POTOMAC

Cooperation game
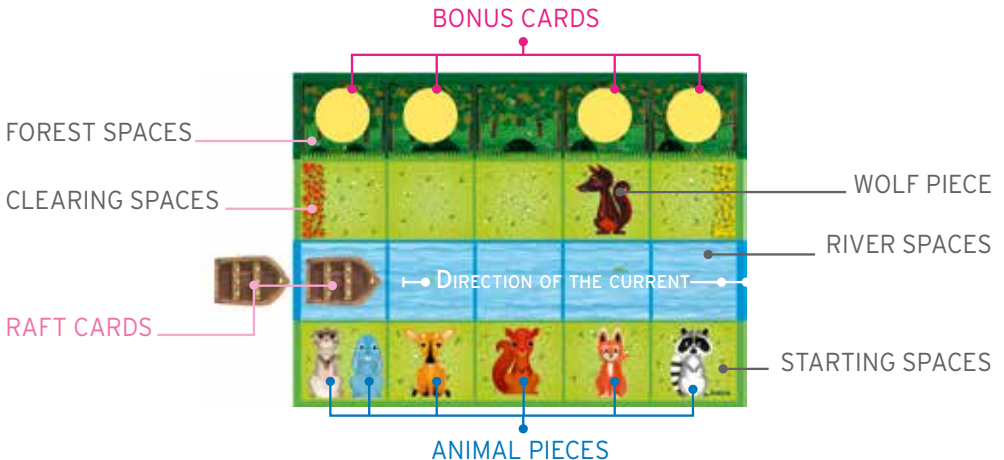
5-10 years   2 - 4   15 min

Includes: 1 board, 2 rafts, 4 bonus cards, 6 animal pieces, 1 wolf piece, 1 dice.

The animals want to get to the forest on the other side of the Potomac River. But first, they have to cross the river, then the clearing!

Aim of the game: Potomac is a cooperative game. You have to help the six little animals reach the forest without any of them being swept over the waterfall or caught by the wolf.

Setting up the game: Place the board in the middle of the players. Place the animals on the starting bank of the river; the wolf in the clearing; the bonus cards, face down, on the forest spaces; and the rafts on the river as shown in the diagram below. Place the die next to the board.

BONUS CARDS

FOREST SPACES

CLEARING SPACES

RAFT CARDS

WOLF PIECE

RIVER SPACES

DIRECTION OF THE CURRENT

STARTING SPACES

ANIMAL PIECES

Playing the game

The youngest player starts, then play continues in a clockwise direction. This is a cooperative game: all of the players can play all of the characters. You can discuss together which character to play, but the final decision belongs to the player whose turn it is.

Moving the animals

The animals must cross the river using a raft, then cross the clearing to reach the forest.

The player rolls the die:

○ The player moves the animal of their choice (except the wolf) one space along, either horizontally or vertically (not diagonally). **NB:** If two rafts are side by side, a player piece can be moved from one to the other.

〰 Move your chosen raft one space to the right.
Any character on the raft moves with it!

If a raft leaves the board, that means it goes over the waterfall. That raft is gone for the rest of the game.

If the second raft goes over the waterfall, there are no more and the animals can no longer cross the river!

NB: There can only be 2 rafts on the same space.

Move the wolf one space towards the red flowers in the clearing (towards the left). If the wolf is already on the leftmost space on the board, the wolf moves back to the right one space.

Move the wolf one space towards the yellow flowers in the clearing (towards the right). If the wolf is already on the rightmost space on the board, the wolf moves back to the left one space.

• There can only be a maximum of two animals on the same space.

• **Once an animal has arrived on one of the forest spaces, it can no longer be moved.**

• If the wolf arrives on a space where there's an animal, then the wolf catches the animal!

The player performs the action indicated by the die, then the turn passes to the next player, who rolls the die.

Defence cards: There are four bonus defence cards. They are positioned on four of the five forest spaces. When a player reaches one of these spaces with an animal, they win the card on the space. These cards are shared by all players and can be played at any time during the game, regardless of the result of the dice roll.

Only one card can be played per turn. Once a card has been played, it is discarded.

STOP THE WOLF: when this card is played, the wolf cannot move, even if the die says to move it.

JUMP: when this card is played, an animal can jump over the wolf.

1. Horizontally: this lets the player dodge the wolf if it arrives on the space where the animal is. The wolf takes the place of the animal and the animal takes the place of the wolf.

2. Vertically: when getting off the raft, the animal goes directly to the forest.

End of the game
The game ends when the six animals have reached the forest on the other side of the river: they're all safe and sound! Bravo, you've all won!
However, if during the game one of the animals is caught by the wolf or if one of the animals goes over the waterfall with the raft, the game stops and everyone loses!

If both rafts leave the tray before all the animals have crossed the river, the game is also lost.

NB: For an easier game, you can choose to play with 5 animals instead of 6 (place each animal on a starting space when setting up the game).

A game by Geoffroy Simon