

## **The Rules of the Dropounion game**

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Presented by "Ensan-e-tamam" Game And Animation Studio

Age Range: 8 and up

Number of Players: 1-5

Playing time: Up to 15 minutes

Deck: 110 cards

### **Game Story**

The world is in a terrible state, filled with oppression, drought, and calamity. In this game, you become tiny Drops that must work together to reach the rescue ship. You must unite like an ocean to defeat the Water-Thieves. Good luck!

### **Deck**

The game's deck contains 110 cards in total. The Earth and Ship cards are bigger than the rest and fixed throughout the game. The other 108 cards collectively make the deck of cards. The pictures on both sides of the cards are important. Some cards can be flipped to show their other side. The cards are of five different shapes.

### **How to play**

Choose one player to start. Players take turns in a clockwise order. The goal is to place all the cards on the starting point (the Earth) to the endpoint (the Ship). However, there are Water-Thiefs in your way that will try to stop you. You must defeat them and remove them from the game. Work together as your success or failure is everyone's.

For a Single player: Start with 5 cards

For Two players: Each player starts with 4 cards

For Three, Four, or Five players: Each player starts with 3 cards

Basic Game Setup

Place the Ship card to the right of the Earth card, at a distance (pay attention to the shapes on each card). Shuffle the deck of cards (the other 108 cards) thoroughly. To do this, you have to turn some of the cards upside down.

In a Single-player game, draw 5 cards from the deck. In a Two-player game, draw 4 cards each. In games with more than 2 players, each player gets 3 cards. Each player should put their cards in front of them, they themselves not seeing the other side of the cards!

Take the first card from the deck and place it vertically on the Earth card. This card should not be a Water-Thief. If the first card is a Water-Thief, place it in the Water-Thief pile. So, the Water-Thief cards shouldn't be in the hands of the players and they will not be placed in the path to the river unless they turn into Drops.

At the beginning of each player's turn, they have two options. They can either flip a card or exchange it with another player's card. It is not mandatory to do so, but if you exchange a card, you must flip one of the two cards that are being exchanged. It is up to you to decide whether to turn the card you give or the card you get.

\*When you Flip or exchange a card you are not required to place it on the course of the river.

\*If a card being turned had a Water-Thief on the back, it should be placed in its particular spot (according to the picture on it). At the same time, a card from the deck should be given to the player whose card is a Water-Thief. By doing so, the player does not lose their turn. And if no card has been placed in the path, you have to put one.

**Placing a card in the path:** After performing one of the actions (flipping or exchanging a card), the player must continue their turn using one of the following four methods:

1. Take a card from the cards in front of you that does not have the same picture as the last card in the path. Place it on top of the last card in the path, so that that the colored strip above the card below is visible (as shown in the picture). For example, if the last card in the path is a blue Drop, you can only place a green Drop, orange Drop, or a Water-Redirector.

In the multi-player games, when placing a single card in the path to the river, the player should show their remaining cards to other players without they themselves seeing them. Other players are not allowed to directly reveal the card's identity; they can only provide guidance. For example, they can say, "Reveal the card on the right side." When exchanging the card, players should pay attention to the picture on the back of the card.

2. If you have two cards with the same picture in your hand and those cards are different from the last card in the path, place both of them in the path. Thus you can remove a Water-Thief from the path. If the Water-Thief turns into a Drop, it goes on to the path, regardless of the picture on the last card in the path. But if there is a Water-Thief on the back the card, it remains and does not fail.

3. If you have three cards of the same shape in your hand, which are different from the last card in the path, put them together and place them on the path. The Drops of the same shape attract each other and form a larger Drop. By doing so, you can eliminate one of the Water-Thieves that have blocked the path and place it at the back of the Earth card in the defeated Water-Thieves pile.

\*In one or two-player games, you can defeat a Water-Thief and flip another Water-Thief card by combining four cards of the same shape that are different from the last card in the path. It might transform into a Drop. In the one-player game, merging five Drops of the same shape, which are different from the last card in the path, can defeat two Water-Thieves.

4. With three Drop cards of different shapes, you can form a Guardian group. The Guarder group can defeat the first Water-Thief as soon as it enters the game and send it to the defeated Water-Thieves pile. These three Guarder cards also go on to the river path. It's better to place (play) the card that matches the last card on the river path on top of the deck.

\*If no Water-Thief has blocked the path to the river and you get a Water-Redirector, you can keep it to guard the river.

\*You can only have two Guarder Groups at the same time: one on the source and one down the river (as shown in the picture).

\*If the game ends and no more Water-Thieves are left in the game, the Guarder cards go back into the ship.

\*If no Water-Thief has blocked the path to the river, the players go on to play as usual.

\*You cannot skip your turn and not play a card.

**Penalties:** If after flipping or exchanging your card, you cannot place a card in the path; i.e., if you don't have a card that is different in shape from the last card in the path, you will be penalized. The penalty is that the highest valued card in the failed Water-Thieves pile (if any) comes back to the game!

\*At the end of the game, when the deck of cards is empty, skipping your turn and not playing is not penalized.

At the end of each turn, fill your hand with the cards on top of the deck; you have played your turn then. When you exchange or flip a card, a Water-Thief may appear to block the path. In that case, you need to get another card from the deck to that to fill your hand.

\*In a single-player game, you are only allowed to fill your hand up to five cards, when you have no cards or just one card in your hand. Each time you fill your hand, you are allowed to flip one card.

**Water-Thieves:** As soon as a Water-Thieves appears on top the deck of cards, it enters the game to block the path of the Drops to the river. That means, during the game, we should not have any Water-Thief cards (face up) on the deck of cards or in the hands of the players. A few Water-Thieves may enter the game together, and that's not a big deal. Try your best to defeat them and don't be terrified by their attack!

\*To defeat Water-Thieves, you must have at least three cards of the same shape. Place the defeated Water-Thieves below the Earth card. If a Water-Thief is defeated with two cards of the same shape it turns into a Drops and enters the path.

\*To block the the Drops' path to the river, place the Water-Thieves from the source to the down of the river course.

**Water-redirectors:** A Water-Redirector card can replace any of the Drop cards (blue, green, and orange). If you don't have a card that differs in shape from the last card on the course, you can place the Water-Redirector card on the path. Or if the last card in the course is a Water-Redirector, any Drop card of whatever shape can be placed after it. By combining a Water-Redirector and two, three, or more Drop cards of the same shape, you can form a group. Or you can create a Guarder Group using a Water-Redirector that hasn't defeated a Water-Thief and two other cards of different shapes.

\*If you get a Water-Redirector from the deck of cards, a Water-Thief blocking the path to the river will be defeated, and that Water-Redirector will remain in your hand. If there's no Water-Thief blocking the path to the river and you can set a Guarder Group for it, you can use a Water-Redirector only that enters the game from the deck of cards to guard the river.

\*The Water-Redirector that is already in your hand or exchanged with another player can no longer defeat a Water-Thief on themselves alone.

\*The Water-Redirector placed on the path to the river with other cards must always be on top of the deck.

How many Water-Thieves remain to win the game?

\*In a single-player game, you need to have either 1 or no Water-Thief remaining to win.

\*In a two-player game, the number of Water-Thieves to win should be 2 or less.

\*In a three-player game, the number of Water-Thieves to win should be 3 or less.

\*In a four-player game, the number of Water-Thieves to win should be 4 or less.

\*In a five-player game, the number of Water-Thieves should be 5 or less to win.

To determine the winners and losers, count the Water-Thiefs that obstructed the river path at the end of the game, when the deck of cards is empty. You all win if their number does not exceed yours. So, the ship moves, defeating the remaining Water-Thiefs, and boards a river Guard, along with the remaining Drops in your hand.

However, if the deck is empty and there are still more Water-Thieves than you, you must try your best to defeat them as long as you have the ability and the cards to do so. If the deck is empty, there is no penalty.

for skipping a round. If you can't put a card in the path, no defeated Water-Thief returns. Count the number of Water-Thieves you have left if you can not defeat anymore. In case you are more in number, everyone loses; otherwise, you win.

**Other game modes;**

1- **Simple mode:** If the game is too challenging in the regular mode, as described so far, you can remove a few cards from the game that feature Water-Thief on the back and front and play it with, say, five fewer Water-Thieves.

2- **Hard mode:** If the game is too easy for you, you can specify the requirement that all Water-Thieves must be eliminated in order to win and that none should remain.

3. **The hardest mode:** To make the previous mode more challenging, you can take three Water-Redirector cards out of the deck at the start of the game and set them aside. Then, go on to play the game as usual.

4- **Time challenge included:** In this mode, you have to set a time limit for the game. Give three players, for instance, five minutes to complete the game within that period or you will all lose. The time challenge could be more engaging in the one-player game mode.

5- **The one-player challenge:** If you are playing the game alone keep track of how long it takes each player to finish. You can name the one who finishes in a shorter time the winner.

6- **The Water-Thieves invasion challenge:** To begin the game, place all of the cards on both sides of which are Water-Thieves on either side of the river and let them be in the game. Then shuffle the other cards and go on to play the game as usual.

The single-player game differs in the following ways:

1- You start with five cards.

2- When placing one card in the path, you are not allowed to show your other cards to anyone, so there is no point in collaboration!

3- You can only refill your hand with up to five cards when you have only one card or none at all. Each time you refill your hand, you may only reveal one of your cards.

4- By combining four cards of the same shape you can defeat a Water-Thief and flip a Water-Thief too.

5- You can take down two Water-Thieves if you combine five cards of the same shape.

### **An overview of the guideline:**

Lay the Ship card away from the Earth card. Make a deck of cards with the other cards, then shuffle them. For a game with three or more players, give each player three cards (two players get four cards, and one player gets five). Put a card down to indicate the start of the game. This card should not be a Water-Thief since those cards do not stay in players' hands; instead, as soon as they are the top of the deck of cards, they come to obstruct the path of the Drops to the river.

You should not see the back of your cards. The turns in the game are clockwise. The initial turn of the game allows you to flip a card or exchange it with another player's card. After exchanging the card, you are required to turn a card of your choice from among them over. Exchanging or turning the

cards over is not mandatory, but leaving one of them in the path is. You must play a card or cards that are different from the last card in the path.

When playing a card, you are required to show the other players the back of the other two cards. If they were of the same shape you may flip a Water-Thief card. If it has a Drop on its back, place it in the path. In case you put three cards of the same shape, a Water-Thief is defeated and sent to the defeated pile, under the card you placed down. You can create up to two Guarder groups for the river using three different cards, if no Water-Thief has blocked your path. If you fail to place a card in the path, you will be penalized by taking back a Water-Thief card from the defeated group.

A Water-Redirector card can replace any Drop cards. By combining it with other Drops, you can create a group of two, three, or even a Guarder group. The Water-Redirector is always placed higher than the other cards in the group. When a Water-Thief has blocked the path, it will be instantly defeated by the arrival of the Water-Redirector. If there is no Water-Thief blocking the path, you can Guard the river simply by using a Water-Redirector that has not yet defeated a Water-Thief.

At the end of the game, when the deck of cards is empty and you can no longer defeat the Water-Thieves, if the number of Water-Thieves remaining is greater than yours, you have all lost; otherwise, you have all won the game. This is a cooperative game, meaning you must work together in order to win.