

# Three Men in a Boat

## *(to say nothing of the Dog)*

a game for exactly three players by David Brain  
inspired by the classic novel by Jerome K. Jerome

*There were four of us – George, William Samuel Harris, and myself (J), and Montmorency. Together, we were planning to enjoy a leisurely rowing trip up the Thames to Oxford, visiting places en route. Of course, one doesn't want to exert oneself, so the most successful player will be the one who has the best anecdotes without working too hard opening the lock gates on the way.*

### COMPONENTS

The game comprises the following:

- 6 River/Story cards
- 12 Rowing cards (3 sets of 4 cards in blue, red, yellow)
- 15 Lock markers (5 cubes in blue, red, yellow)
- 3 Characters (blue, red, yellow meeples),
- 1 Boat marker

### SETUP

- There are twelve Rowing cards in three sets. Each player should choose a Character (J, Harris or George) and take all the cards for that set into their hand (three cards numbered 1, 2 and 3, and one *Montmorency*.)
- There are six Story/River cards. Shuffle them and deal them out in line in a random order, River side up, to form a route of six cards. Turn over the first River card in the route to the Story side and put the Boat marker on this card (*not on the 1st River card*.)
- There are 15 Lock markers (five cubes of blue, red, yellow.) Each colour matches one of the Characters. Randomly place one in the box next to each Lock (double line) along the route of the River.
- There are three Characters - George (Blue), Harris (Red) and J (Yellow). Randomly arrange them to form the crew of the Boat beside the first Story card, with one Rower at the front, one in the middle and one at the back. The game proceeds over a number of rounds until the Boat reaches the end of the River.

### END OF GAME

After the Journey to the end of the River has been completed, each player with a Story card discards one Lock marker **not of their colour** for each Story card they have (until they run out of Lock markers.) Each Lock marker is worth one point; a Lock marker of the player's own colour is worth two points.

The winner is the player with the **lowest** score; if there is a tie, the player with the **highest** score wins. In the event of a three-way tie, Montmorency the Dog wins (*i.e. nobody!*)

### GAME PLAY

A round is conducted as follows:

Each player chooses a Rowing card from those remaining in their hand and they are simultaneously revealed.

**Note that players may always see what cards other players have previously played at all times.**

The Rowing cards are resolved in order of the Characters in the Boat from front to back. When a card is resolved, the Boat is moved along the River a number of spaces equal to the number shown on the Rowing card, and then the effect on the card is activated.

- If the Boat moves **past** a Lock on the River (a double line), the current player takes *all* the markers on that Lock.
  - If the Boat moves **off the end** of a River card, *not just onto the final space*, the current player takes the Story card and the completed River card is turned to the Story side. The Boat continues moving down the River on the new card until all Rowing cards for the round have been resolved. The final River card is not turned over to the Story side when it is completed; the last player to move the boat claims the current Story card and then the game end is triggered (*any remaining played cards are not resolved*.)
  - If a player played their Rowing card with the #1 on it, they should move their character to the **front** of the Crew order **after** moving the Boat.
  - If a player played their Rowing card with the #2 on it and their character is at the **front** of the Crew order, they may put a Lock marker (of any colour) which they have collected onto the furthest Lock down River that has only one marker on it **after** moving the Boat. [*If there are no valid Locks, this action has no effect.*]
  - If a player played their Rowing card with the #3 on it, they should return all the Rowing cards in their discard pile (including the #3) to their hand **after** moving the Boat.
  - If a player played their *Montmorency* card, it is considered to be a 0 (the Boat does not move) unless more than one *Montmorency* card was played, in which case all *Montmorency* cards played are considered to be value 2 (the Boat moves 2 spaces.) The *Montmorency* card does not have any additional effects.
- Rowing cards should be placed onto a face-up discard pile in front of the player, but arranged so that all players can see which cards have been played.
- The round is then over. If the Boat has not reached the end of the River, a new round begins.

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J, the Hypochondriac (Ch. I)



"I plodded conscientiously through the 26 letters, and the only malady I could conclude I had not got was housemaid's knee. I felt rather hurt about this at first; it seemed somehow to be a sort of slight. I then reflected that I had every other known malady in the pharmacology, and I grew less selfish, and determined to do without housemaid's knee."

J and the Cheeses (Ch. IV)



"From Crewe I had the compartment to myself, though the train was crowded. As we drew up at the different stations, the people, seeing my empty carriage, would rush for it. And they would run along, carrying heavy bags, and fight round the door to get in first. And one would open the door and mount the steps, and stagger back into the arms of the man behind him; and they would all come and have a sniff, and then droop off and squeeze into other carriages, or pay the difference and go first."

Hampton Court Maze (Ch. VI)



"After that, they simply couldn't get anywhere else. Whatever way they turned brought them back to the middle. It became so regular at length, that some of the people stopped there, and waited for the others to take a walk round, and come back to them. Harris said that he couldn't help feeling that, to a certain extent, he had become unpopular."

Harris sings a Comic Song (Ch. VIII)



"It is one of Harris's fixed ideas that he can sing a comic song; the fixed idea, on the contrary, among those of Harris's friends who have heard him try, is that he can't and never will be able to, and that he ought not to be allowed to try."

George has his boat towed (Ch. IX)



"George said he never saw so much thoughtful sadness concentrated into one glance before, as when, at the lock, that young couple grasped the idea that, for the last two miles, they had been towing the wrong boat. George fancied that, if it had not been for the restraining influence of the sweet woman at his side, the young man might have given way to violent language."

George and J in a photo (Ch. XVIII)



"We did not come out well in that photograph, George and I. Of course, as was to be expected, our luck ordained it, that the man should set his wretched machine in motion at the precise moment that we were both lying on our backs with a wild expression of "Where am I? and what is it?" on our faces, and our four feet waving madly in the air."

**M** George

**Montmorency**



If this was the only **Montmorency** card played, do not move the Boat. Otherwise, move the Boat 2 spaces.

**M** Harris

**Montmorency**



If this was the only **Montmorency** card played, do not move the Boat. Otherwise, move the Boat 2 spaces.

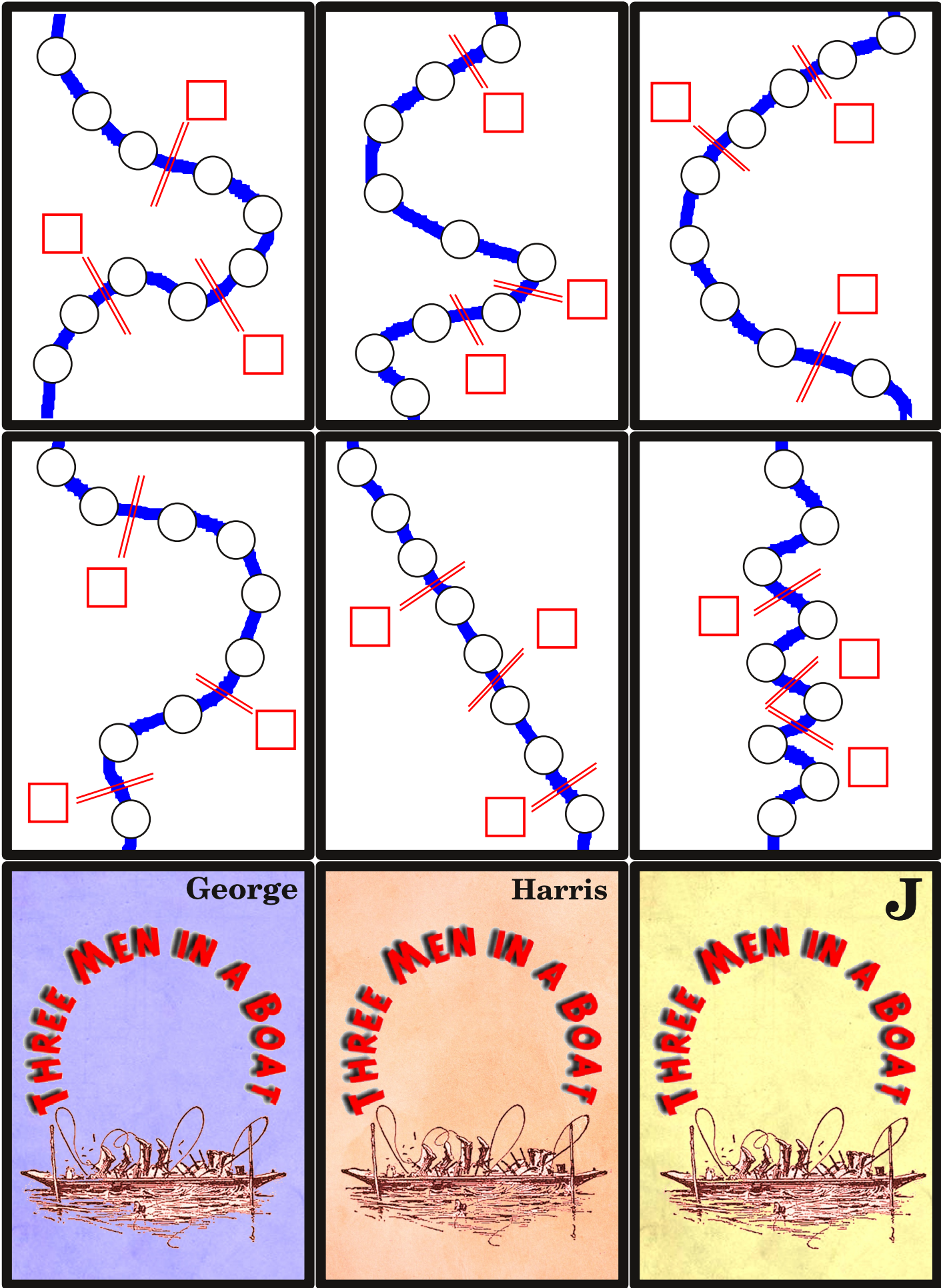
**M** **J**

**Montmorency**



If this was the only **Montmorency** card played, do not move the Boat. Otherwise, move the Boat 2 spaces.

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>1 Harris</div> <div>1</div> <div></div> <div>Move the Boat marker forwards one space and then move your character to the front of the Boat</div>   | <div>2 Harris</div> <div>2</div> <div></div> <div>-Move the Boat marker two spaces, forwards and then <i>if your character is at the front of the Boat</i>, you may return a Lock marker to the furthest Lock that only has 1 counter</div>   | <div>3 Harris</div> <div>3</div> <div></div> <div>Move the Boat marker three spaces forwards and then return all your Rowing cards to your hand</div>   |
| <div>1 George</div> <div>1</div> <div></div> <div>Move the Boat marker forwards one space and then move your character to the front of the Boat</div> | <div>2 George</div> <div>2</div> <div></div> <div>-Move the Boat marker two spaces, forwards and then <i>if your character is at the front of the Boat</i>, you may return a Lock marker to the furthest Lock that only has 1 counter</div> | <div>3 George</div> <div>3</div> <div></div> <div>Move the Boat marker three spaces forwards and then return all your Rowing cards to your hand</div> |
| <div>1 J</div> <div>1</div> <div></div> <div>Move the Boat marker forwards one space and then move your character to the front of the Boat</div>      | <div>2 J</div> <div>2</div> <div></div> <div>-Move the Boat marker two spaces, forwards and then <i>if your character is at the front of the Boat</i>, you may return a Lock marker to the furthest Lock that only has 1 counter</div>      | <div>3 J</div> <div>3</div> <div></div> <div>Move the Boat marker three spaces forwards and then return all your Rowing cards to your hand</div>      |

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