Country A – Practice round instructions

1. Collect your water allocation of 8 drops.
2. You decide to upgrade the Mountain Lake to Level 2. Pay the RBO 400 credits (the sum of level 1 and 2), and flip your booklet to Level 2. Read any basin impacts out loud. Place three drops next to the value on the map, indicating your water allocation. Place two level cubes on the second and third squares in the boxes next to the value, showing other players the level of the value.
3. You also decide to upgrade the hydropower station to Level 1. Pay the RBO 150 credits. Flip your booklet to Level 1. Read any basin impacts out loud. Place one drop next to the value on the map, indicating your water allocation. Place one level cube on the second square in the boxes next to the hydropower value on the map. Take 3 bolt cubes from the center and add them to your pile. You would be paid your income from the hydropower value at the beginning of next round if this were not practice play.
4. You have four drops of water left to allocate. Place the remaining four on the Mountain Nature Reserve to indicate your allocation.
5. Your turn ends.

Country B – Practice round instructions

1. Collect your water allocation of 10 drops.
2. You decide to upgrade the gold mine to Level 3. Pay the RBO 2100 credits (the sum of levels 1, 2, and 3) and flip your booklet to Level 3. Read any basin impacts out loud. Place one drop next to the value on the map, indicating your water allocation. Place three level cubes on the second, third, and fourth squares in the boxes next to the value, showing other players the level of the value. You would receive income from the gold mine at the beginning of next round if this were not practice play.
3. You have no more money, so cannot upgrade any other values.
4. You have nine drops of water left to allocate. Place four drops next to the wetlands, as they require at least one drop even at level 0. Place five drops next to City 1, as it requires 3 drops even on level 0.
5. Your turn ends.

Country C – Practice round instructions

1. Collect your water allocation of 20 drops.
2. You decide to upgrade the delta to Level 1. Pay the RBO 300 credits and flip your booklet to Level 1. Read any basin impacts out loud. Place 6 drops next to the value on the map, indicating your water allocation. Place one level cube on the second square in the boxes next to the value, showing other players the level of the value.
3. You decide to upgrade the agricultural value to Level 2. Pay the RBO 1300 credits (the sum of Level 1 and Level 2). Flip your booklet to level 2. Read any basin impacts out loud. Place 10 drops next to the value on the map. Place two level cubes on the second and third boxes next to the value to show other players the level of the value. Take four grain cubes from the center and place them with the rest of your grains. You would receive your income at the beginning of the next round if this were not a practice round.
4. You have 4 drops left to allocate. Allocate these drops to City 2 as it requires 2 drops even on Level 0.
5. Your turn is over.

All countries: Check if you have enough grains and bolts to fulfil your minimum requirement (see Country Information Card). Negotiate for three minutes to try and fulfill your requirements.

The practice round is then finished and countries should move on to real game play.