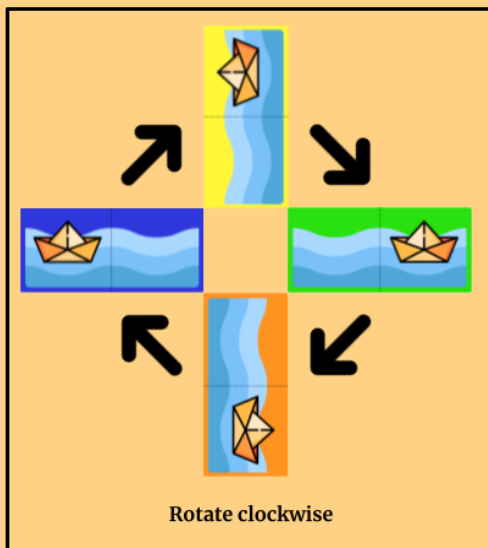


Examples of Play

- *Player 1* plays a **2 Tiles Action Card**. They place the tiles on their own stream, moving towards the edge of the board.
- *Player 2* only has one **Action Card** left in their hand, but they do not want to play it. They choose to discard this **Action Card** and play the one that is on top of the deck.
- *Player 3* plays a **Rotate Action Card** and chooses to rotate clockwise. Every player rotates to a new stream, taking only their cards with them. Because *Player 3* rotated in the clockwise direction, they get to take another turn on their new stream.



Meandro

Four streams flow down from the mountains to the ocean, but who will reach it the fastest? Become one of the streams and challenge your friends for supremacy in the harsh world of nature. Fight using sabotage and strategy to block other flows and protect your own. Remember - only one stream will reach the ocean and become a new wonder of the world!

Objective

The goal is to be the first boat to overlap any ocean tile on the edge of the board by any means—or 'stream'—necessary. Using the cards at your disposal, build a stream or sabotage others to succeed.



Component List

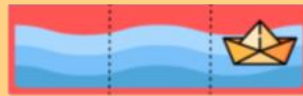
Tiles



x64 Orange Stream Tile



x64 Green Stream Tile



x9 Misdirection Tile



x8 Medium Obstacle Tile



x64 Blue Stream Tile



x64 Yellow Stream Tile



x21 Large Obstacle Tile



x6 Small Obstacle Tile

Toy Boats



Action Cards



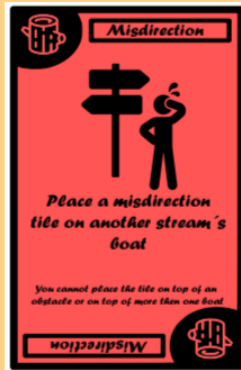
x20



x8



x4



x3



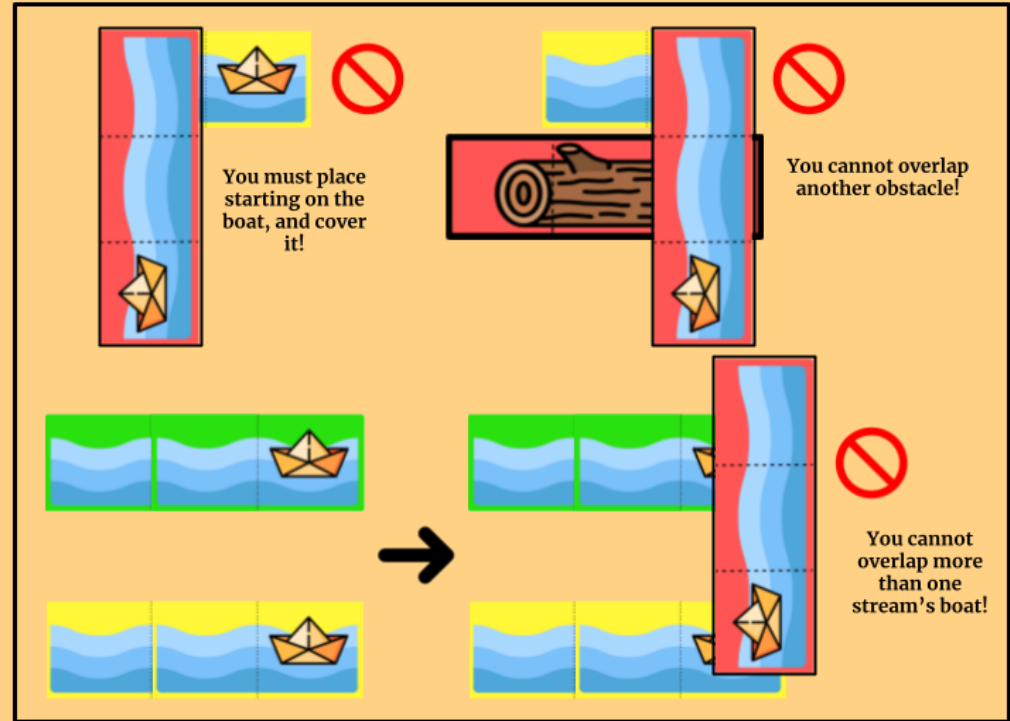
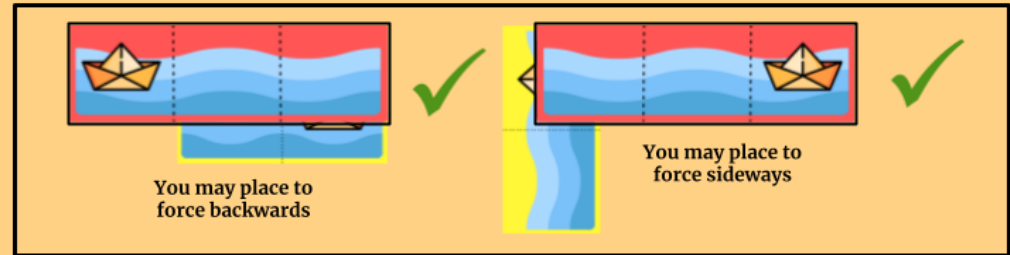
x6



x3

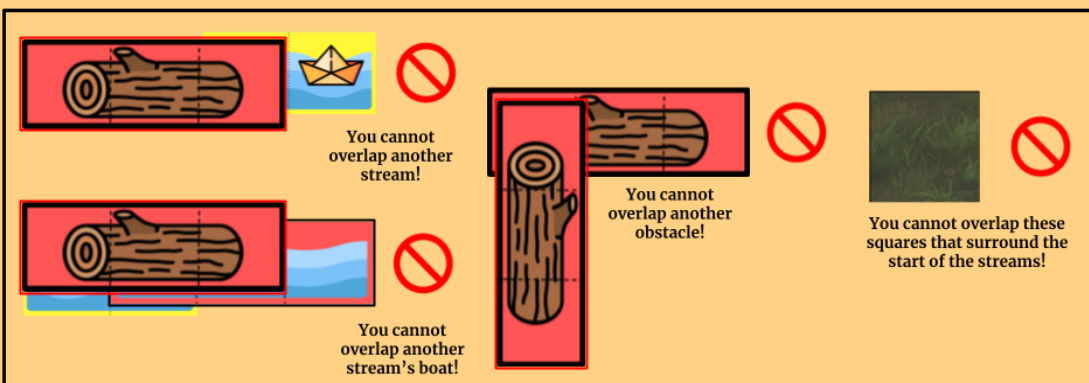
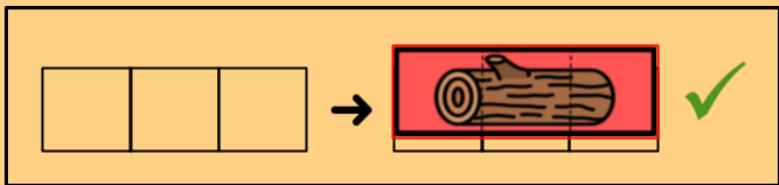
Misdirection Tiles

A Misdirection Tile acts similarly to a Stream Tile, however, it must be played on another stream as shown in the examples below.



Obstacle Tiles

An **Obstacle Tile** may be placed anywhere on the board as long as it does not overlap other obstacles, colored streams, and/or the squares shown in the examples below.



Setup

1. Place **Obstacle Tiles** on the board, as shown below.
2. Shuffle **Action Cards** and place them face down.
3. Each player chooses colored **Stream Tiles**.
4. Each player draws four **Action Cards**.
5. Choose a player to begin the game!



How To Play

1. Play one **Action Card** from your hand.
2. Once the **Action Card** is resolved, discard it to a discard pile.
3. If this was your last card, draw four new **Action Cards**.
4. Move on to the next turn, to the left.
 - Refer to *Rotate in Rules*.

Optional Rule: When you have one Action Card left, you may discard it and play the one that is on top of the deck.

Rules

Rotate

When a **Rotate Action Card** is played:

- Choose a direction to rotate.
- Everyone must move to the next stream in the chosen direction, taking their **Action Cards** with them.
- Each player is now controlling a new colored stream.

Note 1: Alternatively, the players may rotate the board 90 degrees in the direction chosen.

Note 2: This means a player could be skipped or gain an extra turn depending on which way the players rotate seats (Refer to Examples of Play).



Stream Tiles

- Each colored stream should only have one visible boat.
- The stream's boat should always be covered by the new tile as shown below.
- A **Stream Tile** may be placed in any direction as long as it does not overlap with an obstacle or another stream's boat.
- Players may overlap each other's stream, but never their boat as shown below.
- You may use a **Toy Boat** to symbolize your current position.

