



# RIVER BANKERS

COMMERCE & CONSERVATION

*Bid your workers on materials drifting downriver.  
Spend them to build structures on the bank.  
Every action costs fish.*

**2-4 PLAYERS**

**30-60 MINUTES**

**AGES 10+**

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# River Bankers

Rival semi-aquatic mammals — **beavers, river otters, muskrats, and minks** — bid workers on materials drifting downriver and spend them to build structures along the bank. Every action costs **fish**  — workers eat them to swim against the current — paid out on a shared track. The player furthest *back* on the track always acts next.

## Components

- **1 large river board** — the Headwaters slots, the four river spaces, and the shoreline
- **1 small fish-track board** — the 60-space fish-track loop, with slots for the structure deck and discard pile
- **24 material cards** — 6 materials × 4 icon-count variants (4, 5, 7, 8)
- **48 structure cards** — the shared main deck players draw from and build out of
- **12 species starter cards** — 3 per species, private to that species (used for the optional asymmetric draft at setup)
- **32 worker discs** (8 per species) in four colors: ● brown beaver, ● red river otter, ● green muskrat, ● purple mink
- **4 fish-track pawns** — one species chit per player, color-matched; double-sided, with a "+60" lap side on the back (flip it when you pass 0)
- **41 blank chits** — shared pool, drop onto vacated icons
- **1 auction chit** — marks the card currently up for auction
- **1 rulebook** (this booklet)



A material card — 7 log icons, ready for workers.



The auction chit.

## Goal

Score the most **victory points** ★ from structures you build along the bank. Tiebreaker: the lower final fish total (your pawn ends farther back on the track).

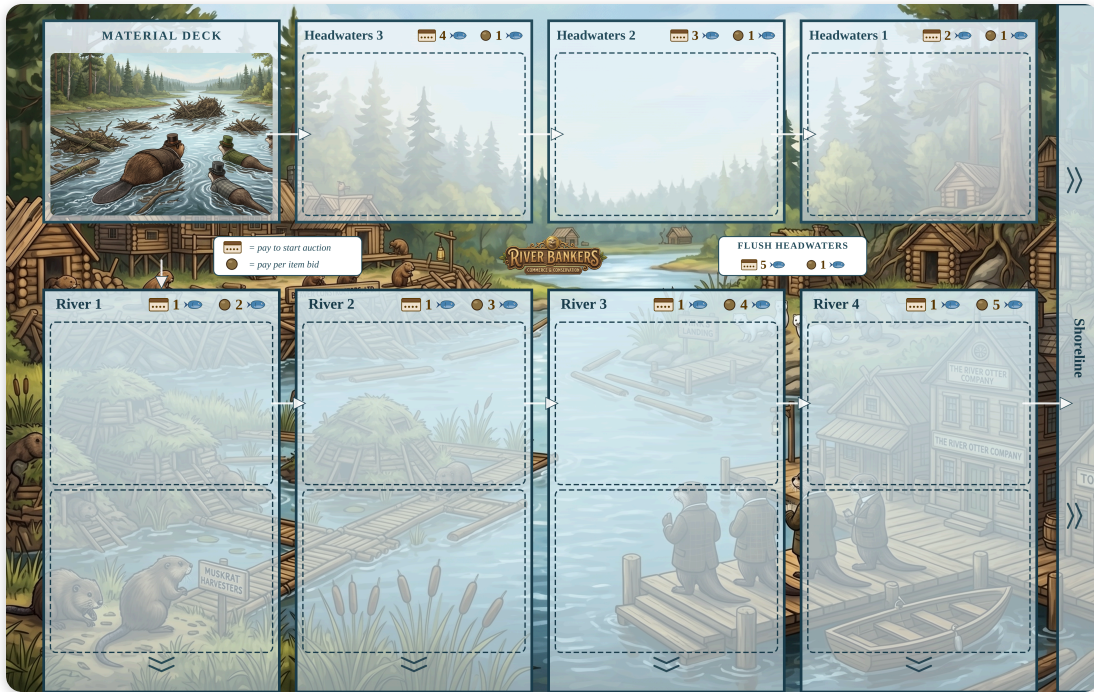
## Setup

1. Each player picks a species and takes its workers (**8** in 2–3 player games; **7** at 4 players — the eighth goes back in the box) and a fish-track pawn. Place all pawns on space **0**, stacked in player order with the first player on top.
2. **Species starter draft** (optional but recommended). Hand each player the **3 starter cards** for their species, face-up but private. Simultaneously, each player picks **1** to place in front of them already-built (counts as a built structure from turn 1). The other two go back in the box. Skip this step if you're playing the symmetric base game — see *Species starter cards* on the next page.
3. Shuffle the structure deck. Deal each player **3 cards face-down** as a private hand.
4. Shuffle the material deck. Reveal **3 cards into the Headwaters** (one per slot). The river starts **empty** — it fills as players pull cards from the Headwaters. Place the rest of the material deck face-down beside the Headwaters.
5. The player on top of the stack at space 0 takes the first turn.

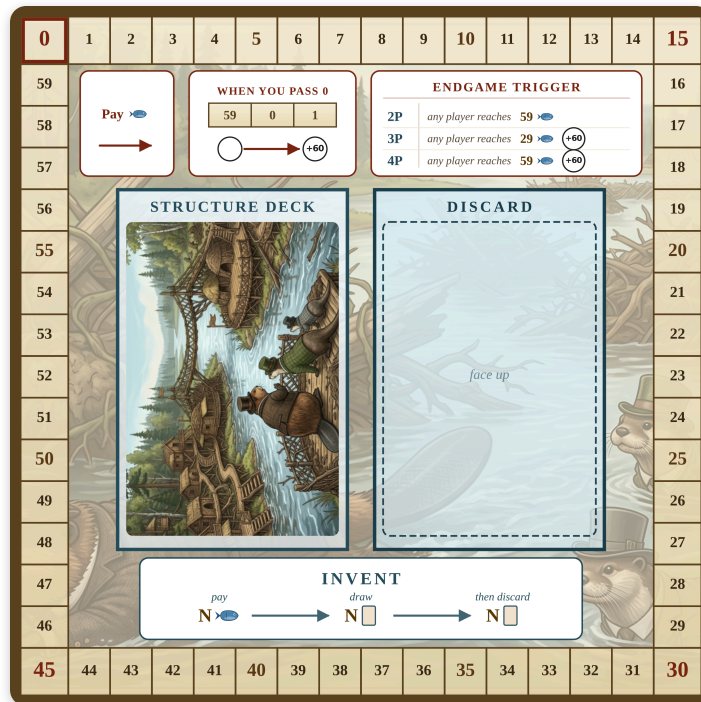
## DECK SIZE BY PLAYER COUNT

Material deck: **12 cards (2P)** · **18 cards (3P)** · **24 cards (4P)**. 5- and 7-icon cards are always included; 4-icon cards are added at 3+ players; 8-icon cards are added at 4 players.

## THE BOARDS



River board — Headwaters slots feed the four river spaces, which graduate to the shoreline.



Fish-track board — 0–59 loop around the structure deck and Invent action panel.

## Game elements

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### MATERIAL CARDS

Each card shows one material (Logs, Stones, Reeds, Mud, Vines, Clay) and a row of item icons. Cards **do not carry a printed cost** — every cost is determined by where the card sits. Items are not separate tokens; players claim them by placing workers directly on the icons.




**Eight of the 24 cards carry printed effects** (wildcards, fish-track bonuses, position-gated yield). See the reference at the back of this rulebook. Effects are gated by tier so 2P games only see those that work without a crowded board.

### BLANK CHITS

Round chits from a shared pool. A blank is dropped onto any icon a worker leaves behind, marking it as already-sold and removing it from future auctions.





### HEADWATERS

Three numbered slots above the river: **Headwaters 1, 2, 3**, counting away from the river. Headwaters 1 is closest to the river; Headwaters 3 is farthest upstream. Each slot has a fixed *move cost* — pay it to pull whichever card is in that slot down into the river.

- **Headwaters 1** — pay 2  to pull
- **Headwaters 2** — pay 3  to pull
- **Headwaters 3** — pay 4  to pull

Headwaters auctions resolve at a flat **Headwaters rate of 1 /item** — slightly cheaper than River 1.

### RIVER TRACK

Four spaces, each with a fixed *per-item cost*: **River 1 = 2 /item, River 2 = 3 /item, River 3 = 4 /item, River 4 = 5 /item**. That's how many fish each worker you win on a card costs you — cards drifting farther downriver demand longer swims and bigger meals.

Cards enter the river at space 1 (after a Headwaters move). **Multiple cards can occupy the same space** — they pile up there. A card only moves when *it itself* is auctioned and still has uncovered icons afterward: it slides one space downriver, where the per-item cost is one higher. New cards arriving from the Headwaters don't push the cards already in the river. Past the fourth (last) space is the **shoreline**.

### SHORELINE

A column past the river where graduated cards collect. Shoreline cards can't be auctioned and their icon counts no longer matter. Workers still on them can be spent on builds. A shoreline card with no workers left is discarded.

### STRUCTURE DECK

The structure deck is the shared draw pile of **48 cards** players build into during the game (separate from the per-species starter pools described below). Discarded structures form a face-up pile beside the deck; when the deck runs out, shuffle the discard pile to form a new one.

**Card anatomy.** Each structure card shows:

- **Title** (top left) and **VP block** (top right corner).
- **Cost row** just below the title — fish cost disc (leftmost) followed by one material disc per required material, each with its count. Wider cards wrap onto a second row.
- **Effect text** (lower half, italic) — the trigger and what it does.



Four sample structure cards. Top-right corner: VP. Cost row directly below the title: fish cost then materials. Effect prose fills the lower half.

### VP corner notation

- **N★** — fixed value of N victory points at end of game.
- **0★** — no scoring value; the card's only payoff is its mid-game effect.
- **?★** — variable; the formula is in the effect text and is read at end of game. See *Variable-VP structures* in Final scoring.

### Effect timing

Structure-card effects fall into a small set of trigger types. The first phrase of the effect text tells you when it fires:

- **When built** — fires once, immediately, the moment the card hits your tableau. (Spillway, Snag Pile, Mud Levee, Stone Pool, Sap Drip, Royal Lodge...; *Mill Wheel* copies one such effect from a neighbour.)
- **When you build [a structure that uses X]** — fires every later Build of yours that meets the condition; the triggering build itself qualifies. (Material walkways/ladders, Charcoal Pit, Cattail Marsh, Treaty Stone, Log Flume.)
- **As an action** — replaces your one turn-action (instead of Pull / Auction / Flush / Invent / Build). Pays the fish cost stated in the effect text. (Heron Roost, Driftwood Snag, Tow Line, Salmon Run, Portage, Trading Post; *Mill Wheel* copies one such ability from a neighbour.)
- **Once per game** — fires once on demand, then flip the card over to show it's spent. (Tribute Stone, Spy Mound, Slipstream, Granary, Floodgate, Snare Set, Wood Pile, Hollowed-out Log, Pack Rat Burrow, Spring Cascade.) *Springwater Pool* resets all of *your* spent once-per-game cards when built; *Spring Cascade* resets one.
- **End of game** — scores during final scoring based on the end-state of the table. These are the ?-VP cards (Heron Watch, Pier, Hidden Cache, Cattail Patch, Trophy Lodge, plus the material walkway / ladder / causeway family).
- **Constant / passive** — no explicit trigger; the effect is simply on while the card is in your tableau. (Reed Bed, Cache Burrow, Lookout Tree, Streambank Hollow, and all four species material-bias starters.)

An effect block split into two paragraphs (e.g. Vine Trellis, Stone Causeway, Reed Walkway, Clay Vault, Burrow Network) carries both an in-game trigger and an end-of-game bonus — read each paragraph independently.

### SPECIES STARTER CARDS (ASYMMETRIC PLAY)

Each species has a private pool of **3 thematic starter structures**. They are *not* shuffled into the shared structure deck — they're handed out at setup, drafted one-of-three by their species' player, and the unpicked two go back in the box.

The drafted card starts the game **already built** in front of you. It costs no fish, no materials, and no time — its effect is live from turn 1, and any printed ★ on it counts toward final scoring.

Each species' pool is built around a **material bias** — one of the three cards per pool reduces the per-item fish cost (or build advance) of that species' signature material. Stones and Vines are intentionally unaligned with any species, so the auction tension on those two stays open. Picking the bias card commits you to a material specialty; picking either of the other two trades that bias for a sharper tactical tool.

SPECIES	BIAS MATERIAL	STARTER POOL
Beaver	Logs	Lodge Foundation★ · Tail Slap · Beaver Cache
River Otter	Reeds	Kelp Bed★ · Rolling Float · Stone Tool
Muskrat	Mud	Mud Burrow★ · Channel Clearer · Marsh Lookout
Mink	Clay	Clay Den★ · Quick Strike · Snare Set

★ = the material-bias card in each species' pool.



The four material-bias starters — one per species.

**Symmetric play.** Skipping the starter draft (no card built at setup, all four species play identically up to color) is the simpler entry point — recommended for a first game or for teaching. The base game's tension is preserved either way; species starters layer asymmetric pressure on top.

## WORKER TOKENS

Each player gets 8 disc workers of their species color, sized to fully cover one icon on a material card. At 4 players, each player returns one worker to the box (starting with 7).

## FISH TRACK

A 60-space loop with one pawn (a species chit) per player. Every action slides your pawn **forward** by its fish cost; the pawn farthest back acts next (see Turn order).

When your pawn passes **0** (wraps past space 59 onto a new lap), **flip its chit over to the "+60" side**. Your fish total is the space your pawn sits on *plus 60 while the chit shows its "+60" side* — so a flipped pawn on space 12 is at 72. The flip keeps everyone's true position readable once play runs past a full lap.

## Turn order

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There are no rounds. The next player to act is whoever is **farthest back** — the lowest fish total (remember the "+60" flip when comparing pawns that have lapped). If pawns are tied on the same space, the one **on top of the stack** acts first; a pawn moving onto a space stacks on top. A player keeps taking consecutive turns as long as they stay farthest back — so a big, expensive turn that buries you deep on the track hands several turns to everyone else.

## Your turn





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Take exactly **one** action. Every action advances your pawn forward on the fish track by its fish cost. Any action that triggers an auction (**Pull**, **Auction**, or **Flush**) requires at least one worker available — in your supply or placed on a card you could recall (see *Pre-auction recall*, next page).

### PULL

2–4 


#### Auction a Headwaters card

Choose a card in the Headwaters and pay the move cost on its slot (2  for Headwaters 1, 3  for Headwaters 2, 4  for Headwaters 3). An auction immediately runs on the card *in place*, at the **Headwaters rate of 1 /item**. The initiating player must bid at least one worker; other players may bid 0. After the auction settles, the card moves to **River 1** if any icons remain uncovered, or straight to the **shoreline** if every icon was claimed (see the universal card-movement rule below).

### AUCTION

1  flat



#### Auction an existing river card

Choose any river card that still has uncovered icons. The initiating player must bid at least one worker; other players may bid 0. The flat fish is paid immediately; *per-item* fish still applies on whatever you win, set by the card's current river space (2/3/4/5 ).

### FLUSH

5 

#### Flush the Headwaters

Set aside all cards currently in the Headwaters. Refill from the top of the deck (revealing 3 fresh cards). Then **shuffle the set-aside cards back into the material deck**. Pick one of the newly-revealed cards and run an auction on it at the Headwaters rate (1 /item); triggering this auction is free — the 5  already paid covers it — but you still pay for your own bid normally. The initiating player must bid at least one worker; other players may bid 0. The other two newly-revealed Headwaters cards stay in their slots.

If the deck has fewer than 3 cards left when you flush, the Headwaters refills with whatever's available before the set-aside cards are shuffled in. **You can't flush once the material deck is empty** — without fresh cards to draw, the action is illegal.

### INVENT

1–5 

#### Invent structures (you choose N from 1–5)

Draw N structure cards from the deck, then discard N cards from your hand (any mix of new draws and old). Discards go face-up onto the structure discard pile. If the deck runs out mid-draw, shuffle the discard pile to refill it.


**BUILD**  
printed

**Build a structure (fish cost printed on the card)**

For each material listed, pick up that many of *your* workers from cards of the matching type and return them to your supply. Drop a blank on each uncovered river-card icon. (Shoreline cards don't need blanks.) Place the structure face-up in front of you for scoring, then draw a replacement structure card so your hand returns to your hand size (normally 3; Cache Burrow raises it).

After your action resolves (and any auction settles), check the fish track again. If you're still on top of the lowest occupied space, take another turn.

# Auctions

Triggered by **Pull**, **Auction**, or **Flush**. The action's flat fish cost is paid immediately (2/3/4  to pull a Headwaters card, 1  for an existing river card, 5  to flush the Headwaters); auction results may cost additional fish.

When an auction is triggered, place the **auction chit** on the card being auctioned so everyone can see at a glance what they're bidding on. Return it to the supply once the auction resolves.

## PRE-AUCTION RECALL

Immediately before any auction (yours or another player's), each player may recall any number of their own workers from river cards back to their supply. Drop a blank onto each river-card icon you uncover. Workers recalled from shoreline cards don't need blanks. Recall is *free* — no fish cost — and the recalled workers are immediately available to bid.



Recalls are public and resolve before bidding begins. They're not an action; they don't move any card.

## BIDDING

Everyone — including the active player — secretly chooses how many workers from their supply to bid. The triggering player must bid at least one; other players may bid zero. A bid is capped at the number of **uncovered icons on the card** — you can't bid for items that aren't there.

When everyone's ready, all bids are revealed at the same time.

## RESOLVING THE AUCTION

1. **Pay fish first.** Every bidder slides their pawn forward on the fish track by *their bid × the card's per-item cost* (1  in the Headwaters; 2/3/4/5  for River 1/2/3/4). **You pay for every worker you bid, win or lose** — the fish are spent on the swim, not on the prize.
2. **Then place workers.** Add up all the bids.
  - **If the total fits on the card** (bids ≤ icons), everyone gets exactly what they bid — place all bid workers on the card.
  - **If the total goes over** (bids > icons), the river jams. Count how many extra workers were bid beyond the card's capacity — that's the **overbid**. Each player takes their own bid minus the overbid. Anyone whose bid is smaller than the overbid takes nothing. Unplaced workers return to their owners' supplies (the fish they ate are already spent).

Paying fish first — before resolving who got what — keeps high bids honest: a jam costs every bidder for their full bid, win or lose.

### EXAMPLE — JAM

A card on **River 2** has 5 uncovered **log** icons. ● You bid 4 workers; ● your opponent bids 4. Total: 8 — three over the card's 5. **Pay first:** both of you advance  $4 \times 3 \text{ fish} = 12 \text{ fish}$  (River 2's per-item cost × your full bid, regardless of how many clinch). **Then place:** the overbid is 3. Each of you takes  $4 - 3 = 1$  log; you each place 1 worker on an icon and the other 3 workers go back to your supplies. The 3 uncovered icons stay where they are, and the card slides to River 3.

### EXAMPLE — OUTBID

A card on **River 1** has 5 uncovered log icons. ● You bid 1; ● opponent bids 5 (the cap). Total: 6 — one over the card's 5. **Pay first:** you pay  $1 \times 2 \text{ fish} = 2 \text{ fish}$ ; the opponent pays  $5 \times 2 \text{ fish} = 10 \text{ fish}$ . **Then place:** the overbid is 1. Your bid of  $1 - 1 = 0$  — you take nothing and your worker returns to your supply. The opponent takes  $5 - 1 = 4$  logs. 1 icon stays uncovered; the card slides to River 2.

Workers that didn't clinch an icon return to your supply (the fish you fed them is the only cost). Workers placed on icons stay there until you spend them on a structure or call them home.

## Card movement

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Only the card being auctioned can move. Other cards in the river — even ones at the same space — stay put. The river isn't a queue; it's a set of four spaces that can each hold any number of cards.

After **any** auction (plenty or jam) on a card:

- **If any icons are still uncovered**, the card slides one space downstream — Headwaters → River 1, River 1 → River 2, and so on. From River 4 it graduates to the **shoreline** (the card leaves the river entirely, with its workers). When the card lands on a deeper river space, its per-item cost matches the new space (one higher than before).
- **If every icon was claimed**, the card has nothing left to auction and goes straight to the **shoreline**.

After a Headwaters card vacates its slot, any Headwaters cards in higher-numbered slots (farther from the river) advance one slot toward the river to fill the gap. Then a new card from the top of the material deck enters the now-empty Headwaters 3 (farthest upstream). Cards that did *not* lose a slot in front of them stay where they are.

When a card reaches the shoreline, return any blanks on it to the pool. Workers stay on it until spent on a build. Once the last worker leaves a shoreline card, the card is discarded.

Spending or recalling a worker from a river card does *not* move the card — it just leaves a blank on the icon. The card keeps drifting normally. New material cards only enter the river by being pulled out of the Headwaters.

## Endgame & game end

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The fish track has a **finish line** whose position depends on the player count:

PLAYERS	FINISH LINE (FISH TOTAL)
2	<b>59</b> — the last space of lap 1 (no chit flip)
3	<b>89</b> — flip to "+60", then space 29
4	<b>119</b> — flip to "+60", then space 59 (last space of lap 2)

Play continues normally up to that point. The **material deck running out does not** end the game — you keep auctioning the river and Headwaters cards still on the board until pawns reach the line. (Flushing just becomes illegal once the deck is empty, since there are no cards to refill the Headwaters.)

**Crossing the line.** The moment one of your actions carries your pawn *to or past* your finish line, finish that action normally, then **retire**: your pawn takes no more turns and you bid 0 in any remaining auctions. Your built structures stay on the table. Everyone else keeps playing.

**Retiring early.** As soon as the first pawn crosses, a **Retire** option opens for everyone else. On your turn you may retire instead of taking an action: advance your pawn to the **lowest open space at or past the finish line** and drop out. Spaces fill in from the line upward, and a pawn that overshot the line keeps its spot — so if a crosser landed on 64, the next player to retire takes 60, the one after that 61, and so on. (Retiring to a low spot is good for the tiebreaker.)

**One final build.** Once **every** player has retired, go around once more in fish-track order (lowest first): each player may make **one last build** using the workers they already hold. This build *still costs fish* and slides your pawn forward — which can matter for the tiebreaker. A player with no affordable build simply skips.

Then the game ends. Total the victory points on each player's built structures, **plus 1★ per pair of same-type leftover workers** on the board (river + shoreline). For each material, count your workers across all your cards of that material and score floor(workers / 2). Singletons score nothing.

Wildcard cards (Driftwood Tangle, Mud Slick) let each of their workers count toward either of their two materials — assign each worker individually to maximize your pair count.

## VARIABLE-VP (?-VP) STRUCTURES

Some structures show ? in the VP corner instead of a number. Their final score depends on what's on the table at the end of the game, and the formula is printed on the card itself. Common shapes:

- **Shoreline counters** (e.g. *Heron Watch*, *Pier*) — score per shoreline card that meets a condition.
- **Material-themed scalers** (e.g. *Vine Ladder*, *Stone Causeway*, *Reed Walkway*, *Clay Vault*, *Burrow Network*) — score per built structure of yours that uses a given material, often capped.
- **Diversity bonuses** (*Hidden Cache*, *Cattail Patch*) — score based on the number of distinct materials across your built structures.
- **Meta-scorers** (*Trophy Lodge*) — score per ?-VP structure you control, counting itself.

Apply each formula independently and add the result to that structure's score. Order doesn't matter — every ?-VP card reads the same end-state, and they don't chain except where one explicitly references the others (*Trophy Lodge*).

## LEFTOVER WORKER EXAMPLES

LEFTOVER WORKERS	PAIRS	SCORE
4 logs, 4 mud	2 + 2	4★
3 logs, 3 reeds	1 + 1 (singleton in each pile)	2★
2 logs, 1 reed, 1 mud, 1 vines, 1 clay	only logs pair up	1★
8 logs (extreme specialist)	4 pairs	4★
1 worker on each of 6 materials	all singletons	0★

Highest total wins; ties broken by the **lower final fish total** (the pawn farther back at the end — which rewards retiring efficiently to a low spot rather than overshooting).

## Material card effects reference

Eight of the 24 material cards carry printed effects. Effects are gated by tier so 2P games only see those that work without a crowded board. The remaining 16 cards are plain — they yield one material per claimed icon, no extras.

Every material is equally available. The deck carries the **same card breakdown for all six materials** — one card each at **4, 5, 7, and 8 icons** (24 icons per material across its four cards). Deck inclusion by player count is identical for every material, too: the 5- and 7-icon cards are always in, the 4-icon cards join at 3+ players, and the 8-icon cards at 4 players. No material is rarer or more plentiful than another by design — how much a given material is worth to you comes only from what the structures in your hand happen to demand.

### ALWAYS TIER (IN DECK AT 2P+)



**Driftwood Tangle** Logs / Reeds x5  
WILD LOGS / REEDS · 5 ICONS

**Driftwood Tangle**  
Each claimed icon yields Logs or Reeds (chosen at build time).

Wild: each claimed icon yields Logs OR Reeds (chosen at build time).




**Mud Slick** Clay / Mud x7  
WILD MUD / CLAY · 7 ICONS

**Mud Slick**  
Each claimed icon yields Mud or Clay (chosen at build time).

Wild: each claimed icon yields Mud OR Clay (chosen at build time).

### 3+ TIER (ADDED AT 3P AND 4P)



**Hidden Inlet** Reeds x4  
REEDS · 4 ICONS

**Hidden Inlet**  
If exactly one player has workers on this card **when it reaches shoreline**, that player moves back 1 space on the fish track per worker.

If exactly one player has workers on this card when it reaches shoreline, that player moves back 1 space on the fish track per worker.



**Vine Curtain** Vines x4  
VINES · 4 ICONS

**Vine Curtain**  
When you build using workers from this card, peek at the top 2 material cards and rearrange them.

When you build using workers from this card, peek at the top 2 material cards and rearrange them.



**Mud Wallow** Mud x4  
MUD · 4 ICONS

**Mud Wallow**  
When this card reaches shoreline, the player with the most workers on it moves back 2 spaces on the fish track. (Ties: nobody.)

When this card reaches shoreline, the player with the most workers moves back 2 spaces on the fish track. (Ties: nobody.)

### 4+ TIER (ADDED AT 4P ONLY)



**Cattail Cluster** Reeds x8  
REEDS · 8 ICONS

**Cattail Cluster**  
Vanilla yield (1 Reed per claimed icon). When this card reaches shoreline, the player with the most workers on it moves back 3 spaces. (Ties: nobody.)

When this card reaches shoreline, the player with the most workers moves back 3 spaces on the fish track. (Ties: nobody.)



**Slipping Sandbar** Clay x8  
CLAY · 8 ICONS

**Slipping Sandbar**  
Enters the river at **River 4** instead of River 1. After any auction in which workers were placed, slide it one slot upstream. If at River 1 with uncovered icons remaining, the card moves to shoreline.

Enters the river at River 4. After any auction with workers placed here, slides one slot upstream. At River 1 with leftover icons, retires to shoreline.

**Old Growth**

Logs x8

4P



If this card is at River 3 or 4, each worker you retrieve yields 2 Logs instead of 1.

LOGS · 8 ICONS

**Old Growth**

If this card is at River 3 or 4, each worker you retrieve (pick up while paying a Build cost) yields **2 Logs** instead of 1.

# Quick reference

## ACTIONS (ONE PER TURN)

NAME	WHAT IT DOES	FISH
<b>Pull</b>	Auction a Headwaters card	2 / 3 / 4
<b>Auction</b>	Auction a river card	1  flat
<b>Flush</b>	Reset the Headwaters	5
<b>Invent</b>	Draw N, discard N ( $1 \leq N \leq 5$ )	N
<b>Build</b>	Build a structure	printed

## PER-ITEM FISH RATES

POSITION	/ ITEM
Headwaters auction	1
River 1	2
River 2	3
River 3	4
River 4	5

## AUCTION RESOLUTION

Bids are capped at the card's uncovered icons.

**1. Pay first** — every bidder advances  $bid \times per\text{-item cost}$ , win or lose.

**2. Then place** —

*Bids fit* (total  $\leq$  icons): everyone places their full bid.

*Bids spill* (total  $>$  icons): subtract the *overbid* (excess) from each bid — that's what they place. Smaller bids may take nothing.

## CARD MOVEMENT

- Only the auctioned card moves.
- Icons still uncovered  $\rightarrow$  slide one space downstream.
- All icons claimed  $\rightarrow$  straight to shoreline.
- From River 4  $\rightarrow$  shoreline.

## TURN ORDER

Farthest-back pawn (lowest fish total) acts next; keeps going while still lowest. Ties  $\rightarrow$  top of stack. New arrivals on a space stack on top.

## PASSING 0

Wrap past space 59  $\rightarrow$  **flip your chit to its "+60" side**. Your total = space + 60 while flipped.

## ENDGAME

Finish line: **59 / 89 / 119** fish (2 / 3 / 4 players). Deck running out doesn't end the game. Cross the line  $\rightarrow$  retire; once someone crosses, others may Retire to the lowest open spot  $\geq$  the line. When all are out, each makes one final build, then score.

## FINAL SCORING

Sum VP on built structures. **+1★ per pair** of same-type leftover workers (singletons score nothing). Wildcards assign per worker.