



## CANOE RACE GAME

### INSTRUCTIONS

#### 2 to 4 Players

#### OBJECT

Be the first player to collect three Leaf tokens and then reach the shore.

#### CONTENTS

2 Gameboards, 4 Character Pawns, 4 Canoes, 4 Pawn Stands,  
1 Rock Playing Piece, 1 Log Playing Piece,  
12 Leaf Tokens, 48 Cards

### THE FIRST TIME YOU PLAY

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1. Carefully remove the canoes, Character pawns, Rock playing piece, Log playing piece, and Leaf tokens from the parts sheet. Discard waste.

2. **Assemble the Canoes and Pawns:** Punch out the slot in a canoe. Fit the slot over the top of a pawn stand. Insert the bottom of a Character pawn into the pawn stand. Do the same for each canoe and character. See Figure 1.



FIGURE 1

# SETUP

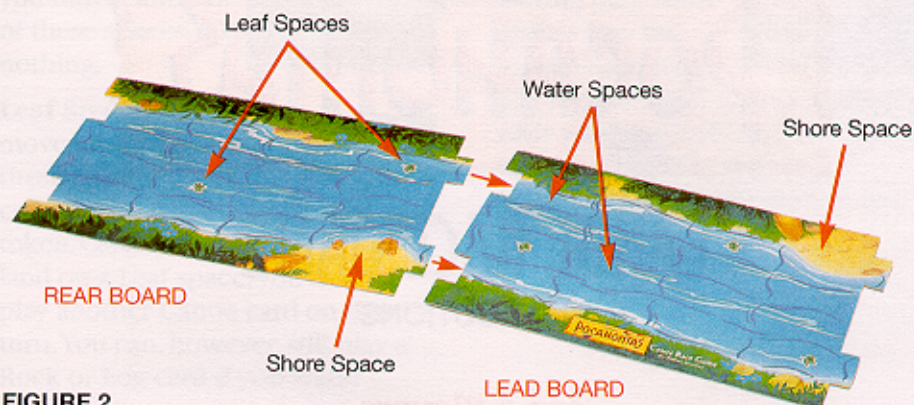


FIGURE 2

## 1. The Switch & Link Gameboard:

Link the two gameboards together so that the edges are even and the game spaces line up. See Figure 2.

2. Shuffle the 48 cards. Deal a hand of three cards *facedown* to each player. Place the remaining cards *facedown* in a draw pile next to the gameboard.

3. Place the 12 Leaf tokens in a pile within easy reach of all players.

4. Choose one of the four assembled pawns as your own. Place your pawn on any of the four spaces in the first row of the Rear board. See Figure 3. All players do the same. (Only one pawn per space!) Place any unused pawns out of play.

5. Place the Log playing piece on the Leaf space in the last row of the Rear board. See Figure 3.

6. Place the Rock playing piece on the Leaf space in the last row of the Lead board. See Figure 3.

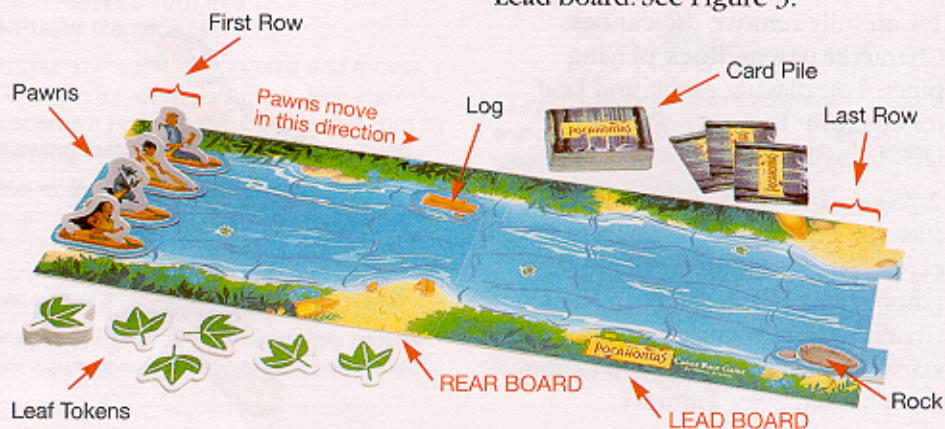


FIGURE 3: This is how the gameboard looks fully set up for a 4-player game.

# HOW TO PLAY

Each player plays cards to move his or her pawn along the gamepath. While moving, try to land on Leaf spaces to collect Leaf tokens!

## NOW LET'S GET STARTED!

Choose a player to go first. Play then continues to the left.

**What to Do on Your Turn:** On your turn, play, discard, or play *and* discard as many of the cards in your hand as you want. Play a card to move your pawn and/or to move the log or rock obstacles. See *The Cards* below.

At the end of your turn, refill your hand so that you have a total of three cards.

## THE CARDS

### Canoe Card:

Playing this card allows you to move your pawn (forward or side-ways) **one** space on the gameboard. See example, below.



Canoe Card



You may move your pawn to any of these spaces with a Canoe card.

### Rock and Log Cards:

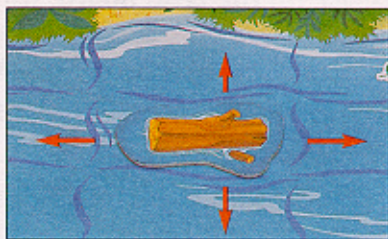
Playing these obstacle cards allows you to move the Rock (if you play the Rock card) or the Log (if you play the Log card) **one** space in any direction (except diagonally) on the gameboard. Try to move the Rock or Log onto an opponent to slow down his or her movement! See example, below.



Rock Card



Log Card



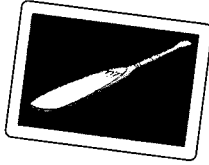
You may move the Log onto any of these spaces with a Log card. (A Rock card moves the Rock the same way.)

If the Rock or Log is moved onto a space that is occupied by another player's pawn, the obstacle is placed under that pawn. That player may only move off of the obstacle by playing a Paddle card on his or her turn.

**NOTE:** A player cannot move the Rock or Log onto a space that is occupied by his or her own pawn, nor can a player move his or her pawn onto either obstacle.

### Paddle Card:

Playing this card allows you to move your pawn (forward or sideways) **one** space off of the Rock or Log playing piece.



Paddle Card

### Rules for Playing Cards

- You may play your cards in any order.
- Play and/or discard cards *faceup* onto the *same* discard pile.
- If the draw pile runs out, re-shuffle the cards in the discard pile and place them *facedown* to form a new draw pile.

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## Movement Rules Recap

- You may only move your own pawn one space per Canoe card or Paddle card.
- You may only move your pawn forward and/or sideways along the gamepath.
- Only one pawn may occupy a space at a time.
- You cannot pass over or land on an opponent's pawn.
- You cannot pass over or land on a Rock or Log playing piece.



## Card and Movement Strategy Hints

- Play a Rock card or Log card to slow down the movement of other players.
  - Move your pawn so that it blocks the path of another player's pawn.
  - Hang on to a Paddle card. You never know when you might need it!
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## Switching Boards

If a player gets to the last row of the Lead board and wants to continue moving forward, the two gameboards must be switched and linked.

Slide the Rear board ahead of the Lead board. Link the two gameboards together so the game spaces line up. See Figures 4A and 4B.

**IMPORTANT!** Switch the gameboards carefully. All pawns and playing pieces must stay exactly where they are while the gameboards are being switched. After the switch, players continue to move the pawns as before.

**NOTE:** You may switch and link the gameboards several times during a game.



**FIGURE 4A:** The numbers 1 to 4 show the positions of 4 players. Player 1 plays a Canoe card. To move forward, she must switch and link the gameboards.



**FIGURE 4B:** To Switch & Link: First the Rear board is slid ahead of the Lead board. It now becomes the "new" Lead board. Then, Player 1 moves forward onto the new Lead board.

## THE SPACES

**Water Space:** If you move onto one of these spaces, do nothing.



**Leaf Space:** If you move onto one of these spaces, collect a Leaf token. Once you land on a Leaf space, you *cannot* play another Canoe card on that turn. You can, however, still play a Rock or Log card if you want!



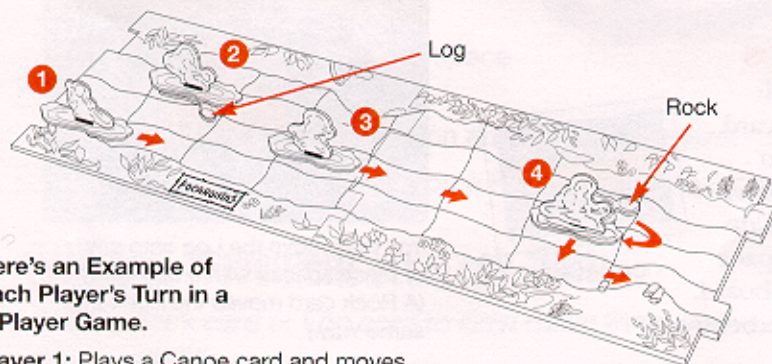
## Shore Space:

During play, Shore spaces may be moved onto just like regular Water spaces. However, after you have collected three Leaf tokens, you must land **on the Lead board's** Shore space to win the game.



## HOW TO WIN

The first player to collect three Leaf tokens *and* move his or her pawn to the Shore space **on the Lead board**, wins the game.



### Here's an Example of Each Player's Turn in a 4-Player Game.

**Player 1:** Plays a Canoe card and moves her pawn forward one space. She then discards a Rock card, and ends her turn by drawing two new cards to refill her hand.

**Player 2:** Needs a Paddle card to move her pawn off of the Log, but doesn't have one in her hand. She discards all three of her cards and draws three new ones. This ends her turn.

**Player 3:** Plays two Canoe cards; moves her pawn forward two spaces and collects

a Leaf token. She then plays a Rock card and moves the Rock under Player 4's pawn. She then draws three new cards. This ends her turn.

**Player 4:** Plays a Paddle card and moves her pawn off of the Rock one space sideways; plays a Canoe card and moves her pawn forward onto the Lead board's Shore space. Having already collected three Leaf tokens, she wins the game!