

# Instructions

1. Each player will need his or her own gameboard and 20 small game pieces (gemstones, coins or chips approximately the size of the river rocks on the board). Shuffle the cards and place them facedown in a pile.
2. Pick a player to go first. He or she draws a card, identifies how many beats the pictured note or rest should be held and places that number of gamepieces on the rocks on his gameboard.
3. The next player draws a card and does likewise; play continues around the circle.
4. The object of the game is to cover as many rocks as possible without going "Over the Edge."
5. As players near the edge, they may choose to PASS when it is their turn. They must declare that they are passing their turn BEFORE drawing a card.
6. Players who go over the edge are eliminated. The player left with the most rocks covered wins the game.

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**Over  
the  
Edge**

**Over  
the  
Edge**

**Over  
the  
Edge**

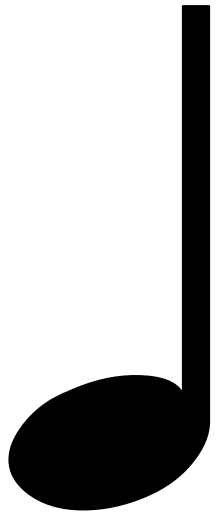
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**Over  
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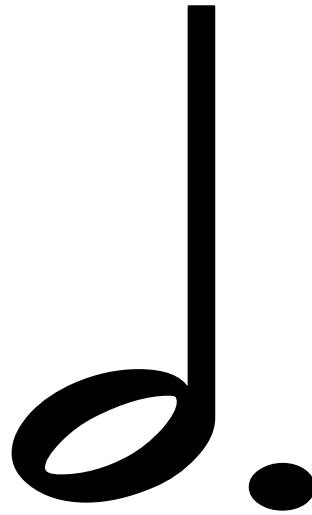
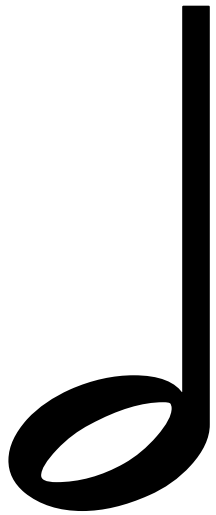
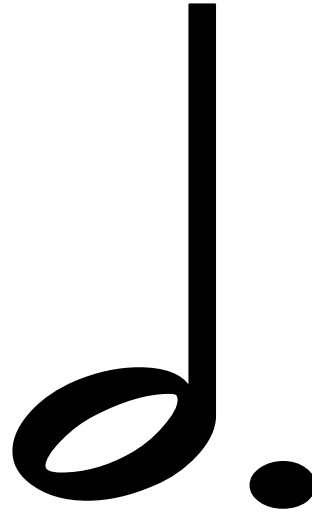
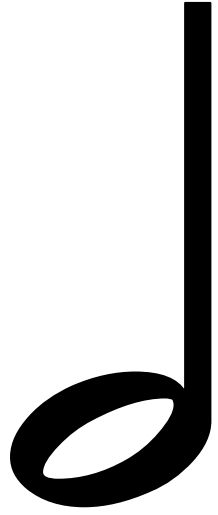
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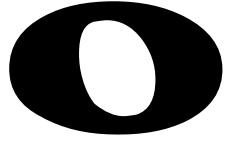
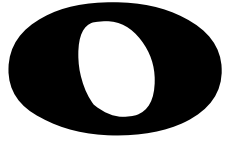
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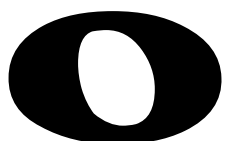
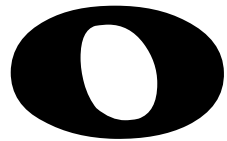


**THIS END UP!**

**THIS END UP!**

**THIS END UP!**

**THIS END UP!**





**Over  
the  
Edge**

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Edge**



**THIS END UP!**

**THIS END UP!**



**THIS END UP!**

**THIS END UP!**

