

2.3. Collecting experience points

Experience points are distributed on the game board as described before (see → Setting up the game).

Picking up experience points

If a water droplet arrives at a → scenario field on which an experience point had been placed, then the droplet is placed on top of the experience point and both can continue the movement together. (*The droplet has made a new experience*). There are no limits how many experience points a droplet can collect. If there is more than one experience point underneath a droplet then they are placed on top of each other. So it can happen that the droplet moves on the top of a little “tower” about the game board. The collection of an experience point does not stop the movement of a droplet, the player can move on with this droplet if they have not used up their own movement points.

Exchange of experience points

If a water droplet arrives at the “holes” in the waterways (→ interrupted waterways) which have already been filled with an experience point, the player of the droplet is allowed to exchange this experience point with any which is underneath the concerned droplet. This can be used as a method of increasing the value of the colours of collected experience points. (→ value of the colours).

3. Changing waterway cards and placing experience points

Changing cards

If a player has left behind with their move any waterway card on which there is no further experience point or other droplet present, then the following is to be considered:

- **At the end of their move** this card may be exchanged by the player with one of the same shape. The replaced card is removed from the game.
- For each new placed card the player places one experience point on any of the white “holes” in the → interrupted waterways. (see → value of the colours)
- Up to two new experience points on the new waterway cards are then placed from the stock outside the game board on any of the → scenario fields (circles with blue contour)

End of the game

The game ends immediately once all the 10 “holes” in the waterways are filled with experience points.

Value of the colours

Count the number of experience points that have been placed into the “holes” on the game board for each colour. This number determines the value of this colour.

Counting the score

No experience points which are on the game board are counted. The only ones that count are the experience points that have been collected by the players outside the game board (see → evaporation).

Each player multiplies their collected experience points with the value of the same colour and adds the results. In this way the total score is established.

Collected experience points whose colour are not represented in the “holes” of the waterways have therefore no value.

The player with the highest score is the winner of the game!

The game for children ages 5 and up

The following simplifications to the rules can be used for younger children:

- The colour of the experience points is ignored. At the end of the game each collected experience point counts for one point. **The winner is who collected the most experience points.**
- Throughout the game, only 5 movements points are available for each player's turn.
- Movement points don't have to be used up if the player decides so.
- From the jumping steps, the water droplets can jump onto any field on the board.
- At the beginning of the game the “holes” in the waterways are already filled with experience points of any colour. The game ends when 8 waterway cards have been exchanged.

We wish you lots of fun playing AGUA and would be glad to receive feed-back or comments of all kind!

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Ideas for playing AGUA

Travel like a water droplet around the world

AGUA is a game for two to six players from 8 years and up

(A simplified version for children from 5 years and up is explained at the end of the rules)

Duration: 50 to 90 minutes

Introduction

Water is the source of all life. The players of AGUA experience our exciting world in the shape of a droplet of water, collecting experiences as the droplet makes its way through the water circulation cycle.

The game AGUA

In the game AGUA the players travel as droplets of water on various waterways through the world and collect experience points.

At the beginning of the game, four of the waterways on the game board are blocked by 10 “holes” and cannot be used by the droplets. In the course of the game these “holes” are filled with experience points making the way free for the droplet to pass though.

The players collect their own experience points. Their value depends on the other experience points placed on the game board by the players during the game. The player with the highest score at the end of the game is the winner.

The game is over when all “holes” in the waterways are filled, so that all waterways are passable by the water droplets.

Game contents

- Game board
- Game rules
- Two coloured dice
- 24 “water droplets”, 4 in each of 6 colours (glass nuggets)
- 36 “experience points”, 6 in each of 6 colours (wooden chips)
- 25 “waterway cards”, 5 each of the same shape (cardboard)
- Booklet with additional information (German and French only)

Setting up the game

Place the card “River and Lake” in the frame “Water in Nature”. Fill the remaining frames with any corresponding cards and place the leftover waterway cards next to the game board.

Place the experience points on the scenario fields (the blue empty circles on the waterway cards) in the following way:

- A maximum of two experience points can be placed on each waterway card, no matter how many scenario fields it may show.
- No experience points may be placed on the card “River and Lake”
- Only one experience point may be placed on the cards “Desert” and “Dam”

Place the remaining experience points next to the game board

Each player receives the following number of water droplets (in one colour) depending on the number of players:

- 2 to 4 players 4 water droplets each
- 5 to 6 players 3 water droplets each

All water droplets of the players are placed in the big cloud in the middle of the game board.

The waterways

The game board displays the world's water cycle with its different waterways. Droplets can only move round the waterways in the following ways:

- Within one waterway the droplets can only move in the direction indicated by the arrows on the game board.
- Switching from one waterway (e.g. river) to another one (e.g. animal) can only occur at locations with the appropriate arrows.

Waterways (see figure)

1	Big cloud and rain (white)	In the middle of the game board is the big cloud from which all water droplets can rain in five directions on the waterway cards.
2	River and Ocean (blue)	A river flows in a clockwise direction around the cloud on the game board. The fields of the river are displayed with blue filled circles . From the river, the water droplet can flow into the ocean and can evaporate from there again into the big cloud.
3	Ground water (green/blue)	Around the big cloud is the circulation of the ground water. The droplets in the ground water always move on the green circles in anti-clockwise direction .
4	Human ways (orange, feet)	If a water droplet is consumed by humans it will be carried along the orange circles in the direction indicated by the feet symbols displayed on the game board.
5	Animal ways (yellow)	If an animal drinks the water droplet, the water droplets move along the yellow circles in clockwise direction .
6	Waste water pipeline (blue)	Water droplets which flow in the waste water pipeline move in anti-clockwise direction on the blue circles until they arrive at the river.
7	Interrupted waterways (white)	There are four locations where the waterways are interrupted by 2 to 3 “holes” . These white “holes” will be filled with experience points in the course of the game. As soon one set of “holes” (i.e. of one waterway) is filled the → movement points of all water droplets are increased.

Special fields

A	Scenario field	Circles with blue contour on the waterway cards are scenario fields , where water droplets may collect experience points (see → setting up the game)
B	Jumping steps (export)	Fields with a red contour are called jumping steps . If a water droplet arrive at these fields then they are transported by plane or truck to any field of the human water ways which are indicated by orange feet symbols.
C	Rain	The droplets rain via the dark droplets from the big cloud onto the individual waterways cards. They “land” on the fields which are marked with a little raindrop.
D	Evaporation	White droplet symbols are fields where water droplets will evaporate, and return immediately to the big cloud. If a water droplet arrives at such a field or a white “hole” in the waterways on the game board then it is immediately returned to the big cloud. The player then removes the collected experience points of this water droplet and adds them to his collection outside the game board.
E	In the Ocean	The evaporation into the big cloud does not require a → movement point. If a droplet arrives on the last field of a waterway card of the type “Food from water”, it is put in its next move into the ocean. From there it will evaporate in a next step to the next little cloud (white circle) and from there onwards in the direction of the big cloud. The players may add the collected experience points to their collection when the droplet is evaporating into the first cloud.

The course of the game

The players take turns to play. Each player does the following:

1. Throwing the dice

2. Move own water droplets and collect experience points

3. Changing waterway cards and placing experience points

The thirstiest is the starting player.

1. Throwing the dice

At the beginning of their turn each player throws the two coloured dice. The result indicates over which coloured arrows the player is allowed to move their own water droplets. The number of fields which can be moved is defined by the → movement points.

Examples:

Player A has thrown red/red on the dice. All her water droplets are still in the big cloud. But only blue arrows point out of the big cloud. Therefore she cannot move any droplets and has to pass until her next turn.

Player B has thrown yellow and blue. In his next move he can move over any yellow or blue arrows, but not over red ones.

Special rule (optional): If yellow / yellow is thrown on the dice (“high humidity”)

If the dice show the combination yellow/yellow then the humidity is so high that an unexpected exchange of water droplets will result. The player who has thrown the dice is allowed to swap any two water droplets on the game board. Experience points cannot be moved and will belong to the new droplet that has been swapped on this new position.

2. Move own water droplets and collect experience points

2.1. Movement points

At the beginning of the game each player has **5 movement points** which can be distributed as convenient on one or more of their own droplets. All movement points have to be used as long as movement of the water droplets is possible. For each movement point one droplet can be moved one field ahead.

Each time all the “holes” of one of the four interrupted waterways (see → waterways) are filled with experience points, the movement points for all players is increased by one. Hence just before the **end of the game** the players will **have 8 movement points**. If “holes” of one waterway are filled with experience points then they can be used as other regular fields on the game board.

2.2. Movement of the droplets

A field consists of a circle or a painted symbol (feet, droplet) on the game board and waterway cards. The ocean and the big cloud are each also considered as a field.

The water droplets can move in the following ways:

- If no arrows are present then droplets can move from any field to the next only in the pre-defined direction of the circulation (see → waterways)
- If **one or more coloured arrows** point away from a field, then the water droplet can only move in these directions if the dice display the same colour. Moving “backwards” against the direction of the arrows is not allowed .
- **Changing between different waterways** is only possible via the arrows.
- On → special fields, special rules are to be applied (see → waterways).

If a water droplet encounters another one (own or other player's) then the following applies:

- The droplet which was on the field beforehand immediately evaporates and is moved into the big cloud.
- The arriving droplet receives all collected experience points from the evaporating droplet in addition to its own experience points (see → collecting experience points).

The arriving **droplet cannot continue its movement** and has to stop on the field where the other droplet had been evaporated from. If the player still has further movement points left, they have to be used by the other droplets of the player.