

Introduction: -

The game calls for the comprehensive approach to tackle water depletion and to promote JAL SHAKTI ABHIYAAN which aims to bring about a behavioural change to deal with excess consumption of water. At this moment its necessary for us to make a path-breaking pledge so as to save this precious natural resource i.e. water for our future generations.

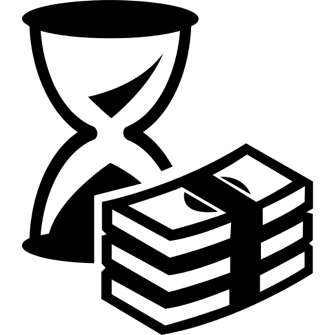
Role: -

You are in the race to be a Water Saviour, challenged to complete all your daily activities with water consumption as minimum as possible. Being a water efficient individual is awesome. Time – to – time you also have to answer opponent’s questions as well as battle against each other to discover whose Irrigation or Harvesting Techniques have more efficiency, once you land on either green or red tile. It is rooted on the notion that saving water droplets is inherently good and that you will get magically rewarded as THE WATER SAVIOR if completed the full round path and possess maximum water budget.

Summary: -

* Water Rescue is precisely a two-player game and players take in turns to roll the dice. All players have to complete the tasks as per the path but the only things that is of utmost importance is expenditure of water by individual player.
* The game aims at providing efficient knowledge and daily life water conservation scenarios to players to share the common vision of water preservation.

Rules: -





* At the beginning a budget of 20 water droplets, a deck of Knowledge and

Combat/Battle Cards would be provided to each individual player.

* Players in turns roll the dice and move the counter forward the number of spaces shown on the dice in clockwise direction only.
* Initially both player’s counters are out of play and staged at the “Start” Tile. To enter a token into play, a player must roll either a *6 or 1*.
* If counter/token land on an activity tile, the player either gains or spend water droplets from their budget as per the exercise instructions.
* When player’s counter/token lands on a Green Tile, he/she will enter into a Knowledge Level where the opponent will ask a question from the Green Cards as per his/her choice. The player must answer the question correctly because precision accounts for either gain or loss of water droplets.

***Note\**** - ***Loss of 2 water droplets for incorrect answer and gain of 1 water droplet by opponent and vice versa in case of correct answer. Green card once utilized can’t be used again.***

* If player encounters the Red Tile, will spin the wheel and both the players would enter into a Combat Level. As per the Spin’s result i.e. either irrigation or harvesting, both players will randomly choose one card from each other and one with highest efficiency points is the winner.

***Note\**** - ***Loss of 2 water droplets from loser’s budget and gain of 1 water droplet in winner’s budget.***

* Special Case - If both player lands on same space***:***

***Green Tile Space –*** 2 Rounds i.e. Knowledge and Combat Level both.

***Red Tile Space –*** 1 Round i.e. Combat Level only.

* If player’s token land on Bonus Tile, he/she will be rewarded with 4 water droplets and if lands on Fine tile, 5 water droplets would be deducted from his/her water budget
* The players have to traverse through full complete circular path once and one with maximum water budget remaining is titled as the winner.

***Note\* - Players must roll exact number on dice at the end to be entitled as finisher.***