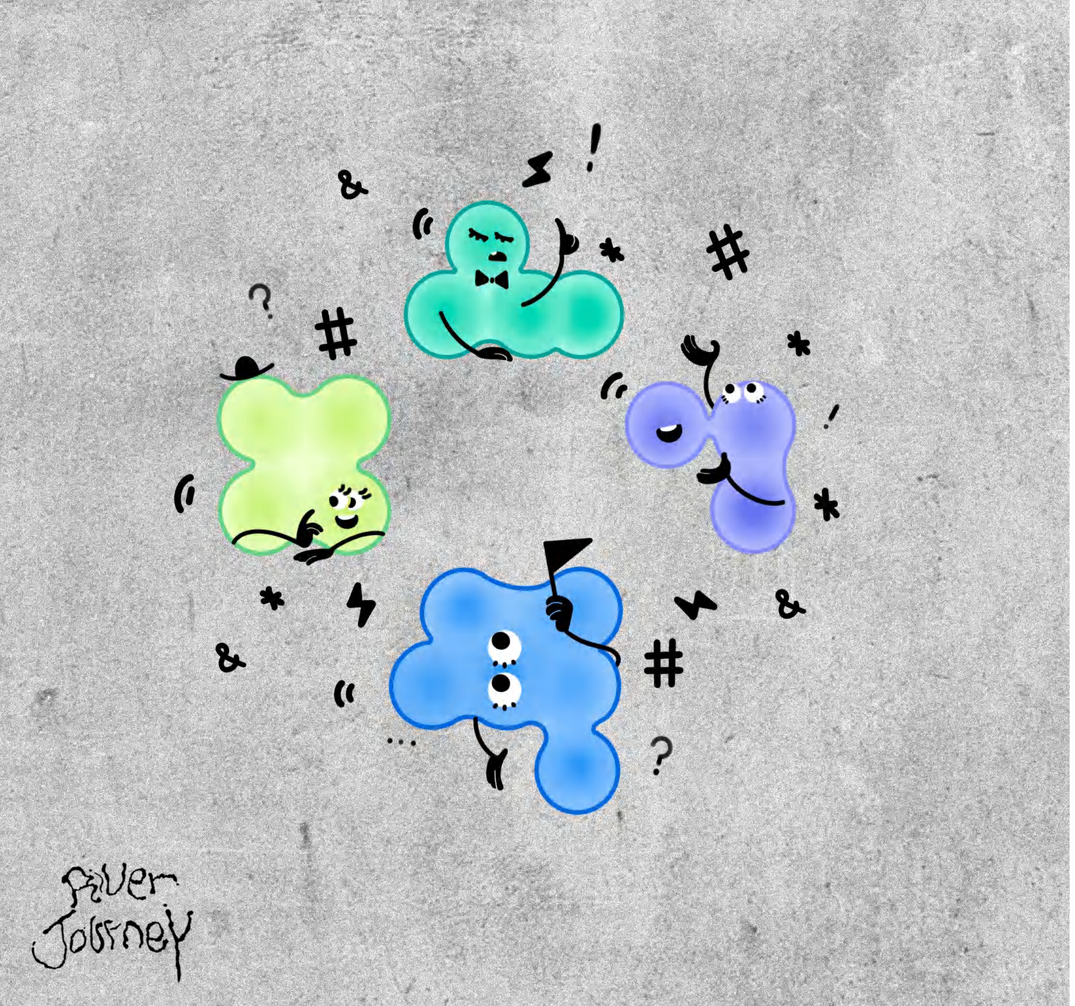


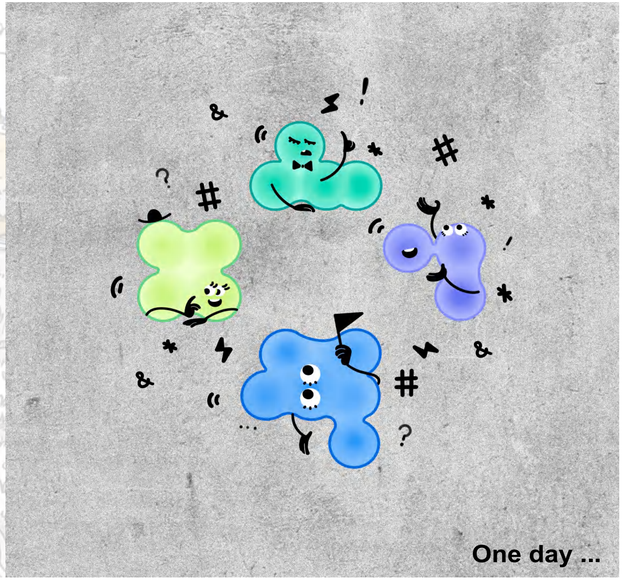
A game about water pollution

RIVER JOURNEY

Many countries face water problems. The increase in population and number of factories has led to serious discharge of wastewater.

This is an educational card game. Let teenagers understand the problem of water pollution through simple and interesting games, and guide people to think about the importance of protecting water resources.

INTRODUCTION: *THE STORY*



The story begins in a small, serene town tinged with green. Once, it boasted beautiful scenery, with clear, pristine rivers sustaining the lives of its inhabitants. However, as time passed, irresponsible agricultural practices, non-compliant industrial emissions, haphazard waste disposal, and unbridled development gradually cast a shadow of pollution over this picturesque landscape.

Four water protectors, our players, receive an urgent mission: to save these contaminated rivers, protect water sources, and maintain ecological balance! They come from different backgrounds but share the same goal: to clean the rivers, purify water sources, and save the environment!

The game is divided into four different areas: agricultural, industrial, residential, and wilderness. Each area presents its unique challenges and opportunity cards. They need to wisely utilize their resources and opportunity cards to build rivers, clean up wastewater, and promote the implementation of various environmental policies.

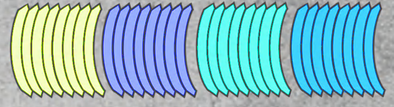
Only by judiciously using their opportunity cards and constructing a certain length of river can they win the game. However, if the pollution levels in the rivers continue to rise, and water sources dry up, the water protectors will face the fate of failure.

Now is the time to take action! Let our youth become true "water protectors," working together to save this beautiful land and bring fresh rivers and clear water sources to the future world!

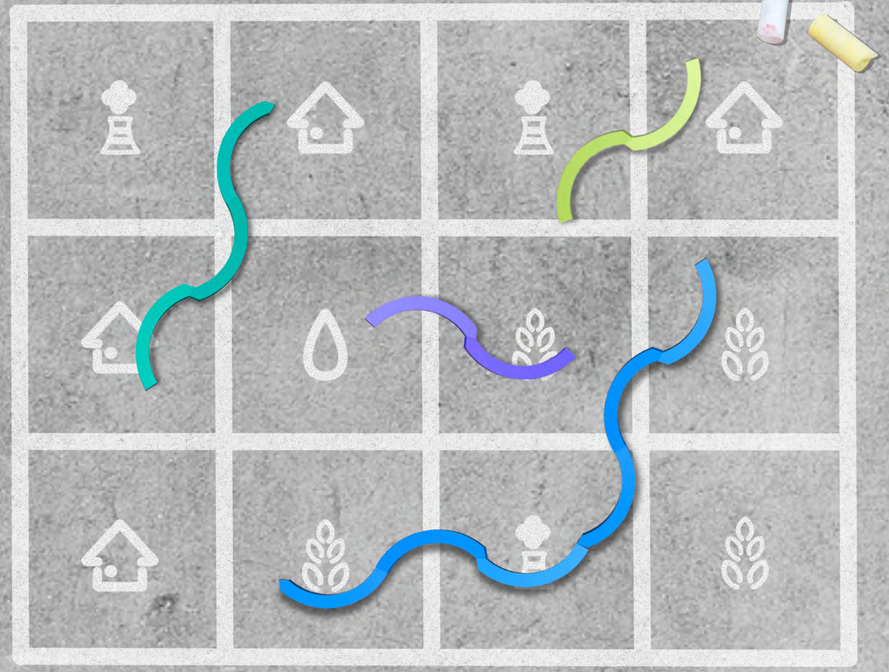
OVERVIEW

River Journey

River Model *32



Coins - Sewage Card *60



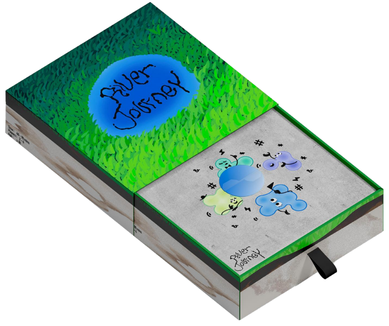
MAP

Time: 40 - 90 mins
Players: 2 - 4

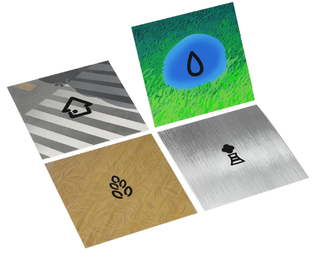
Functional Cards

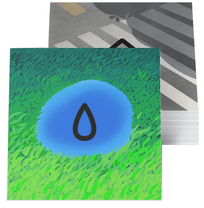
Packaging Box

The packaging box is a 10cm by 10cm box, which contains a simple and easy-to-understand game manual, 32 river models, a total of 60 gold coins and sewage cards, and 36 functional cards.



Map card

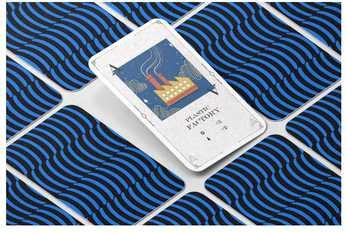




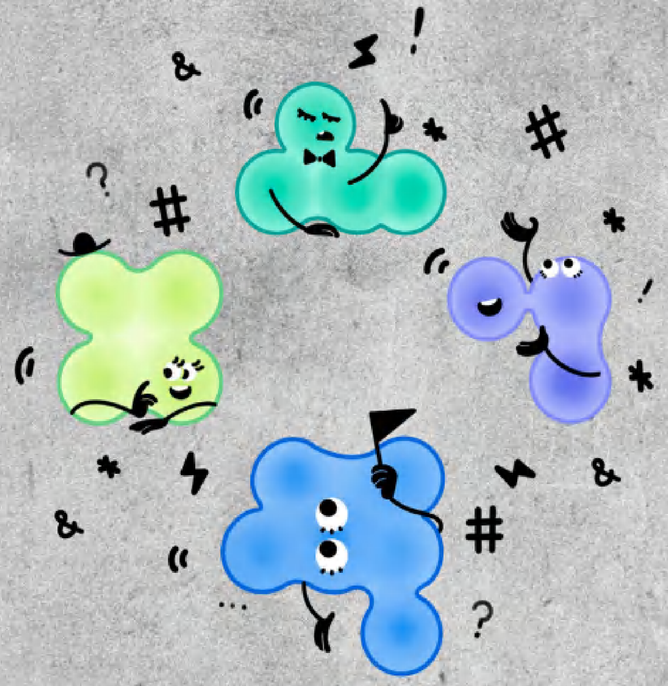
Game Manual

The instructions are printed front and back. It details the rules of the game and the functions of all cards. It uses a lot of visual pictures, which can be easily understood by young people. And it's very small and easy to carry.

Function card

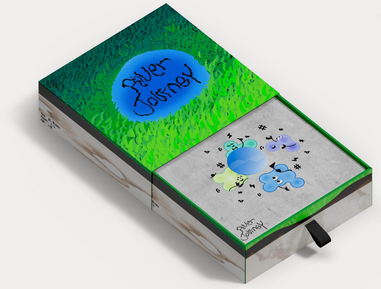


GAME RULES



One day ...

River Journey



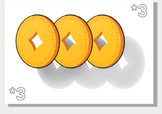
Game Card Types

·01 Game Rules

·02 Coins- Wastewater *60

1coin *40

2coins *10



3coins *10

Sewage *60

·03 River model *32

Player 01 *8

P2 *8

P3 *8

P4 *8

·03 Functional Cards *36

TypeA: Factory *18

A cards increase the coin count at the end of each round while also increasing the corresponding water pollution card count.

TypeB: purification facility *18

B cards deduct a portion of water pollution cards at the end of each round with no coin bonus

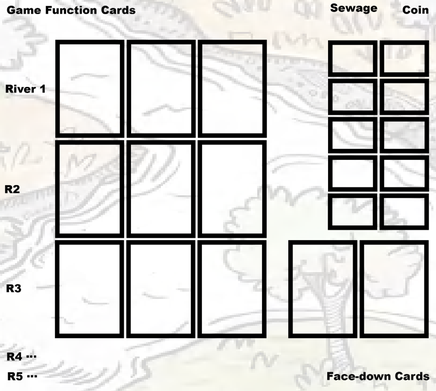
GAME PREPARATION

Number of players: 2-4
Time: 40-90 minutes

Initial resources: Each player starts with 10 coins, 10 wastewater cards, and one river model.

Map Drawing: Drawing the Map: Players draw a 4*3 rectangular map on any plane. Then, take turns to draw map symbols within the squares (including 4 industrial areas, 4 residential areas, 4 agricultural areas, and one wilderness). Afterward, players sequentially select positions to place their river models as the starting points of the rivers.

The recommended card placement method:



START

Players can decide the game order among themselves. Each player must take turns initiating a small round.

Each small round consists of two kinds of rounds: bidding and construction.

Bidding Round: Player 1 can choose to blindly draw a card from the facility deck or select one fromtheir existing facility cards (including face-down cards) to put up for auction. Player 1 determines the starting bid, and other players then choose to either increase the bid or pass for that roun. Player 1, as the initiator, may make a final bid or pass after all other players have finished bidding. The highest bidder wins the facility card for this round and may choose to immediately use itor keep it face-down. If all players pass on bidding, the facility card returns to the bottom of the deck.

***NOTE:**
Each river can accommodate a maximum of 3 function cards.
Each type of facility corresponds to specific map tiles. If a player's river does not pass through the corresponding area, and they acquire a facility card in the small round that does not match their river's path, they can place it face-down. Each player has two slots to store unused function cards. Stored function cards are not counted during the end-of-round settlement.
Determining River Path: A single river model is considered to be 100 meters long. For a river to be considered as passing through a specific area, at least 50 meters of the river must be within that area. If the same river passes through two different areas with at least 50 meters each, it can have function cards from both areas, but the maximum number of function cards remains 3.

Construction Round: After Player 1 finishes their bidding phase, they can choose whether to initiate the construction phase. If they do, they can choose one of the following actions:
Exchange 7 coins to acquire a new river and place it on the map. The new river must connect to the end of an existing river.
If their river passes through the wilderness, they can spend 3 coins to remove one water pollution card.
Flip over stored function cards and put them into use.

Settlement:
At the end of each player's individual small round, it is considered one full round. After a full round ends, players must settle their coins and pollution points according to the requirements of the facility cards in their hands. Then, the next full round begins.

Victory Condition: The player who first obtains 7 rivers is considered the ultimate winner.

River Journey

Extra Achievements:

"Lake!":
If three rivers intersect at a single point, it is considered the formation of a lake. At the end of each full round, each lake can reduce 1 pollution point.

"Environmentally Friendly Business!":
If a player reduces their pollution points to zero during a round's settlement, they receive a bonus of 3 coins. If they maintain zero pollution points throughout the next full round, they receive an environmental bonus of 1 coin during that round's settlement. This bonus has no limit on occurrences and ends only when the player's pollution points exceed 1 again.

"Stinky Creek":
If a single player's pollution points equal or exceed 10, they must choose to abandon one of their existing rivers. All facilities built on that river are immediately invalidated, and their pollution points decrease by 7. If a player loses all their rivers, they are immediately eliminated from the game.

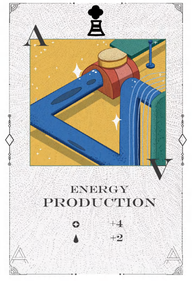
Function Card

Agricultural Area Function Cards

Excessive use of pesticides and inappropriate irrigation systems in agricultural areas can cause water waste and pollution. People need to take appropriate measures to rationally utilize water resources.

Industrial Area Function Cards

As factories continue to increase, more and more wastewater is discharged, and the ecosystem is constantly challenged. People can build environmental protection facilities to protect the environment.



Residential Area Function Cards Introduction

With the development of population, people need more infrastructure to maintain their lives, which also leads to an increase in domestic wastewater. Some simple public measures may bring extraordinary results.

FUNCTION CARD: Agricultural Area

1.Agricultural Factory

Use Pesticides

The use of pesticides in agricultural areas can result in pesticide residues flowing into water sources and rivers, potentially causing water pollution. This pollution poses risks to the health of aquatic organisms and can cause damage to ecosystems.

2.Agricultural Factory

Deforestation&Increased Plowing

The use of pesticides in agricultural areas can result in pesticide residues flowing into water sources and rivers, potentially causing water pollution. This pollution poses risks to the health of aquatic organisms and can cause damage to ecosystems.

3. Water purification equipment

Water Purification Vegetation

Water purification vegetation in agriculture aids in removing pollutants from wastewater, enhancing water quality and reducing the demand for local water resources, thus supporting sustainable agricultural practices.

4. Water purification equipment

Dam

The use of dams in agricultural areas effectively stores water resources, providing a stable source of irrigation water.Dams also promote agricultural production and local economic development .

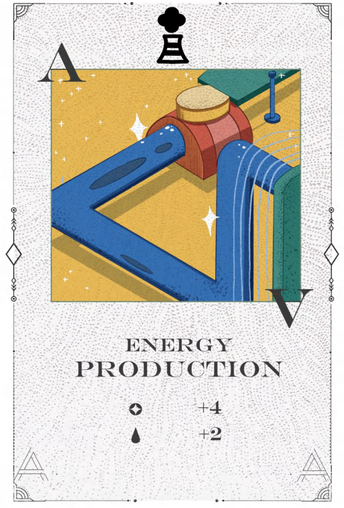
FUNCTION CARD: Industrial Area

1. Industrial Factory

Plastic Factory

Plastic factories may contribute to water source and river pollution through wastewater discharge containing organic and chemical substances, as well as generating microplastic pollution and releasing plastic waste.

2. Industrial Factory



Energy Production

Energy plants may contribute to water source and river pollution through thermal discharge, wastewater discharge, and chemical emissions. This pollution can lead to increased water temperatures,damage to ecosystems, and adverse impacts on aquatic organisms and human health.

3.Water Purification Equipment

Sewage Treatment Plant

The wastewater treatment plantutilizes physical, chemical, and biological methods to treat industrial wastewater, including processes such as sedimentation, filtration, and biological degradation. This aims to purify water quality, reduce pollutant emissions, and protect aquatic organisms and human health.

4.Water Purification Equipment

Drainage

The drainage channels in the industrial area collect industrial wastewater and transport it to wastewater treatment plants for processing, aiming to reduce pollutant emissions and protect the water sources and river water quality.

FUNCTION CARD: Living Area

1.Residential Factory

Commercial Street

Commercial streets may lead to the discharge of harmful chemicals, heavy metals, organic pollutants, and other contaminants into local rivers, resulting in water quality deterioration, ecological damage, and posing risks to aquatic organisms and human health.

2.Residential Factory

Textile Factory

Textile factories typically discharge wastewater containing organic compounds, heavy metals, and other chemical dyes, which can lead to river water pollution and deteriorate water quality.

3.Water Purification Equipment

Environmental organization

Environmental organization strive to protect rivers and water bodies, reduce the impact of water pollution, and promote sustainable water resource utilization through monitoring, technical solutions, regulatory compliance, education and outreach, ecological restoration.

4.Water Purification Equipment

Public Toilet

Public Toilet are equipped with certified wastewater treatment systems and undergo regular cleaning and disinfection to reduce the spread of bacteria and viruses. This helps prevent contamination of water sources directly or indirectly through restroom pollution.