



Sungai means River in Indonesian. In this archipelago of 17,000 islands, rivers rise from the slopes of volcanoes, flow down through lush rainforests and irrigate terraced rice fields, shaping these magnificent landscapes.

But little by little, as they pass through villages and towns, these wild rivers become laden with all manner of waste, turning these all-important ecosystems into giant garbage dumps...

The river is not a dustbin. Help us restore the beauty and balance of this vital ecosystem!

1- Goal of the game : make a 10 cards river with no waste

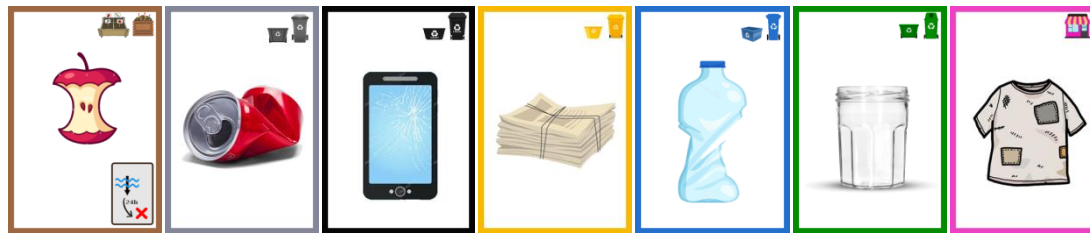
2- Components

The game is made of 75 cards :

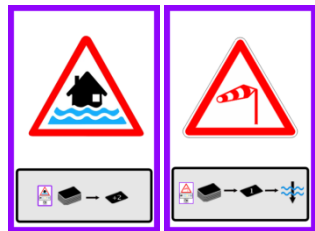
12 river cards with 1 coin on the bottom right and corner (8 without fish, 4 with fish)



30 waste cards (organic waste in brown, metal waste in grey, electronic waste in black, plastic waste in blue, paper waste in yellow, glass waste in green, fabric waste in pink)



5 events cards (2 flooding cards, 3 wind cards)



34 initiative/development cards (with a red turn) and on the back their value (2, 3 and 4 coins and the contents of each category)



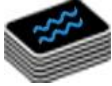
20 coins 


3- Set up


Take 4 coins to start the game

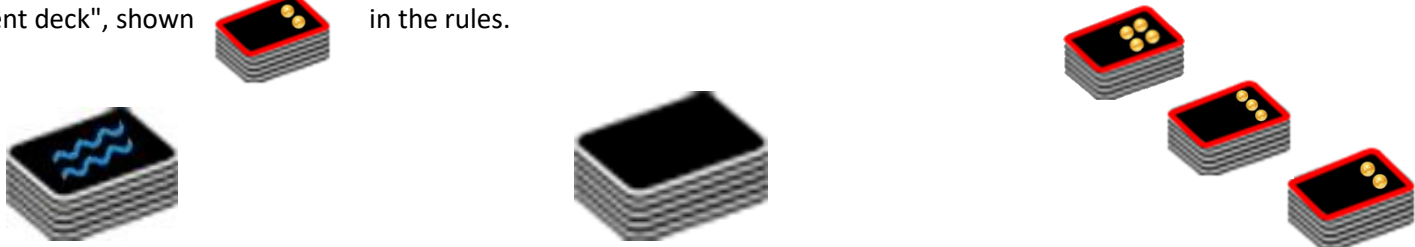
Take 8 river cards at random.

Randomly select 4 different-colored waste cards from the 30 available.

These 12 cards will form our deck, which we'll call the "river deck", shown  in the rules.

The remaining 4 river cards and 5 event cards are shuffled with the rest of the waste cards and placed face-down in a heap, to be known as the "waste deck" and shown  in the rules.

The initiative/development cards (red) are separated according to their reverse side and placed face-down in a pile, called the "development deck", shown  in the rules.



River deck : 8 river cards + 4 waste cards with different colors

Waste deck : 4 river cards, 5 event cards and all the remaining waste cards

Development deck : all the red cards, separated according to their value

4- Game Play

- phase 1: Create rivers

Take the river deck, turn over the first card of this deck and place it in the center of the table, as the start of your 1st river.

Take the next card and place it face-down where you wish:

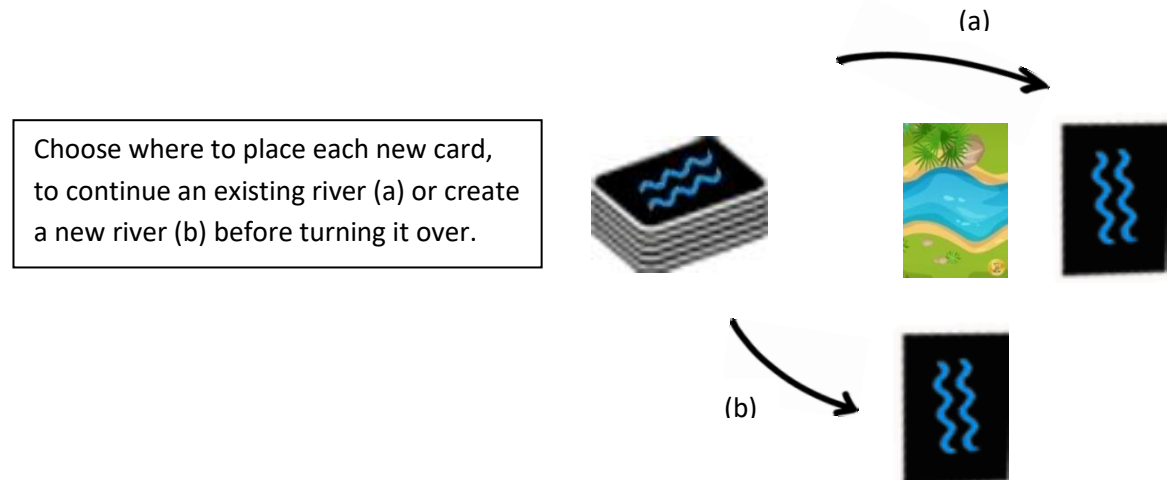
- either next to the previous card to continue the river (a),

-or below it to create a new river (b)

then turn it over.

You can create as many rivers as you like by placing a new card under the previous one.

A new card can be placed next to any existing river or create a new river.



Choose where to place each new card, to continue an existing river (a) or create a new river (b) before turning it over.

Note: a river can't be made up entirely of garbage. If garbage is the 1st card in a river, the next card must be placed next to it. If, once the 1st phase is over, the last river contains only waste, it is placed at the end of the river just above it.



1st phase end: here the player has created 4 rivers



- phase 2 : Collecting money

Collect as much money as your longest waste-free river earns you.



Here you get 3 coins thanks to your 3rd river

- phase 3 : Waste generation

Pollution generates pollution... Reveal as many cards from the waste deck as there are polluted rivers visible.

In our previous example, there are 4 rivers and 3 are polluted, so we reveal 3 cards from the waste deck



If a river card is revealed, it enters the river on the next turn.

Event cards can also arrive

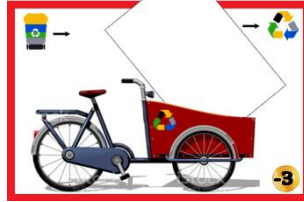
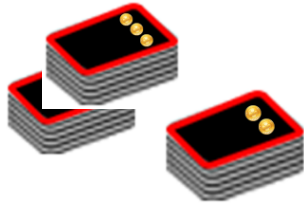
- **Wind** : turn over 1 additional card from the waste deck, this card automatically joins the last river

- **Flooding** : Reveal 2 new cards from the waste deck

The event cards are discarded once they have been used

- phase 4 : Waste management

Reveal as many development cards as there are visible rivers (polluted and non polluted) on the table (= number of lines), in our example 4.



Players can choose the values of the cards they reveal. The more expensive the cards, the more useful they will be

Things you can get in each deck are noted on the cards back



2 coins cost: recycling waste boxes, compost, vegetable garden...

3 coins cost: recycling waste bins, bicycle, initiatives, water control

4-coins cost: recycling factory, small truck...

Facilities investment

These cards can be used to manage waste (store, transport, recycle, etc.), but they have a cost (indicated in the bottom right-hand corner of the card). You can therefore buy them with the money you have to store, transport and process waste, or remove waste from the river.

Getting wastes out of the

We'll have to try and clean up those rivers. If you wish, you can pay 1 coin to clean up 1 river you've created. To do this, take the cards making up the river of your choice, shuffle them without looking at them and draw one of them at random. If it's a waste, you take it out of the river, it joins the revealed waste and must now be processed. If it's a river card... too bad, you put it back in, but you can start again by paying 1 new coin.

Revealed waste that will not be stored/treated during this 4th phase will be discharged into the river.

Development/initiatives cards types



- 2 coins cost

STORAGE

- **Bins**: there are 2 bins (cost 2 coins + 1 and then 2 then 3 pieces when you use it to put a waste)
- **The selective sorting boxes** will only be used for one type of waste, but the waste placed in them can be collected and taken to recycling factory to earn money.



TRANSPORT

- **The garbage collector** costs 2 coins, and can collect 1 piece of waste from a sorting garbage can or a normal garbage can per turn and take it to a recycling plant. He must be paid 1 coin for this job



VALUATION

- **Compost** : After 1 or more turns in the compost, the waste can be used in the vegetable garden as fertilizer and earns 1 coin per card.



OTHERS

- **Wind radar** : helps anticipate wind and avoid its consequences
- **Clean up day** : allows you, 1x per turn, to perform the "take the garbage out of the river" action a second time, free of charge, if the first was unsuccessful.



- 3 coins cost

STORAGE

- **Recycling garbage cans**: can be used to store 2 different pieces of waste, which can be collected and taken to recycling plants to earn money
- **The multi-purpose**: bin is used to store waste of any kind.



TRANSPORT

- **cargo bike**: it can collect 1 piece of waste from a sorting garbage can per turn and take it to a recycling plant



VALUATION

- **Second hand shop**: recovers textile waste for recycling. Unlike factories, there's no need for collection/transportation: you take your waste directly to the factory to earn money.



OTHERS

- **Weather Radar** : helps anticipate wind and floodings to avoid its consequences
- **River water control** : this feature allows you to look at the next card in the river deck 1x per turn during the river creation phase, before deciding where to place it.
- **Tourist Area** : add value to river cards with fish by giving 1 extra coin for 2 river cards with fish in the largest river without waste





- 4 coins cost

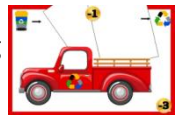


STORAGE

- **The multi-purpose garbage can:** is designed to store 2 different pieces of any types of waste.

TRANSPORT

- **small truck:** can collect 2 pieces of waste from sorting garbage cans per round and take them to recycling plants, but each transport will cost 1 coin



VALUATION

- **Recycling plants :** will enable waste to be recycled and thus earn money. Each plant can receive 2 types of waste. Each recycled waste card will earn 1 coin.

- **The multi-purpose plant:** recycles any type of waste, but gives only 1 coin for every 2 pieces of waste.



OTHERS

- **Water treatment plant:** adds value to fishless river cards, 1 extra coin for 2 fishless river cards in its longest waste-free river.

- **National park:** enhances the value of river cards with fish, 3 coins more for 3 fish cards in its largest river without waste.



Note: You can buy as many landscaping cards as you like; once purchased, they are permanent. However, you can only buy which development cards are revealed this turn (= the number of rivers created). Purchased development cards are not replaced.

- Phase 5 : End of a round and new round

The development cards not bought by the players are put back under their respective deck

The organic wastes (brown cards) in rivers are removed (biodegraded),



Reconstitute the river deck with all the river cards on the table, adding any unmanaged waste. Shuffle the river deck and repeat phase 1.

End of the game

You win the game if you manage to create a river of 10 non-waste cards before the waste deck is finished.

Otherwise you lose.