

# Water Game



## Rules

Number of players: 3-4 - Playing time: 20-40 min.



# Water Game

## GAME DESCRIPTION

Players swim down the river picking green and red cards that gain or lose water. The winning player arrives at the river mouth with the most water, but nobody wins if one or more of the players arrives with less than 10 gallons of water.

## SETTING UP THE GAME

Each player receives:

- 1 colored movement token
- 1 round water indicator disk of the same color

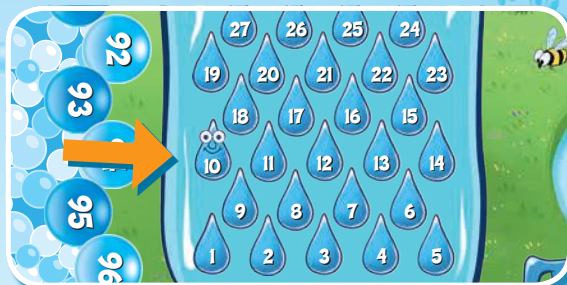
**1. Starting point:** place your movement token here



**2. Place your water indicator disk here**



**3. Community cistern:** put the small wooden water indicator on drop number 10



**4. Shuffle the three decks of cards and place them face down on the board**



## TAKING YOUR TURN



Each player rolls a die and the one with the highest number takes the first turn. Play proceeds clockwise around the table.

1

Roll the die and move your token along the river that number of spaces



2

If you land on a , pick a green card, and if you land on a , pick a red card. Read the card aloud

3

Move your water indicator forward or backward along the track depending on whether you have saved or wasted water

4

Place the card you picked face up under the deck you picked it from

5

When all the cards in the deck have been played, re-shuffle them and place the deck face down on the board

**If you draw a card with a question mark on it**

1. Pick the top card from the blue question deck and ask the player to your right to read it aloud to you

2. You have **ten seconds** to answer the question. Follow the instructions on the red or green card based on whether you answered the question correctly or not

3. Your turn is finished



## THE COMMUNITY CISTERN

This represents the community water that can be consumed by players in difficulty.

### Drawing from it

Each player must have at least **10 gallons** of water before starting a turn.

Players with less than **10 gallons** can draw enough from the community cistern to start their turn. For example, if a player has only **4 gallons**, s/he can draw **6 gallons** from the community cistern.

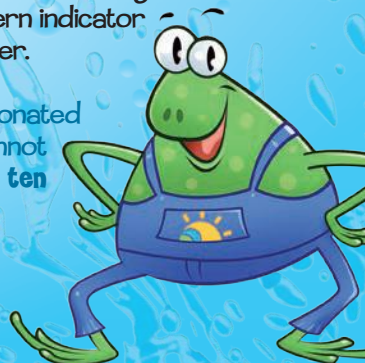
### Donating to it

The community cistern can only be re-filled with water donated by the players.

At any time a player can donate any number of gallons to the community cistern.

To do so, simply move your water indicator disk back on the track by that number of gallons and move the community cistern indicator ahead by the same number.

**ATTENTION:** after having donated water, the player cannot be left with fewer than **ten gallons** of water.





## THE END OF THE GAME

The game ends when all the players have reached the mouth of the river.

It is not necessary to roll the die and get the exact number required to reach the river mouth - any greater number will also allow you to finish.

The first player who arrives at the river mouth wins a bonus of **25 gallons** of water. The second player receives **10 gallons**.

After all players have arrived at the river mouth, the winner is the player with the most water.

**Remember:** if one or more players arrive at the river mouth with less than **10 gallons** of water, everybody loses the game!

## SPECIAL SPACES ON THE RIVER



If you land on space **no. 5**, pick a question card; if you answer correctly you can jump ahead to space **no. 9**.

If you answer incorrectly you remain in space **no. 5** and on your next turn proceed down the river without being able to take advantage of the shortcut.

If you land on space **no. 9**, pick a question card: if you answer correctly you remain there, but if you answer incorrectly you must immediately return to space **no. 5** and proceed along the river the next turn without using the shortcut.



### Drop:

if you land on the drop and have at least **15 gallons** of water, donate **5** to the community cistern.



### Water mill:

go back **three spaces** and end your turn without taking another card.

### A HINT ABOUT STRATEGY

The player who uses water carefully and saves the most wins the game.

**HOWEVER, THE REAL WINNERS ARE ALL THE PLAYERS WHO SAVE WATER EVERY DAY IN THEIR REAL LIVES!**

The players who are clever and lucky in this game and who save water should be encouraged to be very generous and donate to the community cistern (also because it is only possible to win if all players have at least the minimum water supply).

**... AND NOW, HAVE FUN! MAY THE BIGGEST WATER SAVER WIN!**

