

# NAVIA

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## RULES ON PAGE 2

Every year, when the snows melt and the river becomes wild, the forest clans engage in battle for control over the river and the favour of the goddess Navia.

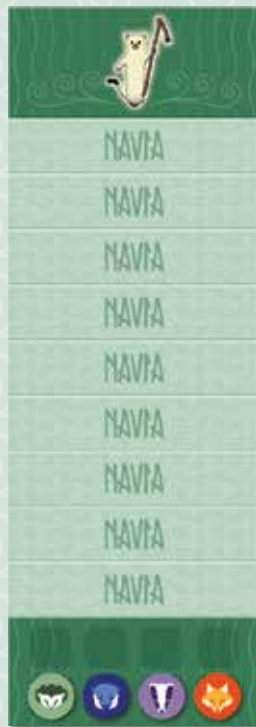
Lead your clan's ship, sabotage, steal, and lie. All is fair in the quest to reign over the forest this year.



## SETTING UP THE GAME

### The river:

- 1 Shuffle the 12 single river tiles face down, then choose 9 of them without looking. Discard the 3 leftover tiles.
- 2 Place the double **Start Tile** of the map face up.
- 3 From the **Start Tile** and vertically, place the 9 chosen tiles face down.
- 4 Finally, place the double **End Tile** face up, on the opposite end of the **Start Tile**. This will be the game board.



4 End Tile (double)

3 9 single tiles

2 Start Tile (double)

Starting position (see page 4) ▶

## The cards:

- Shuffle the cards and place them face down to create the deck. Leave some room for the discard pile.

**For a 2 player only game** remove the following cards:

- All Whirlpool cards
- 2 Dry Dock cards
- 2 Theft cards
- 1 Fast Forward card

## On your marks:

- Decide who will begin playing and the direction of the rounds.
- If you don't reach an agreement, the youngest person will begin playing and the direction of the rounds will be clockwise.



The direction of the rounds may change during the game. Keep track of these changes with the symbols on the sides of box.



Clockwise



Counterclockwise

- The initial player will choose a Clan token, and place it in any space in the darkest row of the **Start Tile**. This will be their **starting position** (see diagram on page 3).
- After this, they will also draw 3 cards from the deck.
- The other players will do the same, following the round direction.



You will win the game if you are **the first person to reach the final tile** where you will obtain the blessing of the goddess Navia for your Clan.

## HOW TO PLAY

Each turn is structured into 4 phases that you must execute following a specific order:

### 1. Discovering the river:

- If you begin your turn with your clan token on the edge of an unrevealed river tile, you will flip it over to **reveal what the fog hides**.

### 2. Playing cards:

- You can only **use one card from your hand** each turn. The only exception is the Theft card, which allows you to play an additional card or even chain several consecutive Theft cards.
- Playing cards is not mandatory. If you don't like your cards, you can discard all of them and play without cards until the end of your turn.
- Pile up used or discarded cards face up next to the deck forming a discard pile.



### 3. Move your Clan token:

- During your turn and whenever possible, you must move your clan token along the river. Always **move it forward** (either head-on or diagonally), never laterally or backwards.
- **You cannot move to any space containing an obstacle**, be it a rock or another player's Clan token.

### 4. Draw cards:

- You can **draw cards** until you have 3 in your hand again, but only at the end of a turn in which you were able to play.\*
- If the deck runs out of cards, shuffle the discard pile to create a new deck.

\* If you begin your turn with one or more **Dry Dock** tokens, you will not be able to play cards, move or draw cards. You can only discard one **Dry Dock** token and the next player's turn will begin.

(See Dry Dock card on page 7)

# THE CARDS

## 1. Navia's Blessing:



- Use it to advance through obstacles until you reach an empty space when you have an obstacle right in front of your Clan's token.
- You can only move forward, never backward, nor laterally or diagonally.
- If you encounter undiscovered river tiles while advancing, flip them over one by one until the first unobstructed space appears.
- Once this card is used you will not be able to move any more on your turn.

## 2. Fast Forward:



- Advance two positions instead of one. You can combine forward or diagonal movements.
- You can reveal new river tiles, but only when your clan token is at the edge of the tile to be revealed.

## 3. Boarding:



- Move any Clan token you choose back one space. You must move it backwards or diagonally backwards, never horizontally.
- You cannot move the Clan token back to a space occupied by an obstacle.

## 4. Theft:



- This card allows you to blindly steal a card from another player.



- After the theft you can use any other card you want, either the one you just stole or a different one from your hand. You can even chain several consecutive Theft cards on different people.

## 5. Sabotage:



- Force the player of your choice to discard all the cards in their hand.
- This player will not be able to draw more cards until the end of their next turn.

## 6. Dry Dock:



- Place a Dry Dock token in front of another player to make them lose a turn.
- These tokens are cumulative, so more than one turn could be lost. The affected person will not be able to draw more cards until the end of the next turn in which they are able to play.

## 7. Shields!!



- Use it whenever you want to block the use of any card that only affects a single player, cancelling its effects.
- Discard both cards after afterwards.

## 8. Trap:



- Play this card to turn the space you are on into a rock as soon as you leave it. Place a rock token in this space.
- This rock token can be removed by playing a **Spell** card.

## 9. Spell:



- Melt the rocks that are in contact with your Clan token with the power of magic. Place a water token on top of the rock.
- This water token can be removed by playing a **Trap** card.

## 10. Whirlpool:



- Change the direction of the game so, if you were playing clockwise, you will now play counterclockwise (see page 4).
- You cannot play two consecutive turns using this card.