



## Quick Play Guide

### 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.
3. Randomly determine the first player. You are now ready to play!

### How to Win

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, you may perform up to 2 Actions, Set 1 card, and play any Set cards which were Set on previous turns for free.

### Gameplay Continued

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

- 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.

### 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. You cannot play a Set card on the same turn that you Set it.**

### Using the Water Meter

Each player's Water Meter card should display how much Water they currently have.

Whenever you activate a card from your hand, or receive damage, reflect how much Water you have on your Water Meter card.

You can use any small object to signify how much Water you currently have on your Water Meter card.

## 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.

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.**

## 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 still must pay its Water Cost, even if the Attack is countered by a Defend card.

## 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.**

## Game End

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

## 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.

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