**Story: Waterman has to collect water drops and dodge Fireman’s fire blasts.**

**Characters: NPC: FIREMAN, WATER DROPS, FIRE BLASTS**

**PC: WATERMAN**

**Chance vs Skill: chance: - position of drops and blasts.**

**Skill: - movement of Waterman.**

**Rules: 1) if fire touches waterman 1 life is gone.**

**2) If all 3 lives of Waterman is gone game ends.**