



Official Rulebook

A game designed by
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Components to Play

2 Reference cards

2 Water Meter cards



68 cards for the deck



Set Up

1. Give each player a Water Meter card and a Reference card. Put an object (can be anything you want) on the 20 value of each Player's Water Meter card, this represents how much "Water" each player has. Players can never have more than 20 Water at any given time.
2. Shuffle all 68 cards into a deck, then deal 6 cards to each player's hand (which they keep concealed), then place the deck face down within reach of both players.
3. Randomly determine the first player.
You are now ready to play!

How to Win


Deplete your opponent's Water!

Bring your opponent's Water to 0 while maintaining at least 1 Water yourself.



Gameplay

Starting with the first player, players alternate taking turns until someone wins. On your turn, resolve the following steps, from top to bottom, then pass the turn to your opponent.

- Activate the Effects of any relevant cards in your control. 
- Draw 2 cards from the deck into your hand.
- In **any** order you **may**:
 - A. Perform up to 2 Actions.
 - B. Set 1 card.
 - C. Play any Set cards which were Set on previous turns for free.

On your first turn, **however**:

- If you are the first player, don't draw cards. You can only perform 1 Action.
- If you are the second player, draw only 1 card.



Performing an Action

Performing an Action is simply playing a card from your hand.

To Perform an Action, place a card from your hand face up, pay its Water Cost, then resolve its Effect.

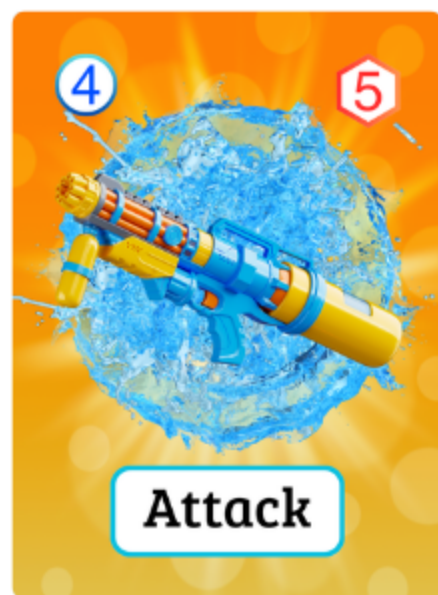
Once you have performed an Action, and all relevant Effects have been resolved, immediately discard the card used for the Action.

Water Cost

When you perform an Action, or play a card from your hand, you must pay the Water Cost of the card.

The Water Cost is located at the top left of each card.

In the example on the right, the card has a Water Cost of 4, meaning that the player would have to lose 4 of their own Water to perform an Action with this card.



Set a Card


To Set a card, place the card from your hand face down in front of you. You can only have a maximum of 3 Set cards at any given time.

Playing a Set Card

If you play a Set card, flip it over and resolve its Effect. **When you play a Set card ignore its Water Cost.**

Playing a Set card is not considered as an Action. So you could theoretically play 3 Set cards in a single turn and still perform 2 Actions, if desired. **You cannot play a Set card on the same turn that you Set it.**

Continuous Cards

Cards that have a  symbol on the top left are called Continuous Cards. Continuous Cards are not discarded when you activate them – instead they stay face up in front of you, providing their Effects continuously as instructed by the card's Effect.

Showdown Cards

Cards that have a  symbol on the top left are unique cards called Showdown Cards.

While most cards require the player to activate them on the player's own turn, **Showdown Cards may also be activated on the opponent's turn if the Effect or response of the Showdown Card is relevant!** **Showdown Cards activated on the opponent's turn do not count as an Action.**

Like any other card, you must still pay the Showdown Card's Water Cost if played from your hand.

Showdown Cards may also be activated on your turn if relevant.

What is an Effect?

Every card in the game has an Effect. The Effect of a card is what is written in the box on the bottom of the card. Whenever you activate a card, you also activate the card's Effect.



Using the Water Meter

Each player's Water Meter card should display how much Water they currently have. The symbol for Water is .

Whenever you activate a card, and pay its Water Cost, reflect the change on your Water Meter card. Also reflect the change whenever you receive damage from your opponent or gain Water.

You can use any small household object (coins, paper clips, candy, etc.) to mark how much Water you currently have.

Attack

Attack means to reduce your opponent's Water by the **Attack Value** specified on a card.

The top-right number, on certain cards, represents the card's **Attack Value**. This is the amount by which your opponent must reduce their Water Meter by should you activate an Attack.



Defend

Cards with the Effect(s) of “Defend” allow you to Defend oncoming Attacks and damage being dealt to you by your opponent. **You can only use a “Defend” Effect on your opponent’s turn, not during your own turn.**

Whenever you activate a card to Defend, simply reduce the value of damage you would have received by the number listed in the Defend Effect (e.g., “Defend 2” means to not receive 2 damage).

When activating a card to Defend, pay or ignore the card's Water Cost as normal, depending on whether it came from your hand or from your Set cards.

You can only use 1 card to Defend for each card the opponent Attacks you with. **Using a card to Defend is not considered as an Action.**

Some cards have both an **Attack Value** and a Defend Effect. If you use such a card on your turn, ignore its Defend Effect, and if you use it on your opponent’s turn, to Defend, ignore its **Attack Value**.



See Page 8 for more info on how to Defend!

Defend Continued

All cards with a Defend Effect are Showdown Cards. When you activate a card to Defend, you cannot also combine another card with a Defend Effect to “merge” their Effects.

- For example, you could not activate two Umbrella cards at once to Defend 10 damage. However, you could activate an Umbrella card to Defend against an Attack, then activate a subsequent Umbrella card to Defend against a subsequent Attack that your opponent activates with another card.

If you Defend in response to damage being dealt to you, or in response to an opponent's Attack, simply reduce the value of the damage or Attack by the number listed on the card's Defend Effect.

Defend Example:

Player X Attacks Player Y for 5 Damage with his Big Water Gun. Player X pays 4 Water to activate the Effect of his Big Water Gun. Player Y then activates his Beach Towels from his hand. Player Y pays 2 Water to activate the Effect of Beach Towels. Player Y now Defends for 3 out of the 5 damage he would have received. Player Y takes the 2 damage left over.

By activating Beach Towels from his hand, Player Y only lost a total of 4 Water instead of 5. However, if Player Y played Beach Towels as a Set card, he would have only lost a total of 2 Water since he would not have to pay the Water Cost of his Beach Towels.



Attack and Defend Order

Whenever a Player Attacks, the other player has an opportunity to Defend. If the Player being Attacked responds by activating a Defend Effect, then they must activate and resolve the Defend Effect before the Attack causes potential damage to the player.

Nevertheless, **the Attack card is discarded first, then the Defend card is discarded second.**

Regardless of the success of the Attack, the player who activates an Attack, via an Effect, still must pay the card's Water Cost, even if the Attack is countered by a Defend card, unless the card used to Attack was Set.

You cannot "merge" Attacks or **Attack Values**. You can only Attack with a single card at a time.

Card Effect Resolution

Whenever a Player activates a card Effect, the other player has an opportunity to respond. This can be to Defend or Negate.

When discarded, cards are sent to the discard pile in the order that they are activated with the most recent card being on the top in a series of card Effect activations.



The discard pile is always face-up.

Destroy

To “Destroy” a card is to discard the targeted card and its Effect(s) are not activated.

What if the Deck Contains No More Cards?

If the deck contains no more cards to draw from, simply shuffle the discard pile and form a new deck to draw from.

Game End

If your opponent's Water reaches 0, the game ends and you win!

If an Effect brings both players' Water to 0, play a tie-breaking match, setting up a new game but with each player's Water Meter set to only 6. Whoever wins the tie-breaking match wins it all!

- If, in a tie-breaking match, a player activates a card and causes both players to reduce their Water to 0, play another tie-breaking match until a single winner is established.

Full Deck List

The deck contains a total of 68 cards

0 Water Cost:

- 2 Sun
- 2 Snorkel
- 3 Life Preserver
- 3 Water Balloons (1 Attack Value)

1 Water Cost:

- 2 Whale Bath Toy
- 2 Water Elephant Toy
- 2 Water Droplet (1 Attack Value)
- 2 Water Buckets (2 Attack Value)
- 3 Little Green Water Gun (2 Attack Value)
- 3 Pink Water Gun (2 Attack Value)
- 3 Medium Water Gun (3 Attack Value)
- 3 Water Bottles (1 Attack Value)
- 3 Sunglasses & Vacation Hat

2 Water Cost:

- 2 Beavor
- 2 Fountain
- 2 Swimming Fins (2 Attack Value)
- 3 Shark Fin Water Gun (4 Attack Value)
- 3 Medium Blue Water Gun (3 Attack Value)
- 3 Beach Towels

3 Water Cost:

- 2 Dog
- 2 Cat
- 2 Water Jug
- 2 Rain Coat
- 3 Umbrella

4 Water Cost:

- 2 Dolphin
- 2 Beach Ball
- 2 Flamingo
- 3 Big Water Gun (5 Attack Value)



Notes on Specific Cards

Flamingo:

- The Flamingo “turns off” or “ignores” the Effect of another card being activated. The player activating their card still must pay the card’s Water Cost, if applicable, even if it is negated by the Flamingo.
- The Flamingo can negate the Effect of another Flamingo.
- The Flamingo is discarded following the card it negated the Effect of.

Water Bottles:

- You can only choose one of the Effects to activate, not both.
- If you choose to activate the second Effect, don’t Attack your opponent for 1 damage.

Snorkel:

- This card simply “copies” the Effect of the top card of the discard pile.
- If you cannot activate the top card of the discard pile, at that moment you want to activate Snorkel, then you cannot activate Snorkel.

Dog:

- The damage you receive from the Dog counts for purposes of calculating how much damage was dealt to you during the last turn from your opponent.

Notes on Specific Cards Continued

Water Guns with an **Attack Value of 3**:

- When activating the card, you must first discard a card from your hand, then the Effect of the card resolves second.
- If your opponent Defends against an Attack from one of these cards, or negates with Flamingo, put the cards in the discard pile in the following order from first to last:
 - i. Card discarded from your hand to activate the Water Gun,
 - ii. Water Gun used to Attack, and
 - iii. Defend card, or Flamingo, your opponent activated.

Swimming Fins:

- You can only choose one of the Effects to activate, not both.
- If you choose to activate the second Effect, don't Attack your opponent for any damage.

Sun:

- This card is used in combination with another card.
- When Sun is activated, you reduce the Water Cost of any other card that you are activating, making the other card cost 2 less Water to activate.
- If the Sun is activated with another card, causing the other card's Water Cost to be less than 0, the player does not Gain Water as a result. Rather they just pay nothing for the Water Cost of the other card.
- When activated on your turn, the Effect of the Sun counts as an Action.

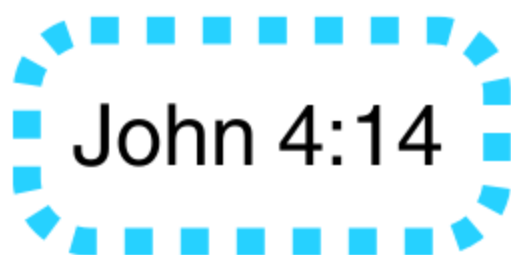
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- Preston



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