

# Water Savers!

## Game Background

**Ages:** Grades 6-12

**How to win:** Work together to collect the Environmental Actions to defeat all of the Villains.

### Game Information:


- **Maneuvers** are the actions you can take on your turn. There are 6 different Maneuvers:
  - Move→ you may move up to your Hero's speed. You cannot move through undefeated Villain spaces.
  - Give or Receive an Environmental Action card→ when on the same space as another player you may give them up to 3 Environmental Action cards or receive up to 3 Environmental Action cards.
  - Draw a Card→ take the top card from the deck and add it to your hand. If a Crisis or Event card is played the action takes place and then the card is discarded.
  - Send the Mail→ when landing on a Mail space you may choose to place up to 3 cards in the mailbox slots located in the lower left of the board. Only three cards may be in the mailbox at a time.
  - Get the Mail→ During your turn you may get the mail by removing cards from the mailbox and placing them in your hand. This maneuver may happen anywhere on the board.
  - Defeat the Villain→ one player must discard the necessary Environmental Actions and be on the same space as the Villain. After defeating a Villain, flip them over to show the defeated side.

### ● Drawing Cards


- At the end of a player's turn they draw a card from the deck. This card goes into the player's hand. A player may only have up to 12 cards in their hand at any given time. If a player has more than 12 cards they must discard a card.
- Within the deck there are different cards:

- Environmental Action: the 5 various resources needed to defeat Villains.

- Recycle: 

- Restoration: 

- Conservation: 

- Alternative Energy: 

- Advocate: 

- Note: Some Environmental Action cards may have combinations of these resources and may be used as both.

- Crisis: these cards impact players in negative ways. After this card is drawn the action happens immediately and then is discarded into the discard pile. However, if a crisis card is drawn and the Villain has been defeated remove the card from the game.
- Event: these cards impact players positively. After this card is drawn the action happens immediately and then is discarded into the discard pile.
- Power: these cards impact players positively. After this card is drawn the action may happen immediately, in which case it is then discarded into the discard pile, or it may be placed in the player's hand to be used later during their turn. This card may be placed in the Mailbox or given to another player with the use of a Maneuver. Once used it must be discarded.
- Anytime the deck is searched it must be shuffled.
- If the deck runs out, shuffle the discard pile and start the deck over.

# Water Savers! Quick Instructions

## How to win:

Work together to collect the Environmental Actions to defeat all of the Villains.

## Game Play and Set Up:

- Shuffle all cards into a deck.
- Determine a spot for the deck and a discard pile near the board.
- Place Villains next to their respective locations on the game board.
- Choose your Hero and a player token to go with your Hero. Each Hero has a special ability that you may want to take into consideration when choosing.
- Each player draws 3 cards from the top of the deck to create their starting hand. If a player draws a Crisis or Event card for their start hand they must place these cards randomly back into the deck and draw a new card. A player may only have up to 12 cards in their hand at any time. If a player has more than 12 cards, they must choose cards to discard.
- The person who most recently washed their hands goes first. Play continues clockwise.
- Each turn consists of any two maneuvers and ends with drawing a card. Remember: to send mail you must be on a mailbox and to give or receive cards you must be on the same space as the other player.

## Want to make the game more challenging? Try:

- Implementing the Pollution Tracker
  - Setting up the Pollution Tracker:
    - As a group decide where you would like to start the Pollution Tracker by placing your paper clip at that line: Townspeople, Allies, or Captain
    - Each time a Crisis card is drawn, advance the pollution track by 1 (move the paper clip 1 line). This tracker still uses Crisis cancellation rules.
    - **How to Win:** Work together to collect the Environmental Actions to defeat all of the Villains before the Pollution Track hits the skull and crossbones.
- Adding a 20-minute timer
- Use a lap timer to record your time for each Villain
- Don't use the mailboxes
- Keep all Crisis in the game despite a Villain being defeated