



THE KING MUST KEEP TRACK OF ALL DETAILS LIKE WATER COST AND TAX RATE (SCRAP PAPERS PROVIDED)

### FIRST TURN (SET UP THE GAME)

- REFER TO PICTURE IN RULEBOOK PAGE 2\*\*
- SHUFFLE ALL THE BONUS GOAL CARDS CHOOSE 3 AND PLACE ON THE BOARD
- HAND OUT SECRET GOAL CARD TO PLAYER CORRESPONDING TO THEM
- DISTRIBUTE WATER TO PLAYERS LIKE SO:

RIPARIAN	5 UNITS
SENIOR	5 UNITS
JUNIOR	3 UNITS
- DISTRIBUTE MONEY FROM THE TREASURY:

RIPARIAN	20 (1X \$10, 1X \$5, 5X \$1)
SENIOR	20 (1X \$10, 1X \$5, 5X \$1)
JUNIOR	15 (2X \$5, 5X \$1)
- DECLARE INITIAL TAX RATE : \$1 FOR EVERY 2 SAME COLOR DISTRICT TILES (CHOOSE ONLY 2 DISTRICTS FROM GREEN, RED, OR YELLOW, GREY DISTRICTS ARE TAX EXEMPT)
- DECLARE INITIAL WATER PRICE: \$1 FOR EVERY 4 WATER UNITS, ROUNDING UP
- DEAL 1 BASIC WATERPLANT CARD TO EACH PLAYER (BLUE CARD WITH A B)
- SENIORS AND RIPARIAN PLAYERS GET 2 CORRESPONDING WATER RIGHTS LEGACY CARDS EACH
- THE GAME PROCEEDS FROM THE KING, FOLLOWED BY SENIOR PLAYER, THEN RIPARIAN PLAYER, AND JUNIOR PLAYER IN ORDER.

### FOLLOWING TURN

- ROLL THE DIE TO DRAW EVENT OR DEMAND CARD  
(ODDS = DEMAND / EVEN = EVENTS)
- READ THE MESSAGE ON THE CARD THEN TAKE ACTION ACCORDINGLY
- IF A DEMAND CARD WAS DRAWN, READ BOTH DEMAND AND PENALTY THEN TAKE ACTION ACCORDINGLY
- COLLECT TAXES AT THE END OF PLAYER’S TURN AND TRY TO MANAGE THE WATERDROPS LEFT ON YOUR WATER BANK
- MANAGE THE ASSEMBLY TILE LINE BY MOVING THE CARD(S) UP TO FILL EMPTY SLOT ONCE EACH PLAYER’S TURN IS FINISH

PRIVILEGE(S) FOR SENIOR AND RIPARIAN PLAYER:  
THEY HOLD WATER RIGHT LEGACY CARDS THAT CAN BE PLAYED AGAINST YOU

JUNIOR PLAYER HAS NO CHOICE BUT TO OBEY THE RULE AND PAY FOR WATER

### TIPS

- KEEP TRACK OF THE PLAYER(S) THAT COULDN’T MEET THE DEMAND AND ENFORCE THE PENALTY (SOME PENALTY OCCURS AT THE BEGINING OF FOLLOWING TURN)
- IF THE PENALTY IS THAT PLAYERS HAVE TO RETURN WATER TO THE KING, DISTRIBUTE THEIR REQUESTED AMOUNT FIRST BEFORE TAKING THOSE WATER BACK
- CAN SWITCH THE DISTRICTS THAT YOU WILL BE COLLECTING TAX AS WELL AS RAISE/LOWER TAX RATE BY +/-1 (FOR EITHER THE COST, OR THE AMOUNT OF DISTRICT TILE)
- YOU CAN ALSO RAISE/LOWER THE PRICE OF WATER BY 1 (+/- \$1 OR +/- 1 UNIT OF WATERDROP)
- DECLARE THE NEW TAX RATE OR NEW WATER PRICE TO ALL PLAYERS AND JOT IT DOWN ON SCRAP PAPER TO KEEP TRACK!!!

### FOLLOWING TURN:

–DEMAND WATER FROM KING (AS MUCH AS YOU NEED TO FILL ALL THE WATER-PLANTS IN YOUR CITY) THEN PAY FOR THEM

REMEMBER: SENIOR AND RIPARIAN GET FREE WATER, JUNIOR PLAYER MUST PAY FOR IT.

–THEN START FORM PHASE 1 TO 5 AGAIN  
(DRAFT AND PAY > BUILD > DISTRIBUTE AND COLLECT INCOME > DISCARD AND REPLENISH > PAY TAX TO KING)

–DURING YOUR TURN YOU HAVE TO FULFILL THE KING’S DEMAND AS WELL AS OBEY THE CONDITION STATED ON THE EVENT CARD, IF UNDER ANY CIRCUM-STANCE YOU CAN’T MEET THE DEMAND, YOU ARE SUBJECT TO THE PENALTY AND MUST FOLLOW THAT ACCORDINGLY

### TIPS

- TRY TO BUILD THOSE WATERPLANTS WITH RECYCLE SYMBOLS ON THEM! YOU WILL BE MOST BENEFITING FROM THEM SINCE YOU CAN GET THOSE REPLENISHED FOR FREE AT THE END OF EACH TURN!
- SCRAP PAPERS PROVIDED IN CASE YOU WANT TO KEEP TRACK OF THINGS!

### BUILDING CHEAT SHEET:

WATERPLANT – MUST BE BUILT RIGHT ON WATER SOURCE ON THE BOARD ONLY (POOL), CAN BE BUILT ON ITS OWN, NOT ADJACENT TO ANY OTHER TILE, CAN DISTRIBUTE ANYWHERE ON THE BOARD

FARMLAND – MUST BE BUILT ON GRASS ONLY, CAN ONLY EXPAND TO IMMEDIATE ADJACENT TO FARM TILE (NON-DIAGONAL)

LIVESTOCK – MUST BE BUILT ADJACENT TO WATERPLANT

FISHING DOCK – MUST BE BUILT ON WATER ONLY, BUT CAN EXPAND ADJACENT-LY AS LONG AS THE FIRST TILE IS ON WATER

ALL OTHER TYPES OF BUILDINGS CAN BE BUILT ANYWHERE, AND MUST BE BUILT ADJACENTLY TO THE OTHER PREVIOUS TILES

## SENIOR MAYOR

- YOUR TOWN PRODUCES **POWER TOKENS (RED)**
- ALL DISTRICT CARDS THAT HAVE **RED DOT(S)** ON THEM, YOU CAN USE YOUR OWN RESOURCE FREE OF CHARGE BUT YOU HAVE TO DISTRIBUTE WATER IN ORDER TO USE THEM (2 WATERDROPS EVERY TURN)
- SELL YOUR RESOURCE (2 PIECES FOR \$1, YOU GET THE TOKENS BACK AT THE END OF EACH TURN) ONLY TO OTHER PLAYER WHO HAD BUILT THEIR TRADING POST. PUT THEIR TRADING POST TOKEN(S) ON THE MAP BORDER NEAR YOUR RESOURCE FACILITY
- IN ORDER TO BUILD A TRADING POST, YOUR CITY MUST HAVE WATERPLANT(S) THAT HOLD AT LEAST 10 WATERDROPS
- YOU GET WATER FOR FREE!!! BUT YOU CAN ONLY REQUEST THE AMOUNT THAT WILL FILL ALL YOUR WATERPLANTS. SPECIAL CONDITIONS APPLIED WHEN THE KING USES HIS EVENT CARD.

### FIRST TURN (5 PHASES)

DRAFT AND PAY > BUILD > DISTRIBUTE AND COLLECT INCOME > DISCARD AND REPLENISH > PAY TAX TO KING

#### PHASE 1: DRAFTING

DRAFT 1 TILE FROM ASSEMBLY LINE (CAN BE FROM EITHER DISTRICT TILES OR WATER PLANT TILE) AND PAY THE PRICE ON THE CARD PLUS WHATEVER THE VALUE INDICATES ON THE SLOT (CAN DRAFT AS MANY AS YOU'D LIKE, THE ASSEMBLY LINE WILL NOT BE MOVING DURING THE TURN.

#### PHASE 2: BUILDING

(CAN BUILD AS MANY AS YOU LIKE DURING YOUR TURN)

CHOOSE FROM:

- GO AHEAD AND BUILD THE DISTRICT TILE (CONDITIONS APPLIED, FLIP OVER TO THE BACK SIDE)
- BUILD WATERPLANT
- PAY \$5 TO BUILD A TRADING POST TO YOUR NEIGHBORS IN ORDER TO BUY THEIR RESOURCE (THE COST IS \$1 FOR EVERY 2 TOKENS, RETURNED AFTER EACH TURN), CAN ONLY BUILD ONE TRADING POST PER TURN
- DESTROY A TILE AND SELL TO THE KING FOR HALF THE PRICE YOU ORIGINALLY PAID

EX) START FIRST TURN BY BUILDING A BASIC WATERPLANT (PAY \$2 TO BUILD AND STORE 2 UNITS OF WATER ON TOP) AND A BUILDING THAT REQUIRES 2 WATER UNITS TO GENERATE IF BUILDING MORE WATER TILE BUT NOT ENOUGH WATER, YOU CAN DEMAND WATER FROM THE KING ONLY THE EXACT AMOUNT YOU NEED TO FILL YOUR WATER TILE AND PAY FOR THE AMOUNT THE KING CHARGES

#### PHASE 3: DISTRIBUTE AND COLLECT

DISTRIBUTE WATER TO THOSE DISTRICT TILES, BUY RESOURCES FROM YOUR NEIGHBORS AND DISTRIBUTE THEM AS WELL, THEN START COLLECTING PROFITS. TILES THAT DON'T HAVE ENOUGH RESOURCES WILL NOT GENERATE MONEY. IT IS UP TO THE PLAYER TO KEEP IT OR SELL IT TO THE KING.

#### PHASE 4: DISCARD AND REPLENISH

AFTER COLLECTING PROFIT FROM YOUR DISTRICTS, DISCARD ALL RESOURCES FROM THE BOARD, LEAVE ONLY UNUSED WATER ON YOUR WATERPLANTS, IF THE WATER PLANT HAS RECYCLE PIC ON IT, IT GETS REPLENISHED TO ITS MAXIMUM STORAGE

#### PHASE 5: PAY TAXES TO THE KING ACCORDINGLY TO THE TAX RATE SET

## FOLLOWING TURN:

- DEMAND WATER FROM KING (AS MUCH AS YOU NEED TO FILL ALL THE WATERPLANTS IN YOUR CITY)

REMEMBER: SENIOR AND RIPARIAN GET FREE WATER, JUNIOR PLAYER MUST PAY FOR IT.

–THEN START FROM PHASE 1 TO 5 AGAIN (DRAFT AND PAY > BUILD > DISTRIBUTE AND COLLECT INCOME > DISCARD AND REPLENISH > PAY TAX TO KING)

–DURING YOUR TURN YOU HAVE TO FULFILL THE KING'S DEMAND AS WELL AS OBEY THE CONDITION STATED ON THE EVENT CARD, IF UNDER ANY CIRCUMSTANCE YOU CAN'T MEET THE DEMAND, YOU ARE SUBJECT TO THE PENALTY AND MUST FOLLOW THAT ACCORDINGLY

### TIPS

- YOU HOLD WATER RIGHT LEGACY CARDS THAT CAN BE PLAYED AGAINST THE KING'S PENALTY WHEN HE TRIES TO LIMIT THE AMOUNT OF WATER YOU CAN REQUEST, BUT YOU ONLY HAVE 2 CARDS, USE THEM WISELY. ONCE THESE CARDS ARE USED UP, YOU HAVE TO PAY FOR WATER JUST LIKE THE JUNIOR MAYOR.
- SCRAP PAPERS PROVIDED IN CASE YOU WANT TO KEEP TRACK OF THINGS!

### BUILDING CHEAT SHEET:

WATERPLANT – MUST BE BUILT RIGHT ON WATER SOURCE ON THE BOARD ONLY (POOL), CAN BE BUILT ON ITS OWN, NOT ADJACENT TO ANY OTHER TILE, CAN DISTRIBUTE ANYWHERE ON THE BOARD

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LIVESTOCK – MUST BE BUILT ADJACENT TO WATERPLANT

FISHING DOCK – MUST BE BUILT ON WATER ONLY, BUT CAN EXPAND ADJACENTLY AS LONG AS THE FIRST TILE IS ON WATER

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## RIPARIAN MAYOR

- YOUR TOWN PRODUCES WIND POWER TOKENS (GREEN)
- ALL DISTRICT CARDS THAT HAVE GREEN DOT(S) ON THEM, YOU CAN USE YOUR OWN RESOURCE FREE OF CHARGE BUT YOU HAVE TO DISTRIBUTE WATER IN ORDER TO USE THEM (2 WATERDROPS EVERY TURN)
- SELL YOUR RESOURCE (2 PIECES FOR \$1, YOU GET THE TOKENS BACK AT THE END OF EACH TURN) ONLY TO OTHER PLAYER WHO HAD BUILT THEIR TRADING POST. PUT THEIR TRADING POST TOKEN(S) ON THE MAP BORDER NEAR YOUR RESOURCE FACILITY
- IN ORDER TO BUILD A TRADING POST, YOUR CITY MUST HAVE WATERPLANT(S) THAT HOLD AT LEAST 10 WATERDROPS
- YOU GET WATER FOR FREE!!! BUT YOU CAN ONLY REQUEST THE AMOUNT THAT WILL FILL ALL YOUR WATERPLANTS. SPECIAL CONDITIONS APPLIED WHEN THE KING USES HIS EVENT CARD.

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CHOOSE FROM:

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EX) START FIRST TURN BY BUILDING A BASIC WATERPLANT (PAY \$2 TO BUILD AND STORE 2 UNITS OF WATER ON TOP) AND A BUILDING THAT REQUIRES 2 WATER UNITS TO GENERATE IF BUILDING MORE WATER TILE BUT NOT ENOUGH WATER, YOU CAN DEMAND WATER FROM THE KING ONLY THE EXACT AMOUNT YOU NEED TO FILL YOUR WATER TILE AND PAY FOR THE AMOUNT THE KING CHARGES

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## JUNIOR MAYOR

- YOUR TOWN PRODUCES FERTILIZER TOKENS (YELLOW)
- ALL DISTRICT CARDS THAT HAVE YELLOW DOT(S) ON THEM, YOU CAN USE YOUR OWN RESOURCE FREE OF CHARGE BUT YOU HAVE TO DISTRIBUTE WATER IN ORDER TO USE THEM (2 WATERDROPS EVERY TURN)
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