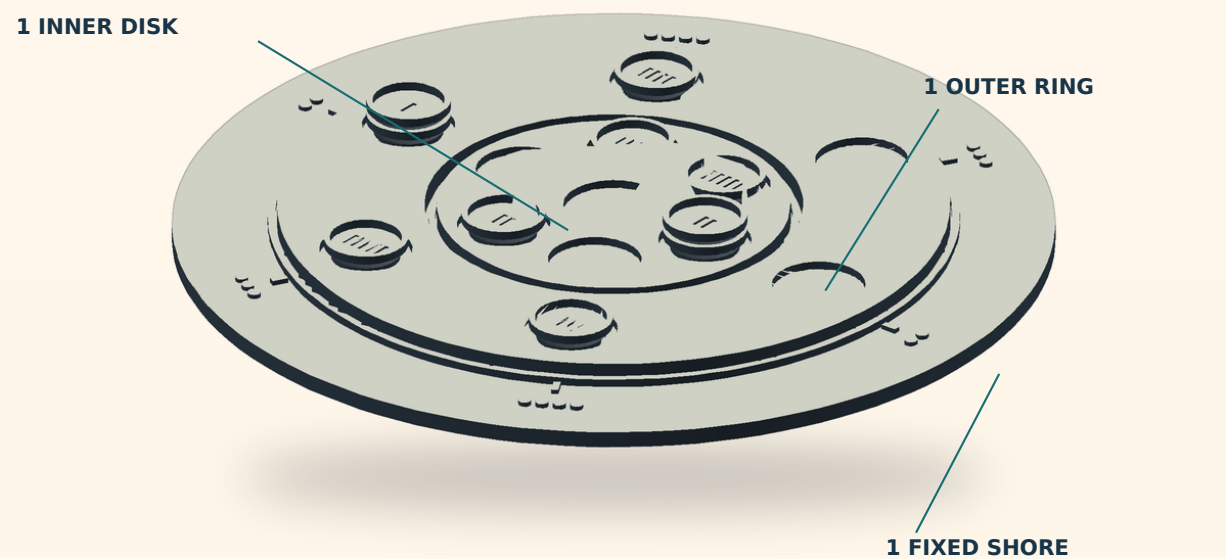


CROSSCURRENT

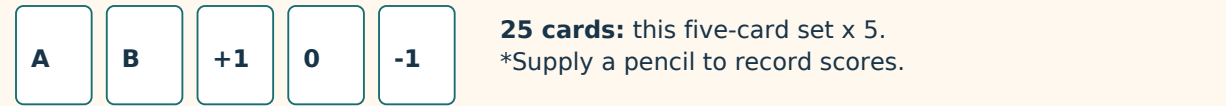
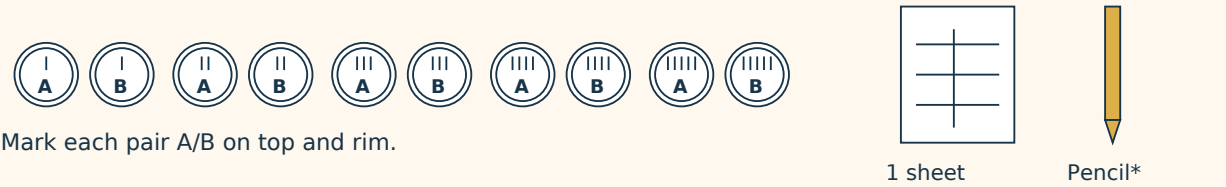
Choose in secret. Move the whole table.

A shared-current harbor game for 2-5 players. Most points after 12 rounds wins; tied players share the win.



CHECK THE KIT

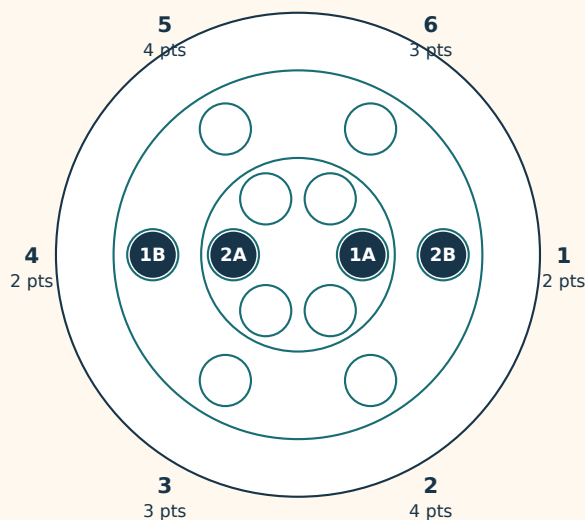
13 solid pieces: the three board parts above and 10 nesting boats below. Two boats share each tally identity. Colors are optional.



Designed for ages 8+ and about 20-40 minutes; age suitability and duration are estimates, not measured results. Small parts: keep away from children under three.

Set the currents

1. Place the shore flat. Lower the inner disk and outer ring into their circular guides, pocket sides up. Align all twelve berths with the six shore marks. The shore stays still; either ring may start in any aligned orientation.



Two-player setup shown.
1A = player 1, boat A.

READ THE SHORE

Six harbors run clockwise from 1 to 6, viewed from above. Each harbor serves BOTH rings.

Number = harbor identity.
Raised pips = its reward.
Rewards, in order:
2, 4, 3, 2, 4, 3.

2. Choose tally identities. Assign the setup seats below, randomly if you like. Seats affect starting positions only: there is no first player.

Players	Seat 1	Seat 2	Seat 3	Seat 4	Seat 5
2	1 / 4	4 / 1	-	-	-
3	1 / 4	3 / 6	5 / 2	-	-
4	1 / 4	2 / 5	4 / 1	5 / 2	-
5	1 / 4	2 / 5	3 / 6	4 / 1	5 / 2

3. Each entry is A inner / B outer harbor. Give each player five cards; set scores to zero and start round 1. Put unused identities away. Keep positions, scores and available/used directions public.

Choose. Then turn.

1 CHOOSE TOGETHER

Secretly select **A or B** and **one available direction**. Place these two cards face down. Everyone locks in before anyone reveals. Reveal together. You may check your own pair; never peek at another player's.

-1	0	+1
Counterclockwise	Add nothing	Clockwise

Three rounds make a **tide**. Use each direction exactly once per tide. Used directions stay face up until the next tide. A/B selectors return each round: you may choose the same boat again.

Talking and bluffing are allowed; promises are not binding. Do not trade cards, boats or points.

2 TURN BOTH CURRENTS

Before either ring moves, note each selected boat's ring. Add its player's direction to **that starting ring**. Sum the inner arrows and outer arrows separately. +1 and -1 cancel; 0 adds nothing.

Turn each ring that many harbor steps: positive clockwise, negative counterclockwise. No arrows means no turn. **Every boat rides its ring, selected or not.** A 0 does not freeze a ring against other arrows.

One person turns; another checks. Align berths to shore marks before scoring. Ring order does not matter. For totals +4/+5, turn 2/1 counterclockwise; for -4/-5, turn 2/1 clockwise. A total of 3 either way reaches the same harbor.

Share. Cross. Drift.

3 SCORE THE SHORE

Only selected boats harvest. At each harbor, count all selected boats **across both rings**. Divide its reward by that count and round down. Each selected boat there earns that amount; discard remainders. Unselected boats neither score nor dilute rewards.

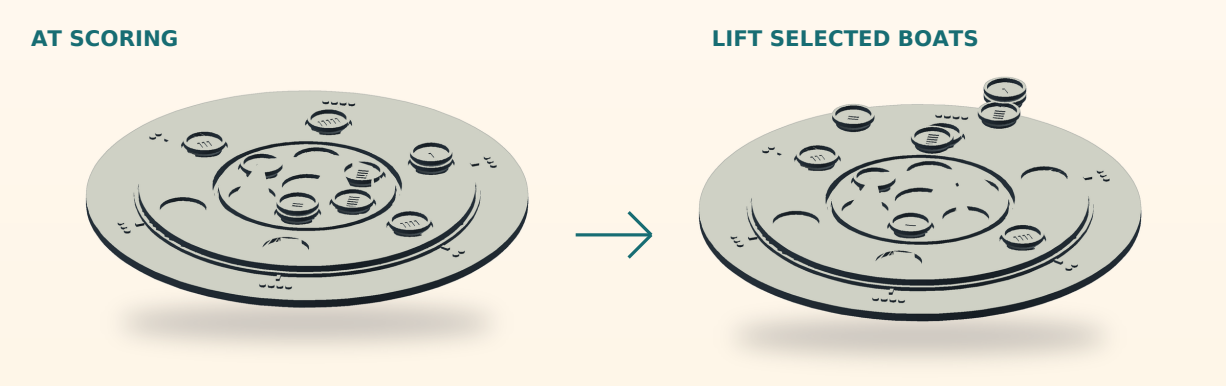
Selected boats at this harbor, across both rings

Reward	1 boat	2 boats	3 boats	4 boats	5 boats
2	2	1	0	0	0
3	3	1	1	0	0
4	4	2	1	1	0

Write everyone's earnings before crossing any boat. Add them to running totals. Scores are public and never buy extra powers.

4 CROSS AND DRIFT

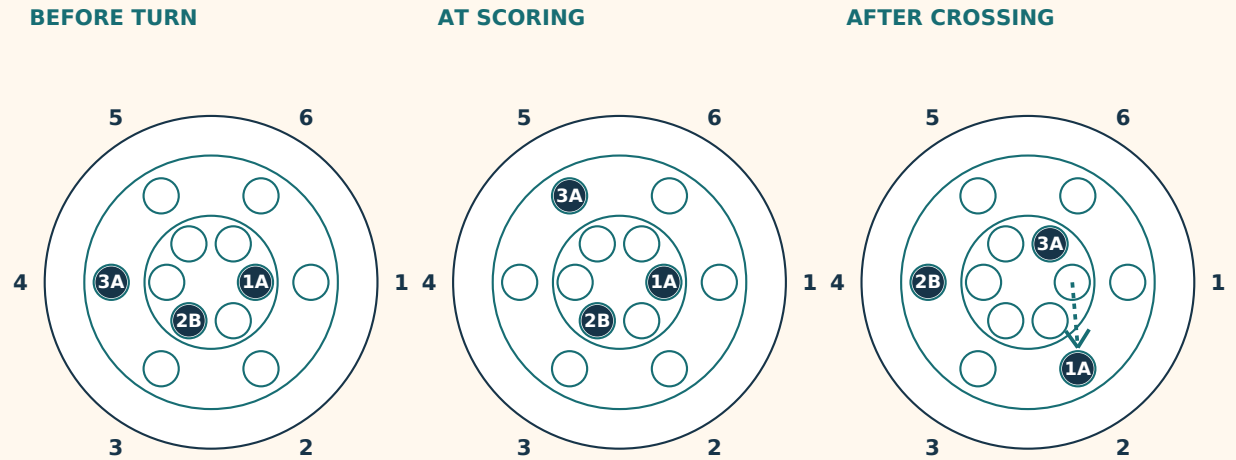
Move each selected boat to the **other ring, one harbor clockwise** from where it just scored. Harbor 6 wraps to 1. Use the same scoring snapshot for every crossing; each selected boat moves once. Arrivals never score again. Unselected boats stay where their ring left them.



By hand: turn with all passengers aboard, then lift selected boats. Follow the complete numbered crossing on page 5. Occupied destinations never block a boat.

Watch the crossing

Try this open example before your first game, then reset using page 2. It is an example position, not the starting layout. Only three selected boats are shown. Their other boats ride their rings but do not harvest or cross.



Dashed arrow: 1A crosses inner 1 to outer 2.

Reveal: player 1 selects A on inner harbor 1 with +1; player 2 selects B on inner harbor 3 with -1; player 3 selects A on outer harbor 4 with +1.

Turn: inner +1 -1 = 0; outer +1. Every outer passenger moves one harbor clockwise.

Score: player 1 earns 2 at harbor 1; player 2 earns 3 at harbor 3; player 3 earns 4 at harbor 5.

Cross: 1A goes to outer 2; 2B to outer 4; 3A to inner 6. Keep these directions face up and unavailable for the rest of this tide.

A crowd: selected boats at inner 2 and outer 2 share its 4 points: 2 each. A third unselected boat changes nothing. A third selected boat makes it 1 each. All selected boats then cross to the other ring at harbor 3.

Finish. Reset. Return.

END EACH ROUND

Return A/B selectors; leave used directions face up. Advance the round. After rounds **3, 6 and 9**, return all three directions to every player. After round **12**, highest total wins. Share ties; no extra round or tiebreaker.

WHEN THE TABLE GETS CROWDED

Stack cup side up. Any boats may share a berth, even your own A and B. Stack order has no effect. Inspect freely and restore each boat's original ring and harbor. When lifting from below, put unselected boats back at that berth.

Support tall stacks lightly while turning. If a stack hides labels, record that berth's identities and separate it to inspect. Restore before continuing. If you cannot preserve positions, stop and correct the physical issue; there is no stack-height penalty.

Used an illegal direction? Before rings move, return all revealed pairs and choose again legally. Revealed information cannot be undone. If found later, restore the last agreed position from the score sheet and players' records before replaying.

PLAY AGAIN / PACK AWAY

For a new game, exchange setup seats and reset cards, scores and round. For storage, remove boats first, then lift out both rings; they are not captive. Use a level table, keep pieces dry and remove chipped or cracked pieces. An adult should cut cards and mark A/B labels.

Choose a length before setup: 6 introductory, 12 standard or 18 longer rounds. Refresh directions every third round except the last; use the same scoring and shared-win rule. Short/long variants are untested. Physical handling and human play are untested; five-player synchronized choices remain a balance concern.