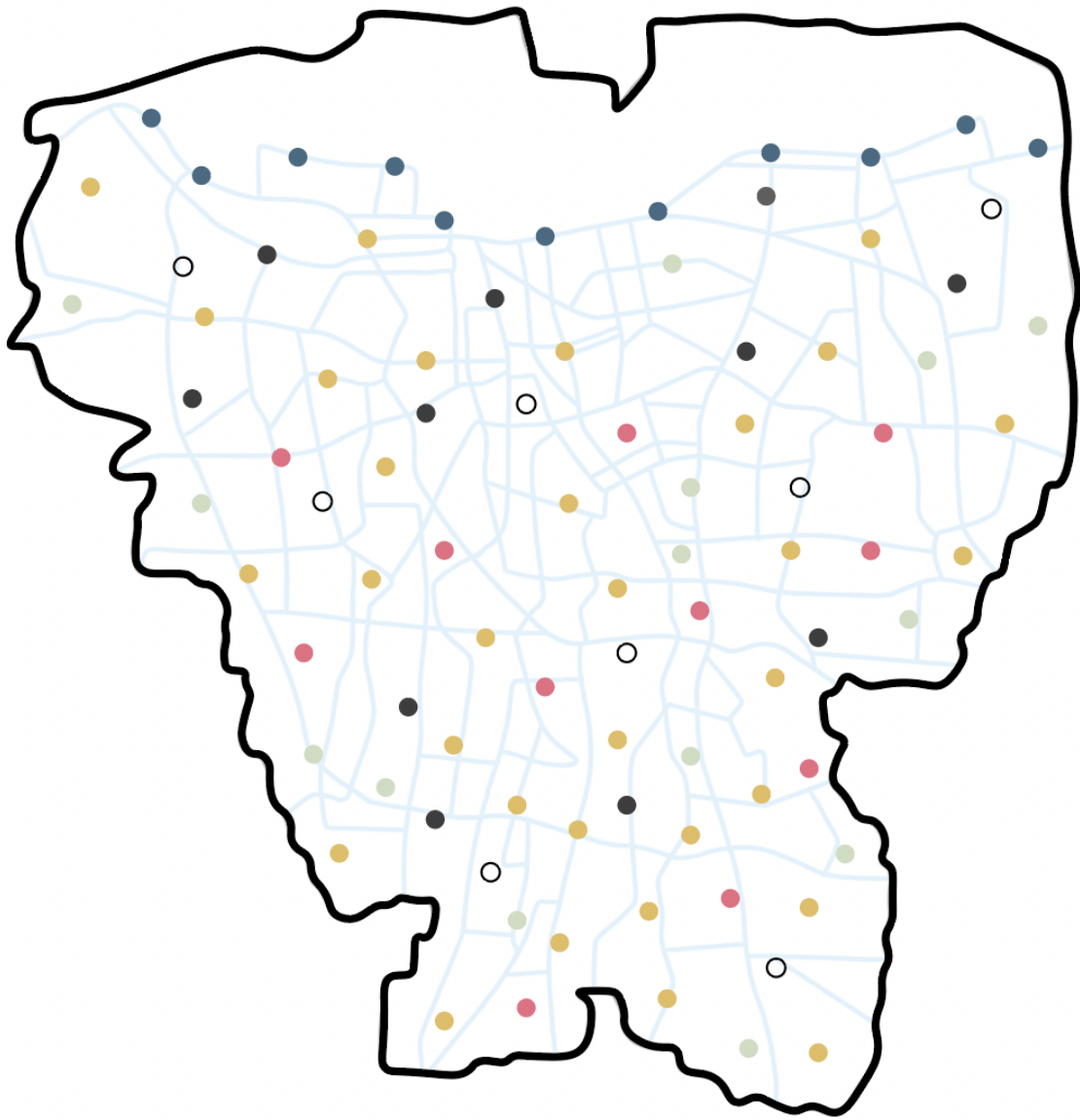


Board

4 player game
__ min duration



Some Content:
BUILDING ELEMENT



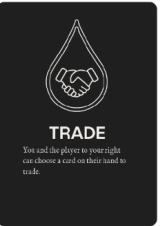
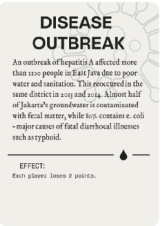
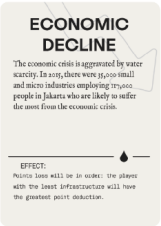
ACTION CARDS



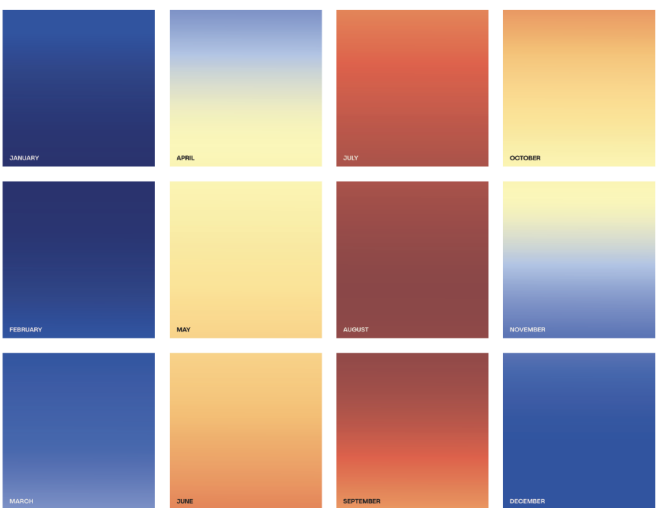
BUILDING GUIDE

BUILDING GUIDE	
WELLS Provides groundwater to settlement. (goes to drought)	1 WOOD + 1 POINT
PIPELINES Allows settlement to acquire groundwater	2 PIPES + 2 POINTS
SEA WALL Minimizes flooding for settlements by the sea.	2 CEMENT + 1 POINT
DAMS Prevents flooding and allows settlement access to water.	1 PIPE 2 CEMENT + 3 POINTS

WILD CARDS



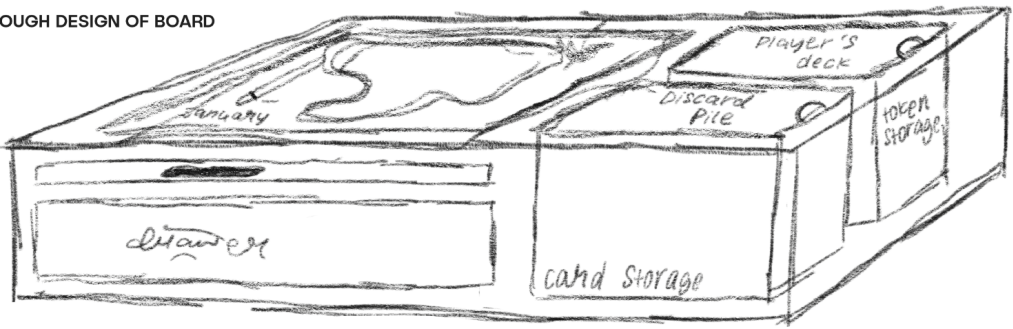
PERCIPITATION BY MONTH



INFRASTRUCTURE TOKENS



ROUGH DESIGN OF BOARD



Objective:
Aquation is a competitive board game where you and your fellow players must work against one another to minimize your settlement's water scarcity levels while ensuring that climate change disasters do not impact your settlement.

Can you save your settlement from the harrowing anthropogenic changes that impact water availability?
Do you have what it takes to provide your settlement with enough clean water?

Contents:

96 point cubes

- 24 blue
- 24 yellow
- 24 black
- 24 red

4 settlement houses

56 infrastructure tokens

- 16 Wells
- 13 Pipelines
- 11 Sea Walls
- 11 Sewages
- 5 Dams

6 building guide cards

8 settlement condition cards

12 anthropogenic cards

66 building element cards

- 29 Pipes
- 21 Cement
- 16 Wood

24 action cards

- 6 Move cards
- 6 Steal cards
- 6 Trade cards
- 6 Peek cards

6 wild cards

- 2 disease outbreak
- 2 agriculture crisis
- 2 economic decline

Setup:

1. *Set up the board*

Place the board within easy reach of all players. The first round will begin in April or November (players get to decide which month they start with); this will continue in order of the months of the year until it has reached (March if players choose April and October if players choose November). From the drawer located on the side of the box, take out the April or November precipitation indicator and insert it into the opening above the drawer. The precipitation indicator should be changed every two rounds, in order of the month of the year.

2. *Prepare the card deck*

Set aside the anthropogenic cards and shuffle the action, building element, and wild cards thoroughly and place them face down on the player card space. Each player should draw 7 cards (this is the maximum number of cards a player can have in a round).

3. *Selecting settlement and location*

Select a color (blue, yellow, black, or red) and place your settlement on any designated settlement bubbles on the game board. Settlement bubbles are outlined black bubbles. Cubes should be

distributed to each player based on their chosen color. Players start with 10 points, hence each player should set aside the remaining cubes until they earn points. Everyone should receive a building guide card and a settlement condition card based on their settlement placement.

4. *Start Play!*

Playing:

At the beginning of every two rounds, a player should read an anthropogenic card that determines the weather conditions and anthropogenic impacts of the round. Play proceeds clockwise around the table, with each player taking turns in order until the game ends.

Each turn starts with a player drawing a card from the shuffled player deck. Players are not supposed to show the cards they draw unless it is a wild card. Everyone must only have 7 cards in their hand, hence they must put a card in the discard pile after drawing a card from the player deck.

Players can earn points by building infrastructure. Players lose points due to anthropogenic impacts that are introduced every other round and wild cards. Points are represented by the colored cubes.

Actions and Action Cards:

Unless a player draws a wild card, they are able to keep a card and pass if they do not wish to use it. When it is their turn, players are not limited to the number of actions they can perform. After a player uses their cards, they must place them in the discard pile.

1. A player is able to trade in building element cards and gain an infrastructure token under 3 conditions: if the color of the infrastructure bubble matches the infrastructure they are trying to build, if their settlement or preexisting infrastructure is within a bubble away from the infrastructure they are trying to build, and if they acquire the elements to build it.
2. If a player gets a *Move* card, they are able to move their settlement to a different designated settlement bubble, but doing so would mean leaving any infrastructure they had made in their prior settlement.
3. A *Steal* card allows a player to randomly select a card from the hand of another player of their choosing.
4. If a player draws a *Trade* card, both the player and the player on their right can choose a card on their hand to trade.
5. *Peek* cards lets the player see a random card from each player. Players must hold out the cards in their hand so the player who has the *Peak* card can select a random card from everyone's hand to see. This interaction should be made private so other players are not able to see what cards they decide to see.

Wild Cards:

There are 3 types of wild cards in the game. When a player draws a wild card, they must immediately show and read aloud the impact of the cards. Players are not allowed to keep and play this card.

1. A *Disease Outbreak* card will deduct 2 points from each player.
2. If a player draws an *Agriculture Crisis* card, the player will lose 3 points.
3. The *Economic Decline* card will impact the player with the least infrastructure tokens as the points loss will be in descending order starting from 4 based on who has the least infrastructure and who has the most. Ex. Player A has the 6 infrastructure token (- 1 point), Player B has 4 infrastructure tokens (- 2 points), Player C has 3 infrastructure tokens (- 3 points), Player D has 2 infrastructure tokens (- 4 points).

If two players have the same number of infrastructure, they will be deducted the same number of points and the maximum number of points deducted would be 3 instead of 4. Ex. Player A has the 6 infrastructure token (- 1 point), Player B has 4 infrastructure tokens (- 2 points), Player C has 4 infrastructure tokens (- 2 points), Player D has 2 infrastructure tokens (- 3 points).

End of Game:

Defeat

The game ends immediately for all players if there are no more cards to draw from the player deck.

Victory

A player wins by having the most points by providing their settlements with adequate access to water.