

# Happy Flooding Village



## Overview

Happy Flooding Village is a competitive fast game (5 to 10 minutes) where 3 to 6 players try to be the ones to deploy all their cards, creating a coastal defence system. Players can play soil cards to build nature-based walls and plant vegetation that absorbs water and stabilizes the soil, like controlling the water to protect their village against the rising waters.

## Components

10 Cards per player (with different colours in the back):

- 1 x Village card.
- 3 x Soil cards.
- 3 x Vegetation cards.
- 3 x Water cards.



Village card



Soil card



Vegetation card



Water card

## Set-up

Each player plays the village card in front of them.

Each player shuffles their deck (3 soil cards, 3 vegetation cards, 3 water cards).

Each player put the deck in one of their hands, with the top card revealed.

*Village card in front  
of the player*



*Shuffled card in the had  
of the player, revelling  
the top card (random).*

## Goal of the game and Win condition

The player that plays all their cards first win the game.

## Gameplay

This is a game about negotiation and trading. Each player plays the card they traded with another player. Players cannot play their own cards.

Player cannot shuffle or choose the card they can trade with the other player. They need to use the top card of the deck (the visible card).

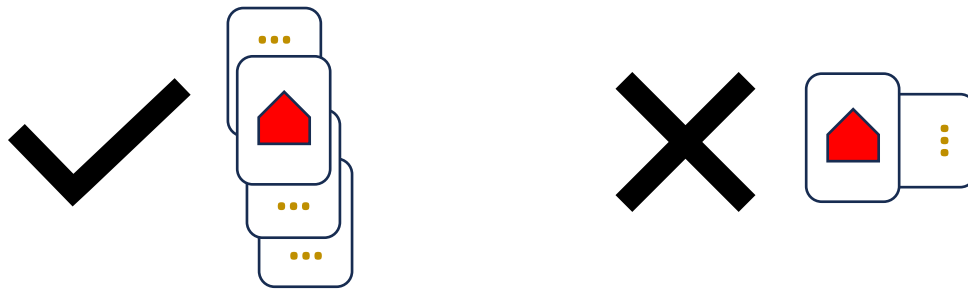
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Each player involved in the trade must agree with the deal (one card for one card, considering the top/visible cards from both players).

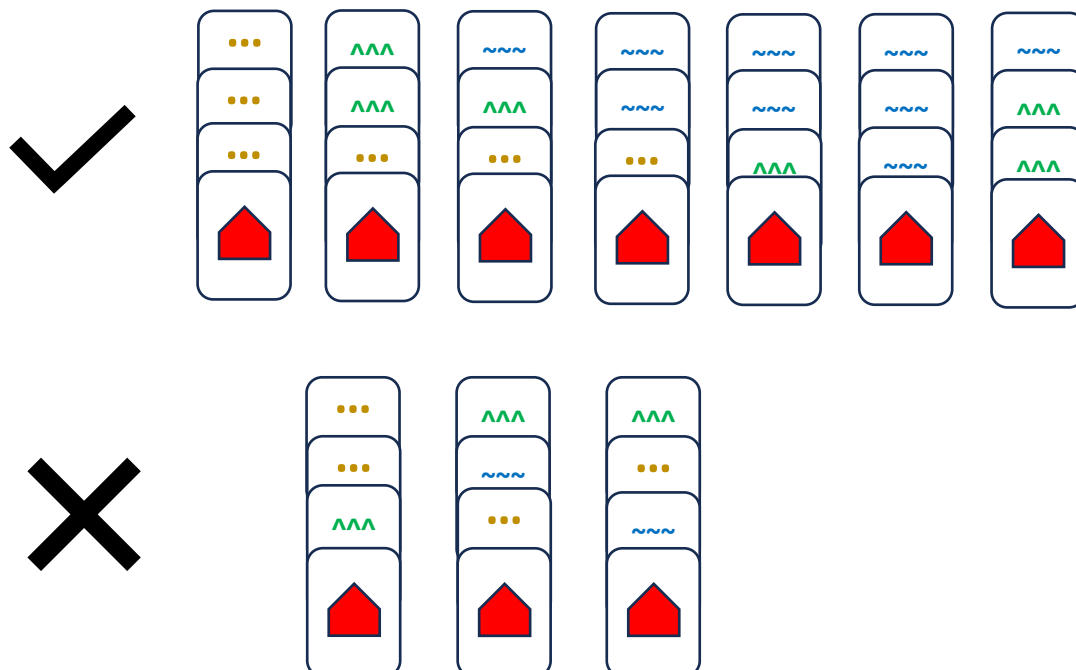
The game is played in real-time, not by turns. Multiple trades can be done simultaneously. The player that makes faster deals will eventually run out of cards faster.

When a player plays the card, they got from another player it can place it above or below the village card. Each card is placed, staking under the existing card in the table, only revealing the icon (weather bellow or above the village card or the other cards already played).



Sequence of card play:

- The generic sequence (above or below the village card): soil, vegetation, and water.
- Similar cards can be played next to other cards (i.e., soil next to soil, vegetation next to vegetation, water next to vegetation).
- Player can skip steps in the generic sequence but respect the soil, vegetation, and water sequence (i.e., water can be played any time, soil can only be played after soil, vegetation or soil cannot be player after water, and soil cannot be played after vegetation).



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## Special rules and common doubts

The game is played in real-time. There are no defined turns.

There can be any number of cards in the top or bottom part of the village card.

Players can never play their own cards.