Raging Waters

Set-up:

Build houses: roll 2 dice for each house – draw a dot.

Place swamps: roll 2 dice – reroll 1's. Fill square with numbers top-right.

Gameplay:

Build berms: roll 3 dice each turn. Draw a straight line between dirt piles. Do not go through a house or swamp!

If you roll a double/triple: can draw a berm from a dirt pile even if used _once_.

Pass: if unable or do not want to draw a berm. Must cross-off a backhoe. If all backhoes used, game ends.

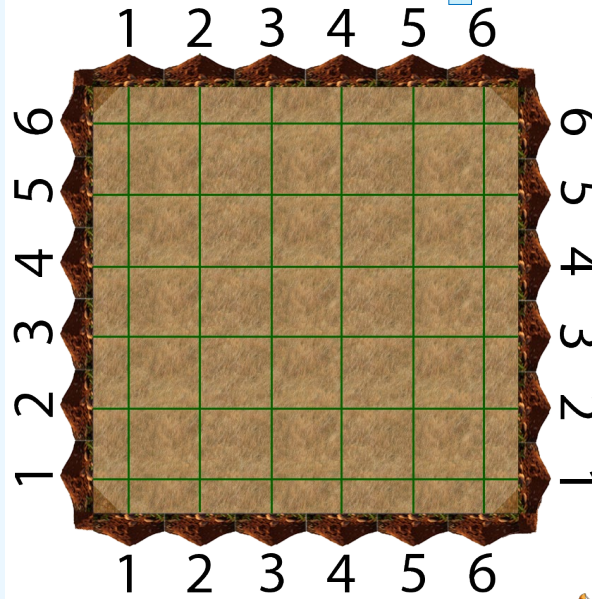**Complete field**: all houses protected or left incomplete.

Scoring: protected houses and unused dirt piles.

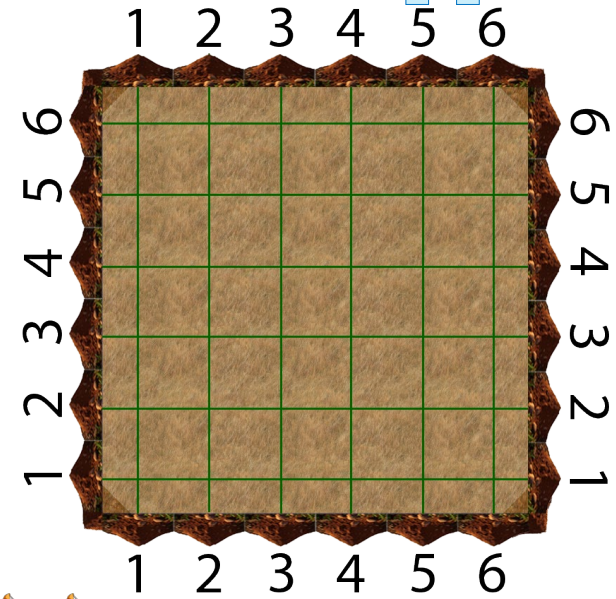**Game ends**: when last subdivision completed or left.

Scoring:

For each field, the no. of _protected_ houses × total houses in the field

+ No. unused dirt piles in _completed fields_
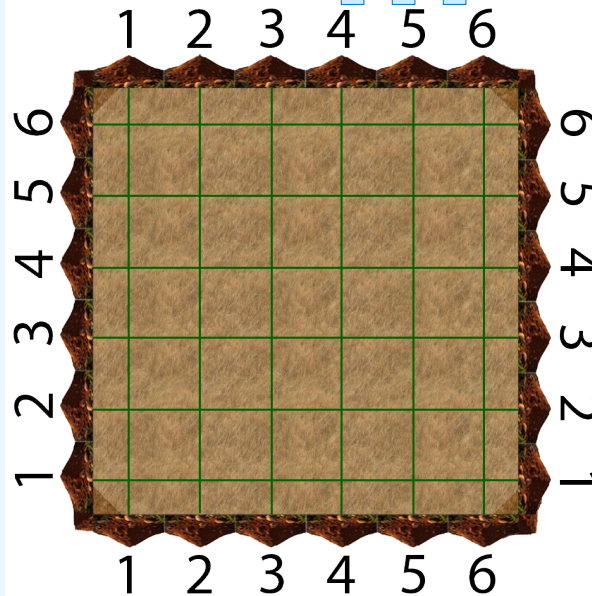
+ No. unused backhoes × 3

Aquaterra

1 2 3 4 5 6

6 5 4 3 2 1 (left) — 6 5 4 3 2 1 (right)

1 2 3 4 5 6

Boglandia

1 2 3 4 5 6

6 5 4 3 2 1 (left) — 6 5 4 3 2 1 (right)

1 2 3 4 5 6

Canalia

1 2 3 4 5 6

6 5 4 3 2 1 (left) — 6 5 4 3 2 1 (right)

1 2 3 4 5 6

Delta

1 2 3 4 5 6

6 5 4 3 2 1 (left) — 6 5 4 3 2 1 (right)
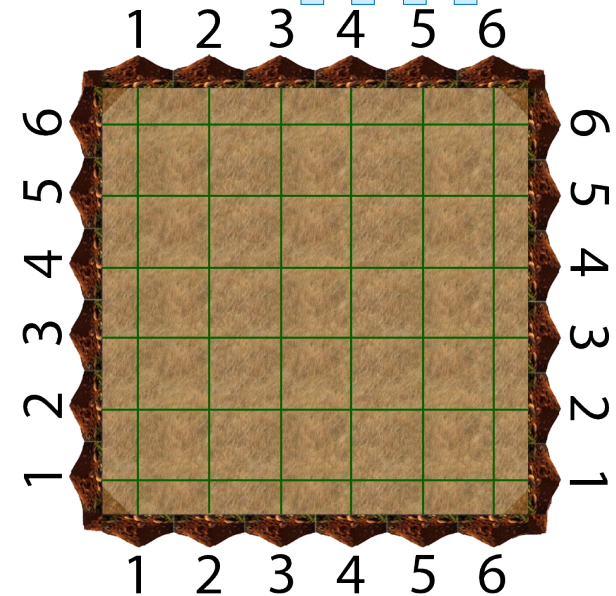
1 2 3 4 5 6

Raging Waters

With credit and thanks to M. Tuck and N. Guibert, designers of "Raging Bulls".
You're the lucky town planner of a damp town called Highwater, where the mayor has tasked you to defend the people from flooding. And wet season is coming...

Materials Required

One set of: 3 six-sided dice of different colours.
For each player: These pages, 1 pen/pencil, 1 ruler.

Objective

Build **berms** across the subdivision by drawing lines to connect dirt piles. Enclose **houses** to protect them from **swamps**. Protect as many as you can before you run out of **backhoes**!

Starting the game

Your first subdivision is "Aquaterra". Subsequent rounds will be in Boglandia → Canalville → Delta.

Place houses (dots)

- Roll 2 dice. Place a **dot** *(house)* at the intersection where row & column numbers cross.
- Repeat for each **house** required of the level.

Place swamps (squares)

- Roll 2 dice, rerolling any 1s. Place a dot at the intersection, then draw a tiny one-cell square with that dot being the top-right point of the square. Draw two fewer swamps than houses.

How to Play

- Choose a player to roll all 3 dice. Each player will refer to this dice result.
- Your grid has numbered dirt piles around the edges. Select a dirt pile matching the number of one of the dice, then a dirt pile matching the number of another die. Draw a line to connect them.

Restrictions:

- You can't select piles on the same edge of the map.
- You can't draw lines through houses or swamps.
  *(You **can** draw a line along the side of a swamp.)*
- Normally, each dirt pile can only be used **once**.

Rolling doubles and triples

If **2** dice are the same number, you *may* select a dirt pile of that number that's **already been used once**. If you do, **use the third die** for the other dirt pile.

You can also just follow the normal restrictions if you want to use the same number for both dirt piles.

If **all 3 dice** are the same number, one or both dirt piles may be used a second time.

A dirt pile can never be used more than twice, even if you roll doubles or triples.

Leaving a Subdivision

After any turn, you may leave a subdivision and move onto the next one. This limits the risk of losing **backhoes**. You can't return to previous subdivisions.

Backhoes

If you can't *(or choose not to)* build a berm, cross off one of the **backhoes** instead. Once all 3 are used, if you would need to mark off another, the **game ends.** Leave your subdivision incomplete and go to **Scoring.**

Completing a Subdivision

Your subdivision is **completed** once every house is **protected**: this is when each house is fully enclosed by berms *and* separated from other houses.

Ending the game

Once you complete or leave the final Subdivision (Delta), the game ends. It also ends when you run out of backhoes.

Scoring

Using the score sheet below: score for each **protected** house in each subdivision, unused dirt pile in **completed** subdivisions, and unused backhoe.

Canada WaterPortal

Scoring	Count	×	Multiplier	=	Score
Protected houses in **Aquaterra**		×	3	=	
Protected houses in **Boglandia**		×	4	=	
Protected houses in **Canalville**		×	5	=	
Protected houses in **Delta**		×	6	=	
Unused dirt piles in <u>**completed**</u> subdivisions		×	1	=	
Unused backhoes		×	3	=	
			Total score:		