

How to play WaterWorks

– create an effective water supply

1. Aim

- The winner is the player with the most water at the end of the game. If you run out of water, or can't pay your costs, you're out.

2. To play you need

- 2 – 6 players
- playing board
- pack of CHANCE cards – face down on playing board
- 1 die
- 1 per player: PLAYER'S SHEET, pencil, eraser, counter

3. Main rules

- Each time you *pass* SUPPLY WATER you supply 10 GL.
- Collect \$20 million, each time you *pass* START.
- To get your water buy WATER SUPPLY FACILITIES.
- To collect water from your facilities they must be operational – that is, you need to buy INFRASTRUCTURE and ENERGY.



4. How to use your PLAYER'S SHEET

- As you play, use the PLAYER'S SHEET to record your money, water balance and water facilities.
- Update after every transaction.
- You have start-up money, water and resources which are entered on your PLAYER'S SHEET.

5. Starting budget

- You start with:
 - \$40 million,
 - 20 GL water,
 - 1 ENERGY, and
 - 1 INFRASTRUCTURE.

ACCOUNT	
Money balance (\$m):	Water balance (GL):
40	20

RESOURCES	
ENERGY SUPPLY  \$1m each quantity: 1	INFRASTRUCTURE (pipes, pumps and drains)  \$1m each quantity: 1

6. To begin

- Each player rolls the die – highest roll goes first.
- First player rolls the die and moves number of spaces shown by die, play continues clockwise.

7. Ending the game

- Play for a specified time or until there is only one player left.

8. Playing the game

- NB Moving *past* corner spaces involves doing something. Along the sides you must *land on* the space.
- If you land on something and don't buy it, other players may buy it. If 2 or more want it, throw die and highest number wins.
- On your turn you may trade water, money or *non-operational* RESOURCES with other players.
- As you play refer to the **Playing the game rules**.

Playing the game rules

If you *land* on:



WATER SUPPLY FACILITIES (pink squares) you may buy, but only once. To operate, CENTRALISED WATER SUPPLY FACILITIES need the number of RESOURCES shown on the PLAYER'S SHEET. *Until* operational, don't collect water, pay operating costs, or act on relevant CHANCE cards. DECENTRALISED WATER SUPPLY squares are operational upon purchase.



RESOURCES (light blue squares), you may buy one or more at a time (for future allocation), and pay amount shown for each. You may trade with *non-operational* resources.



ACTIONS (orange squares) you may buy each, but only once. These may protect you from CHANCE situations.



WILD, you may buy any WATER SUPPLY, ACTION or RESOURCE.



CHANCE, take top card, read out loud and follow the instructions if applicable. Note: some cards apply to all players.

When you *land on or pass*:



COLLECT WATER, collect amount shown on each of your facilities now (*not* when you land on your facilities), and adjust your water balance.



SUPPLY WATER, deduct 10 GL from your water balance.



PAY OPERATING COSTS, pay \$1 million dollars for each operational CENTRALISED WATER SUPPLY FACILITY you own, and adjust your balance.



START, add \$20 m to your money balance for customer payments for water you've supplied.