

WATER POWER

WAR FOR SURVIVAL

The aim of the game is to battle for the existing water available in different forms and to attack and steal the water from other players to survive.

Game Components

4 Totems (one for each player)
4 Connectors
40 attack tokens (10 for each)
8 technology tokens
1 deck of cards

Attack +3
Attack +1
Defend +2
Defend +1
Technology
Power
Negotiation
Impact

Table Setup

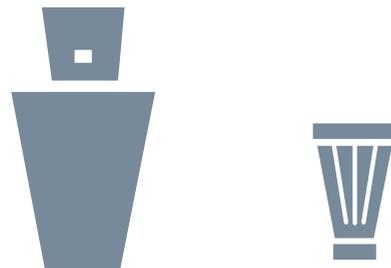
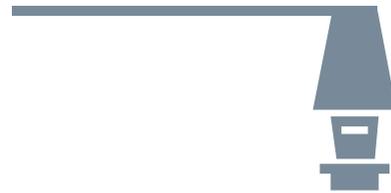
Each player's totem is connected to two other totems through a connector. Water is poured into the base of the totem and inverted to fill the glass totem with water. Each player starts with the same amount of water.

Setting up the Game

Based on the role picked, each player represents either people, mafia, government or industries. Each player sits behind his/her totem. The pack of cards is shuffled each player is given six cards (to be hidden from others) The rest of the deck is shuffled and placed at the centre of the setup

Turn Overview:

The player representing people starts the game. The player can play upto 3 cards in his/her turn. If the player does not have a playable card, just draws a card and then the next player play his turn. If the deck has no cards left, re-shuffle the cards from the deck and put them back to draw from.



1. Attack +3 or +1

A player in his turn can choose to attack one of the players next to him and throw the cards at the centre. The player attacked at the same time can defend and reduce or nullify the attack.

The attack is highlighted by the use of attack tokens that have to be placed on the connector.

* A player needs 5 undefended attacks to steal the water.

2. Defend +2 or +1

A player can defend in two cases.

The player can do immediate defence which is at the same time he is attacked by a player by just throwing the cards in the pile and removing the attack tokens from the connector.

The player can also use his own turn to defend by throwing the cards down.

3. Technology

A player cannot steal water from another player, until the player has the right technology to convert the other players water into his own water.

Each player has to wait until he/she has 3 technology cards to acquire one technology that can convert other types of water to his type.



*A token representing the acquired technology is given to the player, the player can place it next to the connector.

4. Power

Each player has his own special power that can be used on other players

People - Skip a turn

Government - See the cards on your hand once.

Mafia - Steal a card

Industries - Draw 2 cards from the deck at the end of the turn.

5. Impact

An impact card is a different coloured card placed in the deck like the other cards.

The person who draws this card immediately throws this card into the deck and all the players are affected including the player who draws the card.

6. Negotiations

When two players both have the negotiations card in their deck they can decide if they want to exchange a card.