River of Gold™

Designed by Keith Piggott

River of Gold™

Components

In the realm of Rokugan, the fabled River of Gold stands as a testament to boundless prosperity. Along its shimmering currents, affluent merchants sail from one port to another, painstakingly crafting vast trade empires. As an esteemed merchant of the illustrious Crab, Crane, Mantis, or Scorpion Clan, you embark on a remarkable journey, forging your own trade route while fiercely competing for influence within the grand estates of the nobility. Will you defy the odds and usher in unprecedented fortune to your clan?

1 Game Board

75 Trade Goods Tokens

25 Silk

25 Rice

25 Porcelain

4 Custom Dice
(1 per player)

95 Koku
(1 and 5 values)

6 Region Scoring Tiles

8 Standard Ships
(2 per player)

4 Royal Ships
(1 per player)

Crab Clan

Crane Clan

Mantis Clan

Scorpion Clan

88 Clan Markers
(22 per player)

4 Score Markers
(1 per player)

4 Divine Favor
Moon Markers
(1 per player)

4 Divine Favor
Sun Markers
(1 per player)

6 Mastery Cards

4 Clan Boards

1 Building Board

49 Building Tiles

24 Era 1 Tiles (1 dot)

6 Starting Tiles

16 Era 2 Tiles (2 dots)

3 Imperial Market Tiles

30 Customer Cards

Note: *Building tiles are identical on both sides for consistent orientation along the river.*

4 Player Aid Cards

Clan Patrons Mini Expansion

8 Clan Patrons (2 per clan) (See p. 13 for rules.)

Map Features

Top River Starting Space

Shore Space (30 total spaces with icons indicating their region)

Middle River Starting Space

Imperial Market Space (3 total)

Starting Tile Space (6 total spaces that include this type of icon)

Completing Your Journey Reminder

Score Track Starting Space

Customer Card Scoring Chart

Region Scoring Tile Spot (Region 1 highlighted)

Influence Track (Region 2 highlighted)

River Direction

River Space (14 total spaces demarcated with blue lines)

Building Row

Building Row Start

Building Row End

Game Setup

Close-up view of region tile placement

1. **Game Board:** Place the board in the center of the table.

2. **Region Tiles:** Place 1 random region scoring tile on each of the 6 region influence tracks. Flip each tile to the correct side for your player count: 2 or 3/4.

3. **Mastery Cards:** Shuffle the 6 mastery cards and deal 3 faceup next to the board. Flip each card to the correct side for your player count: 2 or 3/4. Return the rest to the game box.

4. **Supply:** Shuffle the customer deck and place it facedown next to the board where everyone can reach. Pile the Koku and trade goods tokens (silk, rice, and porcelain) nearby.

5. **Starting Buildings:**

   A. Randomly place the 3 **Imperial Markets** building tiles on the 3 Imperial Market spaces on the board.

   B. Shuffle the **6 starting building tiles**. Place 1 random starting tile on each shore space marked with your **player count**. Return all unused starting tiles to the game box. For 3 players, use 3 starting buildings. For 2 players, use 6 starting buildings. For 4 players, use 0 starting buildings.

6. **Building Row:**

   A. Place the building board near the main board.

   B. Shuffle the **Era 1** building tiles and stack the correct number for your player count (see facing table) on the Era 1 spot of the building board near the building row. Next, shuffle and stack the correct number of **Era 2** tiles for your player count on the Era 2 spot of the the building board. Return all unused tiles to the game box.

   C. Draw the top **4** tiles from the Era 1 stack to fill the building row.

# of Players	Starting tiles	Era 1 Tiles	Era 2 Tiles
4 Players	3 Imperial Markets	16	13
3 Players	3 Imperial Markets + 3	14	11
2 Players	3 Imperial Markets + 6	12	9

Player Setup

Scan this code to watch our learn-to-play video!

1. Randomly determine the player who goes first.

2. **Get Components:** Each player chooses a **clan board** and takes the following components:

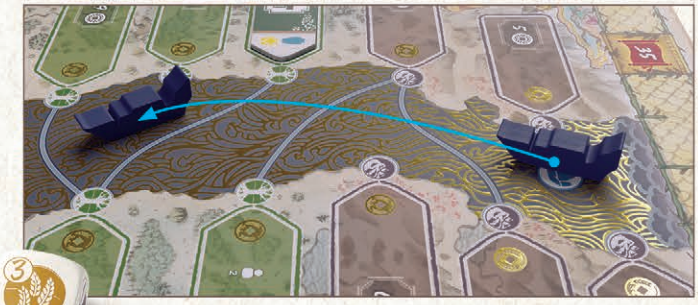
   - 2 matching clan standard ships
   - 1 matching clan royal ship
   - 22 matching clan markers
   - 1 matching clan score marker
   - 1 divine favor moon marker
   - 1 divine favor sun marker
   - 1 custom die
   - 1 player aid card

3. **Place Markers:** Each player places their score marker on 0 on the score track and 1 clan marker at the start of each of the 6 region influence tracks.

4. **Place and Move Standard Ships:**

   A. Each player places 1 of their standard ships on the **top** and **middle river starting spaces**.

   B. Then each player rolls their die and moves their ship from the **top river starting space** downriver by the number of **river spaces** marked on the die. Each player repeats this step for their ship in the **middle river starting space**.



Example: During setup, the Crab player rolls a 3 for their ship at the start of the river and moves that ship forward 3 spaces. Next, they roll for their middle ship.

5. **Get starting divine favor, trade goods, customers, and Koku:**

   A. Each player places their **sun marker** on **2** of their **divine favor** track and their **moon marker** between **3** and **4** (showing they can have a maximum of 3 divine favor).

   B. Each player places their royal ship near their **clan board**.

   C. Each player takes **1 of each trade good** from the supply and places them on the appropriate spaces of their **clan board**.

   D. Each player draws **2 customer cards** to keep in their hand. They may look at them at any time.

   E. Each player takes a number of **Koku** based on their position in **turn order** (clockwise from the first player):

   1st: 7 **2nd:** 8 **3rd:** 9 **4th:** 10

Divine Favor Moon Marker

Divine Favor Sun Marker

6. **First Roll:** Each player rolls their die to get the result they will use on their first turn.

You're ready to start the game!

Game Overview

In *River of Gold*, you will compete to earn the most victory points through building your trade empire, sailing the river, and growing your influence with the nobility. Each turn, you will either build along the river, move 1 of your ships and collect trade goods, or deliver to a customer.

Your Turn

On your turn, follow these **4 steps** in order. Each step is detailed in its own section below.

1. **Spend Divine Favor**
2. **Take an Action:**
   - Build a Building (p. 7–8)
   - Sail a Ship (p. 9)
   - Deliver to a Customer (pp. 10,11)
3. **Claim Masteries** (p. 10)
4. **Roll Your Die and End Your Turn**

Spend Divine Favor

You may choose to **spend** divine favor to change the face on your die by 1 for each divine favor spent. If you increase your die above **6**, it "wraps around" to a **1**. Likewise, if you decrease it below **1**, it changes to a **6**.

Example: Crab Clan rolls a 2. They spend 1 divine favor to make it a 1 and another divine favor to have it wrap around to a 6.

Divine Favor

Divine favor represents the will of the gods, and you can spend it to alter your fate. The **sun marker** on your divine favor track shows how much favor you currently have. Whenever you gain , advance your sun marker on the track.

Your **moon marker** shows the maximum amount of favor you can store at a time. Your sun marker can **never** move above your moon marker. If your sun marker has reached your moon marker, any additional favor you gain is lost. Whenever you **increase your divine favor limit**, advance your moon marker above the next space on your track to show that your limit has increased.

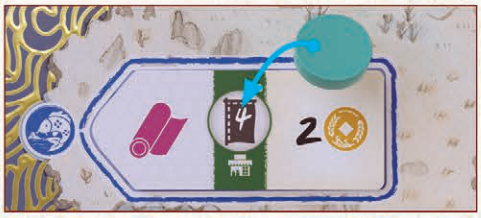
Take an Action:

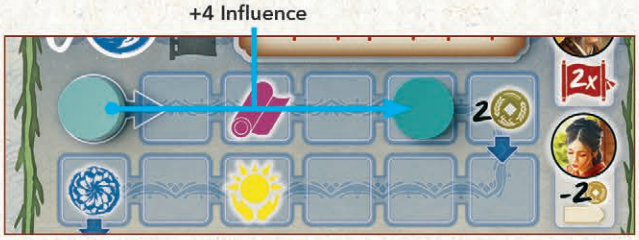
Take 1 of the following actions: build a building, sail a ship, or deliver to a customer. Each is described below.

Build a Building

When you choose this action, do the following:

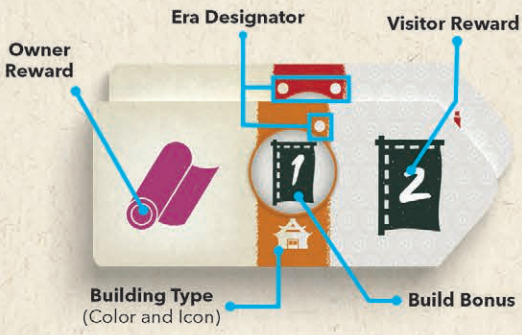
1. Choose an empty shore space anywhere in the **region that matches the icon/number** on your die. If there are no empty spaces left in that region, you may not choose to build this turn.
2. Discard the **Koku cost** printed on the empty shore space. If you do not have enough Koku, you may not choose to build this turn.
3. Choose any **building tile** from the building row and place it on the chosen space. If you choose the **row's end tile**, immediately gain 1 **divine favor**.
4. Place 1 of your **clan markers** on the building's build bonus and gain that much **influence** on the chosen region's influence track, moving your piece along its path and gaining any reward you reach or pass along the track. Any influence you gain after reaching the end of the track is lost.





5. Slide the remaining tiles in the building row down and add a new tile in the first space from the building board. When the last tile from the Era 1 stack is moved to the building row, the Emperor's Visit is triggered at the end of the active player's turn (see p. 12). From now on, when you need to refill the building row, use Era 2 tiles. When the last tile from the Era 2 stack is moved to the building row, the active player triggers the start of the game end at the end of their turn (see p. 12).

Building Tiles



Note: You do **not** need to have a ship touching the shore space you build in. You have merchants throughout Rokugan who can build on land for you, no matter where your ships are!

Building Types

There are 4 types of buildings: ports, shrines, manors, and markets. Customer abilities that interact with Markets also interact with Imperial Markets.

Ports
Visitor rewards for ports are Koku

Shrines
Visitor rewards for shrines are victory points

Manors
Visitor rewards for manors are influence

Markets
Visitor rewards for markets are trade goods

BUILDING EXAMPLE

Example: *Crane Clan rolls a 4 (A) and decides to build in region 4. They choose an empty space (B) that has a printed cost of 9 Koku (C).*

The player discards 9 Koku and chooses a shrine (D) from the building row to place there.

BUILDING EXAMPLE CONTINUED

The player then places their clan marker (E) on the building tile, gaining 2 influence in region 4. This moves their marker (F) to the porcelain space on the region influence track, so the player collects a porcelain trade good from the supply.

The building tiles (G) are then shifted over to fill the empty space on the building row, and a new building tile is added to the available space.

INFLUENCE TRACK REWARDS

Gain 1 of the indicated trade good

Gain 2 Koku (coins)

Gain 1 divine favor

Score 3 points

Score 3 points and gain any 1 trade good

- You still gain a track reward if another player's marker is on it.
- Reaching the imperial flower does not give a player a reward. (The imperial flower is associated with a specific mastery card.) Any influence you gain after reaching the end of the track is lost.

Maximum Resources:

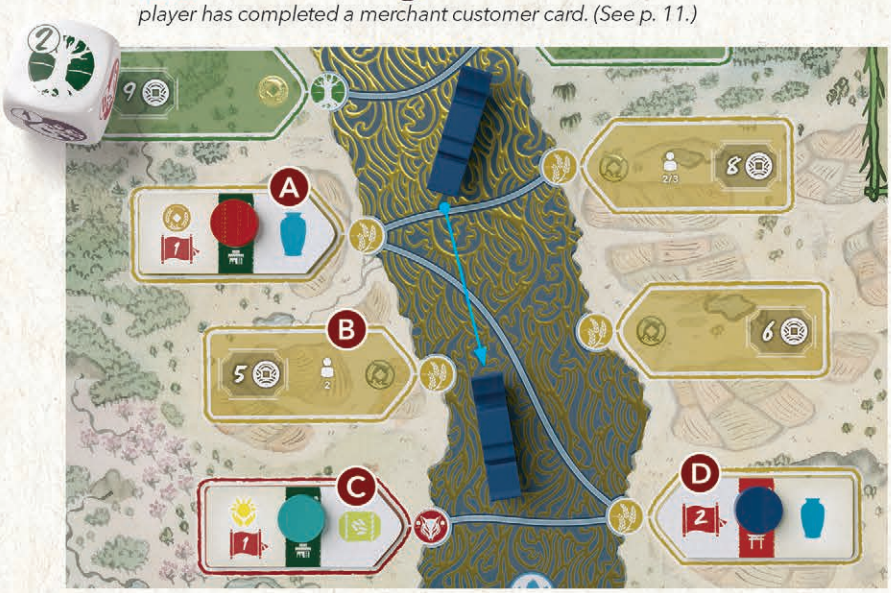
A player may not have more than 25 Koku or more than 6 of any 1 trade good. If a player would gain more than these limits, the extras are lost.

Sail a Ship

If you choose this action, do the following:

1. Choose 1 of your ships and move it downriver by the number of river spaces shown on your die.
2. Collect the visitor rewards (shown on pointed end of the building tile) from each of the **4 shore spaces** adjacent to the river space where your ship ends its movement. Empty shore spaces have a visitor reward of 1 Koku.
3. The owners of any buildings in the 4 shore spaces your ship is touching (including you if you own any of them) now collect the owner rewards (the resources shown at the flat end of the building tile) from those buildings. Starting buildings (including the Imperial Markets) are not owned by any player, so they never grant owner rewards. If a building grants influence to a visitor or an owner, it is always in the region the building resides in.
4. If your ship completed its journey by reaching the end of the river, gain an additional 3 Koku or 1 of any trade good and discard the building tile at the end of the building row. Slide the remaining tiles down and add a new tile in the first space as normal. When the last tile from the Era 1 stack is moved to the building row, the Emperor's Visit is triggered at the end of the active player's turn (see p. 12). The next time you need a tile for the building row, use the Era 2 tiles. When the last tile from the Era 2 stack is moved to the building row, the active player triggers the start of the game end at the end of their turn (see p. 12).

Note: *The merchant space at the river's end is only used once a player has completed a merchant customer card. (See p. 11.)*

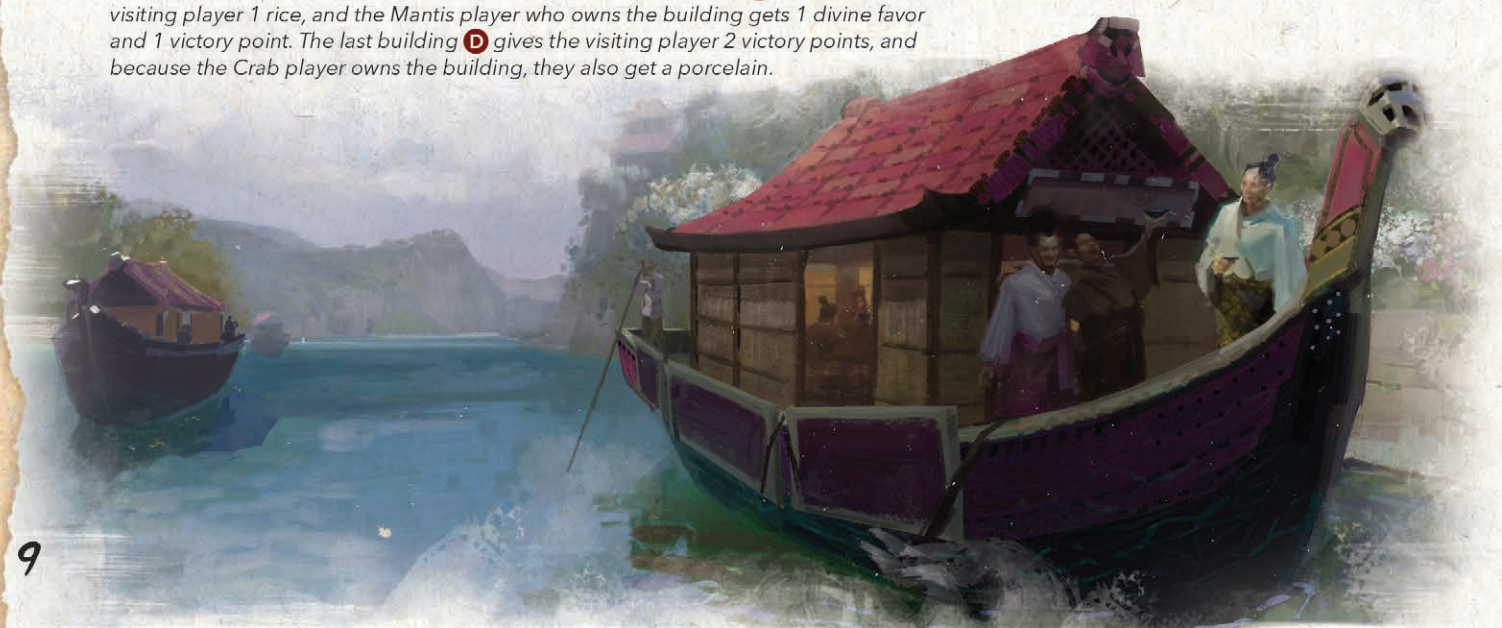


Example: *The Crab player rolls a 2 and decides to move, so they choose a ship and move it 2 spaces downriver. The space the ship lands on touches 4 shore spaces. The first building (A) gives the visiting player a porcelain. The owner, Scorpion, then receives 1 Koku and 1 victory point. The second space (B) doesn't have a building but still gives the visiting player 1 Koku. The third space has a building (C) that gives the visiting player 1 rice, and the Mantis player who owns the building gets 1 divine favor and 1 victory point. The last building (D) gives the visiting player 2 victory points, and because the Crab player owns the building, they also get a porcelain.*

Completing Your Journey

If you move your ship off the map, put the ship back on the top river starting space, then continue moving the ship downriver until you have used all your movement. This is called **completing your journey**, indicated by this icon:

Note: *Count only the gold spaces on the river when moving your ship.*



Deliver to a Customer *(more on p. 11)*

If you choose this action, do the following:

1. Choose **1** customer card from your hand whose **region number matches the icon/number** on your die.
2. Discard trade goods equal to that customer's **order request**. If you do not have enough/the right kind of trade goods, you may not choose to deliver to a customer this turn.
3. Place the customer faceup near your clan board and gain any customer rewards. If the customer has an ongoing ability, it is active for the rest of the game.
4. Draw 2 cards from the customer deck and then discard any 1 customer card from your hand faceup. If there are no cards in that deck, reshuffle the discard pile to make a new deck.

Customer Cards

Example: *Crane Clan has a merchant in their hand from region 6 whose order is 1 silk and 2 rice. Their die shows a 6, so they decide to spend the desired goods to make a delivery, placing the merchant near their clan board. The Crane player gains 3 influence in region 6 and places their clan marker on the merchant ability icon at the end-of-river. From now on, whenever a Crane Clan ship completes its journey, it gains 3 Koku in addition to its chosen end of river bonus (3 Koku or 1 trade good), and at the end of the game, the Crane player will score 1 point per 5 Koku they have left. Before ending their turn, the Crane player draws 2 new customer cards and then discards 1 card from their hand to the faceup discard pile.*

Claim Masteries

Masteries are **competitive goals** that reward clans for making progress in different areas. During this step, you claim each mastery that you meet (or exceed) the requirements for.

To claim a mastery, place 1 of your clan markers on the highest unclaimed value reward at the bottom of the card and **immediately** score the points there.

You can claim each mastery only once per game, but you can claim multiple different masteries in the same turn.

Example: *Crane Clan is the first to have at least 1 influence in all 6 regions, so they place a clan marker here and score 7 points. The next player to claim this mastery will score 5 points.*

At Any Time

You can exchange resources at any time. You can perform the following trades multiple times:

- Exchange 2 of the same trade good for 1 of any other trade good.
- Exchange 5 Koku to gain 1 divine favor.

Roll Your Die

At the end of your turn, roll your die in preparation for your next turn.

Customer Abilities

Monks

Delivery Ability: When completed, Increase your **divine favor limit** by advancing your moon marker 1 space.

Ongoing: Place a second clan marker on a building in any region (your own building or an opponent's building, as indicated on the card).

If it is your **own** building, you gain **double** owner rewards when a ship visits it.

If it is an **opponent's** building, you **also** gain its owner reward when a ship visits it.

All players with markers on a building are considered **owners** of the building for owner rewards, masteries, and other effects. You may **never** place a marker on a building that already has **2** markers. You do **not** gain any influence for placing a second marker on a building. Unlike other customer types, monks do not grant any influence but instead give you 2 divine favor when you deliver to one.

Example: *Crane Clan has placed a marker on Mantis Clan's building. Whenever a ship visits, both Crane and Mantis gain the owner reward.*

Merchants

Delivery Ability: When completed, gain 3 Influence in that Merchant's region. If this is the **first** merchant you have delivered to this game, place a clan marker on the **merchant space** at the end of the river. This will serve as a reminder for any merchant abilities that will activate when completing a journey. (Any number of players may have a clan marker on the merchant space.)

Ongoing: This merchant's **unique ability** activates whenever either of your ships completes its journey by reaching the end of the river. This is in addition to gaining 3 Koku or 1 of any trade good (see p. 9).

Endgame: Score 1 point for every 5 leftover Koku you have (rounded down).

If you deliver to multiple merchants, you activate **all** of their abilities when you reach the end of the river. You need only 1 clan marker at the end of the river as a reminder. Each merchant scores their endgame bonus separately. *For example, if you have 12 Koku and 2 merchants, each of them scores 2 points for 4 points total.*

Example: *When Crab Clan reaches the end of the river, they activate all their merchants.*

Nobles

Delivery Ability: When completed, if this is the first noble you have delivered to this game, choose 1 of your standard ships and replace it with your **royal ship**. Then, gain 2 Influence in that Noble's region.

Ongoing: Your royal ship gains this noble's **unique ability**.

Endgame: Score 1 point per building you own of the indicated type.

If you deliver to multiple nobles, your royal ship gains **all** of their abilities.

Example: *Whenever Mantis Clan moves their royal ship, they activate all their nobles.*

Artisans

Delivery Ability: When completed, gain 2 Influence in that Artisan's region. Then, place a clan marker on the **artisan space** in the artisan's region.

Ongoing: For the rest of the game, it costs you 2 fewer Koku to build in that region.

Endgame: Score 1 point for every 3 leftover trade goods on your clan board (rounded down).

Each artisan scores their endgame bonus separately. *For example, if you have 7 trade goods and 2 artisans, each of them scores 2 points for 4 points total.*

Example: *From now on, Scorpion Clan pays 2 fewer Koku to build in region 3.*

Elders

Delivery Ability: When completed, place a clan marker on the **elder space** in the elder's region.

Endgame: Score **double** the endgame victory points awarded by the influence track in this customer's region. This gets scored only once when scoring regional influence.

Unlike other customer types, elders do not have delivery bonuses or grant ongoing abilities. The elder bonus doubles only endgame region scoring, not the 3-point spaces on the track.

Example: *At game end, Crab Clan will score double from the region 4 scoring tile.*

The Emperor's Visit

At the end of Era 1, the Emperor tours the River of Gold to assess the prosperity of his empire, inspecting and sampling the wares in each place he stops.

All players gain the owner rewards for all the buildings they own as though a player has sailed a ship to each building. After all players have collected their rewards, continue gameplay with the next player. All buildings added to the building row from now on will be from Era 2.

Game End

When the last tile from the Era 2 stack is moved to the building row, the active player triggers the start of the game end at the end of their turn. The active player scores 5, and each other player gets 1 additional turn. Then the game is over. Move to final scoring to see who wins.

Don't Forget: If a player has a clan marker on the **elder space from delivering to a customer** in a region, they **double** any points they score for their position there!

Final Scoring

After the last player finishes their turn, each player scores the following endgame points:

1. **Regional Influence:** Award the point values on each region's scoring tile to the players who are **1st**, **2nd**, and (in some regions) **3rd** in influence in that region. Players with no influence in a region cannot score points. If there is ever a tie (including if multiple players have reached the end of a track), add up the points for the tied positions and split them evenly between the tied players (rounded down).

Example: *In region 2, Crab and Mantis are tied for the most influence, so they each score 7 points (9 + 5 = 14, divided by 2). Crab has claimed the elder space, which doubles their score to 14 points.*

2. **Customers:** Each player scores points for the **total number** of customers they have delivered to:

Number of Customers	1	2	3	4	5	6+
Score	2	5	9	14	20	27

3. **Customer Bonuses:** Players who have delivered to merchants, nobles, and artisans score those customers' endgame victory points.

2-Player Regional Tiles

When playing with **2 players**, the second point value on each region's scoring tile is awarded **only** if the 2nd-place player is **within 5 spaces** of the 1st-place player.

Winning

The player with the most points wins! If 2 or more clans tie for total points, the tied player with the most leftover **divine favor** wins. If there is still a tie, the victory is shared.

Clan Patrons

Mini-Expansion

Once you're familiar with the standard version of *River of Gold*, you can mix things up by adding in the clan patrons expansion! Form a partnership with a legendary luminary from your clan that will grant you powerful new abilities in your quest to build a trade empire.

Patrons Setup

When you begin player setup (after game setup) randomly select 1 patron card from each of the 4 clans and place them faceup near the game board. Return each clan's other patron to the game box.

Randomly choose a first player. Starting with the last player and going in reverse turn order, each player selects 1 of the available patrons and takes the board and components for their clan. Return any unselected patrons to the game box.

ALTERNATIVE SETUP

Each player is dealt a random clan and then chooses which of their 2 patrons to use.

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The Spine of the World

The headwaters of the River of Gold lie in a steep valley of this mountain range, whose tall, forbidding peaks and treacherous passes divide the northern reaches of Rokugan from the south.

Shinomen Forest

This primordial forest is older than the Emerald Empire and rumored to contain the ruins of lost civilizations. Its trees are ancient and as tall as castles, casting the forest floor in an eternal gloom.

Three Man Alliance Plain

These rugged fields and windswept plains became so named when an alliance of samurai from three minor clans gathered to protect their homeland from an invasion by a great clan.

Kitsune Woods

Humans that settle among these primeval boughs must give deference to the spirits—the true lords of the wood—especially the nine-tailed fox tricksters who sometimes travel in human guise.

Uebe Marshes

This canopied swampland stretches for thousands of acres on the eastern bank of the River of Gold. Here, villages rise above the flooded lowlands on stilts, and goods travel not by cart but by canoe.

Earthquake Fish Bay

Where the River of Gold empties into the Sea of Shadows, a sheltered bay provides bounty for those merchants and fisherfolk brave enough to contend with the area's frequent quakes.

Legend of the Five Rings™

Icon Glossary

Region 1: Spine of the World

Region 2: Shinomen Forest

Region 3: Three Man Alliance Plain

Region 4: Kitsune Woods

Region 5: Uebe Marshes

Region 6: Earthquake Fish Bay

Building Type: Shrine

Building Type: Manor

Building Type: Port

Building Type: Market

Gain 1 Koku Per Shrine You Own

Gain 1 Koku Per Manor You Own

Gain 1 Koku Per Port You Own

Gain 1 Koku Per Market You Own

Gain 1 Koku Per Customer Delivered To

Starting Ship Space

Discard the End Row Tile

Trade Good: Silk

Trade Good: Rice

Trade Good: Porcelain

Choose Any Trade Good

Draw and Discard 1 Customer Card

Completed Customer Card

Increase Divine Favor Limit by 1

Divine Favor

Influence

1 Koku

Victory Point Scroll

Building You Own

Building Owned by an Opponent

Must Be Within 5 Spaces of the Player in 1st Place

Complete Your Journey (Move to the Top of the River and Use Your Remaining Movement)

Upgrade 1 of Your Standard Ships to a Royal Ship

Royal Ship

Standard Ship

Merchant Ability Reminder

Artisan Ability Reminder

Elder Ability Reminder

Gain a Divine Favor When Choosing the End Row Tile

The Imperial Flower for Achieving the Mastery of the Courts Mastery Card

Ability Activates Upon Customer Delivery

Ability is Ongoing for the Rest of the Game

Ability Activates at the End of the Game

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