be laying some cards down on the table to form a watershed. In this case you will be making a small stream (called a tributary) and a river.

PLAYING THE GAME

The goal of the game is to make it to the ocean and back to your tributary to spawn, while keeping everyone in your school alive. There are two ways to die in this game: (1) You can draw a card that says you were eaten or killed by a disaster. (2) A card may instruct you to spend food cards. If you do not have enough food when you draw one of these cards, then you are a DEAD FISH. Many of the cards in the game give you the option to spend a food card to reroll the die. This is only an option if you have food cards to spend.

Players start by taking turns drawing cards from the **TRIBUTARY** deck. There are 4 types of cards you may draw in this game: (a) Event cards: Events can be negative or positive. Every event card tells you how it affects you, and some have instructions, which tell you to do things like rolling a die. (b) Food! Keep all your food cards in front of you on the table or in your hand.

You will need food to progress in the game. You will sometimes be given the option to discard one of your food cards for a chance to reroll the die. You can do this as many times as needed to succeed on a roll, unless the event card says otherwise. (c) Watershed cards: You will be building a watershed from the tributary to the ocean. As you draw watershed cards, place them on the table side by side to make your way down to the ocean. Every time a new watershed card is placed on the table, all players move their piece to that spot. (d) TRANSITION CARDS: Transition cards allow you to move from one deck to the next deck. There are 3 transition cards in the game. Each transition card has some specific instructions about how to move to the next deck. If at any point a deck runs out, just shuffle all the cards in the discard pile and start drawing again.

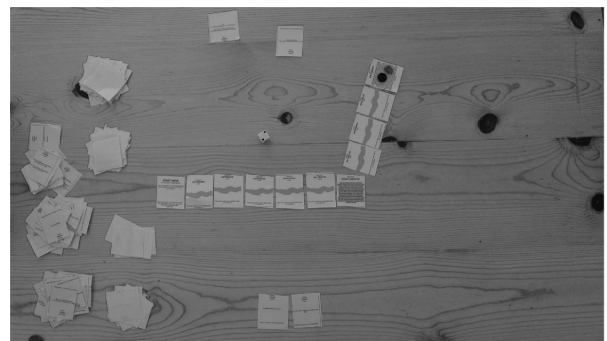


THE TRANSITION CARDS

CONFLUENCE. The confluence is the place where the tributary meets the river. You can only move into the river if everyone in the school has 3 food cards. If anybody has not yet gained 3 food cards, you must put the confluence card back into the tributary deck and shuffle it back in.



ESTUARY/OCEAN. An estuary is where a large river meets the ocean and salt water mixes with freshwater. It's a huge deal in a salmon's life to reach the estuary! When you reach the estuary you may move to the ocean deck **ONLY IF EVERYONE** playing is holding at least 6 food cards, which must be discarded to move into the ocean. These can include the food cards collected in the tributary. While in the ocean, your game piece stays on the tributary/ocean card. Once the school has moved into the ocean you

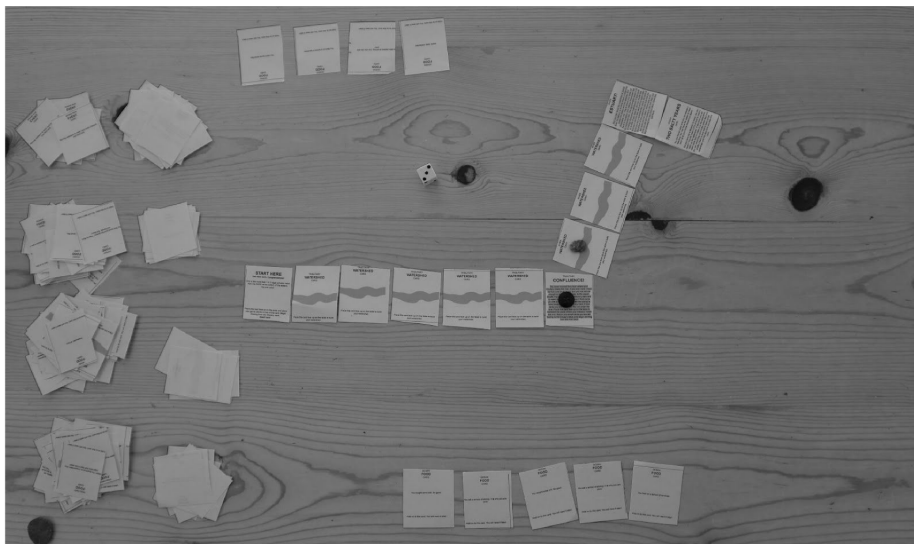


have reached a **CHECKPOINT!** If anyone in your school dies in the ocean or spawn run, shuffle all ocean or spawn run cards that you are holding back into their respective decks. Then start drawing from the ocean deck.

TWO SALTY YEARS: When you draw this card, you and your school have spent two years in the ocean. You are now old enough to head back up the river to spawn ***BUT FIRST*** you must decide as a school of fish if now is the right time to come back up the tributary. You can either use this card to move back into the watershed, or you can shuffle it back into the ocean deck and wait until the next time you draw it. (The whole school must agree!) The longer you stay in the ocean, the more food you can collect, but also the more likely you are to be eaten. You will need LOTS of energy to make it back up the watershed.

THE SPAWN RUN!

When you decide to head back up the watershed, you will move to the SPAWN RUN deck. You will move your game piece back up the watershed that you built earlier in the game. Each turn you will simply draw a card from the spawn run deck and follow the instructions on the card. If you run out of food during the spawn run, you can survive as long as no cards tell you to discard a food card. If a card tells you to discard a food card and you are out of food, you become a DEAD FISH. If anyone in your school dies during the spawn run, you can restart at the checkpoint at the beginning of the ocean.



If you make it to the starting tile, you get to lay your eggs in the pool where you were born! You win! And very shortly after, you become a DEAD FISH and your body will help feed the trees, insects, and baby salmon. Coho salmon only take this journey once in their life because it takes so much energy!

TRIBUTARY
FOOD
CARD



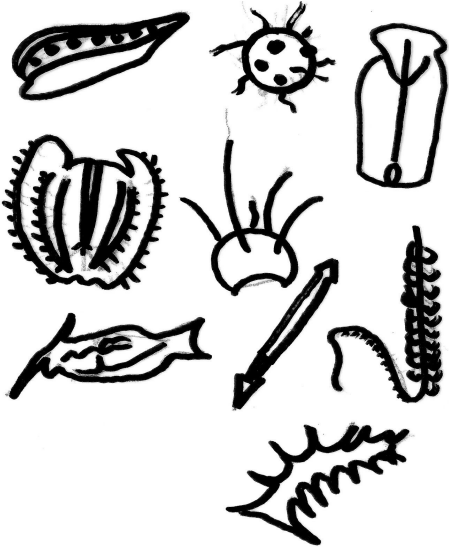
MMM! You found some zooplankton, tiny organisms that float in the water. Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



MMM! You found some zooplankton, tiny organisms that float in the water. Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



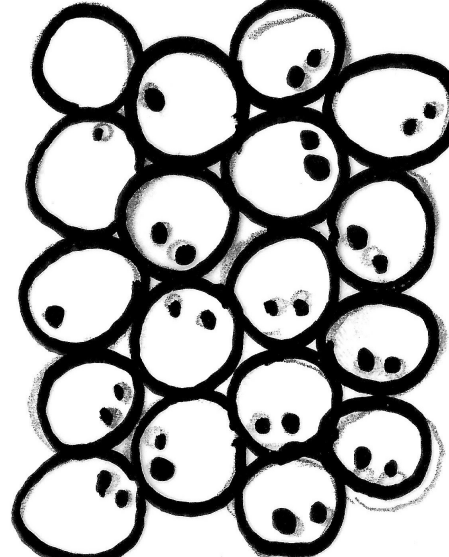
MMM! You found some zooplankton, tiny organisms that float in the water. Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



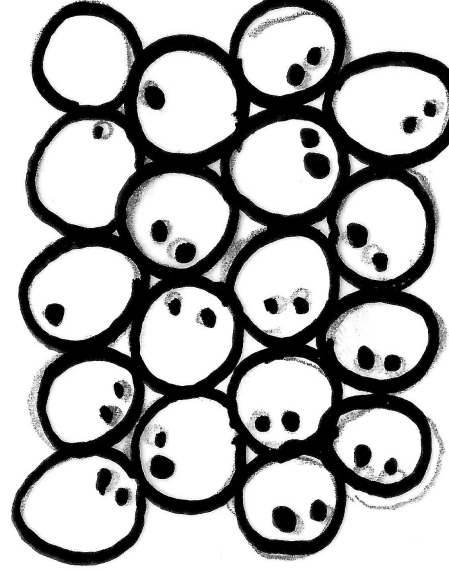
MMM! You found some zooplankton, tiny organisms that float in the water. Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



Congrats! You just found some salmon eggs. Delicious! Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



Congrats! You just found some salmon eggs. Delicious! Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



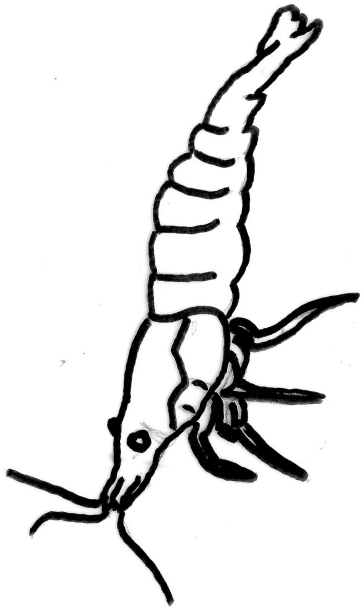
An adult coho salmon is lying dead at the bottom of a pool. Don't be sad; you get to feast! Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



An adult coho salmon is lying dead at the bottom of a pool. Don't be sad; you get to feast! Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



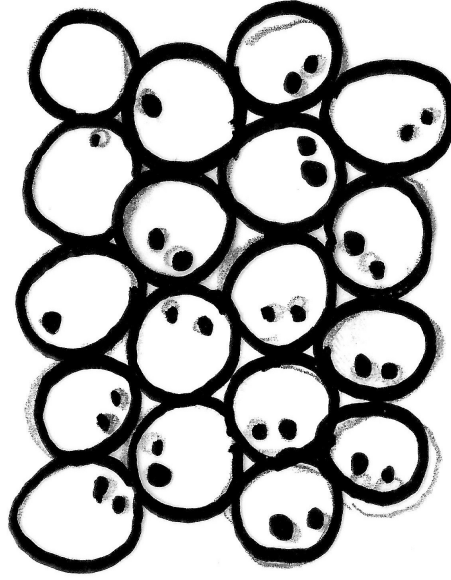
Some freshwater shrimp. Your fave! Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



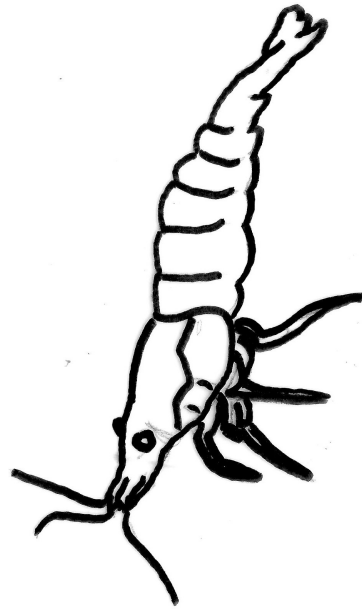
MMM! You found some zooplankton, tiny organisms that float in the water. Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



Congrats! You just found some salmon eggs. Delicious! Hold on to this card. You will need it later!

TRIBUTARY
FOOD
CARD



Some freshwater shrimp. Your fave! Hold on to this card. You will need it later!

TRIBUTARY
EVENT
CARD

Erosion has caused a landslide to fall right into the creek. Noooooo! Roll an odd number to survive this catastrophe.

You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

TRIBUTARY
FOOD
CARD



An adult coho salmon is lying dead at the bottom of a pool. Don't be sad; you get to feast! Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD

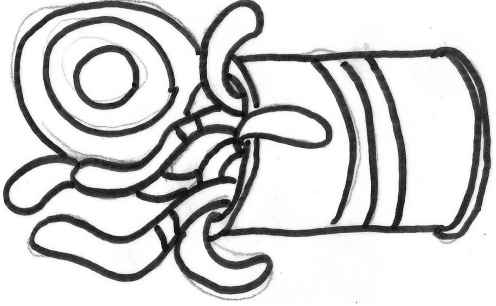


Place this card face up on the table to build your watershed.

TRIBUTARY
EVENT
CARD

A fallen log is providing you with some shelter. For the next two draws you cannot be hurt by predators

TRIBUTARY
FOOD
CARD



A fisherperson drops their can of worms into the creek. Yum! Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD



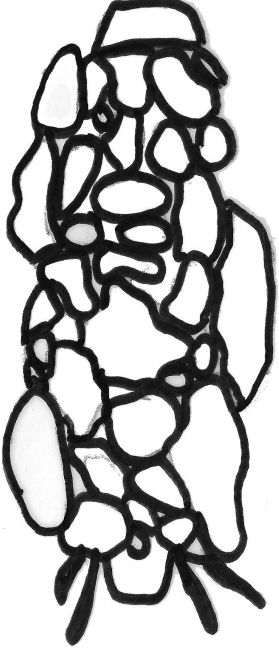
Place this card face up on the table to build your watershed.

TRIBUTARY
EVENT
CARD

Hatchery fish are released into your tributary.
Now there's not enough food to go around!

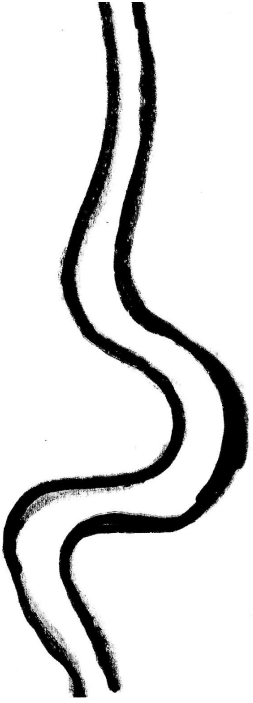
Lose one food card

TRIBUTARY
FOOD
CARD



You found some caddisfly larvae living on a rock!
Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD

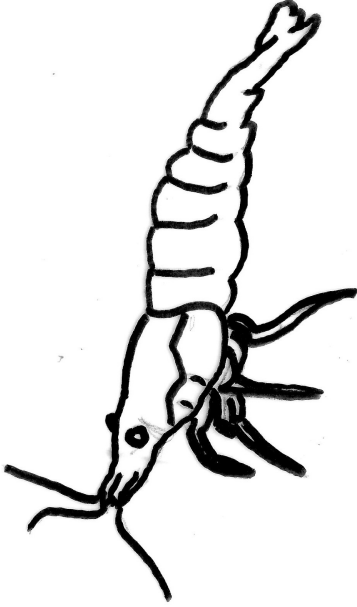


Place this card face up on the table to build your watershed.

TRIBUTARY
EVENT
CARD

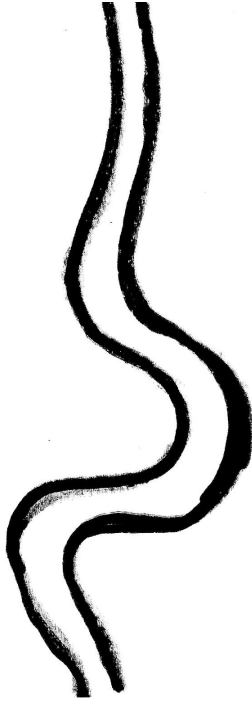
The roots of a magnificent tree are providing you with an awesome hiding place. For the next three draws you cannot be hurt by predators.

TRIBUTARY
FOOD
CARD



Some freshwater shrimp. Your fave!
Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD



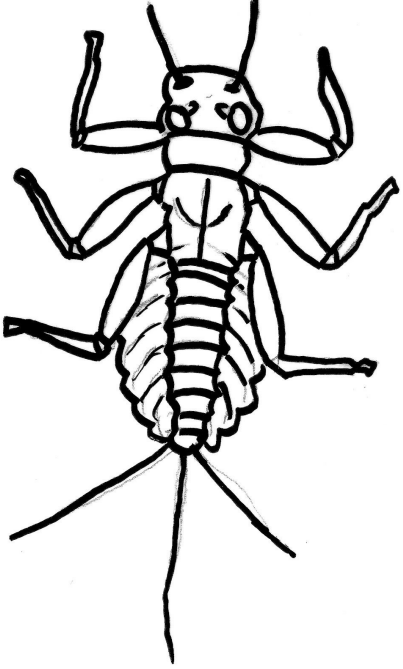
Place this card face up on the table to build your watershed.

TRIBUTARY
EVENT
CARD

River Otter! Watch Out! Roll a die. If your number is higher than 2, then you manage to outswim the otter

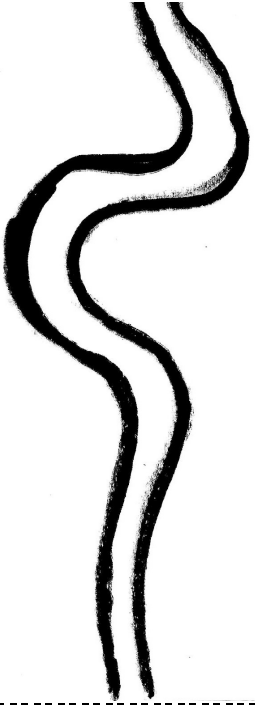
You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

TRIBUTARY
FOOD
CARD



Mayfly larva! What a treat!
Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD



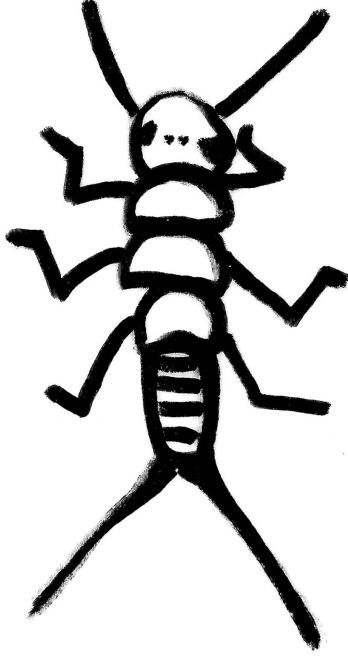
Place this card face up on the table to build your watershed.

TRIBUTARY
EVENT
CARD

There's a hungry skunk on the bank of the creek. She's not afraid to take a swim to catch a delicious meal. Roll a die. If you roll lower than a 4, you are a DEAD FISH. Don't feel too bad; that Skunk's gotta eat too!

You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

TRIBUTARY
FOOD
CARD



You found a stonefly larva on a rock!
Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD



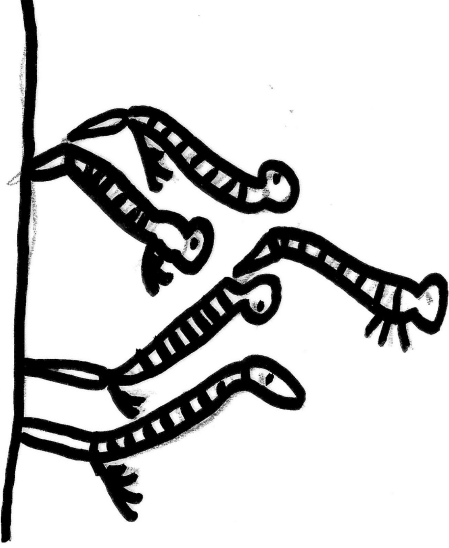
Place this card face up on the table to build your watershed.

TRIBUTARY
EVENT
CARD

This year, a drought is causing the creek to dry up. This is not good for a little fish! The small pools are no longer oxygenated by flowing water, and they are baking in the hot sun. You must roll a 5 or a 6 to survive the drought.

You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

TRIBUTARY
FOOD
CARD



You just found a still pool with some mosquito larvae! Tasty! Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD



Place this card face up on the table to build your watershed.

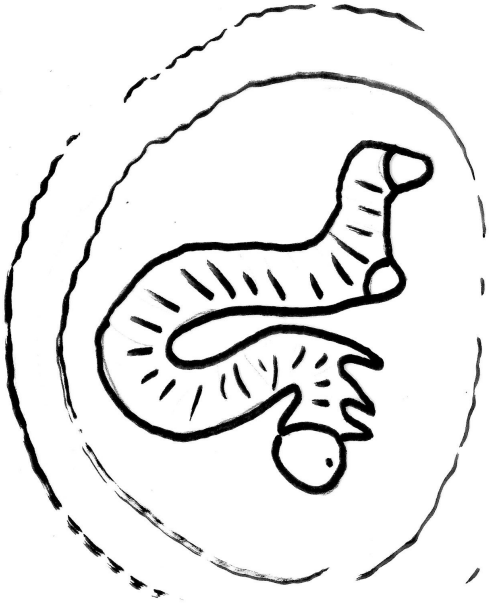
TRIBUTARY
EVENT
CARD

A kingfisher is perched high above the water, watching for little fish just like you. If you roll a 1, the kingfisher notices you and dives down towards you.

If the kingfisher dives for you, you may spend one food card to try to dodge the kingfisher's beak. Reroll the die. If you get a 1 again, you are a DEAD FISH.

Better luck next time!

TRIBUTARY
FOOD
CARD



An inchworm just landed on the surface of the water. How lucky! Hold on to this card. You will need it later!

TRIBUTARY
WATERSHED
CARD



Place this card face up on the table to build your watershed.

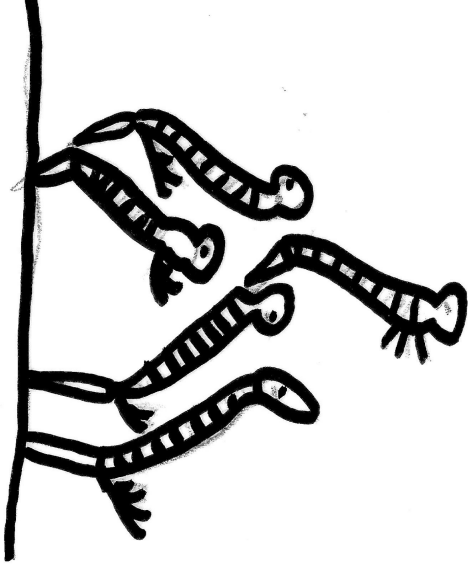
TRIBUTARY

CONFLUENCE!

You have reached the place where your tributary meets the river. If you only have 1 food card you are an **ALEVIN**, and you are not old enough to begin your journey to the ocean. Shuffle this card back in the tributary deck and try again later. If you only have 2 food cards you are a **FRY** and you are still too young to head towards the ocean. If you have 3 food cards you are a **SMOLT!** You can enter the river. Place this card face up on the table to represent the place where your tributary meets the river. Return any event cards you are still holding to the tributary deck, and begin drawing from the river deck.

TRIBUTARY

FOOD CARD

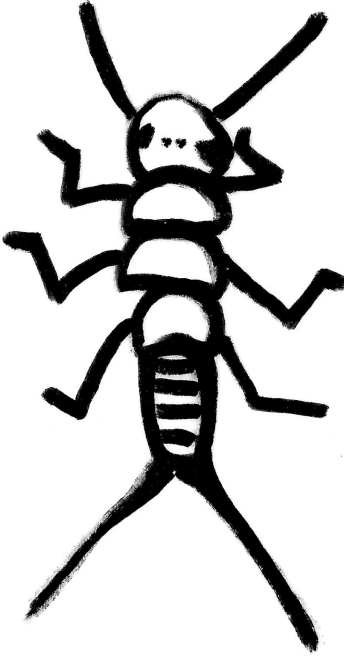


Mosquito larvae! Tasty!

Hold on to this card. You will need it later!

TRIBUTARY

FOOD CARD



You found a stonefly larva on a rock!
Hold on to this card. You will need it later!

RIVER

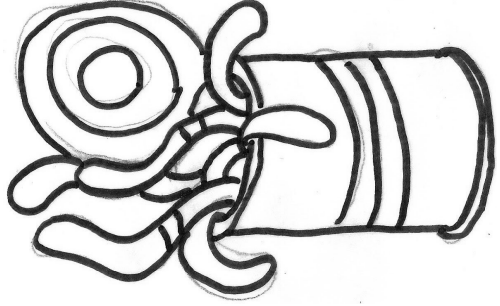
ESTUARY/OCEAN

An estuary is a place where a river meets the ocean and the saltwater and freshwater mix. Here, your body will have to transition from being a freshwater fish to a saltwater fish. This takes a lot of energy! Everyone must discard 6 food cards to do this. If you need to, you can shuffle this card back into the river deck and try again later. Once you are a saltwater fish, place this card at the bottom of the watershed and place your pieces on top of this card to represent the fact that you are in the ocean. You can start drawing from the ocean deck.
Good luck out there!

This is a **CHECKPOINT!** There are more details in the rules.

RIVER

FOOD CARD

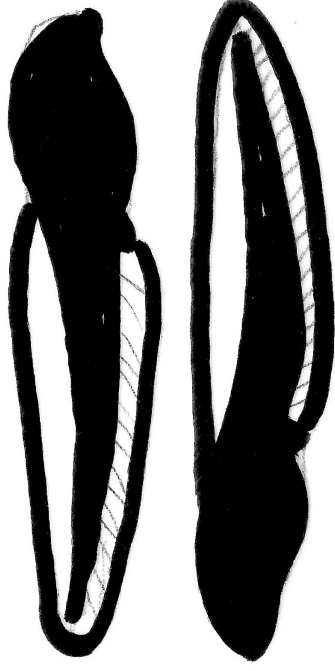


A fisherperson drops their can of worms into the river. Yum!

Hold on to this card. You will need it later!

RIVER

FOOD CARD



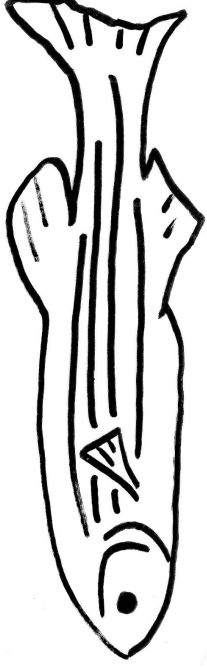
Tadpoles are like M&Ms to a little salmon like you.

Hold on to this card. You will need it later!

RIVER
EVENT
CARD

Algal bloom. Agricultural runoff has caused lots of green and brown slimy algae to grow on the surface of the water here. As it decomposes, it turns the water sour and toxic. The water under the surface here is dark and cold, and there's no food to be found. This is not a fun place to hang around.

Roll a die. If you roll higher than a 4, you swim to a healthier part of the river. If you roll a 4 or lower, lose 1 food card



RIVER
FOOD
CARD

You found some teeny little fish to eat.
Hold on to this card. You will need it later!

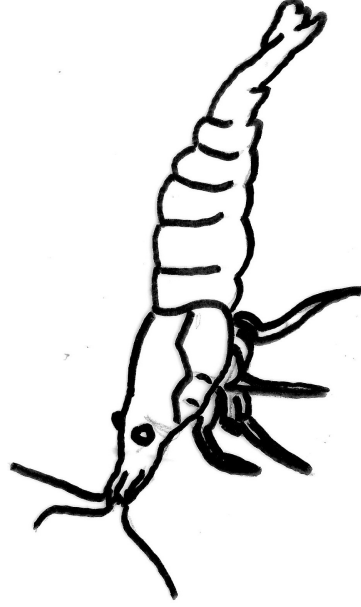
RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

RIVER
EVENT
CARD

You see a delicious looking little worm. When you bite, you are hooked by a fisherperson. Luckily you are still too small for a human appetite. You are tossed back into the river, but your mouth is hurt. You cannot collect food on your next turn.



RIVER
FOOD
CARD

Some freshwater shrimp. Your fave!
Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

RIVER
EVENT
CARD

A flood has caused a nearby town's sewage system to overflow. Eww. For the next two turns you cannot collect food cards.

RIVER
FOOD
CARD



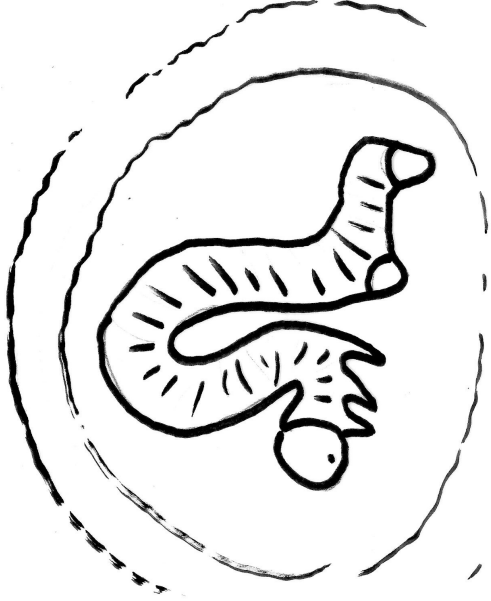
An adult coho salmon is lying dead at the bottom of a pool. Don't be sad; you get to feast! Hold on to this card. You will need it later!

RIVER
EVENT
CARD

Great Blue Heron is hungry. Roll higher than a 3 to survive.

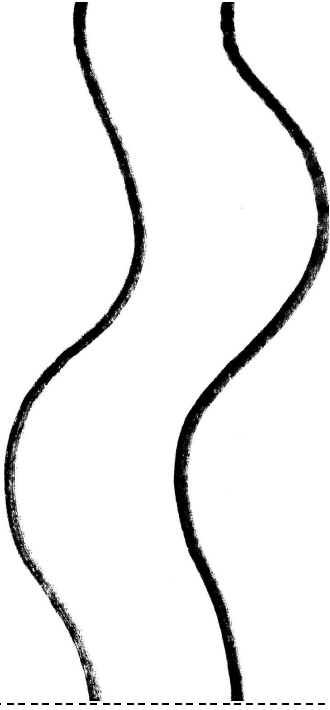
You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

RIVER
FOOD
CARD



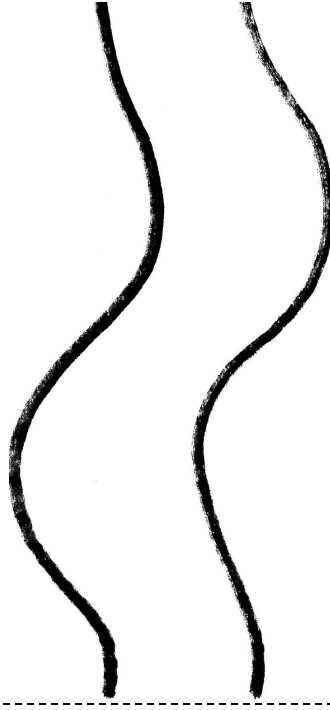
An inchworm just landed on the surface of the water. How lucky! Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

RIVER
EVENT
CARD

WHEE! WATERFALL!!

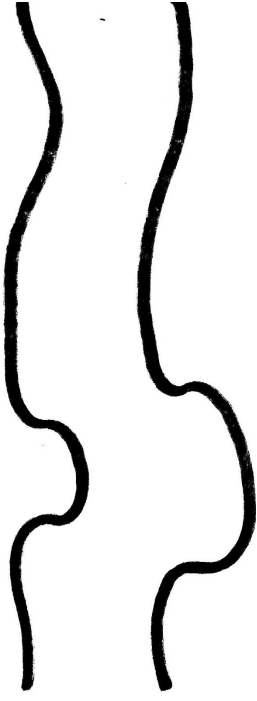
That was fun :)

RIVER
FOOD
CARD



Endangered pacific lamprey?! That's a delicacy!
Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

RIVER
EVENT
CARD

Great Blue Heron is hungry. Roll higher than a 3 to survive.

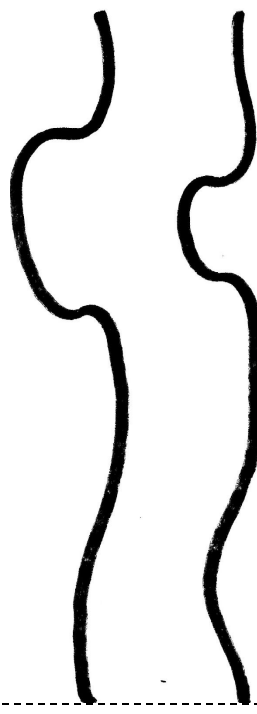
You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

RIVER
FOOD
CARD



MMM! You found some zooplankton, tiny organisms that float in the water.
Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD

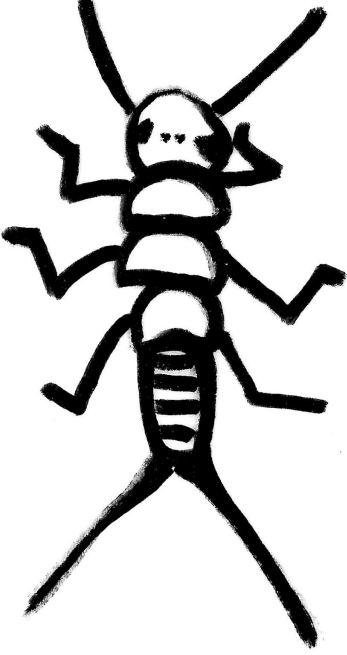


Place this card face up on the table to build your watershed.

RIVER
EVENT
CARD

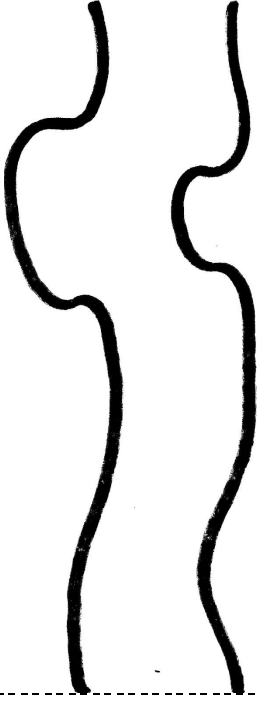
A flood has caused a nearby town's sewage system to overflow. Eww. For the next turn you cannot collect food cards. If you do draw a food card, discard it.

RIVER
FOOD
CARD



You found a stonefly larva on a rock!
Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD



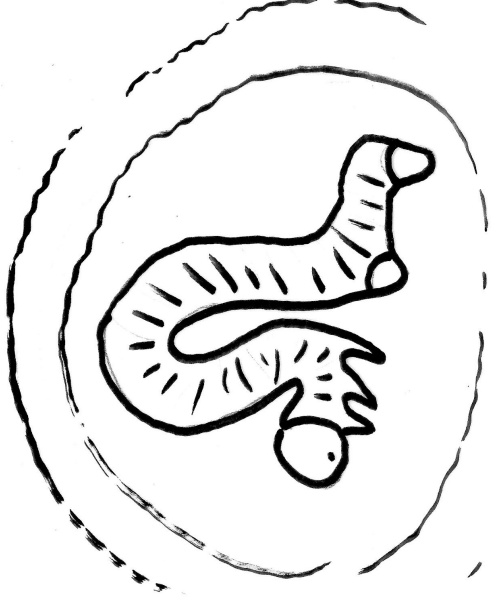
Place this card face up on the table to build your watershed.

RIVER
EVENT
CARD

You are swimming along when you reach a huge wall. This is a hydroelectric dam. It is a way for humans to use the power of the river to produce electricity. The water is flowing through a huge propeller. Roll the die to try to swim in between the propeller blades. If you roll a 1 or a 2 the propeller blades hit you and you are a DEAD FISH.

You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

RIVER
FOOD
CARD



An inchworm just landed on the surface of the water. How lucky!
Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

RIVER
FOOD
CARD



MMM! You found some zooplankton, tiny organisms that float in the water.
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



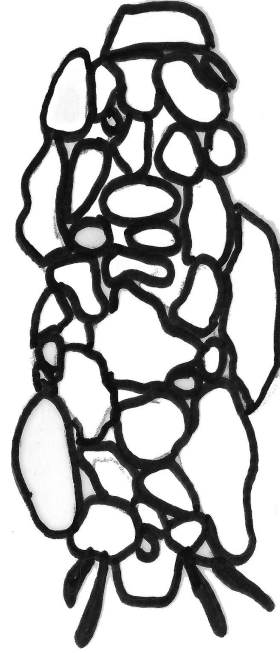
MMM! You found some zooplankton, tiny organisms that float in the water.
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



Endangered Pacific lamprey?! That's a delicacy!
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



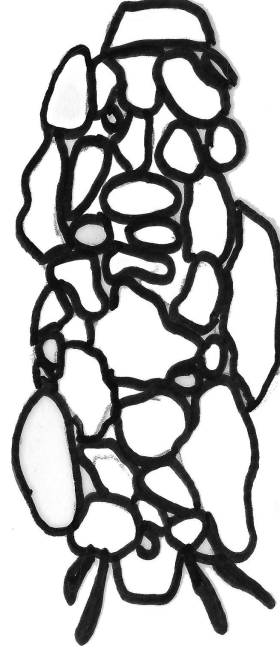
You found some caddisfly larvae living on a rock!
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



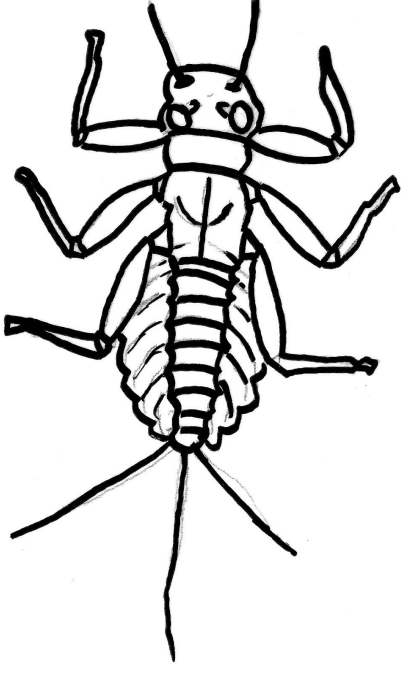
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Hold on to this card. You will need it later!

RIVER
FOOD
CARD



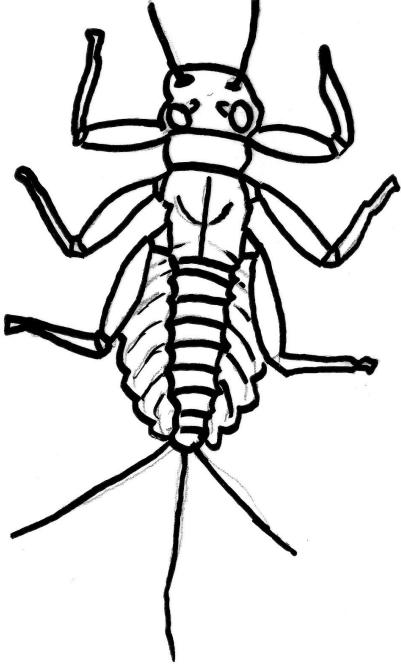
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Hold on to this card. You will need it later!

RIVER
FOOD
CARD



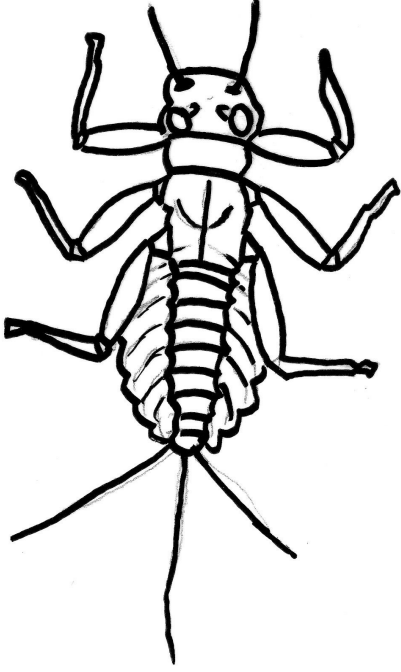
Mayfly larva! What a treat!
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



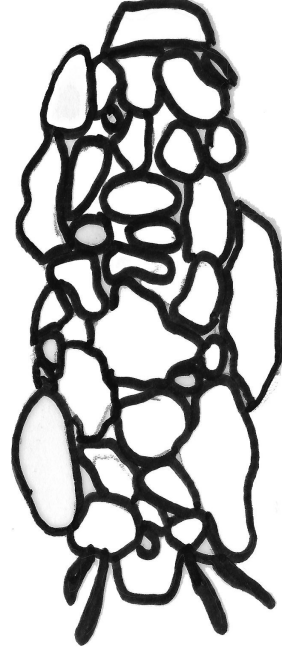
Mayfly larva! What a treat!
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



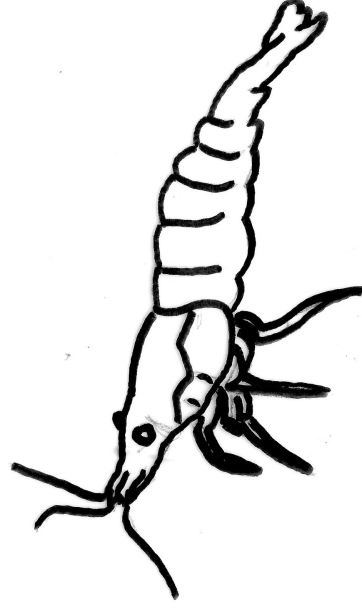
Mayfly larva! What a treat!
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



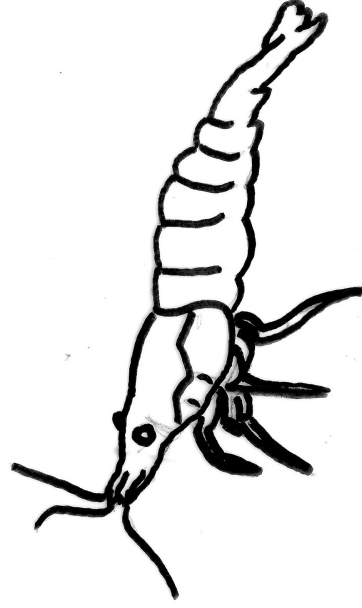
You found some caddisfly larvae living on a
rock!
Hold on to this card. You will need it later!

RIVER
FOOD
CARD



Some freshwater shrimp. Your fave!
Hold on to this card. You will need it later!

RIVER
FOOD
CARD

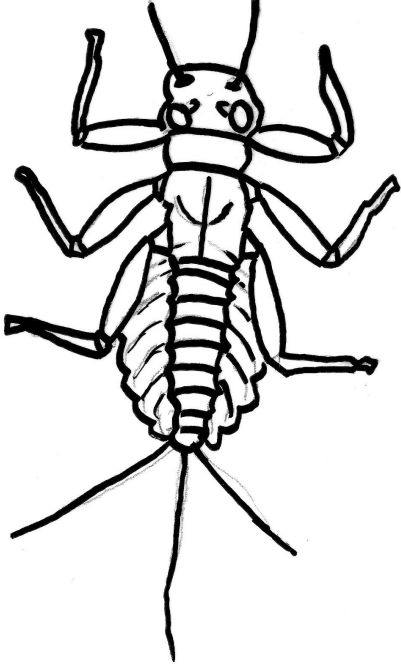


Some freshwater shrimp. Your fave!
Hold on to this card. You will need it later!

RIVER
EVENT
CARD

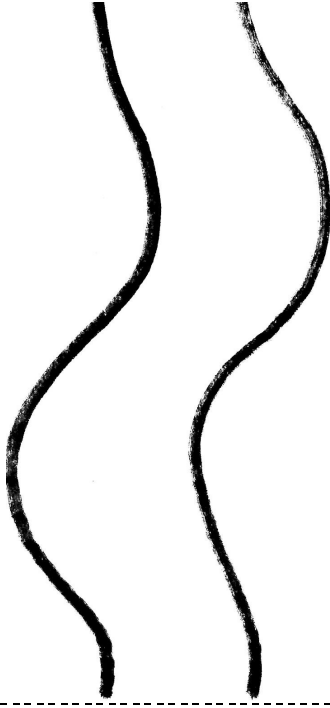
Nearby farmers stop using pesticides! Draw another card.

RIVER
FOOD
CARD



Mayfly larva! What a treat!
Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

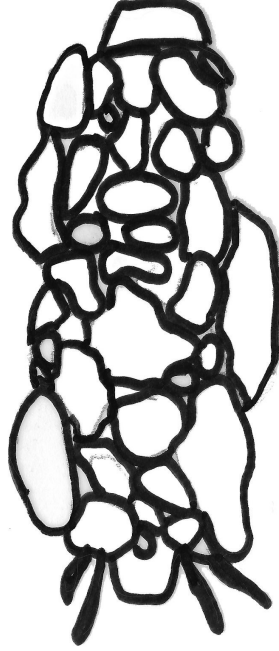
RIVER
EVENT
CARD

A seal is playing in the river and looking for snacks. You must roll lower than a 3 to sneak past the seal.

If you roll a 3 or higher, the seal chases you. Roll the die again. If you get a 1 you are a DEAD FISH.

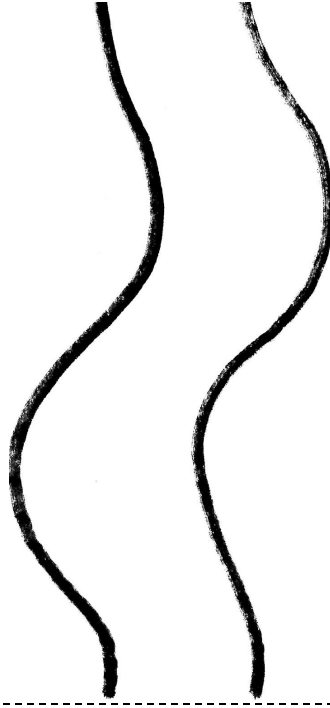
You may spend one food card for a chance to reroll the die. You may do this as many times as needed, unless you run out of food

RIVER
FOOD
CARD



You found some caddisfly larvae living on a rock!
Hold on to this card. You will need it later!

RIVER
WATERSHED
CARD



Place this card face up on the table to build your watershed.

OCEAN
EVENT
CARD

A fishing boat is trying to catch you in a great big net. Swim as fast as you can! Roll a die.

If you rolled a 1, you were sold at a fancy restaurant.

If you rolled a 2 or 3, you just managed to escape, but you are tired now, and you must discard one food card.

If you rolled a 4, 5, or 6, the boat misses you.

You cannot use food cards to reroll.

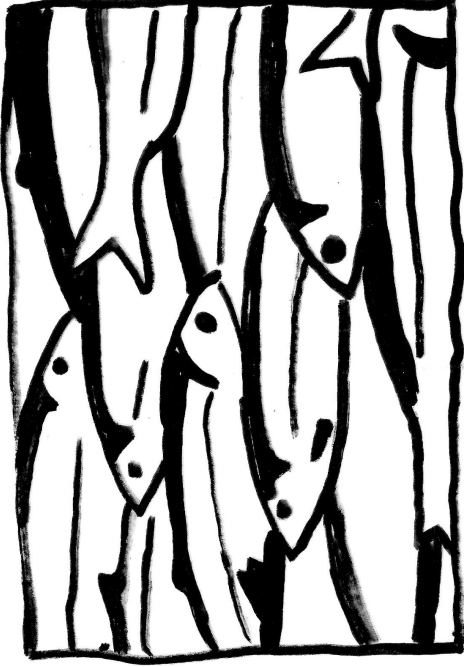
OCEAN
EVENT
CARD

SHARK ATTACK!!

Roll higher than a 3 to survive

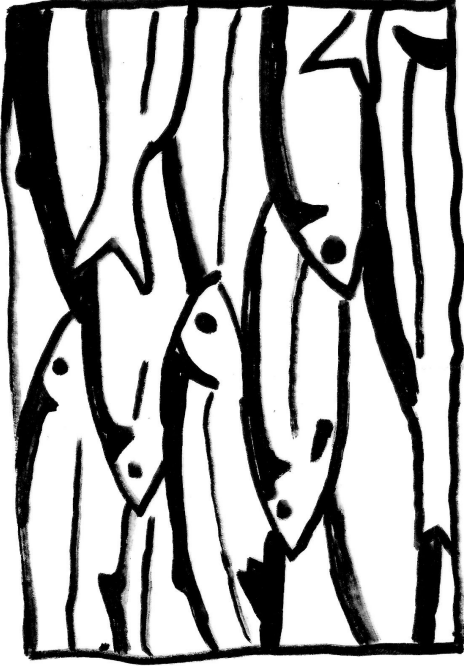
You can use food cards to reroll the die.

OCEAN
FOOD
CARD



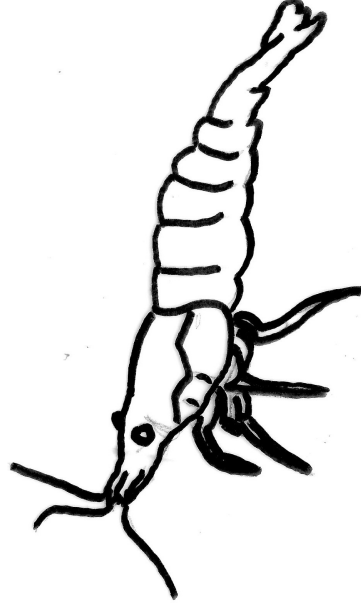
You caught some herring!
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



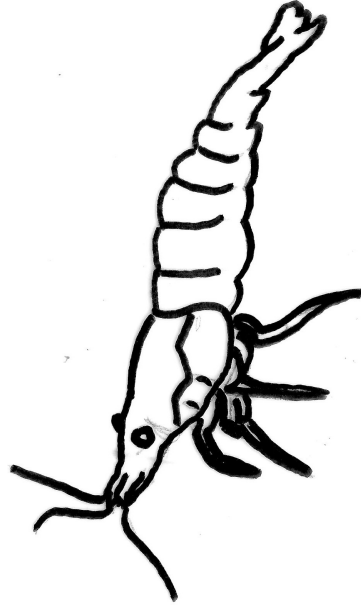
You caught some herring!
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



You eat a school of shrimp. It is why you are pink!
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



You eat a school of shrimp. It is why you are pink!
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

A pack of orcas closes in around you, and you don't even notice them until they are swimming at full speed in your direction. You can see their shiny white teeth glinting in the light as they approach.

If you have 2 food cards, you are strong enough to survive this attack. Discard 2 food cards to outswim the orcas; otherwise, you are a DEAD FISH.

OCEAN
FOOD
CARD



MMM, tasty anchovies!
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



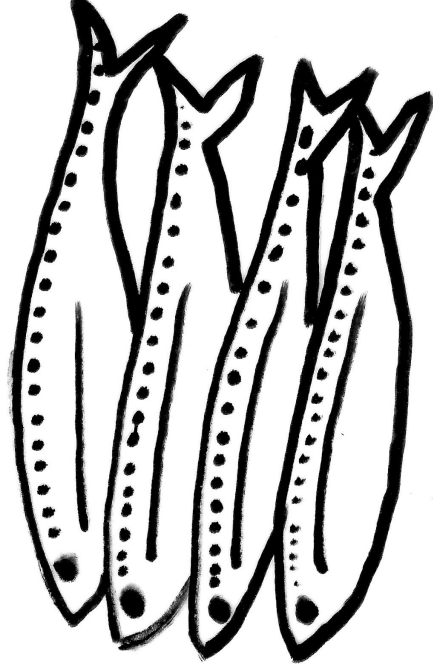
MMM, tasty anchovies!
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

Red tide: a toxic algal bloom has made the water poisonous to breathe.

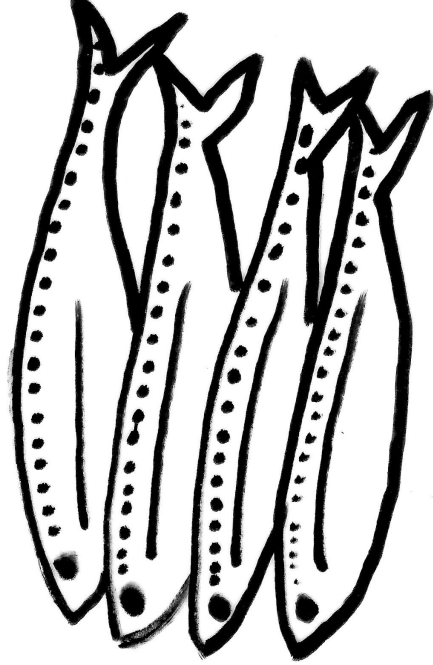
For the next 2 turns, you may not use food cards to reroll your dice.

OCEAN
FOOD
CARD



You feed on a school of sardines.
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD

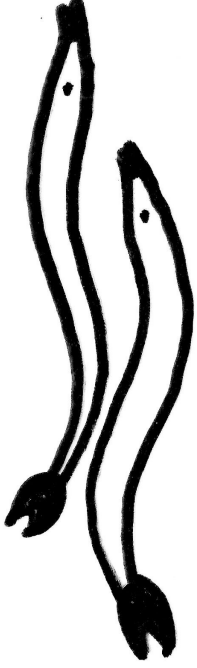


You feed on a school of sardines.
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

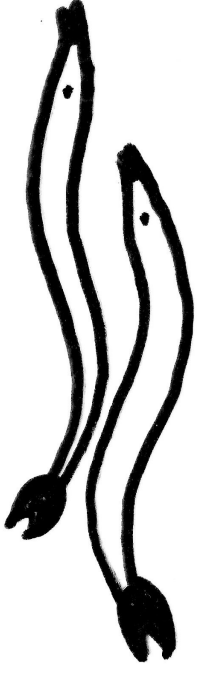
A fishing boat nearby is using sustainable fishing practices.
Save this card. You can use this card at any time **INSTEAD** of rolling the die, to automatically succeed on that roll. You can use this card only once.

OCEAN
FOOD
CARD



Sand eels! Delicious!
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD

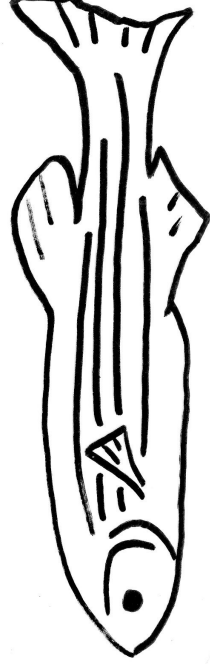


Sand eels! Delicious!
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

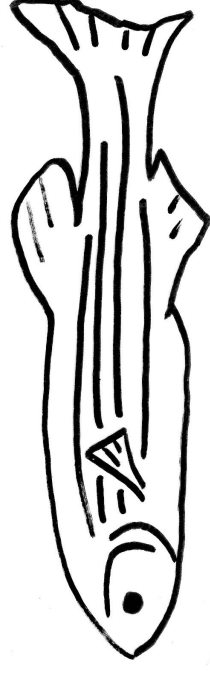
A very hungry sea lion spots you! You must roll higher than a 2 to survive.
You may use food cards to reroll the die.

OCEAN
FOOD
CARD



You catch some small fish to eat.
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



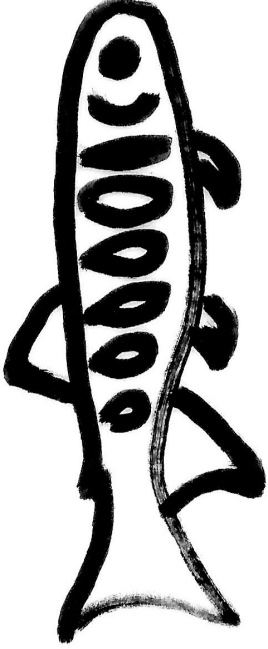
You catch some small fish to eat.
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

You swim all the way across the Pacific Ocean to Japan.

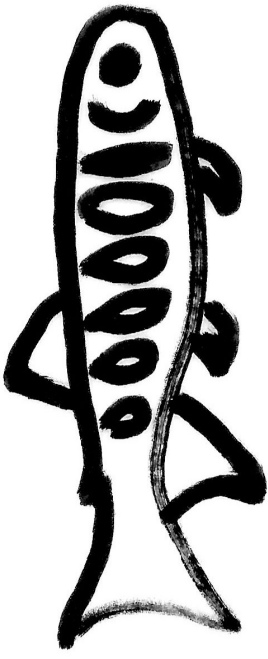
AMAZING!!

OCEAN
FOOD
CARD



You find some juvenile salmon. They're food, not friends. Eat them!
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



You find some juvenile salmon. They're food, not friends. Eat them!
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

You are swimming along unaware that an eagle has spotted you from the sky. Suddenly her sharp talons are in your back and you are being lifted into the sky. Roll a die.

If you roll higher than a 3, you manage to use your strong flop muscles to wiggle yourself free!

You may use food cards to keep trying to flop your way out of the eagle's strong grasp.

OCEAN
FOOD
CARD



You caught some krill. So good.
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



You caught some krill. So good.
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

A fisherperson is casting a line from the rocky shore. Roll higher than a 1 to survive.

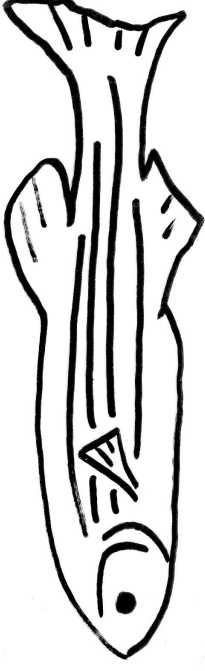
You may not use food cards to reroll your die.

OCEAN
TWO SALTY YEARS
CARD

You are now an adult, and you are almost 3 feet long! You now have the option to start drawing from the spawn run deck to head back up to your home tributary.

But you have a big decision to make: are you ready? You will need LOTS of food to make it back up the watershed, and adult salmon do not eat as they swim upstream to spawn. If you think you will need more energy to make it up the watershed, you can return this card to the ocean deck and shuffle it back in and wait to head up the watershed until the next time you draw this card.

OCEAN
FOOD
CARD



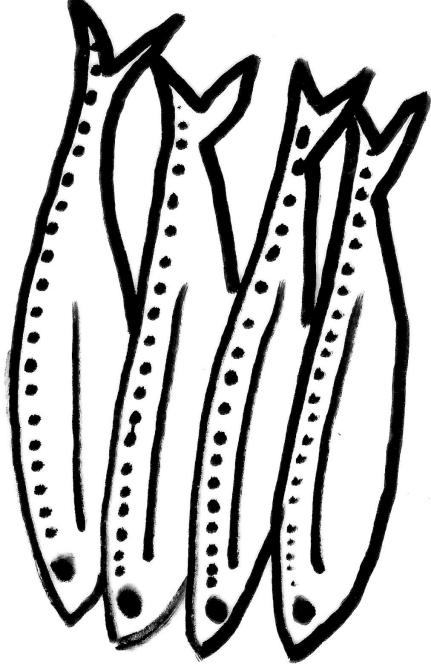
You catch some small fish to eat.
Hold on to this card. You will need it later!

OCEAN
EVENT
CARD

Someone in a restaurant decided to order the clam chowder instead of the salmon.

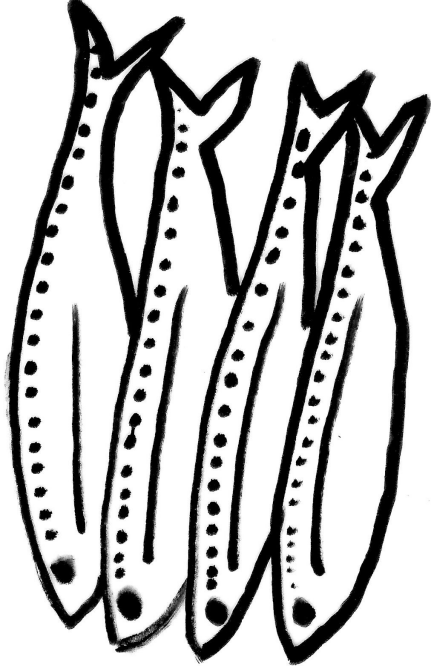
For the next 3 turns, fisherpeople cannot hurt you.

OCEAN
FOOD
CARD



You feed on a school of sardines.
Hold on to this card. You will need it later!

OCEAN
FOOD
CARD



You feed on a school of sardines.
Hold on to this card. You will need it later!

SPAWN RUN
EVENT
CARD

Some students plant some trees near the river.
The water here is fresh and clean.

Everyone in your school can advance two
spaces for free!

SPAWN RUN
EVENT
CARD

Fish ladder!

Everyone in your school can advance one
space for free!

SPAWN RUN
EVENT
CARD

A hungry grizzly bear waits on the side of a
waterfall.

Roll your die twice and add the two rolls
together. If the total is higher than a 3 , you
jump right past him! If the total is 3 or less, you
are a DEAD FISH.

You may NOT use food cards to reroll your die

SPAWN RUN
EVENT
CARD

An osprey spots you from overhead. Roll higher
than a 2 to survive.

You may use food cards to reroll the die.

If you survive, discard one food card to move
one space up the watershed.

SPAWN RUN
EVENT
CARD

Rainfall increases the water level in your river
and tributary, which allows you to pass
obstacles which would otherwise be
impassable.

Everyone in your school can move three
spaces for free!

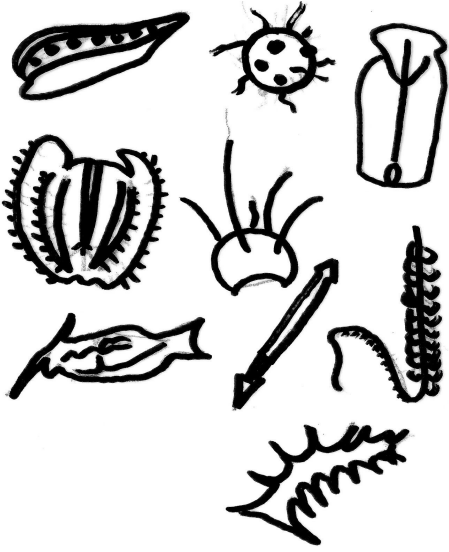
SPAWN RUN
EVENT
CARD

OH NO! Someone has cut down lots of trees
right next to the river. Now there is no shade
here, and the roots of the trees cannot hold the
bank from collapsing into the river. You can
hardly breathe as you swim through this hot
muddy water.

Roll higher than a 4 to survive this deforested
section of the watershed.

You MAY use food cards to reroll your die

TRIBUTARY
FOOD
CARD



MMM! You found some zooplankton, tiny organisms that float in the water. Hold on to this card. You will need it later!

RIVER
FOOD
CARD



MMM! You found some zooplankton, tiny organisms that float in the water. Hold on to this card. You will need it later!

START HERE
You were born. Congratulations!

Only a few more than 1 in 5 eggs actually hatch from the REDD at the bottom of the stream. You are lucky!

Place this card face up on the table and place your game pieces on top of this card. Begin drawing from the tributary deck.
Good luck!

SPAWN RUN
EVENT
CARD

Moving upstream takes lots of energy! Discard one food card and move one space up the watershed.

There is a waterfall up ahead! Roll a die.

If your roll is higher than a 1 you make it up the waterfall effortlessly. If you roll a 1, discard another food card to make it up the waterfall.

SPAWN RUN
EVENT
CARD

A man-made dam is running water through a huge propeller to generate electricity. Roll higher than a 3 to swim in between the propeller blades

You may use food cards to reroll your die.

SPAWN RUN
EVENT
CARD

Moving upstream is really hard work! Discard one food card and move one space up the watershed.

SPAWN RUN
EVENT
CARD

Moving upstream is really hard work! Discard one food card and move one space up the watershed.

SPAWN RUN
EVENT
CARD

Fish ladder!

Everyone in your school can advance one space for free!

SPAWN RUN
EVENT
CARD

Moving upstream is really hard work! Discard one food card and move one space up the watershed.

SPAWN RUN
EVENT
CARD

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SPAWN RUN
EVENT
CARD

Fish ladder!

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SPAWN RUN
EVENT
CARD

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SPAWN RUN
EVENT
CARD

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SPAWN RUN
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SPAWN RUN
EVENT
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Fish ladder!

Everyone in your school can advance one space for free!

SPAWN RUN
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SPAWN RUN
EVENT
CARD

Moving upstream is really hard work! Discard one food card and move one space up the watershed.

SPAWN RUN
EVENT
CARD

Some students plant some trees near the river. The water here is fresh and clean. Everyone in your school can advance two spaces for free!

SPAWN RUN
EVENT
CARD

Moving upstream is really hard work! Discard one food card and move one space up the watershed.

SPAWN RUN
EVENT
CARD

Moving upstream is really hard work! Discard one food card and move one space up the watershed.

SPAWN RUN
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