

Water to Water by Matthew Kiehl

Duration: Water to Water takes 5 to 45 minutes to play a single game (two or three games is an ideal session).

Age: This game is suitable for ages 10 and up.

Rule Book Contents:

Game Components	Page 1
Basic Rules for Play	Page 2 - 5
Power Cards Tips and Strategies ...	Page 6 - 23
Character Cards Tips and Strategies	Page 24 - 38
Suggestions For Beginners	Page 39 - 42

Game Components:

51 Tiles (3.5cm x 3.5cm each)

An opaque bag to hold the tiles, from which players draw tiles

14 Character Cards:

(The Adventurer, The Archeologist, The Bog Minder, The Druid, The Gardener, The Islander, The Lake Nymph, The Planter, The River Lord, The Strider, The Student, The Thief, The Wave Rider, The Wrath)

14 Power Cards:

(Intuition, Spirit of Determination, Raven's Wit, Intellect, Way of the Forest, The Wind and Waves, Introspection, Way Bender, Hawk's Vision, See the Future, Wisdom, Telekinesis, Dreamweaver, Doppelganger)

40 Tokens (and a bag to hold these tokens)

Rules of Play

Before beginning:

- 1) Randomly deal a Power Card to each player to display face up. In the corner of each of these Power Cards is displayed a number (1 through 14). (Description of all power cards to follow on page 6 to 23)
- 2) Distribute tokens equal to the number of uses for each power dealt (this is not the same as the power's number). These serve as counters to keep track of each player's power usage. Powers that have unlimited use do not need tokens.
- 3) In descending order (beginning with Power Card 14), have each player choose a Character Card. Place the Character Card you choose face up in front of you; no one else can choose it. (Description of all Character Cards to follow on page 24-37)
- 5) Give the 20-sided die to the player who has chosen *The Wrath*, if this character was chosen.
- 6) Play may begin once all players have a Power Card and a Character Card. Doppelganger (Power Card 14) has a second Character Card, to be kept face down. If any player chooses *The Student* as their Character, they must also choose who they will be the student of, before play begins.

Starting the game:

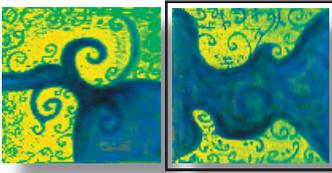
- 1) The player with the lowest number on their Power Card draws a tile and places it in the middle of the playing area. This player then draws a tile for their next turn.
- 2) Play continues clockwise from the first player. After each player takes a turn, they must draw a new tile, leaving it face-up on the table.

Rules for Playing Tiles (There are three basic rules):

Rule 1) The tile must match on all sides with adjacent tiles: Wide-water to wide-water, left-water to right-water, river to river. See *Example A* and *Example B* on the next page.

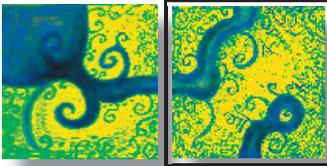
Rules for Playing Tiles | Continued

Example A



This play is incorrect; the water connecting the tiles must match. Wide-water and left-water do not match.

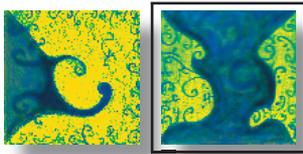
Example B



Correct

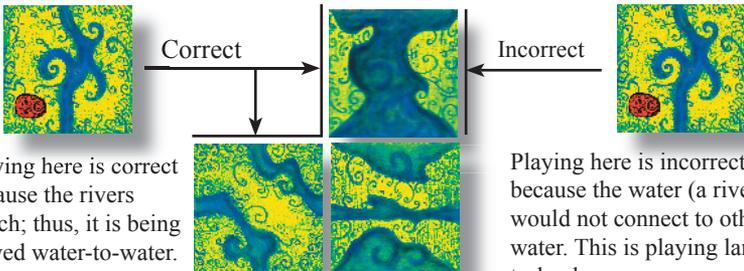
Rule 2) You must play by matching water-to-water. You may *not* play land-to-land. See *Example C* and *Example D*.

Example C



Incorrect; it may not be played here.

Example D



Playing here is correct because the rivers match; thus, it is being played water-to-water.

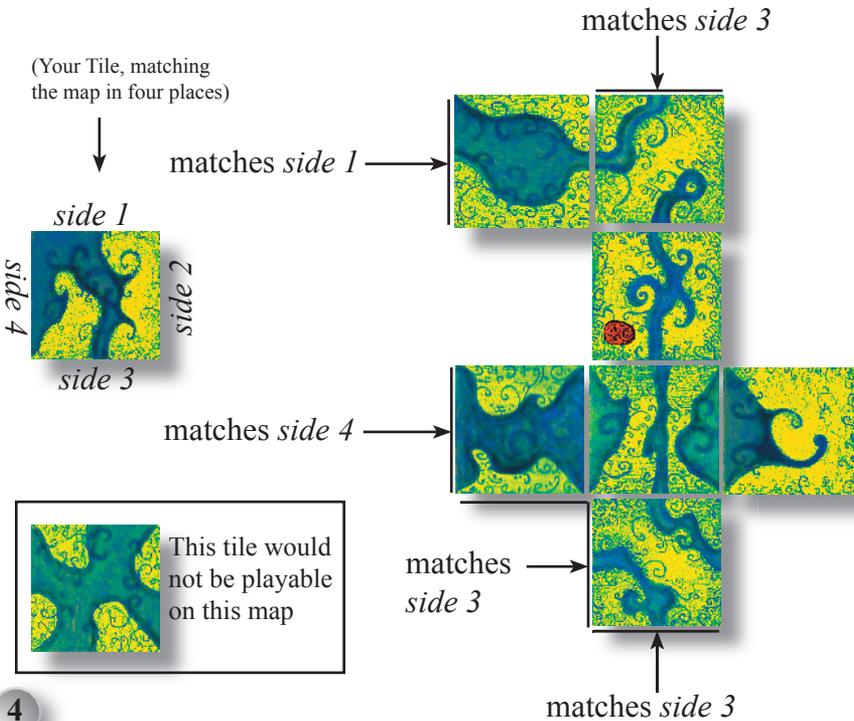
Playing here is incorrect because the water (a river) would not connect to other water. This is playing land-to-land.

Rule 3) If your tile does not match water-to-water and cannot go anywhere, you are forced to discard the tile and set it in the discard pile (or start a discard pile if you are the first to discard). You do not get to play a tile this turn. Draw for your next turn and your turn is over. Some powers allow players to

Rules for Playing Tiles | Continued

interact with the discard pile, while others let players set tiles “out of play”; be careful not to confuse your “discard pile” (keep them face up) and your “out of play pile” (keep them face down). This is especially important if *The Druid* character is in play, because this player will get points for each discarded tile but no points for tiles set “out of play” by powers. If a situation arises where your tile will be discarded because it cannot be played, and using your power will let you play rather than discard (for example, if you have power number 8 or 5), you do not have to use your power and you may choose to discard. You are never forced to use your power. **Example A** above is an example of a situation where the player would be forced to discard.

Example E: Where can I play? _____



On your Turn:

1) *Play a tile* (that you have in your hand).

-If you have no tile in your hand or if it is your first turn, draw a tile and play it.

2) *Draw a tile* after you have played to consider for your next turn (leave the new tile face up in front of you).

(Powers 4, 5, 6, 7, 9, 10, 11 may affect your turn)

Out of Turn. (Powers 1, 2, 3, 8, 10, 12, 13, 14 may be used out of turn)

1) Always announce that you are playing or acting out of turn. If two people announce it at the same time and it can't be bickered out, the player with the higher number on their Power Card goes first.

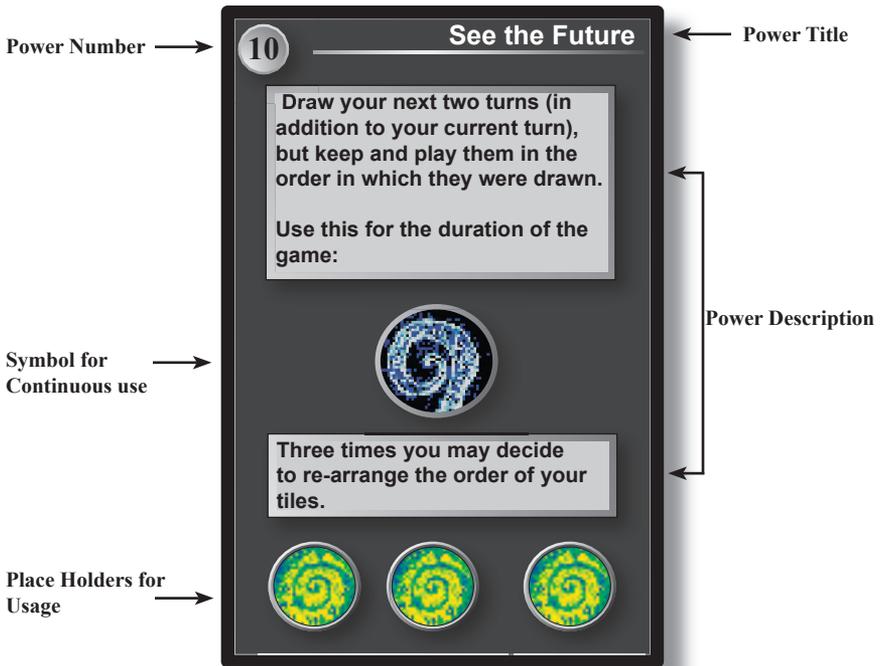
2) Any actions done out of turn must still follow the rules for playing tiles. However, if you have power number 1 (Intuition, which allows you to play out of turn), you must still play a tile onto the map; you may not place it into the discards while playing out of turn. The same applies to power number 8 (Way Bender).

Winning the Game:

To win the game you must attain twenty points or satisfy your character's winning conditions before anyone else does. It is possible to have a simultaneous victory. Each player is responsible for counting their own points and demonstrating to others that they have twenty points or have met their victory condition. For example, if *The Islander* has four islands (which are worth five points each) he wins, but he must point out these four islands to the other players.

Power Cards:

Each player receives a power card before play begins. The power cards are listed here in order of their number (and on pages 8 - 23). A higher or lower number does not represent how powerful each card is, but simply determines the order in which players will choose Character Cards. The highest number will choose first and the lowest number will choose last. The lowest number will also play first.



1) **Intuition:** Play out of turn, even if you just played out of turn, or if it was your turn. You must announce that you are playing out of turn. Play resumes where it left off. Five times use.

2) **Spirit of Determination:** Block: Choose to block a space adjacent to any tile in play (at any time). No one may play in this spot, including you. Place a token there to mark that it is blocked. You may remove the token at any time to allow yourself and others to play there. You may only block one space at a time; use this power again to change which space is blocked. Three times use.

3) **Raven's Wit:** Exchange your piece with one in the discard pile (not the "out of play" pile). Nine times use.

4) **Intellect:** Play twice on your turn if your first tile matches on two or more sides. Draw and play again immediately.

Power Cards | Continued

5) **Way of the Forest:** On your turn, play land to land rather than water to water. Six times use.

6) **The Wind and the Waves:** Draw and play up to 3 tiles together on your turn (rather than one). They must touch. They cannot be played land to land. Any that do not work are not placed with the discard pile but are out of play. Three times use.

7) **Introspection:** You may choose not to play on your turn. You must set your tile here, out of play (it does not count for *The Druid*). It is out of play for the duration of the game and cannot be used in the future. Draw a tile for your next turn as if you had played this turn. Five times use.

8) **Way Bender:** Play on top of another tile that is already in play, even if it is not your turn (only if your tile can work in the same spot). Four times use.

9) **Hawk's Vision:** On your turn draw four additional tiles. Choose one of the five tiles to play, and set the rest out of play. Two times use.

10) **See the Future:** Draw your next two turns (in addition to your current turn), but keep and play them in the order in which they were drawn. Use this for the duration of the game. Three times you may decide to re-arrange the order of your tiles.

11) **Wisdom: A Larger Hand:** Have and hold two tiles instead of one. Hold onto the unused piece for future use and draw so that you have two tiles in your hand at the end of your turn. Use this for the duration of the game.

12) **Telekinesis: Rotate:** At any time, even out of turn, you may rotate a piece already in play. The tile must remain in the same location and it must work in the new rotated orientation. Eight times use.

13) **Dreamweaver:** Skip a player's turn this round. The player "sleeps" through their next turn and wakes the following turn. This also prevents a player from using their power this round. You may skip yourself. (*The Wrath* cannot pick up a token on his turn this round if you choose to skip him, nor can *The Archeologist* "dig" while he is sleeping.) Two times use.

14) **Doppelganger:** After everyone has chosen characters, you may privately choose a second one that no one else has picked (but you may not pick *The Wrath* or *The Student* as your second character). Place this second character face down beside this power. At any time before this hidden character reaches 20 points, you may reveal it and replace your first character with it. Your first character goes out of play and you can no longer win with it. If the hidden character reaches 20 points before you reveal it, you cannot win through it and must continue to play your first character. Single use.

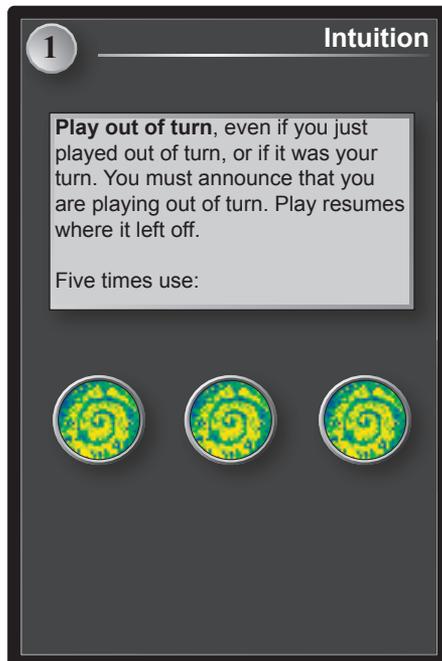
Power Cards | Continued

1) Intuition:

If you have this power you will always play first because it is the lowest number. If you choose to use it, announce that you are playing out of turn, remove one of your five tokens from the place holders, play your tile and draw a new tile immediately from the bag. Play returns to where it left off. There are a few exceptions to this power's use. This power cannot be used to discard an unplayable tile. You may not play out of turn into the discard pile. To play out of turn you must actually place a tile onto the map.

This power is well suited for almost every character. It can be useful for capitalizing on opportunities in the moment they arise, in order to guarantee yourself the points. Another possible strategy is to wait until another player is about to win, then use this power as many times as needed to win before they do.

The Islander and the *Lake Nymph* are the best suited to this power because they have the smallest scoring objectives. However, because this power has the lowest number, other players may choose *The Islander* or *The Lake Nymph* before you get a chance to. *The Adventurer* or *The River Lord* may also be well suited to this power. There are no particular characters to avoid playing when you have this power. It is also a good power to use to block other players from scoring.



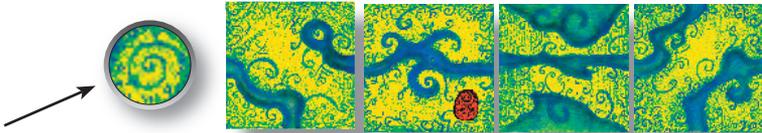
2) Spirit of Determination:

When you use this power as described on the card, you may need to tell other players what you are doing. The other players will need to know that they can no longer play in the one location you have blocked.

This power is good defensively for almost every character. It can be used to prevent others from ruining a good opportunity, or for preventing other players from getting points. Remember, this power can be used out of turn. *The Druid*, *The Planter* and *The Bog Minder* may be the best suited characters for this power, although it can be effective for many. There are no particular characters to avoid playing when you have this power.

This Power is particularly dangerous in the hands of *The Druid*, because *The Druid* may be able to block play off the very first tile. It may be wise for other players with powers higher than #2 to pick *The Druid* if another player has this power, in order to avoid this dangerous combination.

Example of Use:



Place your token here to prevent play in this spot

2

Spirit of Determination

Block: Choose to block a space adjacent to any tile in play (at any time). No one may play in this spot, including you. Place a token there to mark that it is blocked. You may remove the token at any time to allow yourself and others to play there. You may only block one space at a time; use this power again to change which space is blocked.

Three times use:





Power Cards | Continued

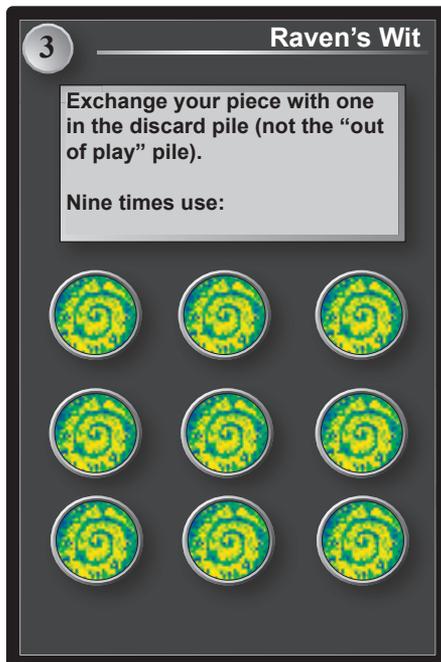
3) Raven's Wit:

The most important thing to know when you have this power is what the *discard pile* is. The *discard pile* consists of any tile that could not be played on a player's turn. For example, if a player held a river tile but there were only lakes to play on, the tile will be forced into the discard pile. Some other powers let players set tiles *out of play* but *out of play* tiles cannot be used with this power.

With this power you can create a large "hand" if several tiles get discarded throughout the game. There is no guarantee that tiles will be discarded. Remember, you still have to play a tile on your turn--you cannot simply use this power to set your tile in the discard pile. One strategy to get more discards is to exchange your piece with a discarded tile that still cannot be played, forcing it to be discarded again. This power can be well suited for *The Druid* but can be useful to almost any player.

Follow these Steps:

- 1) Decide if you want to use the tile in your hand. If not, decide what tile (in the discard pile) you would rather play.
- 2) Remove one of your nine counter tokens to demonstrate power use. (Remember you can only use this power nine times)
- 3) Place the discarded tile you wish to play into your hand, while simultaneously placing the tile in your hand into the discard pile.
- 4) Play the tile (or discard it if it cannot be played).
- 5) Draw a new tile into your had from the bag (Your turn is over).



4) Intellect:

When you have this power you can play twice on your turn rather than once *if* your first tile matches its adjacent tiles on two or more sides. You cannot play more than twice on your turn, even if your second tile also matches on two sides. Your second play is also an instantaneous effect--meaning that you cannot be “put to sleep” (by power 13) until your second play is completed. Your second play could be considered “out of turn” because it is not a “new turn.”

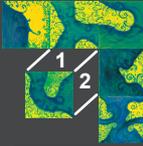
This power may be useful to almost any character. It is especially useful to *The Gardener*, even when another player has this power (because they may play a more “filled in” game than they normally would in order to get more tiles to play). This is not necessarily a good power for *The Druid* because they do better when fewer tiles are in play, but in the hands of the right player this power may even be useful to them. In contrast, *The Archeologist* and *The Adventurer* almost always benefit from having more tiles to work with.

4Intellect

Play twice on your turn **if** your first tile matches on two or more sides. Draw and play again immediately.

(The Wrath does not pick up a second token if he plays twice on his turn.)

Example:



Matching on two sides like this (or more sides) will allow you to draw and play one more tile this turn.

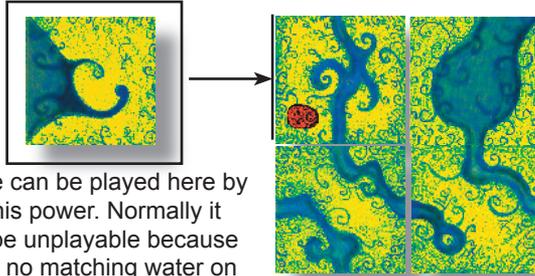
Use this power for the duration of the game, whenever the conditions are satisfied.



Power Cards | Continued

5) **Way of the Forest:**

Since normal play does not allow you to play land to land, this power allows you more opportunities than normal play. Example:



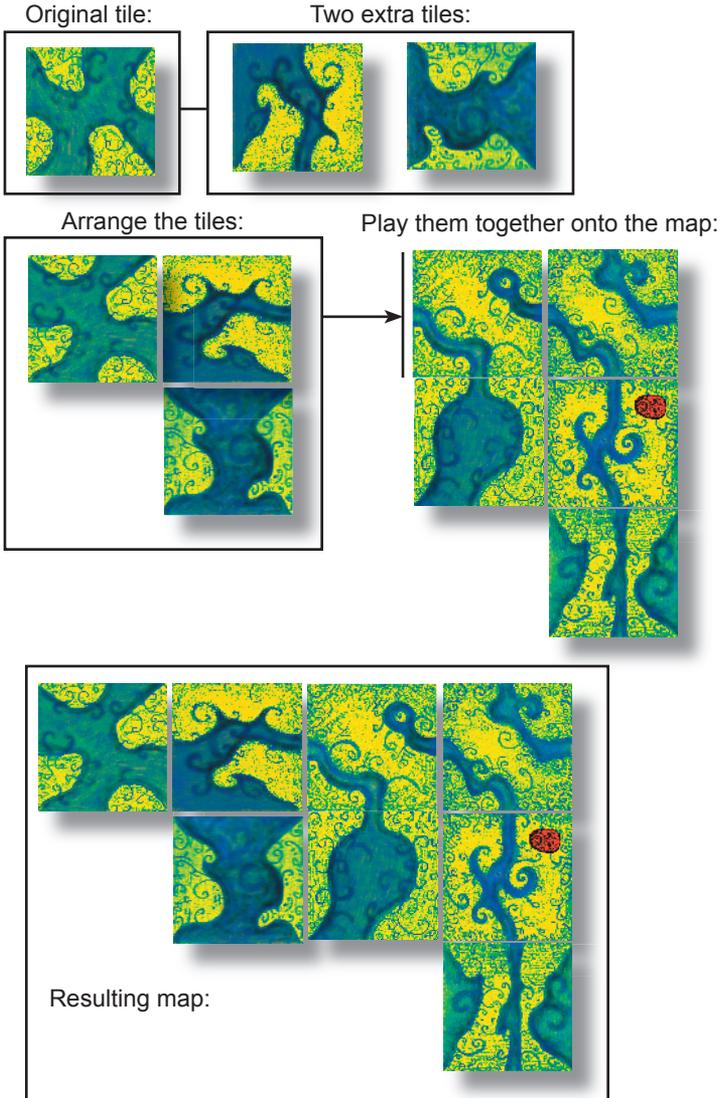
This tile can be played here by using this power. Normally it would be unplayable because there is no matching water on this small map.

The Strider, The Islander, The Planter, The Gardener, The Bog Minder, and The Adventurer all benefit greatly from this power, but it can be useful for almost any character. *The Druid*, however does not do well against a player with this power.



6) The Wind and the Waves:

With this power, begin by drawing two additional tiles on your turn (you can only use this power once on your turn). Next, arrange your three tiles in a way that you would like to play them, playing them off of each other before placing them onto the map. Example:

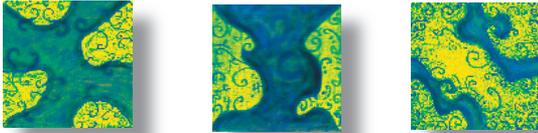


See exceptions on the next page.

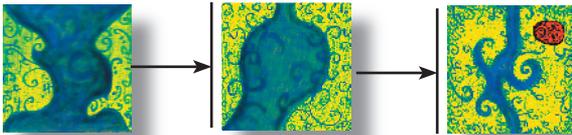
Power Cards | Continued

6) The Wind and the Waves (Continued):

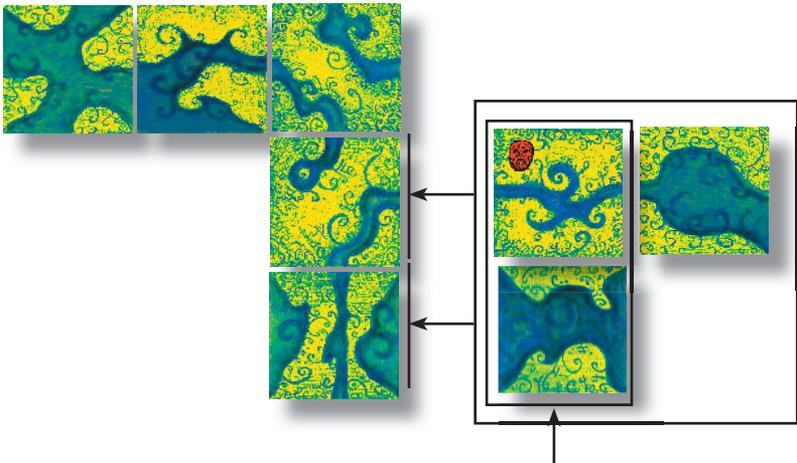
There are a few exceptions that apply to this power. First, if the three tiles you drew do not work together, then you must choose which one you would like to play. Example:



Secondly, the three tiles drawn **cannot** be arranged land to land. Example:

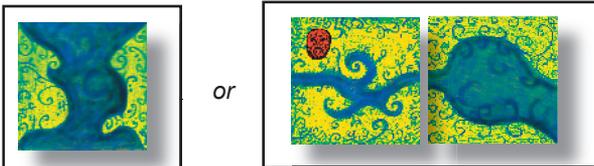


Another Example (Map to the left):



These two are being arranged land to land before being played onto the map

The player with this power who draws these tiles will need to choose to play:

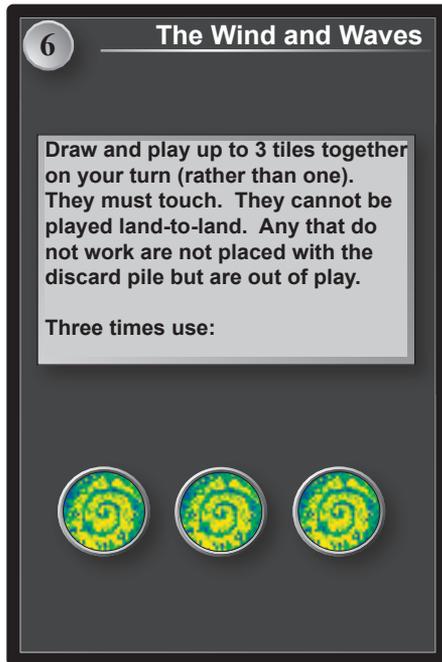


6) The Wind and the Waves (Continued):

In the last few examples, when the player had to choose which of the three tiles to play - What do you do with the other tile or tiles? The extra tiles are set "Out of Play" or face down beside this power, never to be used. Tiles that are "Out of Play" do not count as discards for *The Druid*.

This power is very well suited for playing *The Adventurer* or *The Bog Minder* because it allows you to play more than one tile on your turn, quickly expanding the map or sealing a bog. It can also be useful for *he Planter* for similar reasons. In addition, this power can be useful to many characters because it allows you simply to draw more tiles (even if only one of those will do what you want). For example, by having more tiles, *The Archeologist* would have more opportunities to find and play ruins in a fewer number of turns.

If you have this power, and you are not playing *The Bog Minder* or *The Adventurer*, be sure you are not helping these characters if other players have them. It is easy with this power to accidentally help other players who might also benefit from having this power themselves.



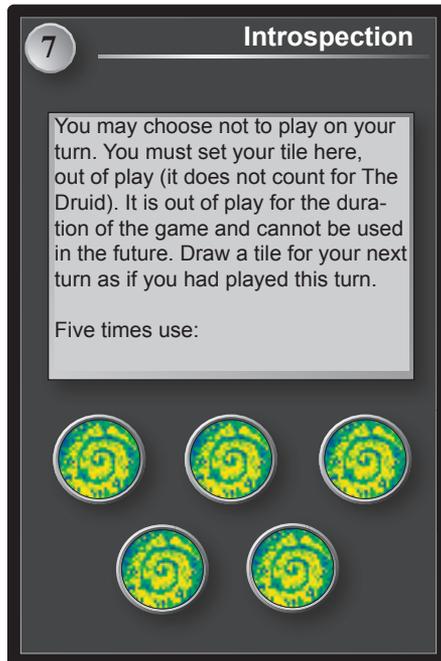
Power Cards | Continued

7) Introspection:

This power is simple in its use. It allows a player to choose not to play a tile they draw from the bag and not play on their turn. There are many reasons you may not want to play a tile. Without this power, a player almost always plays the tile they draw. For example, if your tile could only be played in one spot, and it would create an island, and you are playing against *The Islander*, you would not want to play the tile. This power allows you to set the tile out of play instead.

When using this power you must also remember that there is both a "Discard Pile" and an "Out of Play Pile". The "Discard Pile" consists of all the tiles that could not be played water to water. The "Out of Play Pile" is for the tiles that you set out of play using this power, or other powers that set tiles out of play. In order to keep track and not mix up these tiles, place discards together with other player's discards, face-up, while keeping out of play tiles face-down beside your power card.

This power can be useful to almost any character, but especially *The Wrath*. It can benefit *The Druid* by allowing him to not use a tile that would add too much open water to the map. It is useful for playing against *The Archeologist* (because you can set any ruins or artifacts you find out of play rather than being forced to play them). You may not want to play *The Archeologist* against a player with this power. It is also a useful power against *The Lake Nymph*, *The Islander*, and *The River Lord*. It is well suited for a player who likes to play defensively.

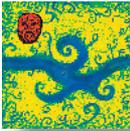


8) Way Bender:

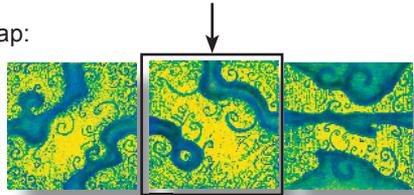
This power gives you many more options for play than a standard player has. In fact, it can almost be overwhelming how many options you have. Playing on top of other tiles lets you control and change the map in a dynamic way, for your own betterment, or to spite other players. Because this power may be used out of turn, you may request a tile before play begins, as you may want to play on top of the very first tile of the game.

This power can be useful to almost any character, but especially *The River Lord* and *The Wrath*. *The Archeologist* should be especially careful playing against a player with this power because it is possible to play on top of ruins or artifacts, thus destroying them. **Example of use:**

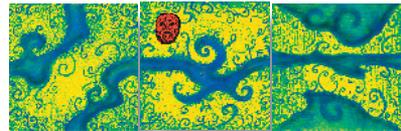
Your tile:



Map:



Resulting Map:



8

Way Bender

Play on top of another tile that is already in play, even if it is not your turn (only if your tile can work in the same spot).

Two times Use:



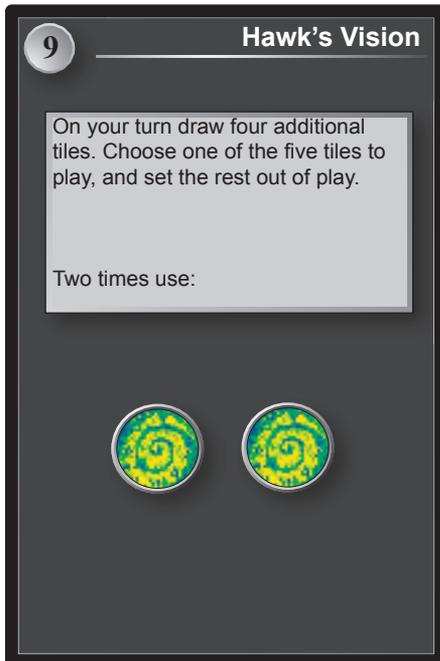
Power Cards | Continued

9) Hawk's Vision:

This power allows a player to have a very large hand for a brief amount of time. This power may be used twice, but not simultaneously; it must be used on two separate turns. Ultimately this power allows a player to have access to eight more tiles in the course of the game than a power-less player (or the equivalent to searching through eight extra turns for the tile they need over the course of two turns).

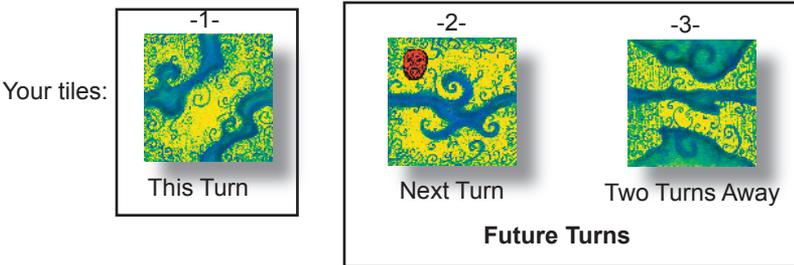
When using this power you must also remember that there is both a "Discard Pile" and an "Out of Play Pile". The "Discard Pile" consists of all the tiles that could not be played water to water. The "Out of Play Pile" is for the tiles that you set out of play using this power, or other powers that set tiles out of play. In order to keep track and not mix up these tiles, place *discards* together with other player's *discards* face-up, while keeping *out of play* tiles face-down beside your power card.

This power is excellent for almost any character, but especially *The Archeologist*, because you may have access to more tiles through this power than through any other power, which means more chances to find artifacts or ruins. It can also be very good in the hands of *The Druid* early in the game, especially if you play first (when this is the card with the lowest power number of the powers in play).

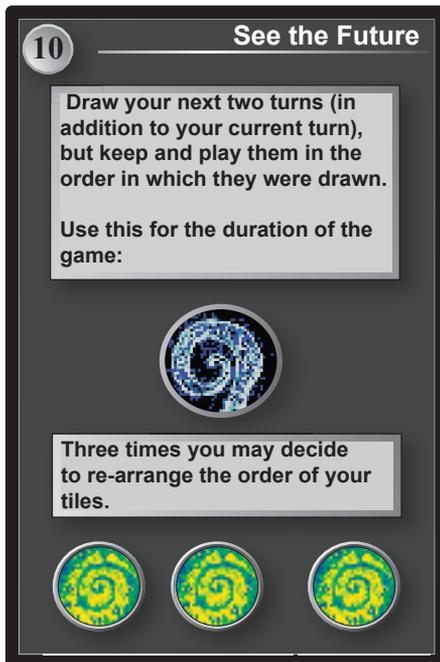


10) See the Future:

This power is the only power that has both a limited use and a continuous use. Unlike other players, you can see what tile you will have to play in your next few turns, allowing you more opportunity to plan your moves (this is used continuously throughout the game). Three times in the game you may change the order of those tiles, by using your limited use tokens. Having more planning can help almost any character you play, but it may make *The Planter*, *The Gardener*, *The Strider*, and *The Wave Rider* significantly easier to play. This can be useful against *The Archeologist* because you can potentially delay a ruin or artifact from being played for up to six turns. **Example of use:**



Remember to keep these in order--always play the first tile! When you draw at the end of your turn, move the “future turns” forward and place the newly-drawn tile behind them.

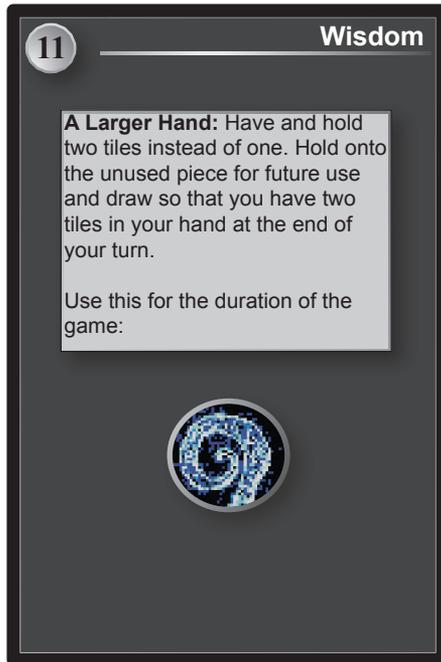


Power Cards | Continued

11) **Wisdom:**

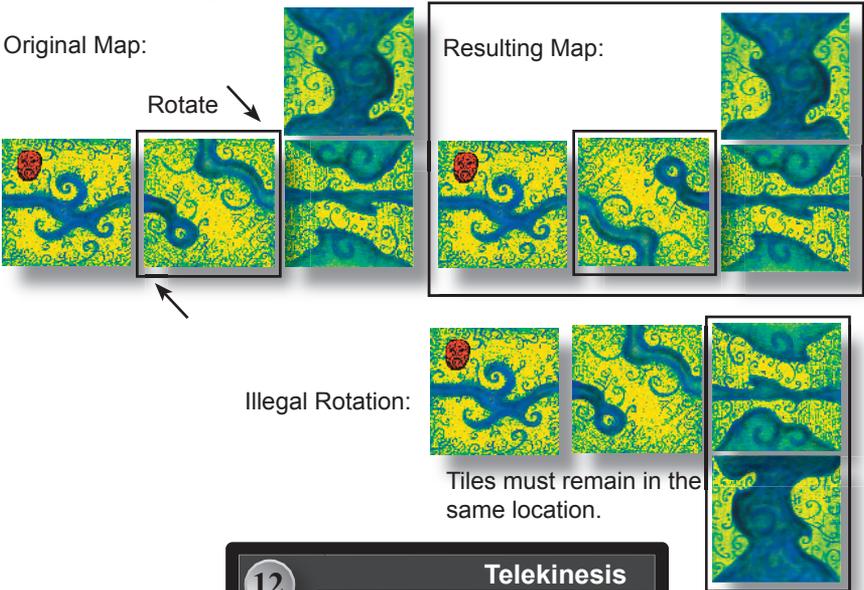
This power is the only power that lets you hold onto a tile. If you don't want to play a tile you can play your other tile. This allows you to have a large amount to planing, holding onto a tile until you have an opportunity to play it in a way you would like. In addition you can hold onto a tile that would help another player rather than playing it. This power is very versatile for almost any player with any character, both defensively and offensively. Simply remember to play one of your two tiles at the beginning of your turn and draw a tile at the end of your turn. You should always be holding two tiles.

This power can be especially useful to *The River Lord*, *The Strider* or *The Wave Rider* because it lets you have a greater degree of planing. For example *The River Lord* may use this power to hold onto river pieces until there is a good place to play them, rather than being forced to play them in the only available locations. You may discard a tile that can not be played on your turn (You may want to do this if you are *The Druid*) you are not forced to play your other tile if you choose to discard.



12) **Telekinesis:**

This power is the only power that lets you change the way other players have placed their tiles. Often other players will lay a tile so its orientation makes things difficult for you, using this power you may be able to change the orientation of the tile. This power is well suited for *The River Lord*, *The Planter*, *The Bog minder*, *The Wrath* or *The Druid*. **Example of use:**



12
Telekinesis

Rotate: At any time, even out of turn, you may rotate a piece already in play. The tile must remain in the same location and it must work in the new rotated orientation.

Eight times use:

Power Cards | Continued

13) Dreamweaver:

This power allows you to prevent another player from having their turn or using a power out of turn, making it one of the most powerful defensive powers. For example, if the player with Telekinesis (power #12) can rotate a tile, making it so you cannot play a tile that would make you win, you may put them to sleep, preventing them from rotating the tile, and allowing you to win the game. When you put another player to sleep, they continue to sleep from that point through one turn and they wake at the next. They may not use powers that allow action out of turn until after they have woken up. This means that a player may sleep for almost two rounds if you put them to sleep right after they have taken a turn.

The sleeping player's tile does not get discarded or put out of play; it is held onto until the player is again awake. The sleeping player does not get a turn, and thus they do not draw. A player playing *The Wrath* does not advance a round while asleep, and *The Archeologist* does not dig when artifacts are played on the map while he is asleep.

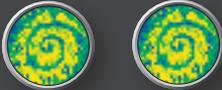
This power is ideal for a player who is playing *The Thief*, because you can potentially make a player sleep through two turns as you steal their victory. *The Adventurer* is the easiest to steal from if he is asleep. You may not want to play *The Adventurer* against a player who has this power and who is also *The Thief*. This power can also be used very strategically in the hands of *The Student* to put their teacher to sleep for a round or two in order to set them up. It is also a useful power for *The Wrath*, especially in a two-player game, because he can win two rounds earlier.

13 **Dreamweaver**

Skip a player's turn this round. The player "sleeps" through their next turn and wakes the following turn. This also prevents a player from using their power this round. You may skip yourself.

(The Wrath cannot pick up a token on his turn this round if you choose to skip him, nor can the Archeologist "dig" while he is sleeping.)

Two times use:



14) **Doppelganger:**

Using this power allows you to have a secret identity and goal in the game. While you may not get any extra tiles or special abilities, the other players will not know how to stop you from winning. Because you get two identities, it is a good idea to pick two characters that are opposites. For example, if you pick *The Adventurer* first and hide *The Gardener* as your second character, other players may help *The Gardener* in order to prevent *The Adventurer* from winning, inadvertently helping your hidden character.

When you reveal a hidden character you must do it before you win with it. It is best to wait to reveal it until a turn when you will make yourself win with the hidden character. You do not have to reveal your hidden character and win through it during a game; you may continue to play the first character even until you win with it, never revealing the hidden character. Sometimes just the psychology of the “Hidden Character” can work in your favor.

Even though you may not pick *The Wrath* or *The Student* as your hidden character, you may pick one of them as your primary character. However, remember if you are *The Student*, and you use this power to switch to a second character, your “teacher” will only need to get 20 points to win, and if they already have more than 20 points they will win instantly. If you pick *The Archeologist* as your hidden character, when you reveal it you get to dig three tiles out of the bag for each artifact on the map and play any artifacts or ruins you find (putting the extra tiles from the dig(s) out of play). You may not pick *The Thief* as your second character if there are fewer than four total players including yourself.

After you have picked your second character at the start of the game, place all remaining character cards face down outside the play area and do not let other players look at them.

14
Doppelganger

After everyone has chosen characters, you may privately choose a second one that no one else has picked (but you may not pick **The Wrath** or **The Student** as your second character). Place this second character face down beside this power. At any time before this hidden character reaches 20 points, you may reveal it and replace your first character with it. Your first character goes out of play and you can no longer win with it. If the hidden character reaches 20 points before you reveal it, you cannot win through it and must continue to play your first character.

Single use:



Characters and Character Cards

Character Cards hold information about how each player can win the game. While all characters are trying to reach 20 points (or satisfy their own winning condition) they each do so in different ways, and the Character Cards explain this. There are fourteen different Character Cards. Your Character Card should be face up in front of you, as other players should see what you are playing as (The Doppelganger, power #13, does allow a player to hide a second character, but they must still have a primary character face up).

Character Cards also hold information about how difficult each character may be for a beginner to play. More difficult characters often require a good understanding of the tiles that exist and their probability, and an understanding of all the characters. Some character cards also have examples and scoring charts.

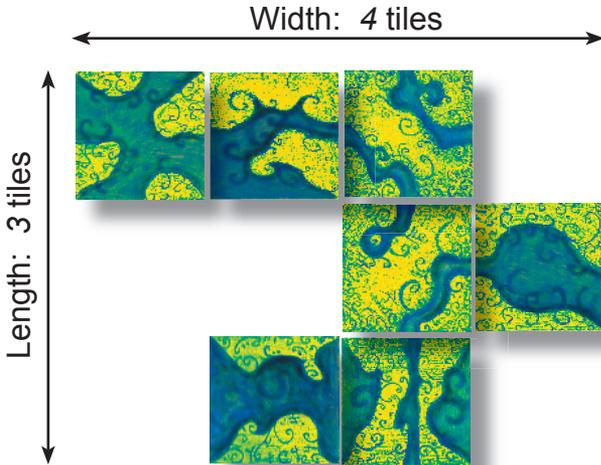
The order in which players choose Characters is determined by the power number on the Power Card which they were randomly dealt. The player with the highest power number will choose a character first, and other players choose characters in descending order. The player with the lowest power number chooses last. A player with the Doppelganger power (#14) will privately choose a second character after everyone else has picked. All remaining character cards are set out of play, face down. The player with the lowest power number draws and plays first, and play continues clockwise from this player.

The Characters are listed in the following pages, with explanations and strategies, in this order:

- The Adventurer
- The Archeologist
- The Bog Minder
- The Druid
- The Gardener
- The Islander
- The Lake Nymph
- The Planter
- The River Lord
- The Strider
- The Student
- The Thief
- The Wave Rider
- The Wrath

The Adventurer:

For many players *The Adventurer* is the easiest to learn. He does not have a very complicated strategy. He is scored by counting the length and width of the total map. Example:



$$\text{Total (Length + Width)} = 3 + 4 = 7$$

You will need the total Length + Width of the map to reach 22 in order to get your 20 points to win. Consider playing *The Adventurer* when you have the power of (1)Intuition, (5)Way of the Forest, or (6)The Wind and Waves. It can be very difficult to play *The Adventurer* against *The Thief*. Often when you are about to win, any tile can make you win because of how many places can be played on around the perimeter of the map (these all become opportunities for *The Thief* as well!). You have a much better chance against *The Thief* when they do not have the (13)Dreamweaver power. *The Bog Minder* can also be a problem for *The Adventurer*. Also the Adventurer does better with more players in the game, one on one is not his strong point.



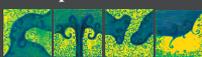
The Adventurer

Receives points for the length and the width of the total map. (+20 if all tiles were drawn and could be played.)

Total Length + Width					
22-30	31-35	36-40	41-45	46-50	51-55
20	45	60	80	110	140

Points

Example:


L + W = 5

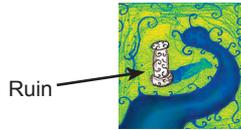
Difficulty: Easy

Characters | Continued

CURRENTLY BROKEN

The Archeologist:

You win if two *ruins* are played on the map, even if you did not play them yourself. You do not get any points for ruins that are discarded or set out of play. They are worth 10 points each to you but, they take work to find.



Common misunderstandings: Many people get confused by the rules regarding “Digging.” Digging is in addition to your normal turns whenever an *artifact* (signified by the red masks) is played onto the map by you or another player. When this happens you draw three tiles (“dig”) and play any artifacts or ruins you find. You may dig even when the artifact played was just drawn and played during a dig. This means that you may dig several times in a row. Any tiles that you “dig” that are not artifacts or ruins must be set out of play. Only *The Archeologist* can “Dig”.

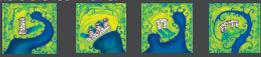
CURRENTLY BROKEN

Strategies: While *The Archeologist* is more luck-based than most characters, there are some strategies that can improve your chances. With powers such as (1)Intuition, (6)The Wind and Waves, and (9)Hawk’s Vision, you will have more chances to draw tiles than with other powers. Having a larger hand ((11)Wisdom) allows you to hold on to an artifact or ruin if there is not a place to play it on the map at the time you draw it. While no other character is really a direct adversary to *The Archeologist* (like *The Planter* is to *The Gardener*) you must still be careful not to help other players too much. Certain powers can bring disaster to *The Archeologist*. (8)Way-bender could allow a player to play a tile on top of a ruin, thus destroying it. There are only four ruins in the game! In the hands of another player (7)Introspection can also be a problem for you because if the other player finds a ruin or artifact they can choose not to play it (and it would go out of play).

The Archeologist

Discover *ruins* for 10 points each. The tile must be playable.

There are four Ruins:



If any player discovers an *artifact*, “dig” in the bag by drawing three tiles. If you draw any *ruins* or *artifacts*, play them. “Dig” for any new artifacts played. Continue until your dig contains none. Set any other “dig” tiles out of play.

 = An Artifact

Difficulty: Easy

The Bog Minder:

Create several large voids so that you reach a total of twenty points. You could create one large void worth twenty points, or create two to three smaller voids.

Common Misunderstandings: You are not *The Planter*. Do not count the total number of voids, but count the size of each void to determine your points. Voids that are only the size of one tile do not count for you.

Strategies: “THE BOG MINDER, THE BOG MINDER!!!!,” you might find other players yelling out as they point frantically at the map when your large void area is almost completed. This can be difficult, especially if the other players turn all their efforts into filling in your void (or “bog”). There is nothing quite like the ugly *Bog Minder* to instill fear in other players. *The Bog Minder* also has a long list of enemies in this game, such as *The Planter*, who wants to break your large voids into smaller ones for himself, *The Gardener*, who wants to fill them in entirely, and *The Wrath*, who has nothing better to do than spite you. *The Islander*, *Strider*, *Lake Nymph*, and *Wave Rider* might all try to use your bog to make their lakes and islands. However, *The Adventurer* may inadvertently help you more than anyone. *The Bog Minder* can be easier to play if you have the power of (2)Spirit of Determination (the power to block a space), (5)Way of the Forest (the power to play land to land), or (6)The Wind and the Waves (the power to draw and play 3 tiles together).



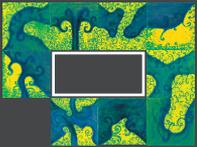
The Bog Minder

Receives points for large
Surrounded *void areas* or “bogs.”

Size of the Void									
1	2	3	4	5	6	7	8	9	10
0	7	13	20	25	31	37	43	54	77

Points for the void

Example:



=Void, Size 2
for 7 points

Difficulty: Moderate to Hard

Characters | Continued

The Druid:

You win once four tiles have been discarded.

Common Misunderstandings: You do not get points for tiles that have been set “out of play” by powers. You only get points for tiles when they cannot be played onto the map on a player’s turn. It is possible for *The Druid* to win very quickly in a game, especially when the first tile has water on only one side.

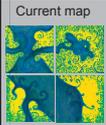
Strategies: *The Druid* can be one of the most strategic players. Since tiles must be played water to water, try to close off certain types of water. For example, if all the rivers are blocked there will be nowhere to play a river tile if it is drawn, and it will be discarded. It is good to close a lake early in the game (even when playing against *The Lake Nymph*). Make places difficult to play in, where the tile will have to match on more than two sides. The power to block a space ((2)Spirit of Determination) can be very useful for *The Druid*. (7)Introspection, (8)Way Bender, and (13)Dreamweaver might also be useful when playing *The Druid*. Avoid playing *The Druid* against a player who has (8)Waybender or (5)Way of the Forest, as they may be able to play around your blocked places. Also avoid playing against someone with (6)The Wind and Waves, since this power brings out more tiles and more openings for tiles.

The Druid

Receive five points for each tile that cannot be played by you or any other player (this does not include tiles that have been set “out of play” by powers, such as power #7).

Example:

Current map



Your tile



Cannot be played water to water on this map; you receive 5 points.

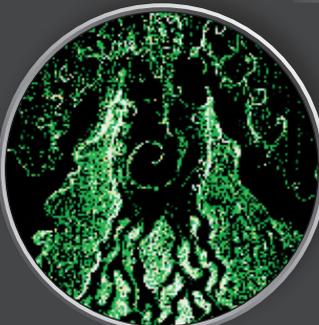
Difficulty: Very Hard

The Gardener:

You win once a three-by-three square grid in the map has been created, even if you did not create it.

Common misunderstandings: The entire map does not have to become a 3x3 grid, it only needs to have a 3x3 grid in it. When you have made multiple grids, do not count overlapping grids when totaling your score (count only one of them).

Strategies: When playing *The Gardener*, it may be difficult to play against *The Planter* because of how he creates voids that are difficult to fill in. Especially watch out for voids that are land on all four sides, because there are no tiles to fit in these spots. In an effort to fill in your 3x3 you might inadvertently make some islands or lakes, or create a long river; it is okay to do this a little, but not too much. Be careful not to make large lakes for *The Wave Rider*, or large islands for *The Strider* (because they only need one or two lakes or islands). *The Gardener* can be easier to play when you have power (1)Intuition, (5)Way of the Forest, or (11)Wisdom. The (4)Intellect power is often useful to *The Gardener*, even when another player is using the power, because it encourages them to play more grid-like. Avoid playing *The Gardener* against a player with (2)Spirit of Determination (the power to block a space), as it may force you to make multiple grids, which can be difficult in a fast-paced game.

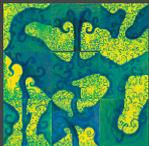


The Gardener

Receives points for each square grid based on size (overlapping grids do not count twice).

Size=	3 x 3	4 x 4	5 x 5
Points	20	50	90

Example:



=One 3x3 grid for 20 points

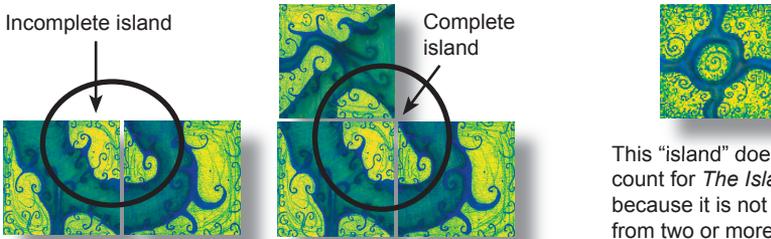
Difficulty: Hard

Characters | Continued

The Islander:

You win the game when four islands are created, even if you did not complete them yourself.

Common Misunderstandings: It can be difficult sometimes to determine if you have finished an island. Also, all islands must be made from at least two tiles (some tiles have small “islands” in the art). **Examples:**

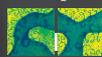


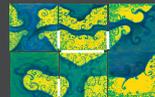
Strategies: Try to make the smallest islands you can (covering only two or three tiles). Don't get caught up trying to close large islands; it is better to try to set yourself up for making small islands later. Remember that you may not be the only player making islands; *The Strider* gets points for islands that cover four or more tiles (you may inadvertently make *The Strider* win by making a large island for him). You can also make islands by circling rivers back onto themselves, but be careful doing this when you are playing against *The River Lord*. Having power (1)Intuition, (5)Way of the Forest, or (9)Hawk's Vision could make it easier to play *The Islander*. For example, being able to play out of turn ((1)Intuition), could help you capitalize on an opportunity before it vanishes.

The Islander



Receives five points for each contained island.

Example:
 =One finished island for 5 points.

Example:
 =Two finished islands for 10 points.

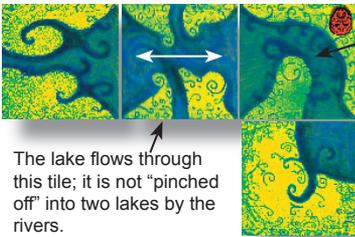
Difficulty: Easy

The Lake Nymph:

Creating five lakes will win the game for you, even if you did not make any of the lakes yourself.

Common misunderstandings: It can be difficult sometimes to determine if you have finished a lake. A lake is finished if it is contained by land on all sides; a river flowing into a lake also closes off that side of the lake. **Examples:**

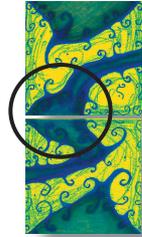
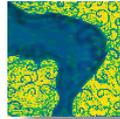
This lake is not yet finished. Why?



The lake flows through this tile; it is not "pinched off" into two lakes by the rivers.

This is not a river; it does not end the lake.

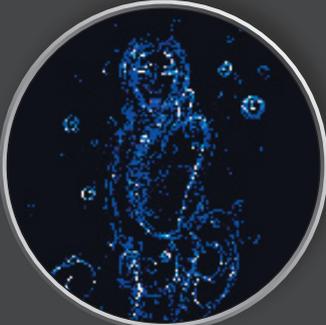
This tile is needed to complete the lake.



Even this is a contained lake!

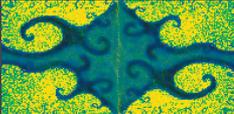
Strategies: Since the size of your lakes is irrelevant, don't get caught up in trying to finish large lakes. It is better to make small lakes that are on two tiles. If you can, it is better to create more opportunities for yourself than to work on closing a larger lake. When you have power (1)Intuition, (9)Hawk's Vision, or (11)Wisdom it can be easier to play *The Lake Nymph*. Remember that you may not be the only player who is trying to make lakes; *The Wave Rider* is also trying to make lakes, but larger lakes, so avoid completing lakes that cover four or more tiles if *The Wave Rider* is in play. Avoid being enticed into making lakes very early in the game when you are playing against *The Druid*, because this may close off opportunities for other players to play; if they cannot play, *The Druid* will get five points for each tile that players are forced to discard.

The Lake Nymph



Receive five points for each contained lake. If a river flows into your lake, it is still a contained lake.

Example:



Difficulty: Easy

Characters | Continued

The Planter:

You win once four single-tile *voids* have been made, even if you did not make them.

Common Misunderstandings: A void larger than one space does not give you any points (voids larger than one space count for *The Bog Minder*).

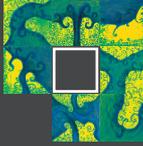
Strategies: *The Planter* can be difficult to play because other players might fill in voids that you make. However, if the void you make has land on all four sides, it can never be filled in (because no all-land tiles exist). Use this to your advantage. The (5)Way of the Forest power, allowing you to play land to land, can be immensely helpful to *The Planter* in completing voids. Other than *The Gardener*, most other characters do not necessarily benefit from filling in your voids; it may be wise not to choose *The Planter* when *The Gardener* is in play. If you have the power to block ((2)Spirit of Determination), you can prevent a void from being filled in and also block potential voids that aren't completed yet. Power 6, The Wind and Waves, may also help you to create voids, by letting you play more than one tile on your turn.

The Planter



Construct *void lots* (or “*planter holes*”) for 5 points each. Do not count holes larger than size one.

Example:



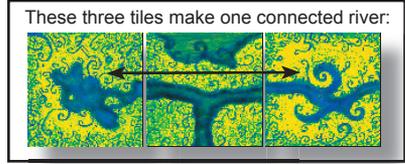
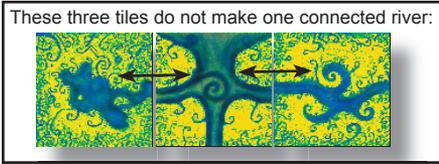
= One *Void Lot* for 5 points

Difficulty: Moderate

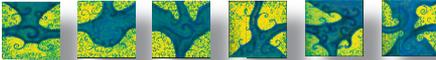
The River Lord:

You win once you have twenty points from the sum of all your rivers.

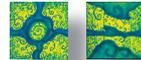
Common Misunderstandings: Players sometimes get confused over tiles that end rivers. To avoid confusion, understand that when a river meets a lake it is ended; it does not connect to other rivers touching that same lake. Below are examples. Also, rivers do not need to be completed (ended) in order to get points from them. When totaling your points, make sure to count the number of river *connections* between tiles and not the number of *tiles*. Score each river individually (using the score chart) and add the points from each river.



Other tiles that end rivers (making separate rivers):



Other tiles with connected rivers (making longer rivers):



Strategies: Make the largest rivers that you can, because you will get more points for larger rivers. Try not to close off your rivers prematurely. Don't create too many opportunities for other players to play rivers, force them to play river tiles on your longest rivers. Having the powers of (8)Way Bender, (10)See the Future, or (11)Wisdom might make playing *The River Lord* easier. *The Strider* and *The Gardener* might benefit from how you play river tiles, but you may also benefit from their plays. Be careful when playing against someone who has the play on top of power (Way Bender); they may play on top of one of your rivers tiles, breaking the river into many small rivers. An opponent who has (7)Introspection might choose not to play river tiles that they draw.

The River Lord

Receives points for rivers based on the number of connections in the river.

Number of Connections									
1	2	3	4	5	6	7	8	9	10
0	2	4	8	14	18	25	32	40	50

Points

Example:

 = 2 connections for 2 points

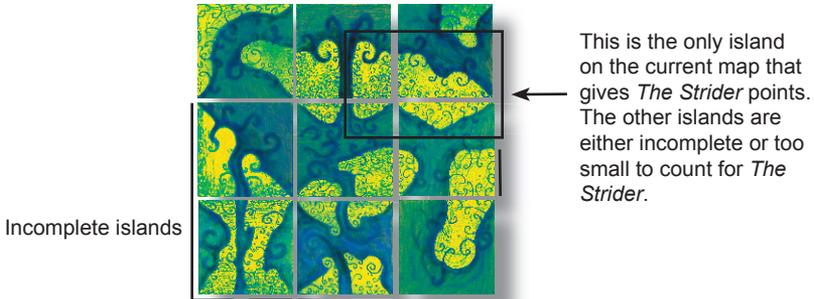
Difficulty: Moderate

Characters | Continued

The Strider:

If two islands covering four or five tiles are made, or a single island covering six or more tiles is made, you win the game, even if you did not make the island. You need a total of twenty points.

Common Misunderstandings: It can be difficult sometimes to determine if you have finished an island (see below and *The Islander*, p. 30, for an example of a finished island). You do not get points for small islands that cover only two or three tiles.



Strategies: Don't get caught up trying to complete a very large island. Work as small as you can without making islands for *The Islander*. *The Islander* may be difficult to play against because they may close off islands before they become large enough to give you points. Looping rivers back onto themselves can be a useful way to make islands but be careful doing this when playing against *The River Lord*. Having powers (5)Way of the Forest, (11)Wisdom, or (12)Telekinesis, can make playing *The Strider* a little easier. Be careful when playing against someone who has the (Play on top) power, because they can open up islands that you have nearly completed (or already completed). You may benefit from having *The Gardener*, or *The River Lord* playing against you, but you might also inadvertently help them.

The Strider



Receives points for large contained Islands. Count each tile an island is on to determine its size. The larger the island is, the more points you will get for it. Add the points you receive from each individual island to get your total score.

Size of the Island:						
1-3	4-6	7-9	10-12	13-15	16-18	
0	10	20	28	40	76	

Points for the Island:

Difficulty: Moderate

The Student:

You win if the player you are the student of wins by reaching forty points rather than twenty.

Common Misunderstandings: You do not become a copy of the other player, and do not perform certain actions as they would. As the student of *The Thief*, you will not win if you steal the victory; *The Thief* must steal it in order for you both to win. As the student of *The Archeologist*, you do not “dig” when artifacts are found. You help the other player to accomplish their goal, but you do not do it for them. You may not play *The Student* in a two or three-player game.

Strategies: This is an ideal character for someone who may want to sit at the table but is unsure about playing. However, it is also a legitimate character. Whoever you are the student of must accomplish the great task of getting double the standard points to win, and this can be challenging and requires teamwork. It is best for *The Student* to pick based on who they can help most with their power. If you have power #14 (Doppelganger), you may choose a second character to play secretly, and switch to that character if your partnership is not working out (However, if you back out of your partnership by switching characters at a time when your partner has 20 or more points, that player will instantly win)

The Student



You win by helping one other player to win. You must choose the player and announce it once characters have been chosen.

Work together with the other player to reach 40 points rather than 20. (If you are the student of *The Wrath*, double the number of required rounds to win. Do not draw tokens for *The Wrath* on your turn or “dig” for *The Archeologist*.)

The student may be played with four to six players only.

Difficulty: Easy

Characters | Continued

The Thief:

You win if you play the winning tile for another player; you steal their victory! For example, if you make the fifth lake for *The Lake Nymph* you will win instead. You can steal from any character but *The Wrath*. *The Thief* is a character that may only be played in a game with 4 to 6 players.

Common Misunderstandings: You may only steal from other characters who are in play. You do not need to gather or steal twenty points to win, you only need to play the winning tile for another player. You can steal from the wrath if you play the last tile from the bag.

Strategies: Playing *The Thief* offers a challenge unlike any other Character. You must try to beat other players at their own game. This can be hard if you do not understand how all the other characters get points. Of all the powers, (13)Dreamweaver one of the best for *The Thief*, because you can skip a player who is about to win, and then win yourself by stealing from them. Power (1)Intuition, or (9)Hawk's Vision, might also help you to get the right tile into the right place at the right time. Some easy targets to seal from include *The Adventurer*, *The Lake Nymph*, and *The Islander*. *The Gardener*, *The Archeologist* and *The Strider* may be more difficult to steal from.

The Thief



To win you must steal the victory by playing a tile that makes another player “win” (or discarding the last tile for The Druid) on your turn. However, you may not steal from The Wrath because he only wins on his turn.

The thief may be played with four to six players only.

Difficulty: Very Hard

Characters | Continued

The Wave Rider:

If a large lake is created, covering six or more tiles, you win the game, even if another player completes it for you. You may also try making two smaller lakes covering 4-5 tiles, for 10 points each. You need twenty points to win.

Common Misunderstandings: It can be difficult sometimes to determine if you have finished a lake. See *The Lake Nymph*, p. 31, for an example of an unfinished lake (and once completed, as shown, this lake would give 10 points to *The Wave Rider*). You do not get points for small lakes that consist of only two or three tiles.

Strategies: Don't try to close off a lake that is too big; try to make the smallest lake you get points for (4 tiles) because two small lakes is all you need to win. *The Lake Nymph* can be difficult to play against because she will close off lakes before they get large enough to give you points. Other players may try to spite you in this way if *The Lake Nymph* is not in play. Having the powers (3)Raven's Wit, (10)See the Future, or (11)Wisdom can make playing *The Wave Rider* a little easier. Be careful when playing against someone who has the (8)Way Bender power (allowing a player to play on top of other tiles), because they can open up lakes that you have already completed or nearly completed. You may benefit from having *The Gardener* in play.



The Wave Rider

Receives points for large contained lakes. Count the number of tiles used to construct a lake to determine its size. If a river flows into your lake, it is still a contained lake.

Size of the Lake:					
1-3	4-6	7-9	10-12	13-15	16-18
0	10	20	28	40	76

Points for the Lake:

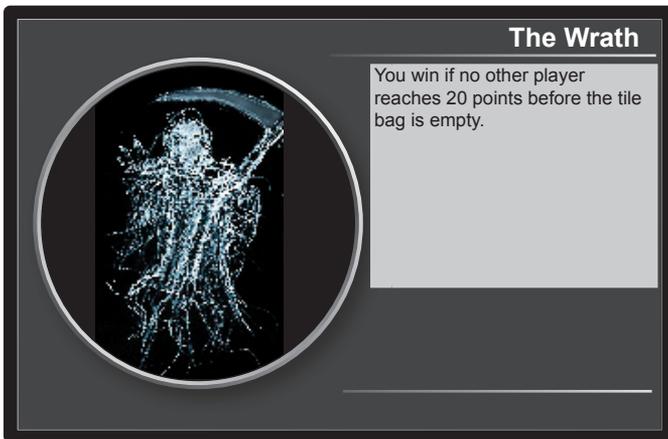
Difficulty: Hard

Characters | Continued

The Wrath:

You win once the bag of tiles is empty.

Strategies: *The Wrath* can be difficult to play because it requires you to understand how all the other players are getting their points, and to know the tiles well enough to stop them. It is also a waiting game. Powers (7)Introspection, (8)Way Bender, and (14)Dreamweaver can all be very useful to *The Wrath* because they can be used antagonistically to prevent other players from scoring points, or undo points they have scored. The most difficult opponent for *The Wrath* is *The Adventurer* because *The Adventurer* can win within six or seven rounds in a game with many players; though it is easy to take him on one-on-one!



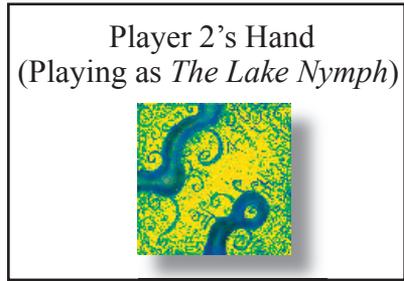
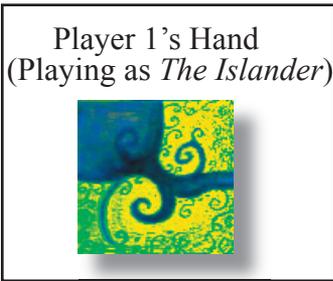
Suggestions for Beginners:

If you have never played before, start playing with only two or three players, especially if you are unfamiliar with tile games. *Water to Water* can be a very difficult game to play with six beginners. The more players there are in a game, the more challenging it becomes. Begin by limiting yourself to playing some of the easier characters: *The Lake Nymph*, *The Islander*, *The Student* and *The Adventurer* are the easiest to learn. When beginning, it is best to play with the simple characters then add a new character or two to learn each game. You may also want to remove Power #14 (“Doppelganger”) until you and the other players are more familiar with the characters. Powers 3, 6, 8, 10, and 12 may also be difficult for beginners because beginners may not know how to adequately use these powers to their advantage.

I’ve provided a few more examples here that may be helpful to beginners:

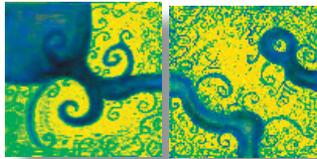
Turn-by-Turn Example:

Round 1



(Player 1 must play in the middle of the play area)

1st



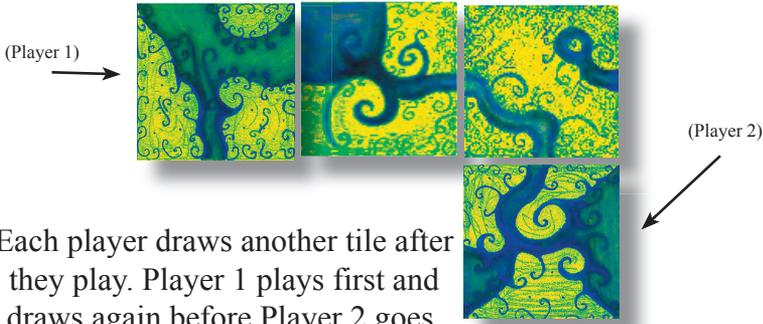
2nd

Player 1 plays first and draws again before player 2 goes. Each player draws another tile immediately after he or she plays.



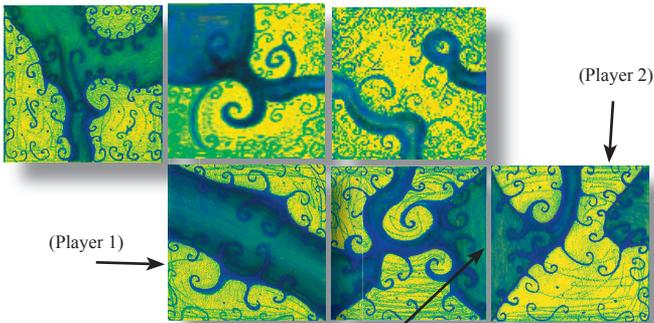
This completes the first round of play.

Round 2



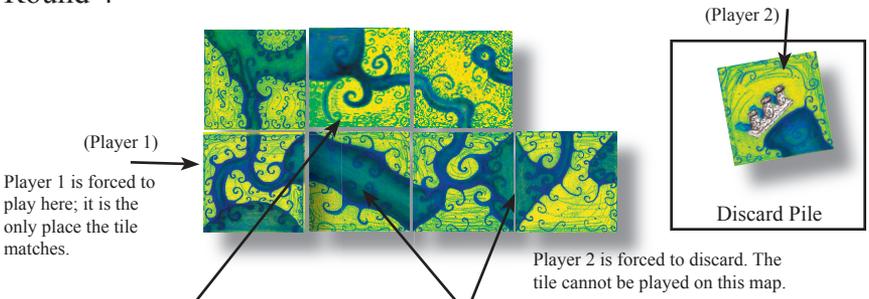
Each player draws another tile after they play. Player 1 plays first and draws again before Player 2 goes.

Round 3



After Player 2 goes, Player 2 has four points for making a lake (playing as *The Lake Nymph*). This is a completed lake.

Round 4



1 Island - 5 Points for *The Islander*; 2 Lakes - 8 Points for *The Lake Nymph*.

Turn-by-Turn Example (Continued):

Round 5

(Player 1)

(Player 2)

Player 2 is forced to play here; it is the only place the tile matches

Discard Pile

(Player 1 still has only 5 points for this island)

(Player 2 still has only 8 points for these lakes)

Round 6

(Player 1)

Discard Pile

(Player 2)

1 Island - 5 Points for *The Islander*.

3 Lakes - 12 Points for *The Lake Nymph*.

Etc.

