



HYDRO

SOAKERS

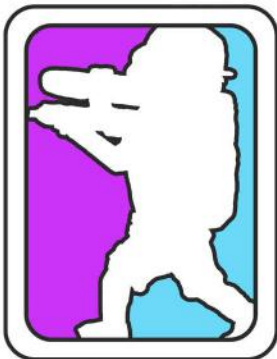
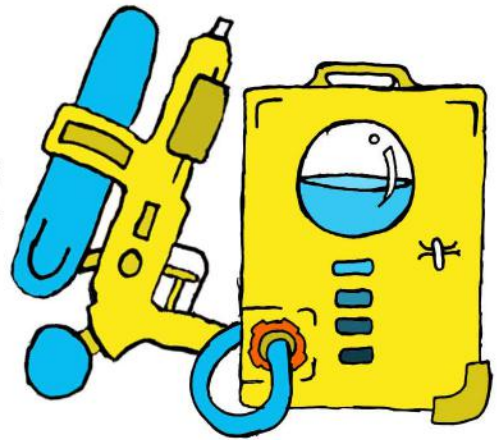
Rulebook





Welcome to Hydro Soakers

In 1991, Otto Co. released their incredibly popular Hydro Soaker water cannon. Kids and adults everywhere could not get enough of the fun Hydro Soaking action. Each Hydro Soaker was sold with the Hydro Pack accessory. The Hydro Pack told users when they were out of water and when they need to refill.



As a result of the overwhelming popularity, Otto Co. created the Hydro Soakers League that would win the hearts of Hydro Soaker enthusiasts around the world. With broadcasting deals on the horizon, the Hydro Soakers League is ready to bring the fun to you.

In 1993, Otto Co. created the Official Hydro Soakers Arena. A park dedicated to all things Hydro Soakers. Built on the beautiful beach of Kaliwa Point, this park holds Hydro Soaker matches for the public to watch, in addition to t-shirts, hats, water bottles, arcades, food vendors, and much more for guests to engage with.

Players will compete to eliminate the other team. They will fire their Hydro Soaker, dodge incoming water, and eliminate the opposing team.



2 Players
Ages 10+



40 Minutes or less

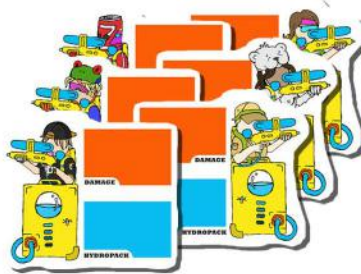




Components



1 Official Hydro Soakers Game Board



6 Character Dashboards



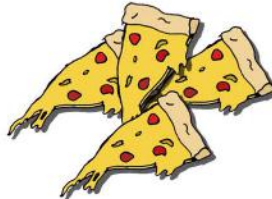
6 Character Standees



4 Lizard Cola Tokens



4 Polar Pop Tokens



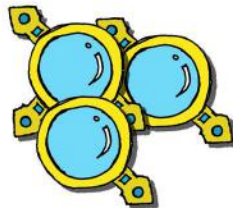
4 Rad Pizza Tokens



2 Lizard Cola Plush Tokens



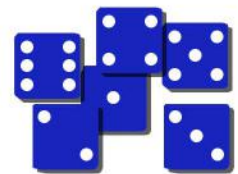
4 Otto Bunkers



3 Water Filling Stations



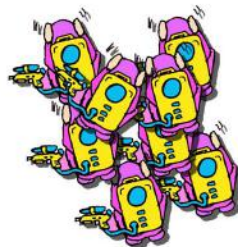
6 Keychain Tokens



6 Dice



2 Buffet Tables



8 Supression Tokens



40 Water Cubes



8 Guard Tokens



19 Event Cards

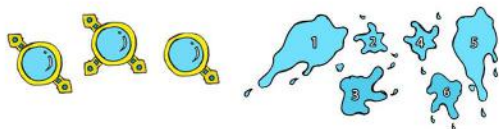


Setting Up

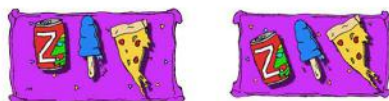
1. Choose your team of 3 characters. Grab their matching Standees and Character Dashboards.



2. Place 3 Hydro fill stations by rolling the numbered dice and placing in the corresponding space on the field.



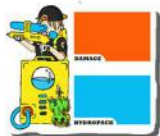
3. Place Buffet tables in their designated spaces on the right. Place 1 Rad Pizza token, 1 Polar Pop token, and 1 Lizard Cola token on each table.



4. Place at least 2 Otto bunkers anywhere on the board. You can not place a bunker on a Buffet Table or a Water Filling Station.



3. Place a Keychain on each Character Dashboard.



4. Place 6 Water Cubes in each character's HydroPack section of their Character Dashboard.



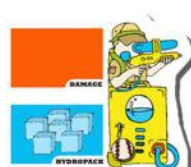
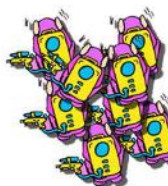
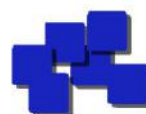
5. Shuffle the Event cards and place them facedown next to the game board.





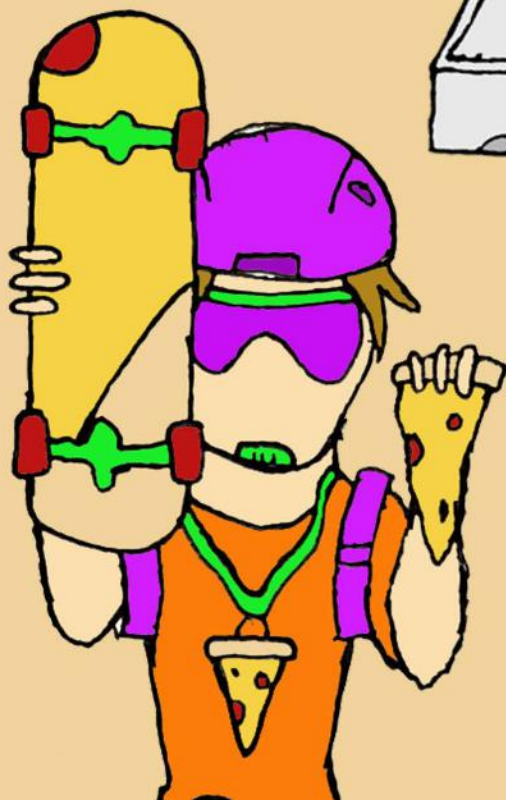
Standard Setup Map

This is the Standard setup.
Feel free to setup the field of your
dreams by varying the number of
filling stations or varying the
number and location of the Buffet
Tables.





RAD PIZZA



For delivery call
555-RADP



Turn Sequence

1. Perform 2 Actions

-Perform 2 actions for each of your characters. You must complete all actions for 1 character before moving on to another.

The following count as one action each:

- Move (pg. 7)
- Guard (pg. 8)
- Fire Hydro Soaker (pg. 9)
- Remove Suppression (pg. 10)

There are other actions that are free to perform. (Pg. 11)

2. Pass play to opposing player

- Return your keychains back to your characters.
- The other player starts their turn.

Key Chains are a great way to keep track of which characters have already performed actions.

Simply remove the keychain from the character's hydropack.



Winning the Game

OBJECTIVE: Eliminate all members of the opposing team.

Eliminating a character

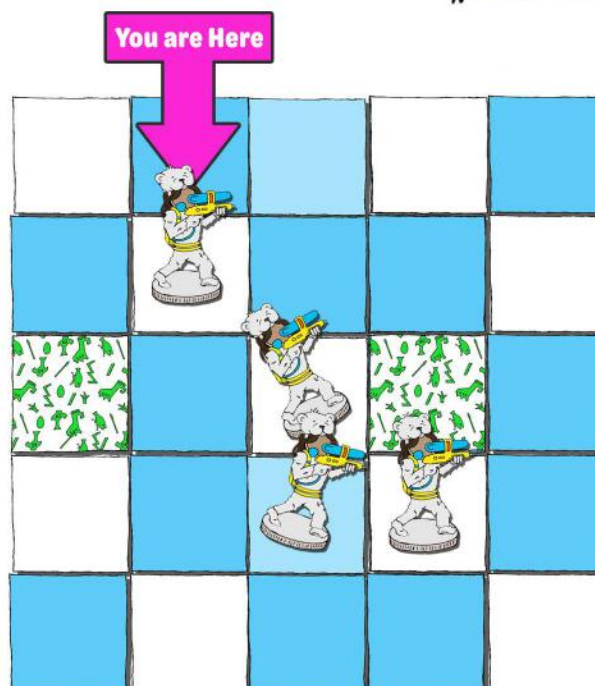
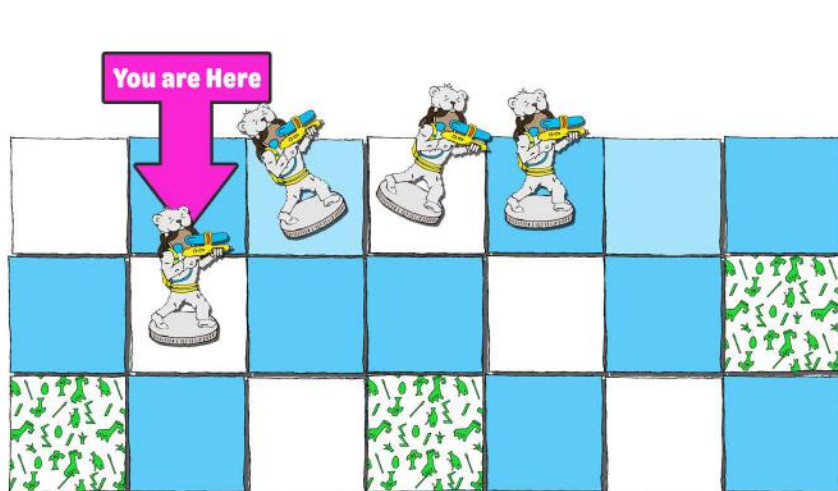
- As soon as the total water cubes received by a character reaches 6 they are eliminated from the game.
- Remove the standee from the board and place all water tokens from that character's Dashboard to the side of the board.
- Play continues until one team has been eliminated.



Move > 1 Action

MOVE - Move your character 3 spaces.

- The player must move in a straight line, however 1 of your 3 moves may be a diagonal move.
- The player can not move through Buffet Tables.





Guard > 1 Action

GUARD

- Place a Guard Token with your character.
- Place the second matching guard token 5 spaces away in a straight line.
- You now Guard all spaces between your character and the second guard token. You also guard the spaces adjacent to these spaces forming a grid of 3x5.



A Character on Guard, guards a full range of 3x5 spaces.

- When an opposing character enters, exits, or moves onto a space under guard, the opposing character completes their movement. Then, the guarding character performs an attack rolling 2 dice.
- Resolve dice and damage as normal. (See pg. 9)
- If the target is hit, they may not perform a second action.
- If the target is not hit, they may complete their second action if available.

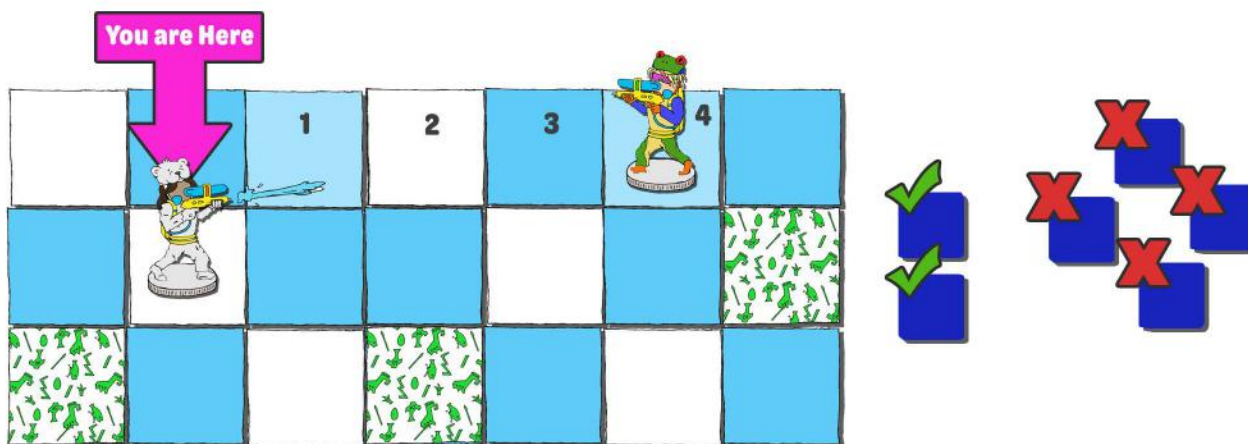
Losing Guard- A player on guard can lose a Guard Token by moving or being hit by another attack.



Fire Hydro Soaker > 1 Action (ATTACK)

FIRE HYDRO SOAKER

- Determine distance in the same manner as Movement. Must be a straight line with the exception of one diagonal.
- Determine the distance to the target by counting the spaces between your character and your target, including the space your target occupies.
- Remove dice from your dice pool of 6, equal to the number of spaces between your character and your target, including the space your target occupies.



- Roll your remaining Dice.

Resolve dice in the following order;

1. Event - Draw an event card and resolve the card. If you roll more than one , still draw only one Event Card.
2. Hit - Remove 1 water cube from your Hydro Pack and give to opponent to place in the damage section on their Character Dashboard.
3. Miss - Remove 1 water cube from your character's Hydro Pack and place it in a discard pile.

SEE HITS AND SUPPRESSION



- After the water cubes have been handed to the target you hit, the player that dealt the hit moves the opponent's character spaces equal to the number of hits dealt.
- Choose a direction and move the opponents's character in a diagonal line.
- If obstructed by a Buffet Table or the edge of the playing field, you may move in a straight line until a diagonal move can be made.



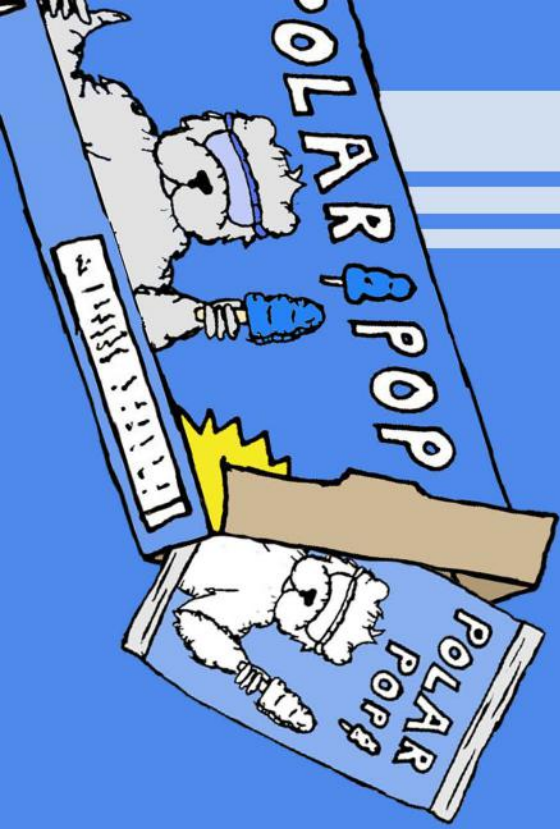
- **After the hit target has been moved. Place a suppression token on the hit target's space with them.**
- **This character is considered suppressed.**

Suppression Tokens limit your actions. You can have a maximum of two Suppression Tokens.



- As soon as the total water cubes received by a character reaches 6 they are eliminated from the game.
- Discard any food tokens.
- Play continues until one team is completely eliminated.





POLAR POP



THE OFFICIAL ICE CREAM OF HYDRO SOAKERS



FREEZE YOUR BRAIN





Other Actions



Grab Food Item — Free Action

-When you end your turn adjacent to a buffet table, you may grab 1 food item as a free action. Place food token next to that character's HydroPack Dashboard



Use Food Item — Free Action

-Discard a food item and gain that item's ability.



Refill Hydro Pack — Free Action

- When you move through or land on a space with a Water Filling Station, you may top up your Hydro Pack to a maximum of 6 water cubes and remove the Water Filling Station from play.

- As soon as the third Water Filling Station has been removed, place 3 new filling stations immediately by rolling the numbered die and placing them in the corresponding spaces on the field.



Remove Suppression > 1 Action

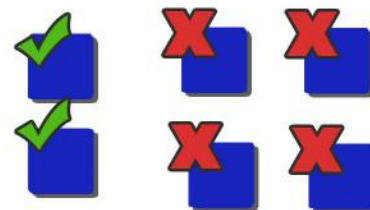
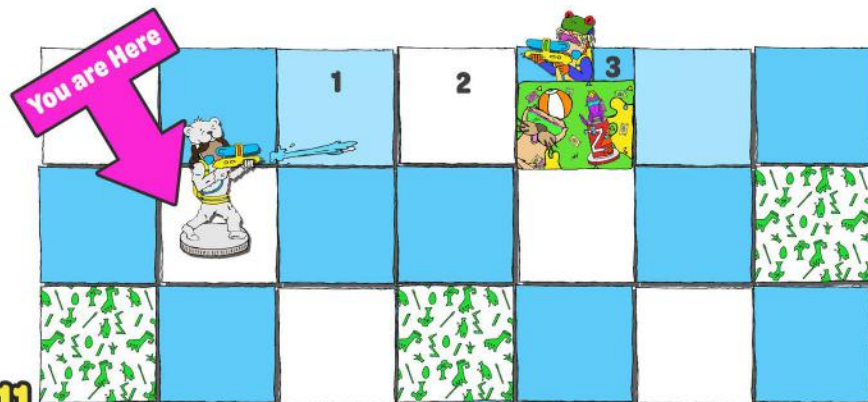
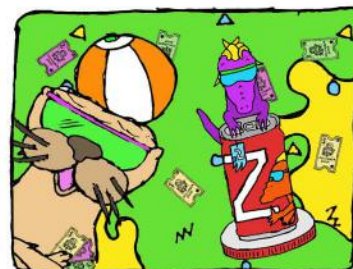
-Remove 1 Suppression Token from your character

Otto Bunker

Otto Bunkers are placed on the field to provide players with partial protection from incoming water.

- When your character shares the same space as a bunker, that character is partially protected.

-When targeting a character that shares a space with an Otto Bunker, the attacking player will remove 1 extra die from their dice pool after determining distance.



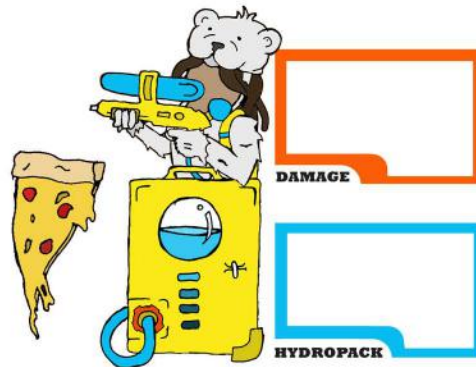
Without the bunker, you would roll 3 dice. But because of the bunker, you remove one die from the attackers dice pool.



Food

Buffet Table

- When you end your turn adjacent to a buffet table, you may claim 1 food item as a free action.
- Place food item token next to that character's HydroPack Dashboard.
- When all food items have been claimed, fill the table with food as shown in the setup. (1 Pizza, 1 Pop, 1 Cola)



Food Abilities



Polar Pop

- Discard Polar Pop to reroll all misses one time.



Lizard Cola

- Discard Lizard Cola at any time during your character's turn to take a free Move Action this turn.



Rad Pizza

- Discard Rad Pizza to add 1 die to your attack this turn.

THE KING OF COLA



FREE LIZARD PLUSH

WHEN YOU PURCHASE A CASE OF LIZARD COLA





Quick Reference

Turn Sequence

1. Perform 2 Actions

- Perform 2 actions for each of your characters.




2. Pass play to opposing player

- Return your keychains back to your characters.

Available Actions:

- Move
- Guard
- Fire Hydro Soaker (Attack)
- Remove Suppression

Dice Faces

1.  Event - Draw an event card and resolve the card
2.  Hit - Remove 1 Water Cube from your Hydro Pack and give to opponent to place in Damage.
3.  Miss - Remove 1 water cube from your character's Hydro Pack and place it in a discard pile.

Food Items

Polar Pop



- Discard Polar Pop to reroll all misses.

Lizard Cola



- Discard Lizard Cola at any time during your character's turn to take a free Move Action this turn.

Rad Pizza



- Discard Rad Pizza to add 1 dice to your attack this turn.