
Salmon Restoration Race Game

Inspired by the game "Eleminis" by Michael, Matthew, and Joshua Laird.

Supplies needed

- **Game cards (see attached pages)**
- **Scissors for cutting out game cards**

Instructions

1. Use scissors to cut out all game cards on the attached pages. There should be a **total of 81 cards:**

a. 66 restoration cards

- ii. 11 removing barriers cards
- iii. 11 adding/removing soil cards
- iv. 11 adding logs cards
- iii. 11 adding rocks cards
- vi. 11 adding plants cards
- vii. 11 bonus cards

b. 15 action cards

- i. 3 move cards
- ii. 3 swap cards
- iii. 3 discard cards
- iv. 3 recycle cards
- v. 3 challenge cards
 - 1 pollution card
 - 1 warm water temperature card
 - 1 project delay card

2. Review game instructions below.

3. Start playing!

Salmon Restoration Race Game *(Continued)*

Let's play!

The Salmon Restoration Race is a fun and competitive card game where players **race to collect five cards** representing key salmon habitat restoration activities:

- Removing barriers
- Adding/removing soil
- Adding logs
- Adding rocks (boulders and gravel)
- Adding plants

Players are not dealt hands. Instead, each player starts with a row of five empty slots on the table. Restoration cards are played face up into these slots. Each slot can only hold one card—**DO NOT STACK CARDS**. It's okay to have more than one of the same restoration card in a row, but a row cannot have more than five total cards. The order of the cards is not important.

To begin, turn all the cards face down, mix them around to shuffle them, then restack them into a deck. Place the deck face down in the center of a table or desk. Decide who will go first. Players take turns clockwise.

WINNING THE GAME

Collect all five restoration cards to win. Can you be the first to do it? A winning row contains all five restoration cards (removing barriers, adding/removing soil, adding logs, adding rocks, adding plants). The order of the cards is not important. Also, bonus cards are wild cards and can represent any restoration card you need to win.

See the **scoring** section for counting points after each game.

Salmon Restoration Race Game *(Continued)*

TAKING YOUR TURN

- 1. Draw a card. When it's your turn, draw the top card from the deck. You must show the card to all other players.** Make sure everyone can see what you've drawn. Talking with other players is allowed, even encouraged; see if you can convince each other how to play your cards!
- 2. Choose an option. Most cards have multiple options for how they can be played.** See the **restoration cards** and **action cards** sections for each card's options. **IMPORTANT: You don't have to play on your own row.** Your card can be played in any way its options allow. Do you need it? Keep it! Want to mess up your opponent? Play it against them!
- 3. Play and discard.** Once you have chosen an option, play your card. **If you replace a restoration card, discard the weaker one—DO NOT STACK CARDS.** If you play an action card, discard it first and then use its ability. **You must always play your card,** even if you don't like the results. **If you can't play any of your card's options, discard it;** you lose your turn. After you've played your card, your turn is over. Players continue taking turns drawing and playing the top card from the deck until someone wins. If the deck runs out of cards, turn the discard pile face down and keep playing.

Restoration cards (66 cards, including 11 bonus cards)

A restoration card can be played into any empty slot or to replace any weaker restoration card (the weaker card is discarded). Icons showing which cards a restoration card can replace are in the bottom right corner of each card.

- **Removing barriers** reshapes **soil** sedimentation and **plant** growth patterns
- **Soil** can erode and bury (through siltification) **logs** and **rocks** in watercourses
- **Logs** can shift and pile up on **rocks** to clog **removed barriers** and block water flow
- **Rocks** can shift and clog **removed barriers** and crush **plants**
- **Plants** consume **soil** and decompose **logs**

RESTORATION ACTIVITY	ICON	BEATS . . .
Removing barriers		Adding/removing soil and adding plants
Adding/removing soil		Adding logs and adding rocks

Salmon Restoration Race Game *(Continued)*

RESTORATION ACTIVITY	ICON	BEATS . . .
Adding logs		Removing barriers and adding rocks
Adding rocks		Removing barriers and adding plants
Adding plants		Adding/removing soil and adding logs

Bonus cards

Bonus cards are a special type of restoration card. They are wild and represent any restoration card you need to win. They can be played into any empty slot or replace any restoration card. You don't need to choose which restoration card it represents. A bonus card is always wild, and other restoration cards cannot replace it, but action cards can be used on bonus cards the same as regular restoration cards.

Action cards (15 cards, including 3 challenge cards)

Action cards are used to take actions with your own or your opponents' restoration cards (regular and bonus).

- **Move:** Choose a restoration card from any row and move it to an empty slot in any player's row (including your own).
- **Swap:** Choose a restoration card from any row and swap it with a different restoration card from any player's row (including your own). The two cards must be different restoration cards.
- **Discard:** Discard a restoration card from any row.
- **Recycle:** Discard a restoration card from any row. Your turn now starts over. Draw a new card from the top of the deck and play again.

Action cards are discarded to the discard pile before their effects take place. **You can use action cards on your own row as well as your opponents' rows!**

Salmon Restoration Race Game *(Continued)*

Challenge cards

Challenge cards are a special type of action card representing problems or setbacks that can work against salmon habitat restoration activities—**pollution, warm water temperatures, and project delays.**

When a challenge card is drawn, all players must discard one restoration card (regular or bonus) from their row and put it on the discard pile. If you do not have any cards in your row yet, you don't have to do anything. After all players have discarded a restoration card to the discard pile, the player that drew the challenge card discards it and draws another card to play again.

SCORING

Players have the option to keep score over multiple games. Players should decide among themselves how the scoring will work. For example, the winner of one round (the first player to get each of the five restoration cards in their row) gets 100 points. The remaining players review their rows and assign 10 points for each unique restoration activity and 5 points for any duplicates. Add 20 points for any bonus cards. The lowest possible score is 0. Add scores from each game until someone reaches an agreed-upon number of total points (500, for example). The player (or team) with the highest overall score wins.

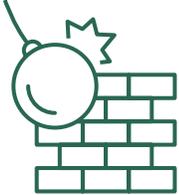
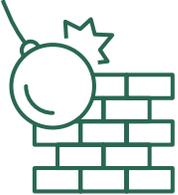
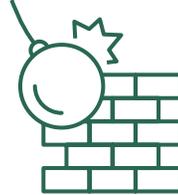
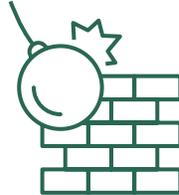
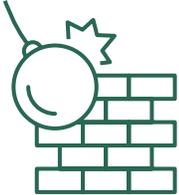
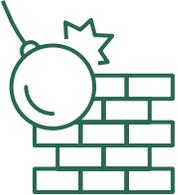
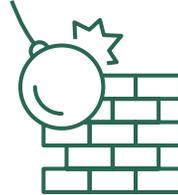
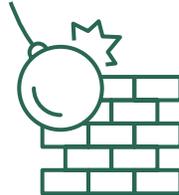
TEAM GAMES

Team games are a great way to have fun with larger groups. Divide the players evenly into teams (for example, six players can divide into three teams of two, or two teams of three). Players should sit across from their teammates and next to opponents. The rules for team games are the same as normal games, except only one player on a team needs to make a winning row to end the game. So remember to help your teammates and mess up your opponents as much as possible!

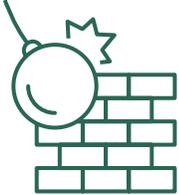
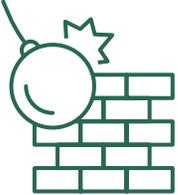
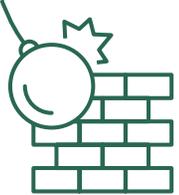
CUSTOM PLAY

You can make the game even more fun by thinking up your own custom ways to play. Make up your own rules, or even your own game! You can also use the deck to play classic games like War or Memory.

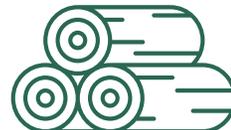
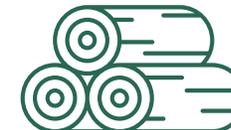
Restoration Cards

<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  
<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  

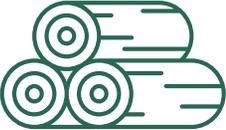
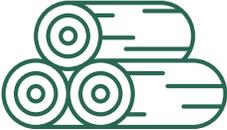
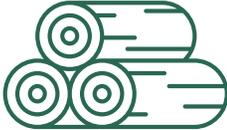
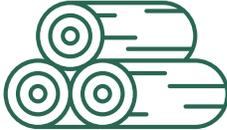
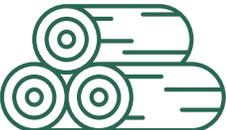
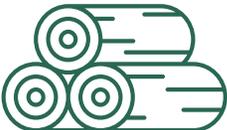
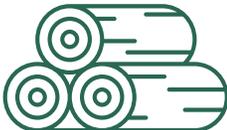
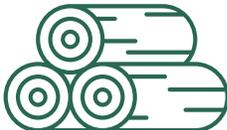
Restoration Cards *(Continued)*

<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>REMOVING BARRIERS</p>  <p>Beats</p>  	<p>ADDING/REMOVING SOIL</p>  <p>Beats</p>  
<p>ADDING/REMOVING SOIL</p>  <p>Beats</p>  	<p>ADDING/REMOVING SOIL</p>  <p>Beats</p>  	<p>ADDING/REMOVING SOIL</p>  <p>Beats</p>  	<p>ADDING/REMOVING SOIL</p>  <p>Beats</p>  

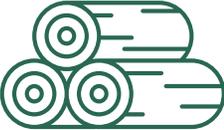
Restoration Cards *(Continued)*

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<p>ADDING/REMOVING SOIL</p>  <p>Beats</p> 	<p>ADDING/REMOVING SOIL</p>  <p>Beats</p> 	<p>ADDING LOGS</p>  <p>Beats</p> 	<p>ADDING LOGS</p>  <p>Beats</p> 

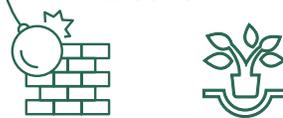
Restoration Cards *(Continued)*

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Restoration Cards *(Continued)*

<p>ADDING LOGS</p>  <p>Beats</p> 	<p>ADDING ROCKS</p>  <p>Beats</p> 	<p>ADDING ROCKS</p>  <p>Beats</p> 	<p>ADDING ROCKS</p>  <p>Beats</p> 
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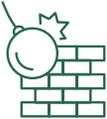
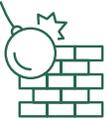
Restoration Cards *(Continued)*

<p>ADDING ROCKS</p>  <p>Beats</p> 	<p>ADDING ROCKS</p>  <p>Beats</p> 	<p>ADDING ROCKS</p>  <p>Beats</p> 	<p>ADDING ROCKS</p>  <p>Beats</p> 
<p>ADDING PLANTS</p>  <p>Beats</p> 	<p>ADDING PLANTS</p>  <p>Beats</p> 	<p>ADDING PLANTS</p>  <p>Beats</p> 	<p>ADDING PLANTS</p>  <p>Beats</p> 

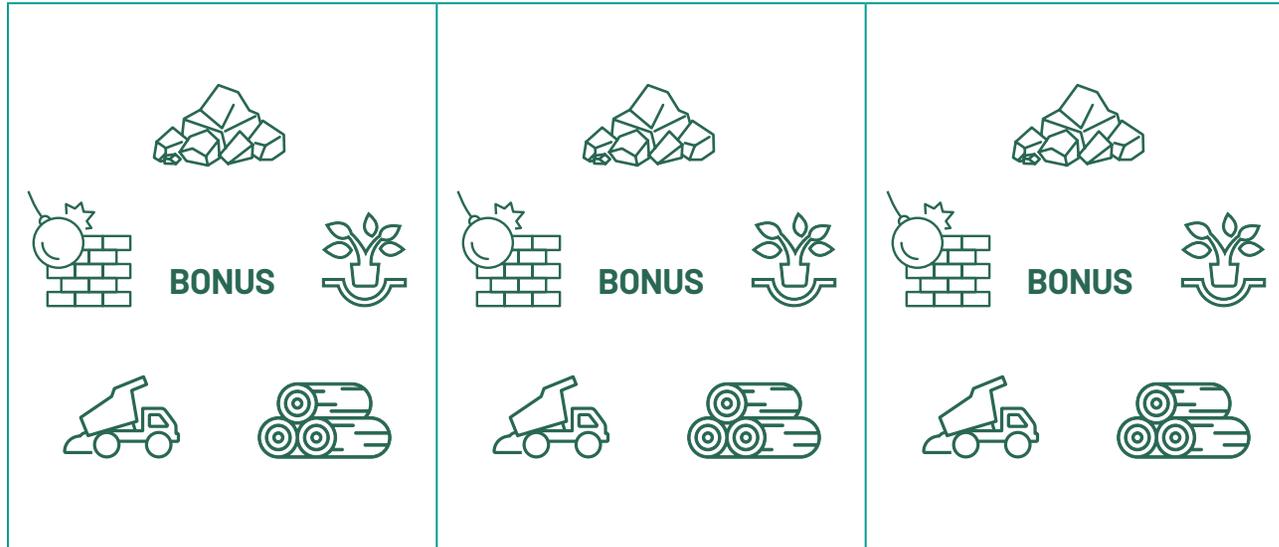
Restoration Cards (Continued)

<p>ADDING PLANTS</p>  <p>Beats</p> 	<p>ADDING PLANTS</p>  <p>Beats</p> 	<p>ADDING PLANTS</p>  <p>Beats</p> 	<p>ADDING PLANTS</p>  <p>Beats</p> 
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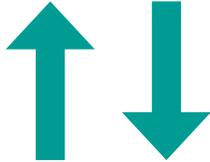
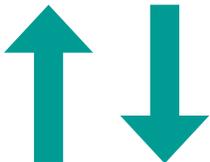
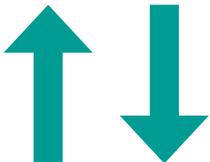
Bonus Cards

  BONUS   	  BONUS   	  BONUS   	  BONUS   
  BONUS   	  BONUS   	  BONUS   	  BONUS   

Bonus Cards *(Continued)*



Action Cards

<p>MOVE</p>  <p>Choose a restoration card from any row and move it to an empty slot in any player's row (including your own).</p>	<p>MOVE</p>  <p>Choose a restoration card from any row and move it to an empty slot in any player's row (including your own).</p>	<p>MOVE</p>  <p>Choose a restoration card from any row and move it to an empty slot in any player's row (including your own).</p>	<p>SWAP</p>  <p>Choose a restoration card from any row and swap it with a different restoration card from any player's row (including your own). The two cards must be different restoration cards.</p>
<p>SWAP</p>  <p>Choose a restoration card from any row and swap it with a different restoration card from any player's row (including your own). The two cards must be different restoration cards.</p>	<p>SWAP</p>  <p>Choose a restoration card from any row and swap it with a different restoration card from any player's row (including your own). The two cards must be different restoration cards.</p>	<p>DISCARD</p>  <p>Discard a restoration card from any row.</p>	<p>DISCARD</p>  <p>Discard a restoration card from any row.</p>

Action Cards *(Continued)*

DISCARD



Discard a restoration card from any row.

RECYCLE



Discard a restoration card from any row. Your turn now starts over. Draw a new card from the top of the deck and play again.

RECYCLE



Discard a restoration card from any row. Your turn now starts over. Draw a new card from the top of the deck and play again.

RECYCLE



Discard a restoration card from any row. Your turn now starts over. Draw a new card from the top of the deck and play again.

Challenge Cards

POLLUTION



All players must discard one restoration card from their rows. Discard this card and take another turn.

WARM WATER



All players must discard one restoration card from their rows. Discard this card and take another turn.

PROJECT DELAY



All players must discard one restoration card from their rows. Discard this card and take another turn.