Flooded Forest
A tile game by Robert Johnson
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3 to 4 players – 45 to 60 minute playtime
Ages 10 and up

Object of the Game: Every year during the flood season the Amazon River overflows its banks and floods the surrounding rainforest. When this happens fish leave the river to find food and safe places to spawn. When the dry season comes the flood waters recede and the fish are forced to make their way back to the river trying not to get eaten by predators. In Flooded Forest the players use tile and cube placement and then tile removal and cube movement to simulate this natural cycle. The player who earns the most points by getting their fish to the river and by eating opponent's fish using the predators wins the game.

Game Play Overview: The game components for Flooded Forest consist of 7 River hex tiles, 36 Flood hex tiles with different patterns of water and forest, 72 cubes in 4 different colors (red, green, blue, and purple), 4 black sticks, 4 orange disks, and 4 yellow cylinders.
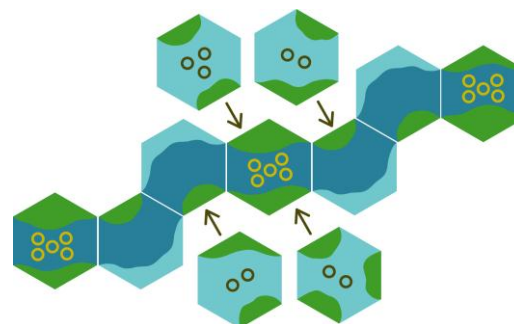
Flooded Forest is played over two phases: the Flood phase and the Dry phase. During the Flood phase the players will place Flood tiles along the river and then place fish cubes on those tiles. There may be opportunities to place extra fish cubes but competition for space is fierce. Then during the Dry phase Flood tiles are removed one at a time to drive fish cubes toward the river. If a predator is moved to another tile or fish are moved onto a tile already with a predator or a predator drives off another predator then that predator may get to eat some of those fish.

Setup: There are 7 *river* hex tiles which can be identified by the darker shade of blue water and the small letters on the ends. To set up the river take the tile that has just the A and place it at one end of the play area. Then take the tile with A and B and place it next to the A tile so the A side of one tile is touching the A side of the other tile. Continue this with the B-C tile and so on until the last river tile is placed. The newly made river should lie across the middle of the play area. For a four player game the middle and end tiles will use the sides with five

circles. For a three player game the middle and end tiles use the sides with four circles.

The 36 Flood tiles are then shuffled and four random tiles are placed in the positions indicated in the diagram below making sure that water is lined up with water and forest is lined up with forest.

Each player then gets their own eight tile draw deck with the flood side down and they draw a hand of three from the top of their deck. For a three player game the remaining eight Flood tiles are set aside and won't be used in the game.

The 72 fish cubes are divided up by color and each player gets one set. A first player is then chosen (the last player to swim the Amazon River?)

How to Play:

Phase One: The Flood Phase

During the Flood phase a player's turn consists of placing a Flood tile from their hand on either side of the river and then placing a fish cube on that tile. If that fish cube is adjacent by water to other fish cubes of
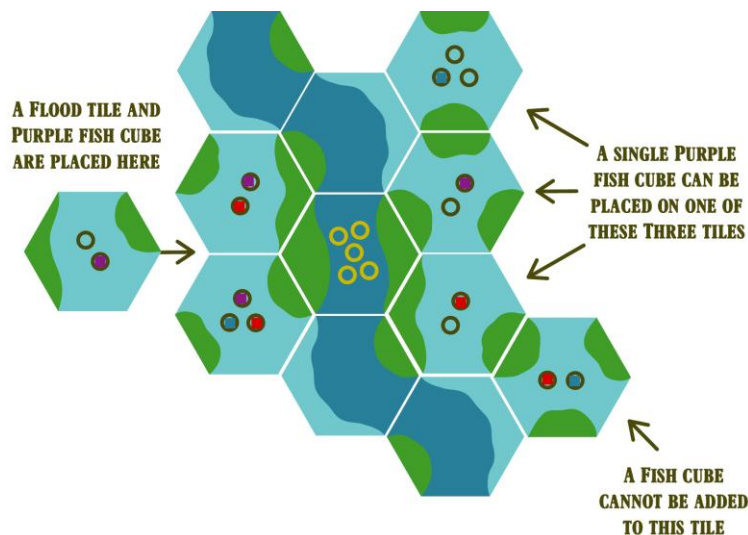
the same color the player can place more fish cubes on the other side of the river.

To place a Flood tile the player chooses one of the three tiles in their hand and places it along one of the flood areas on either side of the river. When placing a Flood tile at least *two* sides of the tile must touch other tiles (including River tiles), terrain types must match (water or forest), and at least one side must touch water.
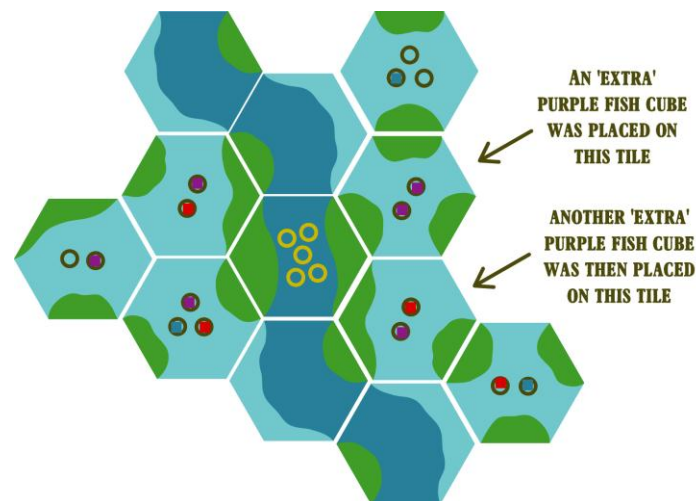
After a Flood tile has been placed the player then immediately places one of the fish cubes from their supply onto that tile in one of the circles.

If the newly placed fish cube is directly adjacent by water to any other fish cubes of the same color the player can place one more fish cube on a previously placed Flood tile on the opposite side of the river. This extra fish cube can only be placed on a Flood tile that has room for more fish cubes (which will be explained next).

Each Flood tile has either one, two, or three circles on it which represent how many fish cubes are allowed on that tile. The number of circles with no fish cubes on them indicates how many more fish cubes can be added to that tile. Because there is limited space on the Flood tiles careful consideration is needed when placing them.

A FLOOD TILE AND PURPLE FISH CUBE ARE PLACED HERE

A SINGLE PURPLE FISH CUBE CAN BE PLACED ON ONE OF THESE THREE TILES

A FISH CUBE CANNOT BE ADDED TO THIS TILE

If the extra fish cube is placed on a tile that already has one or more cubes of the same color then yet another extra fish cube can be placed on a Flood tile that is adjacent by water, again provided there is room on that adjacent tile. There is no limit to how many times this can happen and so it is possible to spawn several fish cubes in one turn provided it's allowed by the game state.

AN 'EXTRA' PURPLE FISH CUBE WAS PLACED ON THIS TILE

ANOTHER 'EXTRA' PURPLE FISH CUBE WAS THEN PLACED ON THIS TILE

Once this is done then the player draws a tile to refill their hand and the next player takes their turn.

If a player manages to place all of their fish cubes they then discard their remaining Flood tiles from their hand and draw deck. The remaining players continue placing Flood tiles.
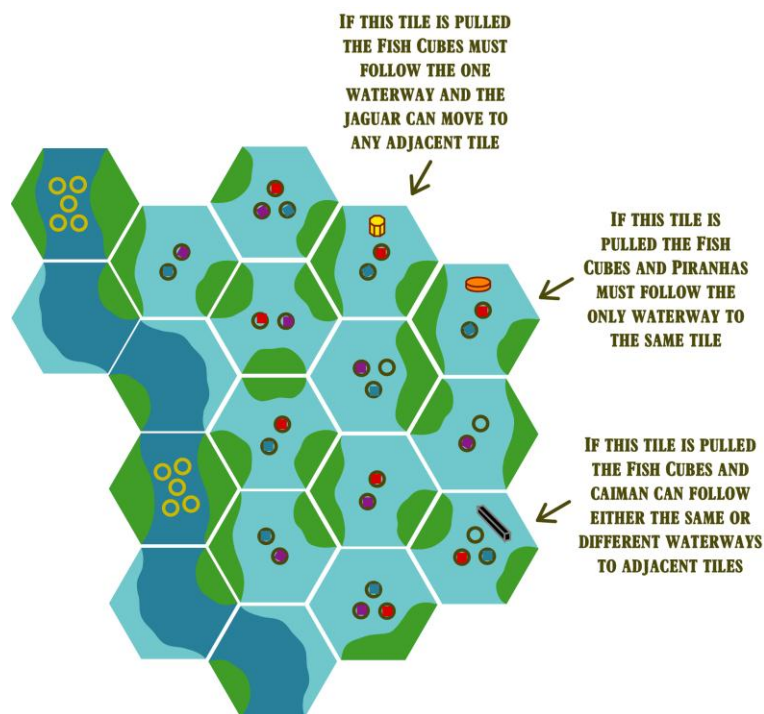
The Predators Appear:

Once the players have either placed all of their fish cubes or have no more Flood tiles to place then the Predators appear. Each player gets one of each type of predator piece. The black sticks represent caiman, the orange disks represent schools of piranhas, and the yellow cylinders represent jaguars. Then, one at a time in turn order, each player takes a predator piece and places it on one of the perimeter tiles of the two flooded areas that doesn't already have another predator piece on it.

Phase Two: The Dry Phase

A player's turn during the Dry phase consists of removing a Flood tile and moving any pieces on that tile onto adjacent tiles as well as possibly playing special actions that are located on the backs of the Flood tiles.

In order for a tile to be removed it must be able to slide out from the flood area without disturbing any adjacent tiles. Also, the removal of that tile can't cause the waterway of any other tiles to be cutoff from the river.

Fish, Piranhas, and Caiman (mostly) are water bound and can only move onto a tile that is connected by a waterway. Jaguars, however, can move onto any adjacent tile. When there are different options for where animal pieces can be moved the active player decides where to move them; however, all fish cubes on a tile will 'school' together and must be moved together even if they are different colors. Predators can move onto the same tile with the fish cubes or onto a different tile provided there is a valid path. The circles on the Flood tiles are disregarded at this point.

IF THIS TILE IS PULLED THE FISH CUBES MUST FOLLOW THE ONE WATERWAY AND THE JAGUAR CAN MOVE TO ANY ADJACENT TILE

IF THIS TILE IS PULLED THE FISH CUBES AND PIRANHAS MUST FOLLOW THE ONLY WATERWAY TO THE SAME TILE

IF THIS TILE IS PULLED THE FISH CUBES AND CAIMAN CAN FOLLOW EITHER THE SAME OR DIFFERENT WATERWAYS TO ADJACENT TILES

If a predator is moved onto a tile with another predator then one of those predators will be driven off. To determine which predator is driven off a paper/rock/scissors method is used:

Jaguar drives off Caiman
Caiman drives off Piranhas
Piranhas drive off Jaguar

The dominant predator stays on the tile and the other predator piece is removed and is now out of play. If both predators on the tile are the same type then one of them is removed from play.

Once this is done it's time to see if any predators can eat any fish. The predators that can potentially eat were either just moved onto a tile, were already on a tile that fish just moved onto, or were just successful in driving off a rival predator. To determine if the predator eats and how many fish they eat is based on the number of cubes on that tile.

Predator:	Fish on Tile:	Fish Eaten:
Caiman	2+	1
Jaguar	3+	1
Piranhas	4+	2

If there is a mix of different color fish cubes that can get eaten on a tile then the active player decides which fish cubes are eaten. These cubes are then removed from the tile and put in front of the player for scoring later. The player can eat fish cubes of their own color but won't score points for them.

When fish cubes move into the river any predator that moves along with them has one last opportunity to eat based on the normal cube count rules. Once this is resolved the predator piece is removed from play and the fish are placed onto open circles on the middle and end river tiles for scoring later. These fish cannot be eaten by any predators.

Special actions:

On the backs of the Flood tiles are special actions that can be used to alter the normal options for when a Flood tile is removed or used for

actions independent of pulling a Flood tile. When a Flood tile is pulled it is set aside until the end of the turn. At the end of the turn the player flips over pulled Flood tile and puts it in their hand for use later. If they already have a Flood tile in their hand they must discard one. On a turn a player can use a special action either before or after they pull a Flood tile. When a special action is used that tile is then discarded.

The special actions available are as follows:

-*Move a predator from a shared tile to an adjacent Flood tile:* Piranhas and Caiman must follow an available waterway. Predators will drive off other predators and/or eat fish cubes per usual when this action is done

-*After movement a predator eats one more fish than normal:* Includes fish or predator movement. Must be played after a Flood tile is pulled

-*Move your fish from a shared tile to an adjacent Flood:* A 'shared' tile is defined as sharing the tile with either fish cubes of other colors or with a predator. Fish must follow an available waterway

-*After movement Piranhas eat when only three fish present:* Includes fish or predator movement

-*Move a Caiman from a shared or removed tile over land to an adjacent tile:* A 'shared' tile is defined as sharing the tile with fish cubes. This can be played in conjunction with pulling a tile or as an independent action

-*Move a Jaguar from a shared or removed tile up to two Flood tiles:* A 'shared' tile is defined as sharing the tile with fish cubes. This can be played in conjunction with pulling a tile or as an independent action. Cannot be used to cross the river

End of game: When all of the circles on the River tiles are filled the game ends immediately and scores are tallied

Scoring: There are two ways to score points in Flooded Forest: either by getting your fish back to the river or by having predators eat *opponents'* cubes. Each fish cube that gets to the river scores the owner two

points. If on the last turn more fish cubes get to the river than there are circles the additional fish are scored like normal. Fish cubes belonging to other players that where collected by predators eating them earn that player one point each. Any fish that were in the flood areas when the game ended score no points.

In the case of a tie the player that had more fish cubes make it back to the river wins. If there is still a tie then the player that ate the most cubes of the other tied player wins.