# Summary

This document defines the functions of resources.

# Resources

### Definition

**Water :** The main resource used for travelling or helping.

* **Water** is the main resource a player must manage well to get through the entire game.

**Money :** A rare, disposable resource mainly used for bribing or buying supplies.

* **Money** is a rare resource a player can use to save himself from a desperate situation.

### Resource Policy

**Water** : scarce tap and high sink.

**Money :** no tap and medium sink.

Player may buy **Water** with **Money**, but not the other way around.