**Game Guide and Rules**

**Starting:**

**Starting scenario:** You are in charge of water allocation and development for one of three countries in a river basin. The countries have the opportunity to develop through three water values: one environmental, one economic, and one socio-cultural. All values may lead you to success, so it is up to you to choose your country’s path.

**Your aim:** Your goal is simple, you aim to satisfy your citizens as much as possible. This is indicated by the number of goals you are able to achieve. Goals relate to the different values within the game. There is no one winner of the game – your aim is to achieve as many goals as possible for your country.

**Roles:**

* River basin organization (RBO)
  + Moderator of the game
  + Enforces rules
  + Handles money
  + Keeps score
  + Moderates negotiation
  + Keeps time
* Country A
  + One or multiple players managing Country A
* Country B
  + One or multiple players managing Country B
* Country C
  + One or multiple players managing Country C

**Materials:**

Game board:

* Map
  + The map shows the locations of all the values within the river basin. Upstream – downstream relationships are thus clear. The map contains boxes underneath each value where a cube can be placed to indicate the values level. The boxes also contain red or green arrows, indicating the direction of positive or negative impacts on the basin from that value.

Cards:

* Value booklets:
  + Each booklet corresponds to a country’s value as shown on the cover. When flipped open, first level is shown. When flipped again, the subsequent level is shown, and so on. All values start on level 0 – the first card in the packet. The booklet provides all necessary information about each level: the cost of upgrading, the amount of water that needs to be allocated, how much income can be received, how many points can be earned, whether food or electricity are produced, and any downstream or upstream impacts.
  + The number in the bottom center of the card in each packet shows which level of the value the card represents.
* Country information cards:
  + The country information card describes the country, lists how much of each resource the country has and needs to acquire during the game, and provides descriptions of the country’s values.
* Goal cards:
  + The goal cards provide information on what must be done to achieve a goal. There are five possible goals. The goal cards start the game facing down, and the information is only revealed once the goal is chosen. Each country chooses one goal to start and may only choose a second goal once the first goal is achieved.
* Event cards:
  + Starting in the second round, players draw one event card per round from the top of the deck. Each event card provides the details of a disaster or a cooperative opportunity within the game. Further details can be seen in the “About: Event Cards” section of the game guide.
* The treaty:
  + The treaty is a card showing the existing water allocations for the game (in both drops and percentages). The treaty is a living document that can be renegotiated or amended once per round. Any amendments should be written on the provided scrap paper.
  + Treaty agreements may include any other resources in the game, including water, electricity, food, and money.
  + **There is a 10-minute limit on all treaty negotiations. All countries must sign the treaty for an amendment/renegotiation to be final.**
* Groundwater card:
  + One time during the game, players may use the groundwater card. The groundwater card provides 10 extra drops of water and costs $1200. The division of the cost and the extra water must be negotiated.
* Water availability card:
  + Starting in the second round, water is variable. This card provides the guidelines to the amount of water allocated based on the water availability (a percentage). Water availability is determined by a roll of a die.

Cubes:

* Drop cubes (blue – 45 pieces)
  + Blue cubes representing water allocation. At the beginning of each player’s turn, they take their water allocation and then distribute it amongst their values.
* Grain cubes (yellow – 15 pieces)
  + Yellow cubes representing grains (the unit for food). The pieces are allocated by the RBO at the beginning of each round. When players develop values that provide more grains, they take more grain cubes. Players may then use the pieces to trade grains.
* Bolt cubes (white – 18 pieces)
  + White cubes representing bolts (the unit for electricity). The pieces are allocated by the RBO at the beginning of each round. When players develop values that provide more bolts, they take more bolt cubes. Players may then use the pieces to trade bolts.
* Level cubes (green – 40 pieces).
  + These cubes are placed on the squares next to the values on the map to indicate the level of the value.

Other:

* Money:
  + The currency in the game is “credits.” Bills of 50 credits, 100 credits, 500 credits, and 1000 credits are kept and distributed by the RBO.
* Negotiation timer:
  + This timer is used to keep track of the 10 minutes allocated for negotiation.
* Four-sided die:
  + This die is rolled to determine the water availability for each round.

**Set-up:**

1. Set the map in the middle of all players, so all can reach and see it. The map may be turned as play continues so players can see it.
2. Distribute the value booklets. Players should open their value booklets to level 0 and set them on the table in front of them.
3. Set 38 blue cubes (representing drops) in the center of the table (not on the map).
4. Distribute 1 bolt, 3 grains, and 2000 credits to Country A
5. Distribute 4 bolts, 3 grains, and 2100 credits to Country B
6. Distribute 3 bolts, 2 grains, and 2050 credits to Country C
7. Place one level cube (green) on the first box of every value, indicating that they all start at level 0.
8. **RBO only:** Stack the event cards on the table face down. They should be in order with Round 2 on top, followed by Round 3, and so on.
9. **RBO only:** Set the goal cards face down in front of each player. They should only be able to see the name of the goal card and not the requirements to fulfil it.
10. Place the water availability card on the table with the four-sided dice.
11. Place the timer where all players can see it.
12. Place the treaty and scrap paper where all players have access to it.
13. Place the groundwater card face down on the table.
14. The RBO keeps the rest of the bolts, grains, and money.

**About:**

**Values:**

Each value can be developed from level 0 to level 3. Higher values mean more points and income, and where applicable, grains and bolts, earned from the value. The details can be seen in the value booklets. When a player develops a value, they should flip the booklet to the correct level and display it in front of them. Many values will have basin impacts that may cause other values to lose or gain points, income, or grains. These are indicated in the value booklet and should be read out loud as the value is upgraded. They are also indicated by the green or red arrow in the corresponding box on the map. The arrow points the direction of the impact. Green refers to a positive impact, red refers to a negative impact. When a value is upgraded, the player should place level cubes on the rectangles next to the value to indicate its level to other players (ex: level 0 = 1 cube, level 1 = 2 cubes, etc). **Note: You must progress through the values one by one. You cannot jump from level 0 to level 3. You must progress from level 0 to 1 to 2 to 3. You can do this in one turn if you pay the entire amount (add up levels 1, 2, and 3). Water allocation values do not add up between levels.**

**If you do not allocate the required amount of water, the value drops back down to the equivalent level. You may downgrade a value at any time.**

**Goals:**

Your objective in the game is to achieve as many goals as possible. Goal cards are picked from the table face down. The player does not know the requirements to fulfill the goal before choosing it and must choose only based on the name and picture on the back of the card. Once one goal is fulfilled, the player may choose another goal. Actions and points already taken in the game may be used to fulfill goals chosen later in the game.

**Event cards:**

In rounds 2 through 6, there will be one event per round. The events are either disasters or cooperative events. In the case of a disaster, the impacts are immediate based on the existing levels of the values. The information is outlined on the card. In the case of a cooperative event, the countries must collectively choose between two opportunities. They can choose one of the opportunities or none. All countries must agree on the choice. After choosing, the players will collectively need to achieve the requirements for the opportunity to receive a reward.

**Water Allocation:**

The existing treaty governs the water allocation in the basin. This may be renegotiated or amended in treaty negotiation sessions. Countries may wish to take more than their allocated amount of water. If this has been negotiated and agreed upon with the other countries, there are no penalties. If a country takes more water than their allocation without an agreement with other countries, there may be penalties. The penalties are as follows:

* 1 drop over allocation: no penalty
* 2 or more drops over allocation: - 15 points per value belonging to the country, per drop (not including the first drop). For example, if Country A takes 11 drops instead of its allocated 8 without an agreement with Countries B and C, they are penalized by losing 30 points each (15 points each for two drops past the allowed one drop) for the recreational lake, the mountain reserve, and the hydropower station.

**Water variability:**

In rounds 2-6, water is variable. To determine how much water is available for the round, the RBO will roll the four-sided die at the beginning of the round. The number rolled will correspond with a water availability level on the Water Availability Card. The card provides allocations based on four different water availability scenarios. Players then take their allocations based on this availability.

**Scoresheets:**

[Follow this link](https://docs.google.com/spreadsheets/d/1Q8aRRquwQrWdt2VWtUo5n2_5OQdM79axVMhJZJ6gS3w/edit?usp=sharing) to access the scoresheet on Google Drive.

**Play:**

The game consists of six rounds. It is started with one practice round. Each country has one turn per round and may do as many actions in that turn as they have resources for. Country A, as the upstream riparian, plays first. Country B, as the middle riparian, plays second. Country C, as the downstream riparian, plays last each round.

**RBO: for detailed action sequences of each round, see the “Moderator guide” in the google sheets scoresheet.**

**Practice round guide:**

Each player follows the steps on their practice round sheet. No goals are chosen. All money, bolts, water, and grains are reset after the practice round.

**Full Play:**

**Round 1 steps:**

1. Countries A, B, and C choose their first goal from the face – down goal cards. After choosing their goal, each country looks at the requirements on the back of the card and takes two minutes to develop a strategy. Two minutes is set on the timer.
2. Country A takes their water allocation (based on the treaty allocation), then announces their water allocation and developments. Country A then flips their booklets to the correct level, places the amounts of drops they have allocated to each value on the map next to the value, and places the correct amount of level cubes on the boxes by the value.
3. Country A’s points are scored (RBO inputs the level on the scoresheet). Downstream impacts are also automatically scored for all countries.
4. Country B takes their water allocation, then announces their water allocation and developments. Country B then flips their booklets to the correct level, places the amounts of drops they have allocated to each value on the map next to the value, and places the correct amount of level cubes on the boxes by the value.
5. Country B’s points are scored (RBO inputs the level on the scoresheet). Downstream impacts are also automatically scored for all countries.
6. Country C takes their water allocation, then announces their water allocation and developments. Country C then flips their booklets to the correct level, places the amounts of drops they have allocated to each value on the map next to the value, and places the correct amount of level cubes on the boxes by the value.
7. Country C’s points are scored (RBO inputs the level on the scoresheet). Downstream impacts are also automatically scored for all countries.
8. Treaty is negotiated/amended (if players wish to). This takes 10 minutes. The timer is set by the RBO and all players can see the remaining time.
9. Points for round are checked and finalized. Grains and bolts gained this round from developments are counted and recorded.

**Round 2, 3, 4, 5, and 6 steps:**

1. The RBO distributes income from any level upgrades completed in the previous round.
2. One player turns over the top card on the event cards pile. This player reads the card out loud, informing the table of the opportunity or disaster. In the case of a disaster, the RBO activates the impacts on the scoresheet immediately. In the case of a collaborative opportunity, the players take a maximum of two minutes (timed) to choose one or neither of the opportunities.
3. The RBO rolls the four-sided die to determine water availability. Whichever number is rolled indicates how much water is available in the basin for this round (refer to the Water Availability Card).
4. Players can take maximum two minutes to discuss or negotiate any agreements based on the available water.
5. Country A takes their water allocation (based on the treaty allocation), then announces their water allocation and developments. Country A then flips their booklets to the correct level, places the amounts of drops they have allocated to each value on the map next to the value, and places the correct amount of level cubes on the boxes by the value.
6. Country A’s points are scored (RBO inputs the level on the scoresheet). Downstream impacts are also automatically scored for all countries.
7. Country B takes their water allocation, then announces their water allocation and developments. Country B then flips their booklets to the correct level, places the amounts of drops they have allocated to each value on the map next to the value, and places the correct amount of level cubes on the boxes by the value.
8. Country B’s points are scored (RBO inputs the level on the scoresheet). Downstream impacts are also automatically scored for all countries.
9. Country C takes their water allocation, then announces their water allocation and developments. Country C then flips their booklets to the correct level, places the amounts of drops they have allocated to each value on the map next to the value, and places the correct amount of level cubes on the boxes by the value.
10. Country C’s points are scored (RBO inputs the level on the scoresheet). Downstream impacts are also automatically scored for all countries.
11. Treaty is negotiated/amended (if players wish to). This takes 10 minutes. The timer is set by the RBO and all players can see the remaining time.
12. Points for round are checked and finalized. Grains and bolts gained this round from developments are counted and recorded. If the cooperative event has been achieved, points are awarded.

**Notes:**

* Countries may trade resources with other countries at any point during the game.
* If a country takes less water than their allocation, it flows downstream to the next country.