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SETUP

(Read this first!)

As warm sunlight dapples across a small River, you and your friends gather round to watch flower petals fall and serenely float downstream.

Kawa is a 2 to 4 player game about guiding petals down a River. As your petals flow, you collect points.

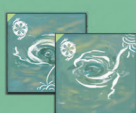
At the end of the game, the player with the most points wins.

Components

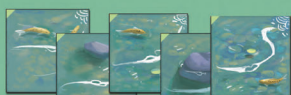
16x **Basic River** tiles



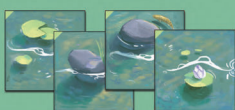
5x **Right Bend** tiles



2x **Whirlpool** tiles



5x **Left Bend** tiles



4x **Straight** tiles



9x **Special** tiles



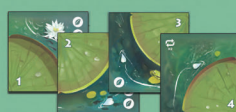
9x **Special Reference** cards



4x **Starting** tiles



4x **Score Tracker** tiles



4x **Water Wheel** tiles



24x **Single Petal** tokens



4x **Double Petal** tokens



1x **Water Strider** token



8x **Nymph** tokens



4x **Nymph** tokens



1x **Setup** sheet



1x **Rules** sheet

Setup 1: The River

Take the 16 **Basic River** tiles and replace two of the **Straight** tiles with two **Special** tiles of your choice. These are your **River** tiles for this game.

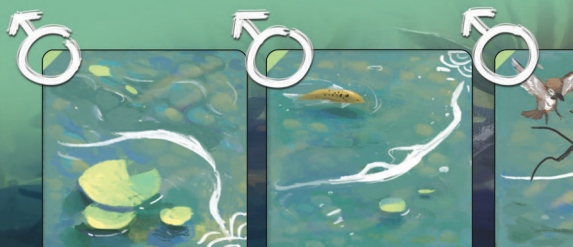
Keep the relevant **Special Reference** cards within reach of all players. Set up any needed **Special** tokens.

Then, shuffle all 16 **River** tiles together and randomly lay them out to create a 4-by-4 grid. Ensure that all **River** tiles are oriented such that their **Setup Markers** point in the same direction.

All the **Setup Markers** should point in the same direction when you first lay out the river.

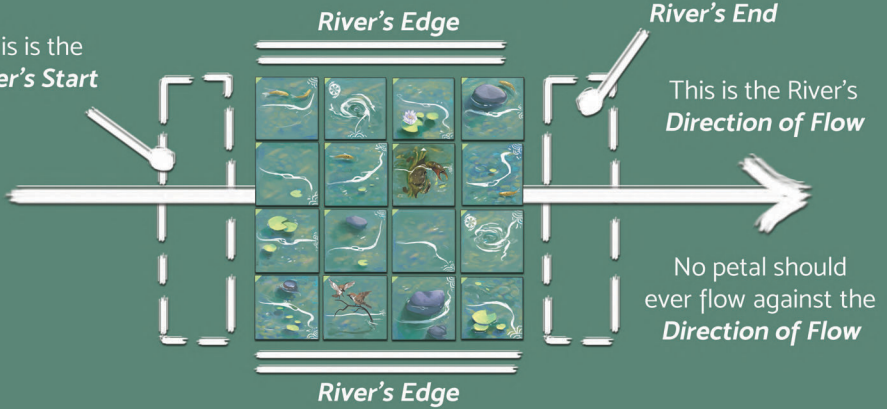
First Flow

For your first few games, you should use either no **Specials** or just **Basic Specials** to focus on getting a hang of learning core gameplay.



Example River Setup

This is the
River's Start



This is the
River's End

This is the River's
Direction of Flow

No petal should
ever flow against the
Direction of Flow

Setup 2: The Tokens

Next, each player chooses a colour and takes all components of that colour, specifically:

- 1x **Starting** tile
- 2x **Player** tokens (to track turn order and score)
- 6x **Single Petal** tokens
- 1x **Double Petal** token

Each player also takes a **Score Tracker** tile.

Setup 3 (continued)

The youngest player places one of their **Player** tokens at Position 1 on the **Water Wheel**.

Then, going clockwise around the table, each player places their **Player** token at the next available position on the **Water Wheel** (Position 2, then 3, and so on).

Setup 3: The Water Wheel (Turn Order)

Finally, assemble the **Water Wheel** by making sure the numbers go in sequence clockwise around the four **Water Wheel** tiles (i.e., 1 → 2 → 3 → 4).

The **Water Wheel** determines turn order. The player whose token is on the tile with the number “1” on it is at Position 1, and is Player 1; the player at Position 2 is Player 2 and so on.

This tile is Position 1 - and the player on it is the first in turn order this round



Example *Water Wheel*

Playing With < 4 Players

When setting up the game for 2 or 3 players, start with **Player** tokens at these positions:

- 3 players:** start at Positions 1, 2, and 4
- 2 players:** start at Positions 1 and 3

Gameplay proceeds normally. But since not all positions on the **Water Wheel** are filled, turn order starts with the smallest number and counts up to the next largest number with a token on it.

Empty positions on the **Water Wheel** are skipped in turn order. This can lead to turn order jumping a number, such as 1 → 2 → 4. This is normal for games with fewer than 4 players.

2 Player Advanced Play

An experienced pair of players can try a special **double-weaving** game variant.

During setup, each player selects two different colours to control. One player starts at Positions 1 and 3 on the **Water Wheel**, and the other at Positions 2 and 4.

Gameplay proceeds normally, except that a player's score is the sum of both their chosen colours.

Credits:

Kawa was designed by:

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Visit Us At: TheAerieGames.com

Art by: Aldrich Hezekiah

A Huge Thank You To:

Those who helped playtest our game, as well as everyone who gave us advice along the way.

Come hit us up—we owe you a drink.

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HOW TO PLAY KAWA

Game Overview

Each **round** of Kawa is split into 3 phases. The game moves to the next phase only after all players have completed the current one.

1. Placing Starting Tiles
2. Flowing Down The River
3. The River Flows



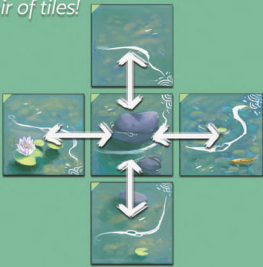
Phase 1: Place Starting Tiles

Starting with Player 1 and going clockwise around the **Water Wheel** (in turn order), each player places their **Starting** tile along the **River's Start**.

Note: You can only place your **Starting** tile in a spot that's empty. You cannot overlap your tile with another player's!

Phase 2: Flowing Down The River

Swap an adjacent pair of tiles!



This phase follows **reverse turn order**. Player 4 will go first, then Player 3, and so on, ending with Player 1. The player currently flowing down the River is known as the **Active Player**.

In **reverse turn order**, each player first swaps an adjacent pair of tiles and then flows their petals down the River.

Note that **the player who is last in turn order (and hence going first in this phase) swaps an additional pair of adjacent tiles**, as indicated by the icon in their corner of the **Water Wheel**.

Players flow from their **Starting** tile to the **River's End**, and as they flow down the River, they score points along the way.

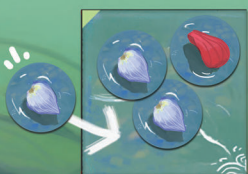
Upon entering a **River** tile:

- All players with **Petal** tokens on that tile gain points equal to the number of their petals on it. (The **Double Petal** token is counted as 2 petals and is thus worth 2 points.)

- Then, the **Active Player** MUST place one of their **Petal** tokens onto that tile from their pool if able. (If they have no **Petal** tokens left in their pool, they place no token but continue flowing and scoring points.)

- Move to the next **River** tile, following the direction of flow indicated by the white flow line on the tile. (If you are unsure, look for the white ripples.)

Note: The pool is where any **Petal** tokens of your colour that are not currently on the River go.



After Blue flows into this tile, Red gains 1 point and Blue gains 2 points.

Then, Blue places one of their **Petal** tokens onto the tile before continuing to the next tile.

After the **Active Player** has finished flowing down the River, all of their unplaced **Petal** tokens remain in their pool. Then, the next player (still in reverse turn order) swaps tiles and flows down the River. This repeats until everyone has flowed down the River.

Remember to use your other **Player** token on your **Score Tracker** tile to keep track of points.

The River's Edge

If you would ever flow across the River's boundary (across the **River's Edge**), simply move to the corresponding tile on the opposite side of the River, as though the path your petals are taking "wraps around" to the other side of the River:



In this example, a player who flows from tile (1) off to the right would continue down the River from tile (2) on the left.

Then again off the left from (2) to (3) in the next row.



Whirlpools

Tiles with this symbol are **Whirlpools**.

Players flow through and score points on **Whirlpool** tiles normally. However, after a player flows through a **Whirlpool** tile, they **MUST** rotate it to a **new** orientation that:

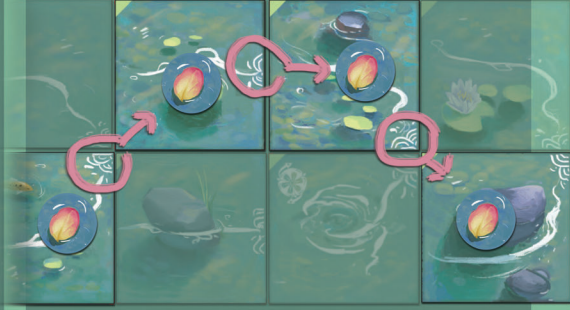
- Remains in line with the grid.
- Does not cause petals to flow upstream. (That is, directly towards the **River's Start**.)



This tile has only two positions it can take: pointed to the left or right.

Ripples

If unsure which direction a tile flows into, simply look at its **Ripples**.



In this example, Pink follows the **Ripples** to flow along the River.

Phase 3: The River Flows

Shuffle and replace!

Each player takes back their **Starting** tile and then returns **Petal** tokens from the River to their pool, following turn order.

When doing so, players must return **Petal** tokens to their pool following the quantity shown on the **Water Wheel**. If they cannot, they must return as many as they can up to the stipulated amount.

Player 1 takes back **three Petal** tokens.

Player 2 takes back **two Petal** tokens.

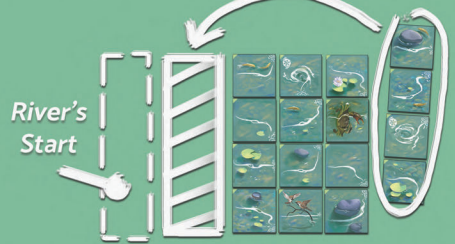
Player 3 takes back a **single Petal** token.

Player 4 takes back **no Petal** tokens.

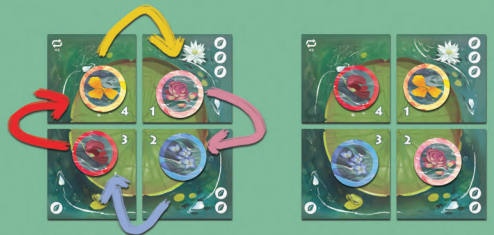
Note: **Double Petal** tokens are a single physical token, and count as one token for this step.

Then, remove all **River** tiles in the row closest to the **River's End**. All **Petal** tokens on that row are returned to their respective players' pools. Shuffle the tiles in that row, and make a new row at the **River's Start**, shifting all other rows downstream.

Remember to place this new first row with all **Setup Markers** pointing in the same original direction.



Finally, move each **Player** token clockwise by a single position on the **Water Wheel**, as indicated by the following diagram.



(After moving the **Player** tokens clockwise, Yellow has moved from Position 4 to Position 1.)

Ending the Game

Every time Phase 3 ends, announce to all players which round has just ended.

At the end of the **fourth round**, the game ends and **the player with the most points wins**.

FAQ

What do I do in the case of ties for Special River tile effects? (E.g. Sparrow, Water Strider.)

In the case of ties, all players who meet the criteria resolve the effect, following player turn order (so Player 1 will resolve it first, then Player 2 and so on.)

If a player reaches the River's End twice in a single turn (through the use of Abandoned Katana or another effect), does the Crab move twice?

Yes. So, when the **Active Player** reaches the **River's End** the first time, the **Crab** will move once, then they return to the **Abandoned Katana** and flow down the next path. This will cause the **Crab** to move again.

How exactly does the Crab move?



As indicated by the small white arrow, the **Crab** should swap with the tile on its left.



When it would move but there are no tiles in that direction, instead flip it to the other side.