

ROUND AND ROUND THE WATER GOES



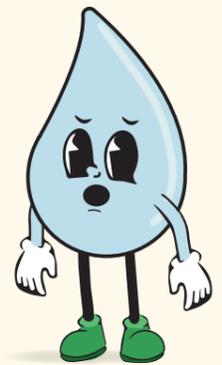
Introduction

How many players can play the game

- 2- 4 players

What you need to play the game

- Two dice
- Droplet markers to move around the game (three per player)
- The FlushBack gameboard
- Question cards, Penalty cards and Reward cards



Instructions

How is the game played?

1. All players start at the home/Industry island and must first move around the outside path of the gameboard, following the direction of the arrows until they get back to the home/ industry island. Players can then choose the next path towards one of the middle islands (desalination plant island, the recycled water island or the stormwater island), always following the direction of the arrows along the gameboard, following the path of the water. Once a player lands on or moves past one of the middle islands, the player must leave one of their water droplet markers to indicate that they have travelled to this island. The player then continues in the direction of the arrows, making their way to the other two middle islands until all islands have been visited (and have a marker on them). The first player to have a marker on all three islands, wins the game.
2. The game starts by one of the players rolling the dice once. They use one of their water droplet markers to move forward by the number of spaces indicated by the dice in the direction of the arrows.
3. When player 1 for example lands on any “?” along the path of the water cycle, the player to the left of this player picks up a Question card and reads out the question to player 1.
4. If player 1 answers the question correctly, they move two spaces forward in the direction of the arrows. The card is then returned under the same pile of cards so it can be recycled through the game. If the answer is incorrect, the player moves back two spaces. The question card is returned under the same pile of cards so it can be recycled through the game.
5. If a player lands on a space with the word Reward or Penalty, they themselves, can pick up a card and read it out to the other players. The player follows the instructions written on this card. A reward will be given to players who do the right thing to conserve precious drinking water and a penalty card will result in the player being penalised for wasting water. The card is then returned under the same pile of cards so it can be recycled through the game.
6. Moving forwards or backwards as indicated by Reward, Penalty or Question cards, can only happen once per turn. For example, if a player lands on the word Reward after answering a question correctly, the player does not pick up a Reward card.

