OBJECT
WORK AS A TEAM!
The floodwaters are coming after Arlo and his friends. Work cooperatively as a team to advance everyone home before the flood catches them!

SET UP
1. Place the waterfall and mountain range game boards face-up on the table with a large space between them.
2. Turn the other game boards face-down and mix them up, then set them aside.
3. Each player chooses a mover and places it on the matching start space on the waterfall game board.
4. Set the four Help tokens to the side of the waterfall game board.
5. Place the Roarin’ River spinner on top of the waterfall game board. Align the white line on the left edge of the spinner with the correct starting line for the number of players in the game.
6. The youngest player goes first.

ON YOUR TURN
- You may choose to either spin the spinner or play a Help token (if you have one).
- When a player reaches the end of a game board, randomly select a game board from the stack and connect it.
**PLAY A HELP TOKEN**

If the Roarin’ River spinner is getting close to you or your friends, you can use the Help tokens to advance further up the game board and away from the flood!

- If you have a Help token, you may play it to advance your own mover OR ANOTHER PLAYER’S to the next space of any color you choose.
- Now it’s the next player’s turn.

**OR, SPIN THE SPINNER**

Hold down the Roarin’ River spinner when spinning.

**PATH COLORS**

- If you spin a path color, advance your mover to the next space of that color. (Always stop on Help spaces because they have all four colors.)
- If the next space of that color is occupied, jump to the next open space of that color.
- When you reach a fork in the path, you may choose which way to go.
- If you land on a Help space, you may take a Help token (you may only have one Help token at a time).

**ADVANCING FLOODWATERS**

- If you spin a 1 or 2, slide the Roarin’ River spinner along the game board the number of white progress lines indicated by the spinner.
- If the Roarin’ River spinner bumps into any player’s mover, that player gets swept up in the flood and all the players lose the game!

**ENDING THE GAME**

If all the players reach the finish space on the mountain range game board, you all win! If the Roarin’ River spinner bumps into any player’s mover, you all lose! Work together as a team!

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**WARNING:**

CHOKING HAZARD - Small parts. Not for children under 3 years.