

The Spark

What does water do?

- Flows in rivers, rests in ponds, crashes as tsunamis, hides in bottles.
- Container changes meaning:
 - Bottle = purity & profit.
 - Dam = control.
 - Flood = chaos.

We began by mapping where water lives.

The Nature of Water

Properties we noticed

- Calm vs. Chaos → a lake vs. a flood.
- Fluid vs. Solid vs. Vapour → water slips between states.
- Vital yet Volatile → life-giver and destroyer.

This duality fascinated us.

The Questions

Strange things about water

- Who first put water in a bottle and called it “drinkable”?
- Why is the same water “holy” in temples, but “dirty” in floods?
- Why do we trust labels more than rivers?

We started questioning norms around water.

Quoting **Astrida Neimanis** //

“We’re not just people who drink water.
We are bodies of water.”

The Shift

Finding Hydrofeminism

- Idea: “We are bodies of water” (Astrida Neimanis).
- Water isn’t outside us — it flows through us.
- If our bodies leak, connect, and flow → can we ever “own” or “control” water?

Our perspective widened.

The Play

🎮 We turned this idea into a game.

Hold Cards: store water.

Flow Cards: move water.

Overflow Cards: risk & chaos

Objective

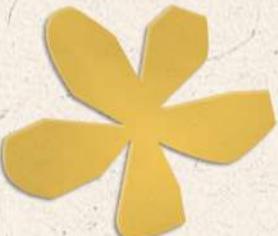
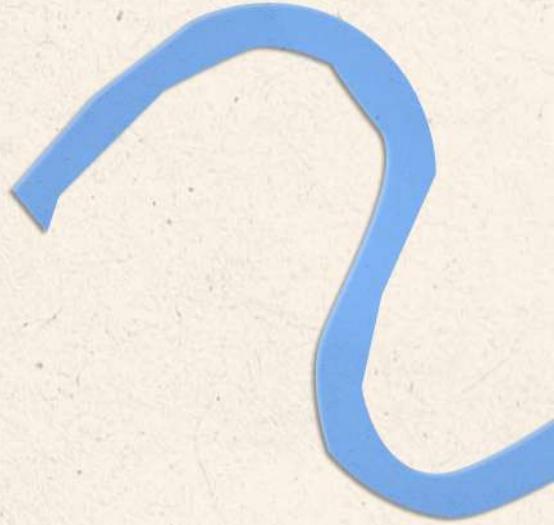
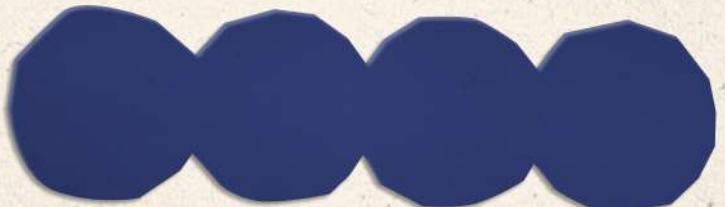
Collect the most water tokens :

More water = More survival

The game makes players feel water's duality:
resource vs. risk, control vs. chaos.

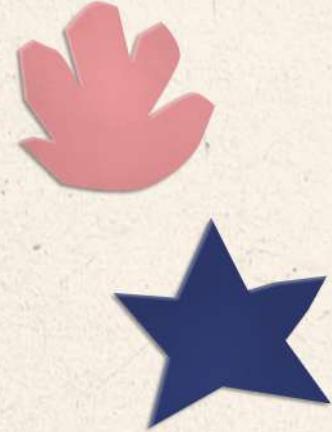
Introducing //

H₂-OH!

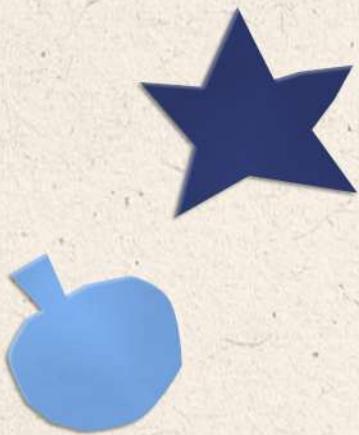




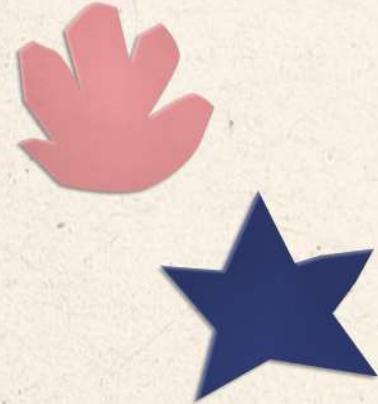
Would you drink this water?



//From a Glass



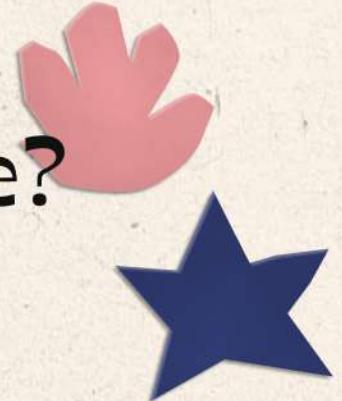
What about from here?



// A Bucket ?



And what about from here?



//A Cloud?

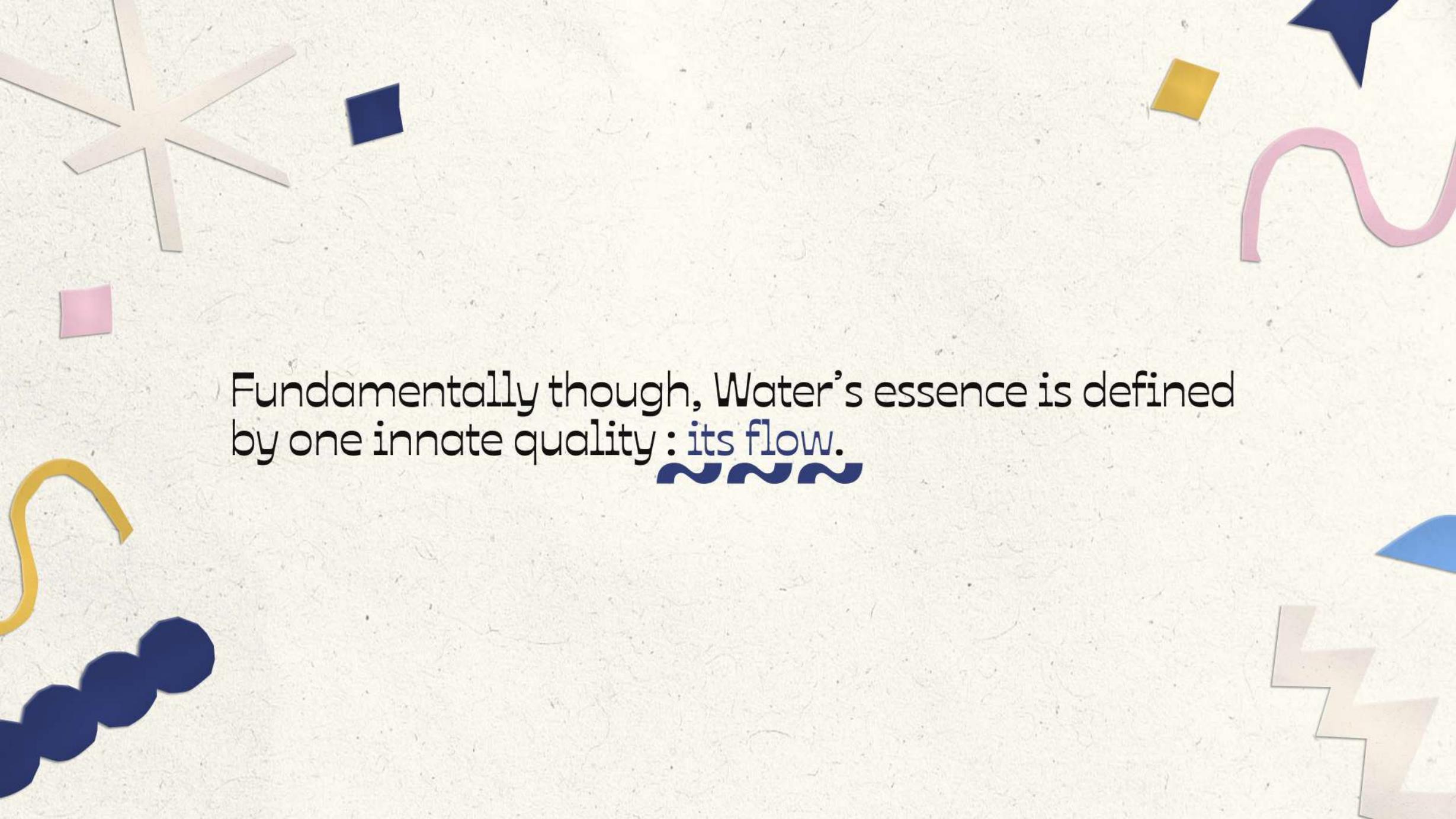
That's the question we're asking!

Why do we trust water only when it's in a **glass/ bottle** ?

Who decided that?

And why is the same water suddenly called "**holy**" in a temple or "**dirty**" in a flood?

So, It's fair to say that the nature
of the water is redefined by the
container it occupies



Fundamentally though, Water's essence is defined by one innate quality : its flow.



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But then, Rivers flowing
endlessly don't mean they
“own” the water : they just
transport it.

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Questioning

The continuum and The container

For us Humans, we drink water, sweat, pee, cry :
Water is always going in and out of us.





It's safe to say

Continuum and Contain / Co-exist

Introducing !



The Concept

This project began with a simple question: **What is water as a property?**

We realized that water changes its meaning depending on the container, a bottle makes it “pure,” a tank makes it “survival,” a flood makes it “destructive.”

Exploring this duality led us to **Hydrofeminism**, which sees humans, plants, and animals as “bodies of water,” always leaking, flowing, and connected.

To bring this idea alive, we created a card game where players hold, flow, and risk overflowing water.

The goal is to collect the most water tokens — because more water means more resources, survival, and victory.

Through play, the game makes us question:

Do we really control water, or does water flow through and shape us?

The Idea !

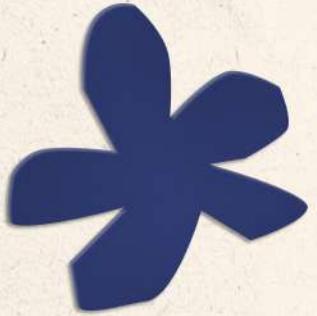
The idea of the game lies in **redefining the existing binary of contain and continuum.**

Water embodies both :

It settles into containers yet always seeks to flow beyond them.

“Rather than treating containment and continuum as opposites, the game explores them as interdependent forces in balance: boundaries giving shape to flow, and flow giving meaning to boundaries.”

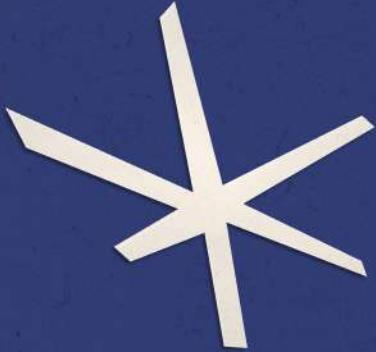
The balance between the two becomes the site of play, where water's imageability emerges.



Hold



Strike the balance



Flow

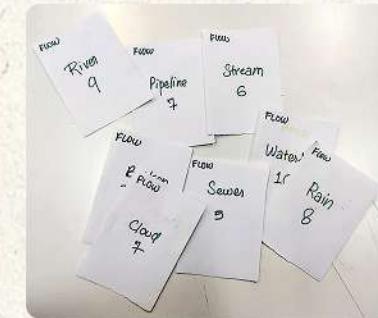
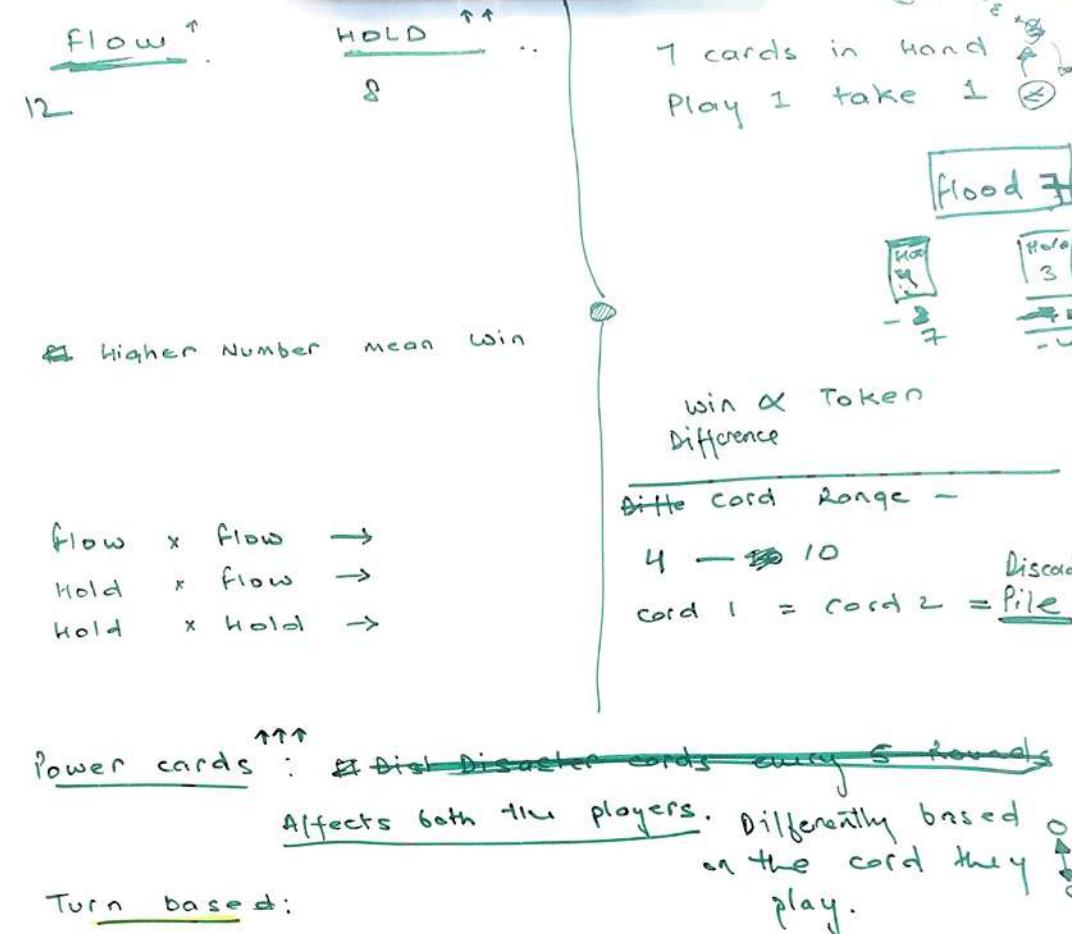




Disaster

The Prototype

(+Game strategy building)



Play test (+behind the scenes)



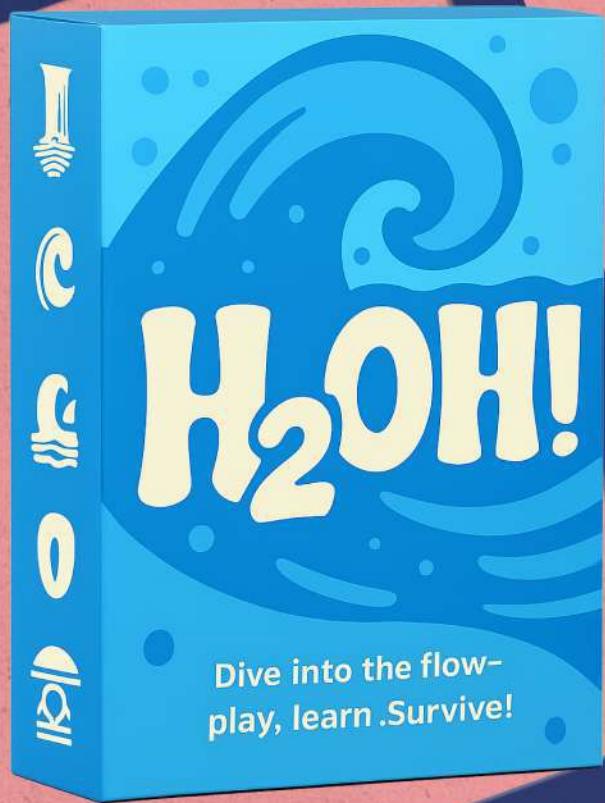
Card design

Hold

Flow

Disaster





What's inside the box?

Shared Deck (52 cards total) / shuffle together

ACTIONS (42)

Hold x 24

Flow x 18

Disasters (10):

Face-up global events

Flood : (hurts Flow more)

Drought : (hurts Hold more)

Tokens: 40 (target = 20).

How to play the Game ?

A 2 Player game :

1. Consensually decide who will put down card first, opposing player to put card of the same category.
2. Higher numbered card wins token based on the difference of power.
3. Players draw card from the deck after each round
4. Continue the Leader plays → Follower plays routine.
5. Check Disaster Slot.
6. If both meet avert condition → TIE(0). Else apply penalties.
7. Higher Adjusted wins $|diff|$ → Exact 20 wins; overflow: lose tokens just won.
8. Winner leads next round.
9. Discard, draw to 7 (schedule/reshuffle Disasters as above).

Rules

A. Co-op Avert (results in a tie)

- Flood [S]: If both players play Hold and each Hold $\geq S \rightarrow$ AVERTED \rightarrow TIE (0 tokens); Leader stays.
- Drought [S]: If both players play Flow and each Flow $\geq S \rightarrow$ AVERTED \rightarrow TIE (0 tokens); Leader stays.

B. If NOT averted (apply penalties, then score)

- Flood [S] penalties to Adjusted Value (min 0):
 - Played Flow \rightarrow Value - S
 - Played Hold \rightarrow Value - ceil(S/2)

The Digital Cards

Hold



10	Hold		Ocean	A vast natural basin holding most of Earth's water, driving climate, weather and life cycles.
9	Hold		Dam	An armatured barrier storing water, creating power generation, irrigation, aquaculture.
8	Hold		Aquifer	An underground storage of porous rock holding groundwater supplying wells and sustaining ecosystems.
8	Hold		Water Tower	An elevated tank storing pressurized water, ensuring steady distribution to communities.
7	Hold		Tank	A man-made structure built to store, conserve, recycle groundwater and sustain communities.
7	Hold		Lake	A natural or artificial inland body storing freshwater, supporting biodiversity and human needs.

Flow

10	Flow		Waterfall	A sudden vertical flow of water that releases energy, generates electricity and creates ecosystems.
9	Flow		River	A continuous flowing stream that transports sediments and life through regions.
8	Flow		Rain	The natural powered flow of water falling from clouds, impacting land, oceans and students.
7	Flow		Pipeline	A restricted artificial flow channeling water through pipes to support use.
7	Flow		Cloud	A recurring reservoir of raw charged vapor that releases rain, supporting life through the hydrological cycle.
6	Flow		Stream	A small but steady natural flow supporting life through the hydrological cycle.
5	Flow		Sewer	A man-made networked flow system designed to remove waste from urbanized areas.
4	Flow		Broken Tap	An uncontrolled, unregulated gush of water, impacting life through rapidly changing water systems.

Disaster



9	Disaster Card		Tsunami	A massive release of energy, destroying coastal and unpredictable forces.
8	Disaster Card		Cloud Burst	Torrential rainfall causing sudden floods that traps flood and landslides.
7	Disaster Card		Dam Breach	Spillways failing, flooding downstream, sweeping everything downstream.
6	Disaster Card		Flood	Water overflowing banks, submerging land and drowning life.
10	Disaster Card		Tornado	A violent vortex driven by temperature and air flow, tearing apart landscapes and communities.
9	Disaster Card		Oil Spill	Floating oil, spreading toxins, slicks, polluting seas and shorelines.
8	Disaster Card		Water Contamination	Polluted water flowing freely through systems, endangering human and non-human life.
7	Disaster Card		Drought	A disaster of aridity, where the lack of flowing water leads to severe water and fire risks.

The Tokens



Final product



Final product



Let's
play!

