

Rafters!

Quest for the Four Golden Crowns

Rafters! is a fast-paced game of acquisition for two players. Each player had a crew of eight hardy souls who have traveled to the Mysterious Island where adventure abounds and treasure awaits. The first player to return to their raft with five crowns wins!

Objective

Choose your color, purple or orange, and race your pawns to the center of the main board. Acquire a magic token ring and return this ring to your forge to obtain resources. These resources can then be built up into other materials that will eventually allow one to forge four golden crowns.

The winner of *Rafters!* is the first player to get four yellow rings, placed atop four pawns, on to their raft. Winning happens the *moment* this is accomplished.

But watch out! An ocean surrounds the island and its current takes your raft, and your opponent's, around the island in a rather random fashion. This brings advantages and disadvantages for both sides.

Components

Rafter1 Mat, Orange
Rafter2 Mat, Purple

Island Mat
Bowling Pin Pawn, Orange (8)
Bowling Pin Pawn, Purple (8)
Nishati Ring, Orange (7)
Nishati Ring, Purple (7)
1D4, Black
Wood Resource (24)
Brick Resource (16)
Stone Resource (8)
Gold Resource (8)
Crown Ring, Yellow (8)

Setup

The initial setup and pawn movement is very similar to checkers, with a one or two additions.

Each player takes their respective pawns, orange or purple, and places four on the black squares on the Island mat that are encased in arrows of similar color. These are your *forge* squares and they are where you shall turn your tokens into resources. The remaining four pawns are placed on the squares in front of the forge squares. In addition, it is also time to set the Rafter Mats up next to the Island Mat. See Figure 1.

Rafter Mats travel in a clockwise direction about the Island Mat, the number of spaces moved determined by die rolls.

Note there are two *gifting squares* at the center of the Island Mat.

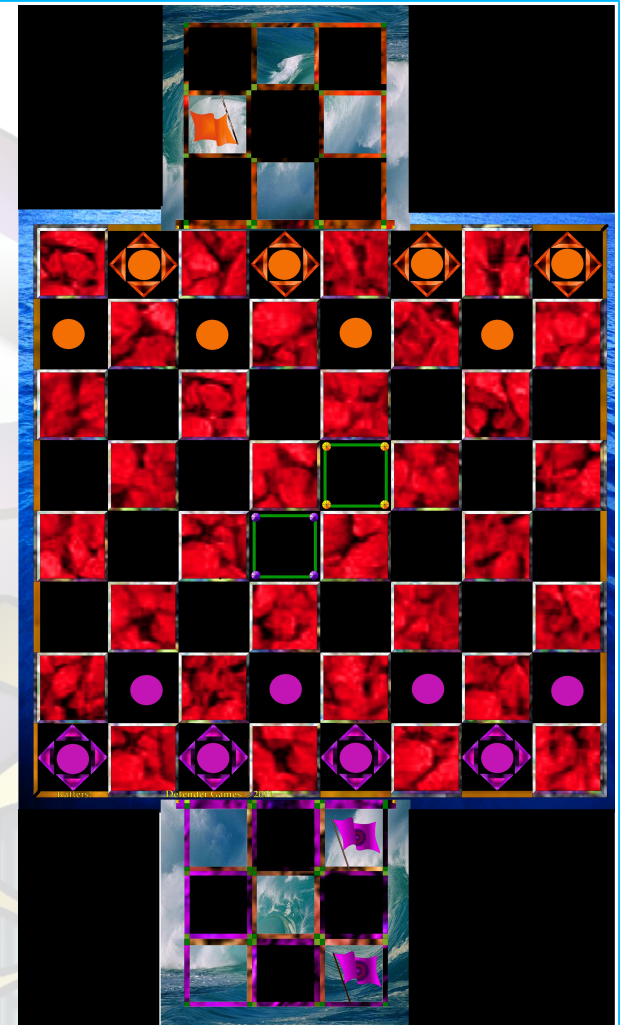


Figure 1: Rafter Mats and Pawns Setup.
Note how the Rafts overlap the Island slightly.

Note: due to printing considerations, it may be necessary to trim a bit of excess off of each Rafter Mat so that it lines up flush with the Island and the other Rafter Mat. This will aid game-play immensely, but be careful with those scissors!

The Game

Player with the highest roll of the die goes first. Players move about the board the same fashion as for chess or checkers, namely diagonally. The extra twist being the Rafts that are constantly in motion around the Island.

A pawn can move any direction, so long as it's diagonal. A pawn can only get on a raft when it is in-sync with the island. Referring to Figure 1, both Orange and Purple can move pawns onto their respective rafts.

Raft movement around the board is done one die roll at a time. Purple, being the smaller raft, gets two rolls of the die, whereas Orange, being able to hold more pawns and cargo, can roll only once. The die rolls represent the number of squares along the edge of the island that the raft may move.

The goal of each pawn is to get to one of the squares at the center of the Island and retrieve a magic *Nishati Ring* of their own color, and then returning that ring to their forge. After one turn, the Nishati Ring will become a *Resource*. A specific number of Resources are needed to forge *Gold Crowns*. As stated, the first player to forge four Gold Crowns and get them onto their Rafting Mat first, wins.

There is a sequence that must be followed for Resource accumulation in order to make a Gold Crown. For example, Orange makes it

to the center, green-bordered square and secures a Nashati Ring by placing it on top of his pawn. Orange then evades capture and brings it back to his forge, placing the ring on the Forge Square. One turn later, the Ring will turn into a Resource. After the Ring is used, it is sent back to the box from which it came.

Note that if Purple had captured Orange with a Nashati Ring when it was lying by itself on the forge, and managed to return it to the Purple forge, he would get one Resource for this action. *However*, if Purple had captured an Orange *pawn* with a Nashati Ring on its head and successfully returned it to the Purple forge, Purple would get *two* Resources for the deed. Such is the way of magic.

Here is the Way of Resources: Three Wood become one Brick. Two Brick become one Stone. One Stone becomes one Gold Brick, and one Gold Brick becomes one Gold Crown.

How to effect this transformation? Nashati Rings! Three Woods are on a Forge square, the pawn retrieves another Nashati Ring and brings it to the Forge. One turn later and the Three Woods are transmogrified into a Brick. Repeat as needed until Crowns are generated. Place the four crowns on four pawns and get those pawns to their Raft.

Pawns can move Resources. Place the pawn on top of the Resource. Move both together as one. Observe in Figure 2 that stealing

Resources is permitted, as is Pawns moving onto their opponent's Raft. A situation such as Figure 2 entails also suggests that Rafts might move together. If the smaller Purple Raft becomes adjacent to the Orange raft, it is stuck their until the Random Current generated by the die separates them.

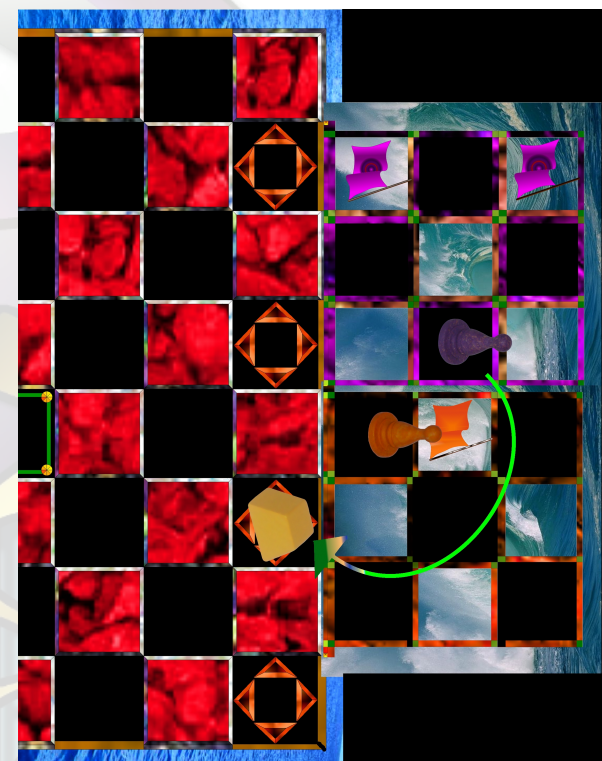


Figure 2: Purple is about to jump Orange, capturing Orange's pawn and collecting one Gold Bar as well.

Credits

The following people made this game possible.

Game Concept & Artwork:

Stephen Hill

Play Testers:

Stephen Hill

Ferris Hill

Legal

Rafters! ©2011 Defender Games, Ltd. All rights reserved.

Find Out More

For more information about this game or our other great games, check out our web sites at:

<http://www.thegamecrafter.com/games/rafters>

<http://defender-games.com>