



# Alaska – The card game

For 2 - 4 players. From 6 years.

In this game you cannot control nature. But with patience and strategy you should be able to catch as many salmon as possible.

## The history of the runes

The attack was brutal. It felt like an eternity as the winds carried the 0 into the stratosphere. Further and further away from the deck, and into the unknown. When the winds finally died down, the 0 found itself in a wild land seemingly populated by nothing but bears and eagles. Being torn from its familiar surroundings, the 0 had to take its cue from the wild creatures and adapted to their way of life.

The 0 learned of the importance of salmon in the rivers as well as the art of catching them with strategy and patience. The 0 learned a lot about the role of nature in this wild land and about its, often ruthless, course. It was not easy, but it was essential to adapt and catch enough salmon in the summer to survive the winter. Over the centuries, as more and more people populated this wild area, new problems and obstacles arose.

The lessons of patience and adaptability became more important than ever.

Nature took its course, as it always had, regardless of changing circumstances. Will you survive?

## Aim of the game

The aim of the game is to catch the most salmon.

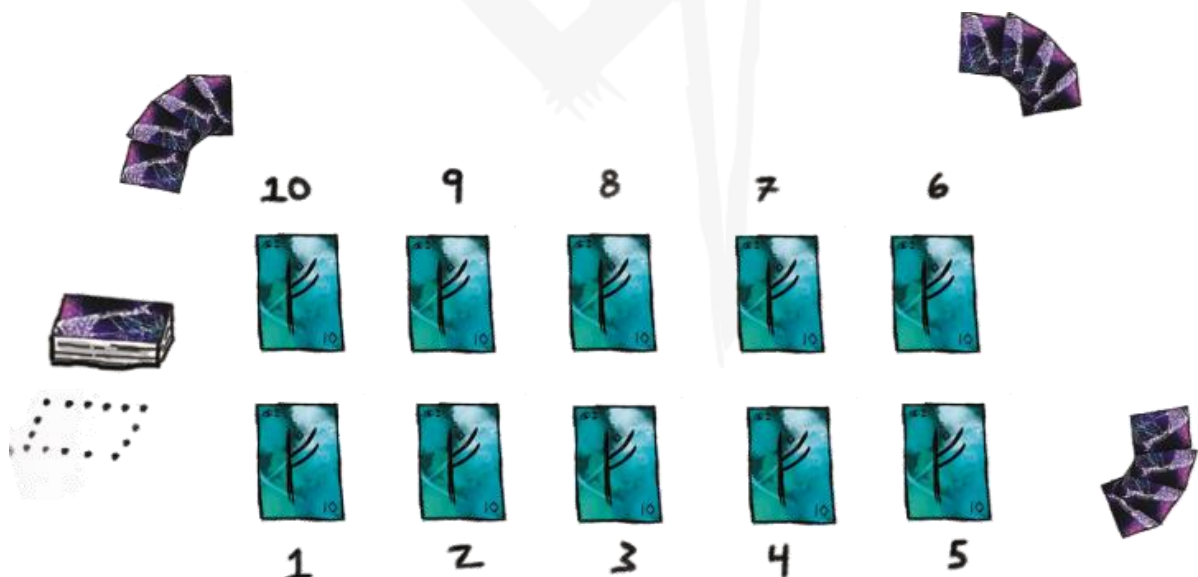
## Set up the game

To start the game, first take all the blue cards from the deck and place them on the playing surface as shown below. They remain like this throughout the game and form the river.

After the 10 river cards have been placed, shuffle the rest of the deck and deal 4 hand cards face down to each player. You may look at your hand cards at any time.

## Gameplay

Set up the game as shown. The oldest player starts when everyone has received four hand cards.





## Sequence of a round

- I. All salmon cards in your hand fall into the river section chosen by the player to your right.
- II. Now you have to put all the river cards in your hand on the discard pile. This causes all the salmon in the river to swim further upstream (anti-clockwise); by one position per river card discarded.
- III. You may now play any Cast, Angler or Wilderness card in the order you choose. You may play all 4 cards in your hand or save a maximum of one card for a later round.
- IV. To end your turn, draw up to four cards in your hand. Now it is the turn of the person to your left.

## Action cards

The cards and their actions are divided into four different categories: Nature, Casting, Angler and Wildlife cards



Salmon  
Value  $\cong$  1 Salmon

This is the card everyone wants in this game. It simply tastes the best!



River card  
No Value

These cards are placed on the table from the beginning. They represent the flow.



Flow card  
No Value

With each of these cards, the salmon swim one position up the river.



The tourist  
No Value

Both the tourist and the local like to fish salmon away from you. Be careful when fishing in their sections or you will have to pay a fine.  
Or maybe you'll get lucky?



The local  
No Value

If the deck is kind to you, it will give you an eagle. When it's your turn, you can take a salmon from the river. Or you can use it to chase away another angler, your choice!



The Eagle  
No Value



The bear  
No Value

The bear basically drives away all anglers. If a salmon has just been caught, he doesn't miss it!



Throw cards  
No Value

You may combine a maximum of two of your throw cards for one throw. Choose the white sections or you may have to give up your tasty salmon!

## Nature Cards

You cannot control Nature cards. If you have a Salmon card or a Current card in your hand at the beginning of your turn, these cards will automatically "fall out of your hand".



### Salmon card:

If you have one or more salmon cards in your hand at the beginning of your turn, you must play them first! The player to your right gets to decide where in the river they are placed.

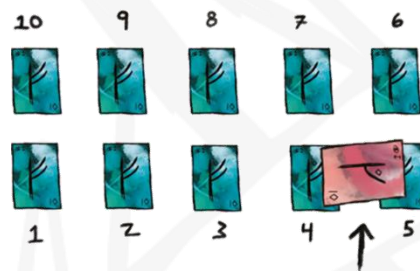
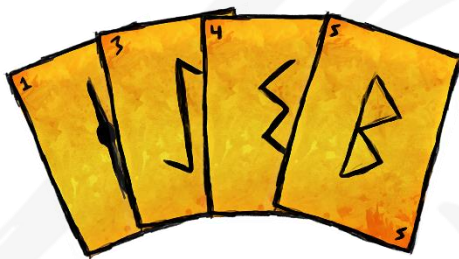
### Flow card:

You must play the current cards directly after all your salmon have been placed. If you did not have any salmon in your hand this round, you start with the current cards.

### Throw cards

All yellow number cards are throwing cards.

To understand the throwing cards, first pay attention to the fixed positions and numbers of the river cards. Remember that salmon cards lie horizontally on two river cards. You can catch salmon with the throwing cards after you have played all your nature cards! When you discard a casting card, imagine you are casting your lure into a corresponding section of the river.



If your throw cards (as shown in the illustration above) add up to 4 or 5, you can discard them, catch a salmon, pull it out of the river and leave it face up next to you. You may combine a maximum of 2 discard cards for one throw.

All three combinations of discarded throw cards could catch the salmon in this picture. During your turn, you must play at least 3 cards from your hand and save one for a later turn, or play all of them. This means that you often cast your line without catching anything or that your bait also lands in sections of the river where you did not necessarily want to fish.

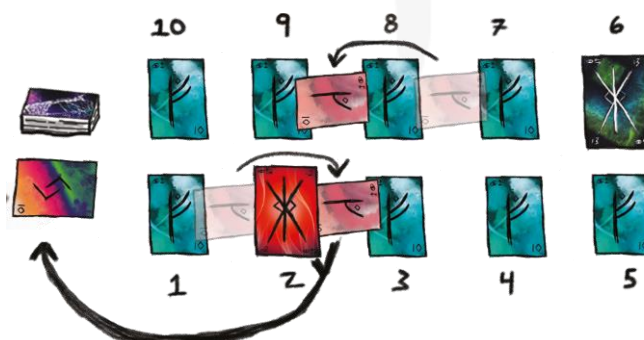
*In this spirit:*

Make sure you don't fish in the area of a tourist or a local!

### Angler cards

In Alaska, you rarely have the river all to yourself. Other anglers (locals and tourists) also pull salmon from the river and are competition to watch out for. When you have an angler card in your hand, you may place it on a river section of your choice, but not on the discard pile. Tourists and locals are placed vertically on the river cards. If an angler card is in the river and a current card is played that allows a salmon to swim past it, the angler catches that salmon:

→ If the angler is a tourist, he goes home with the salmon. So, both cards are put on the discard pile.





- If the angler is a local, ONLY the salmon is pulled from the river and placed on the discard pile, the local remains on the river.

### Fishing on an already occupied river section

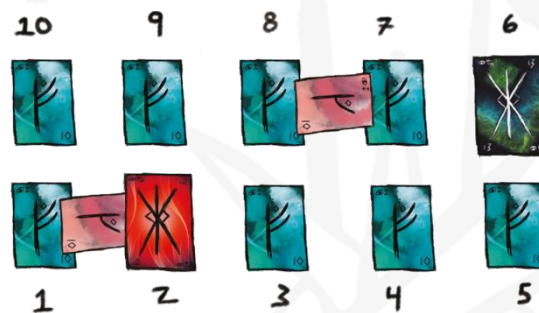
It may happen that your selected river section is occupied. Then you have to observe the following rules for the respective event.

#### *Tourist:*

If you play a throw card and fish in the river section of a tourist, you immediately lose all remaining cards in your hand. This means that you have to sit out the next round as you have no cards in your hand. Imagine that you need time to calm the tourist down and clarify the situation. After that, you move up to 4 cards in your hand again.

#### *Local:*

If you play a throw card and fish in a tourist's section of the river, you have to give him one of your salmon (= put it on the discard pile) and everything is fine again. If you don't have a salmon, the local remains sitting at the river. The throw card ends up in the discard pile as usual.



If you play a 6 or a 2 in this round, you would be fishing in an already occupied river section. If there is a salmon and an angler in the same river section (river card 2), you must deal with the angler first when casting, the salmon remains in the river.

#### *The following applies to both angler cards:*

If you hook it with a throw card, you must immediately remove it from the river and place it on the discard pile (unless it's a local and you don't have a salmon to offer as an excuse).

### Are you a lucky person?

If you are fishing in a place in the river where there is an angler and a salmon, you must roll the dice once to decide whether to catch the salmon or hook the angler.

If you roll the rune sign for the salmon, you catch it. If you roll something else, you hook the angler and have to bear the respective consequences.

If you don't have any Cambio dice yet you can use a normal W6.

In this case, the 1 represents the salmon.

### Chasing anglers away

If you don't want to fish on a stocked spot you can chase the anglers away.

- I. You can chase a local off the river by placing a tourist on the same section of the river where the local is. Both cards are then placed on the discard pile.
- II. The eagle may chase away any angler card from the river. This means that the angler and the eagle are placed on the discard pile.
- III. The bear chases all the fishing cards away from the river with its roar, i.e., all the fishing cards including the bear are placed on the discard pile.



## Wilderness Cards

The bear and the eagle are proud animals in Alaska. These cards can interfere with the fishing idyll as follows:

### Eagle:

When it is your turn and you play an eagle from your hand cards, you may either

- catch any salmon from the river and place it next to the salmon you have already caught or
- chase away any angler from the river and place it on the discard pile.

After the eagle has either caught a salmon or driven away an angler, the eagle card is placed on the discard pile.

### Bear:

Depending on the action, the bear can either be played at any time or only when it is your turn:

- When you play a Bear card from your hand, all the anglers from the river are placed on the discard pile. As soon as the bear roars, all the anglers disappear from the river.
- If you have a bear card in your hand and it is not your turn, you can play it immediately after another player has caught a salmon and put their salmon on the discard pile. As a bear, you snatch the salmon from under your fellow player's nose. However, he eats it directly so that neither player gets the salmon.

After the bear has either driven all the anglers away from the river with its roar or snatched the salmon from someone else, the bear card is placed on the discard pile.

## End of game

As soon as there are no more cards to draw, each player has another turn. Each player must now play all their hand cards that are left. When all players have no more cards in their hands, the game is over.

## Points

Whoever has caught the most salmon wins.

### A tie?

Be happy about the abundant catch, meet together for a barbecue and invite those who went empty-handed...

...or fish another round and challenge yourselves to see who will catch the most salmon.

## Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we try to create an open dialogue with you in order to constantly improve ourselves.

Please take a look!