



2 players | 15min | 14+ | by Pedro “Cabelinho”

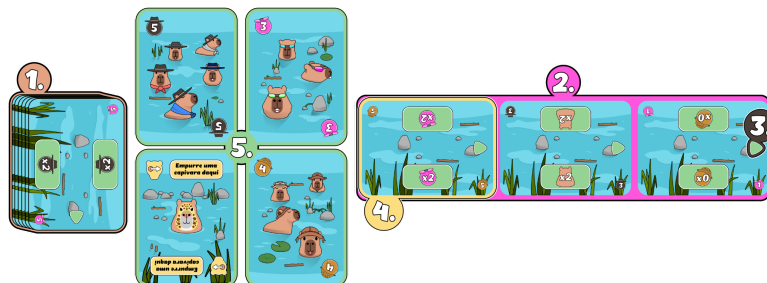
Every year, **capybaras** and capyfans come together to fight for control of the Capivari River. Make wise choices, watch out for predators, and understand the **river's flow** in this incredible capybara duel!

COMPONENTS

- 18 cards

SETUP

- Shuffle the cards and make a pile with the river side facing up.
- Separate the top three cards from the pile and place them horizontally on the table, with the river still face up, creating a line between you and the other player. This is the river, and each card represents a **river segment**.
- Rotate the cards until the arrows are pointing in the same direction, indicating the **river flow direction**.
- The card furthest back in the river flow is considered the **starting segment**.
- Open 4 cards from the pile and place them next to the starting segment, capybara side up. These cards are considered **available**.
- The person who saw a capybara most recently gets to play first.



GOAL

Win 2 rounds. The winner of a round is the player with the most points on their side of the river at the end of it.

HOW TO PLAY

Capivárias is played over 2 or more rounds, in which you take turns making your moves. On your turn, you must take one of the available cards and **place it in the river**, following the rules for your herd:

Capicrias , **Capiôxes**  e **Capitchês** 

Cards from these 3 herds can only enter the river **from the starting segment**. When choosing one of these cards, place it on your side of the river to indicate that it can count points for you this round.

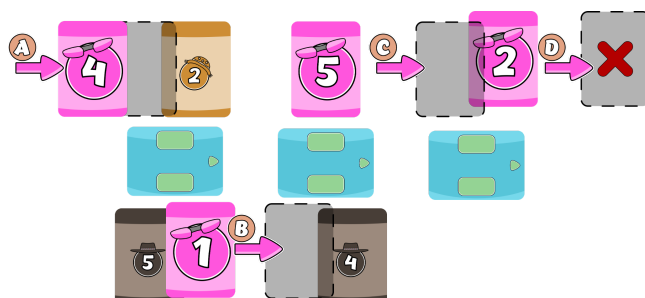
Whenever a new card enters a river segment, check to see **if there's another capybara from the same herd** there, regardless of the side. If there is, the card with the **lowest number** will be pushed to the next segment, following the river flow direction. **Special case:** Cards with 1 are the only ones that push cards with 5 from the same herd (and are pushed by any other card from the same herd).

This can create a chain reaction, pushing cards into subsequent river segments. If a card is pushed out of the 3rd segment, discard it. At the end of the turn, there will be **a maximum of 1 card from each herd in each segment**, regardless of side.

Capicria 4 is placed in the starting segment (A). On the other side of this segment, Capicria 1 was already there, which, because it is smaller, is pushed to the next segment (B).

In the 2nd segment, Capicria 5 was already there. Since cards with 1 push cards with 5 (special case), Capicria 5 is then pushed (C).

In the 3rd segment, Capicria 2 was already present. Since it's smaller, the card is pushed out of the river and no longer scores (D).



Capionças

They are special and can be placed directly on **any river segment that does not yet have capionças**. Place them below a river card to indicate that this segment has already been affected by a capionça. Perform its effect when playing the card:



Empurre uma capivara daqui (*push a capybara here*): choose any capybara in this segment and push it to the next one. This movement can cause chain reactions.



Mude de lado uma capivara daqui (*switch sides of one capybara*): choose any capybara from this segment and switch it to the other side.



Mude de lado todas as capivaras daqui (*switch sides of all capybaras*): swap the sides of each capybara in this segment. If one side is empty, the other side will become empty after this action.

Turn end

If only 1 capybara card is available at the end of the turn: **reveal cards** from the pile until 4 cards are available (or until the draw pile is exhausted).

ROUND END AND SCORING

A round ends **when only 1 card remains** and the pile is empty. Calculate the round's score based on the **cards on your side of the river**. The base value of each card is the number indicated on it. However, each segment has a **modifier** that indicates which cards are affected and how they are affected. Cards may start giving negative points because of this.



affects all cards



affects only even cards



affects only odd cards



affects only cards of this herd



affected cards score zero



affected cards score double



subtract from affected cards



affect only the largest / smaller card

The round is won by the player with the highest total score. In the event of a tie, the round is shared and both players are considered winners. The player who took the last card begins the next round.

GAME END

The game ends when someone wins 2 rounds. If there are two ties, play new rounds until one round is no longer tied. Whoever wins that round wins the game.

CREDITS

- **Pedro “Cabelinho”**: game design, illustrations, graphic design
- **Gabriel Toschi**: development, rules writing
- **Thiago Leite**: review
- a game from **Piquinim**

Capivárias: CAPICRECHE

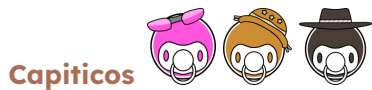
The capybara kindergarten has reached the river! Listen to the teacher's instructions to score even more points.

Components

- 3 capítico (baby) cards, 1 capissor (teacher) card

Setup

Shuffle the expansion cards with the base game cards and proceed with setup as normal.



Capíticos

Capíticos always want to follow a capybara from the same herd, which becomes their **guardian**. If it is on the other side, the capybara must switch sides to follow it. Capíticos **prevent** their guardian capybara from being pushed. If this happens, the guardian capybara remains still, and the capybara that tried to push it moves on to the next segment, taking the capítico with it. Accompanied capíticos are not directly affected by capionças and only accompany their guardian. **At the end of the round**, capíticos that are not alone add **1 point to their guardian** capybara. Apply this bonus before river modifiers.



Capissor

When choosing the capissor, **bring any capítico and its guardian to the starting segment**. This action can cause chain reactions. Discard the capissor at the end of the river after finishing the action. It is worth no points. If there are no capíticos in the river or all of them are alone, the capissor's effect is nullified and it is discarded.

Capivárias: CAPIOLINS

The circus has arrived at the river! Try to keep up with the clown capybaras to win the round.

Components

- 2 capiolin (clown) cards

Setup

Shuffle the expansion cards with the base game cards and proceed with setup as normal.



Capiolins

Capiolins enter the river in the first segment (from the starting one) **where you don't have capybaras**. If all segments on your side already have at least 1 capybara, it is discarded. Capiolins are not pushed by capicrias, capichês, or capiôxes, but **can be affected by capionças** like any other capybara.

Every time a capybara next to a capiolin is pushed (same segment and same side), it **switches sides**, scoring points for his opponent in the same segment. If the push occurs on the other side of the river, the capiolin stays where it is. It only moves if the push occurs on the same side as it is.

At the end of the round, **capiolins score the value specified on the card** (-2 or 3) on the side they are on. River modifiers **that affect capybaras in general** can also affect capiolins, altering their score.

Capivárias: CAPIRIGO

The river has become more dangerous! Beware of the effects of the new capionças.

Components

- 3 new capionça cards

Setup

Shuffle the 3 capionça cards from the base game with the 3 new capionça cards from this expansion. Select 3 capionças to enter the game and shuffle them with the rest of the cards. Follow the base game setup. Return the remaining capionças to the game box; they will not be used.

New capionças



Mude até 2 capivaras de lado aqui (*switch sides of 0-2 capybaras*): choose UP TO 2 capybaras from this segment and switch them to the other side. You can switch none if you want.



Coloque aqui uma capivara descartada (*bring back a capybara*): choose a capybara that has already left the river and place it in this segment. (*expansions: capissor, capiolins, and capiticos can be brought back*)



Descarte uma capivara daqui (*discard a capybara*): choose 1 capybara from this segment and remove it from the river, as if it had been pushed from the 3rd segment. (*expansions: capiticos are removed instead of their guardians*)