

Calamity Preparation

Costs:

- €3 mln.
- Maintenance €1 mln per turn, except when a flooding event occurs.

Effect:

Player receives €2 mln and one citizen is saved during a flooding event.

Terms:

- Applies to one area.
- Card can be cancelled by player

Government and citizens prepare for calamity situations and practice for these situations regularly.

Emergency Services

Costs:

- €5 mln.
- Maintenance €1 mln per turn, except when a flooding event occurs.

Effect:

No casualties during a flooding event.

Terms:

- Applies to one area.
- Card can be cancelled by player.
- Card is removed after flooding.

The fire brigade, police, ambulance and army are well equipped, staffed and trained to take action in an emergency.

Fund

Costs:

- €7 mln in fund.
- Afterwards €1 mln in fund per turn, except when a flooding event occurs.

Effect:

The fund is divided between all insured players after a flooding event.

Terms:

- Applies to one area.
- Card cannot be cancelled by player.
- Card is removed after flooding.

Creating a collective fund for the players that were affected by the flooding.

Levee Reinforcements

Costs:

- €9 mln per levee.

Effect:

When all borders of the area have been reinforced, then the area will be protected from a water level of 1.

Terms:

- Applies to one area.
- Card cannot be cancelled.

A levee is reinforced by adding extra earth. The player puts down a levee reinforcement strip.

Water Retention Area

Costs:

- €18 mln.

Effect:

A water level of 3 is decreased with 1 water level.

Terms:

- Applies to all areas.
- Card cannot be cancelled.

Water can temporarily be stored in this area during a high water level, causing the general water level to be lowered.

Channel Widening

Costs:

- €36 mln.

Effect:

A water level of 0, 1, and 2 is decreased with 1 water level.

Terms:

- Applies to all areas.
- Card cannot be cancelled.

More water can flow through the broadened channel which causes the water level to decrease.

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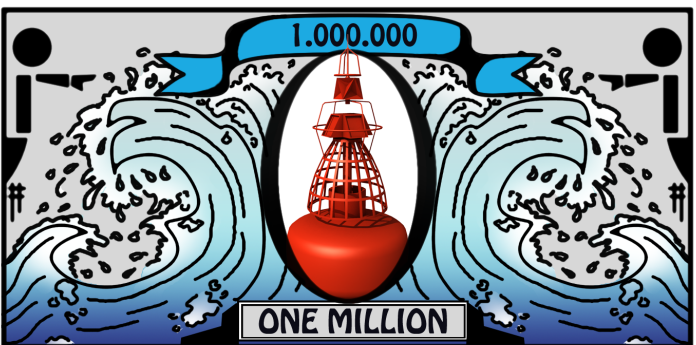
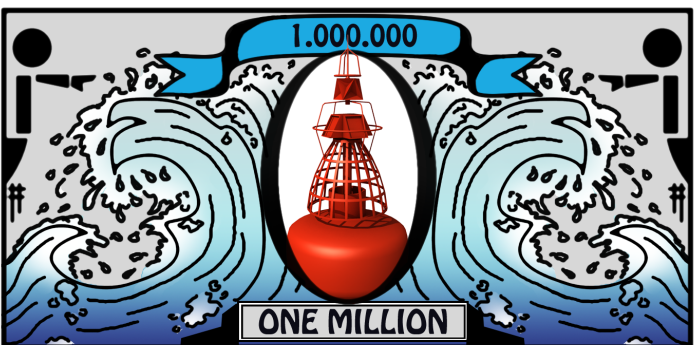
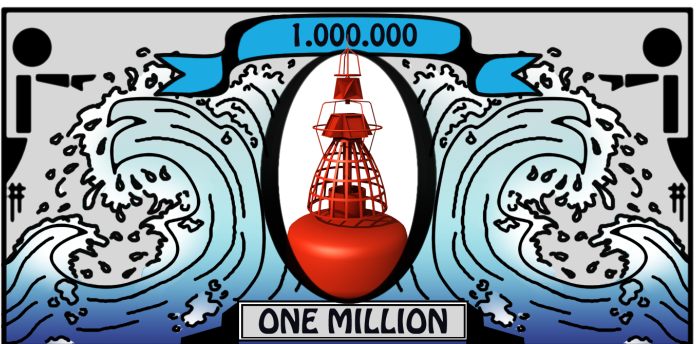
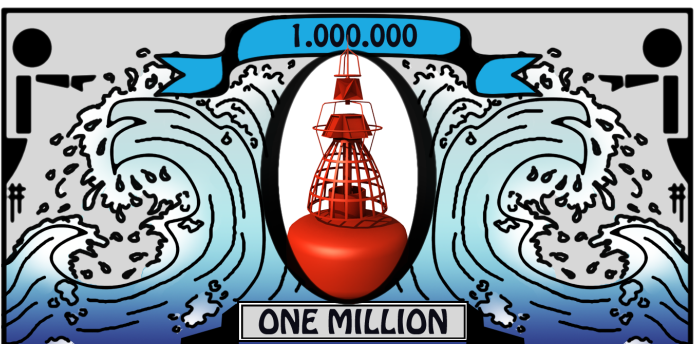
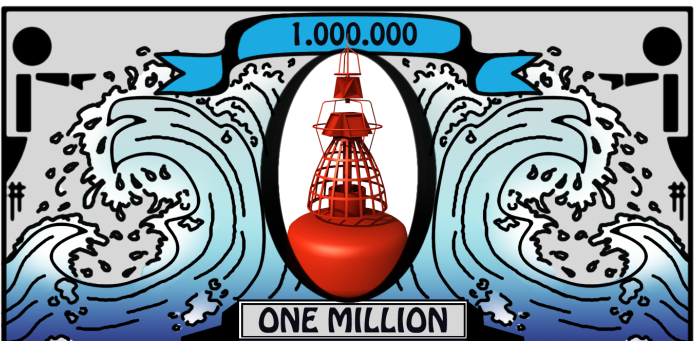
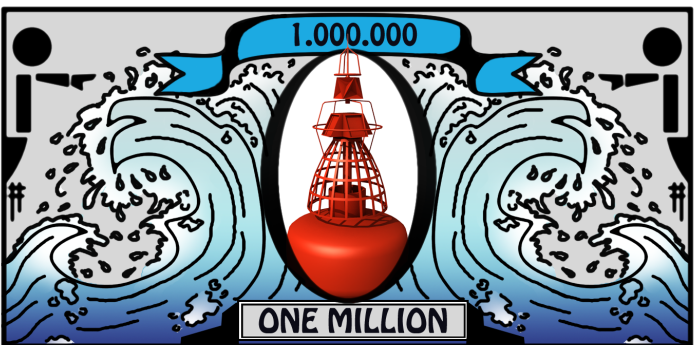
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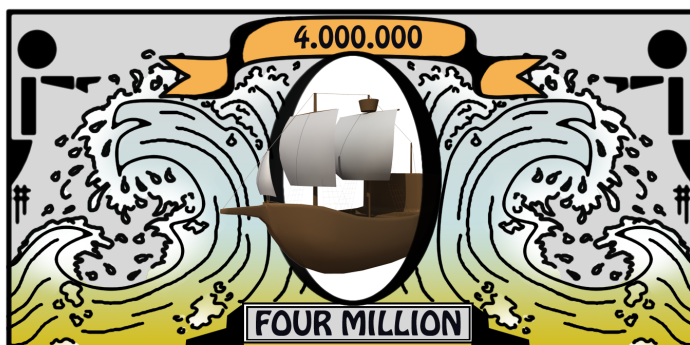
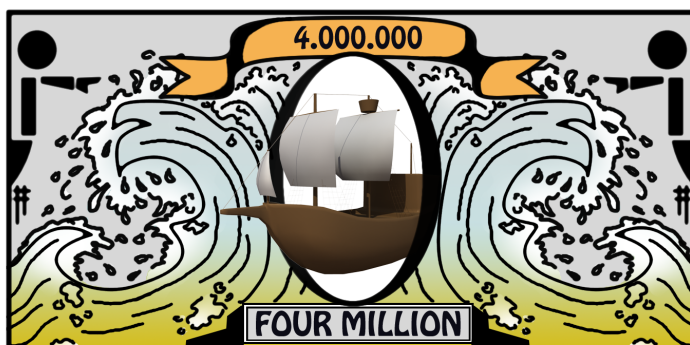
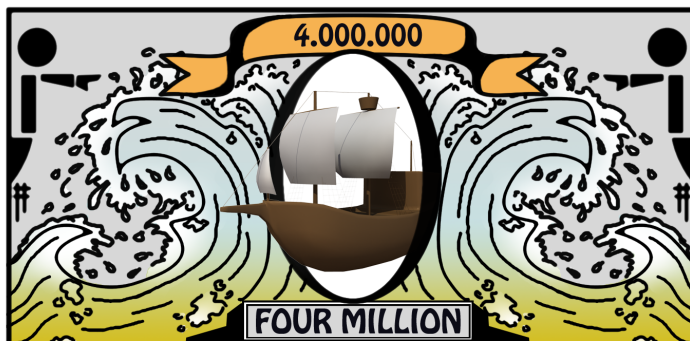
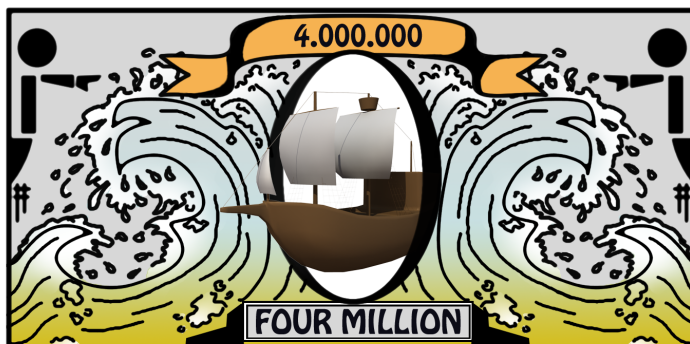
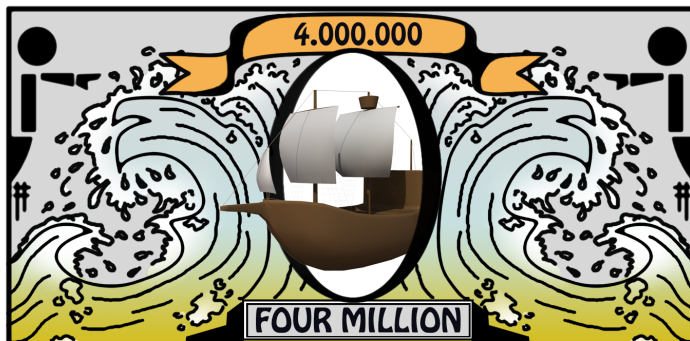
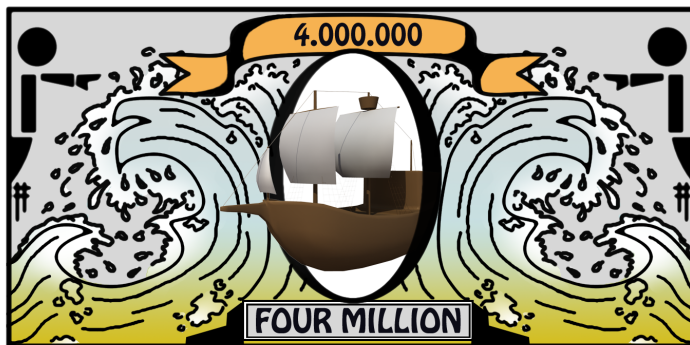
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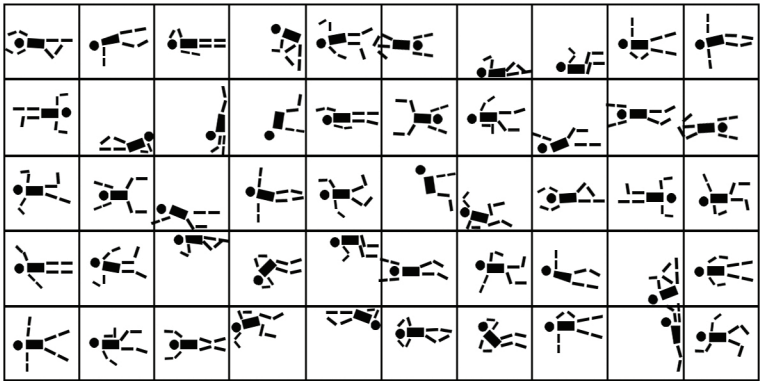
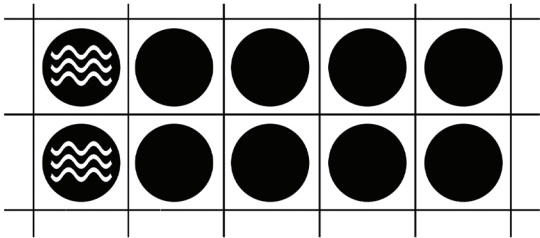
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Rules Overview

Goals

- The players should get as few collective casualties due to flooding as possible.
- Each player should earn individually as much money as possible.

Start of the game

1. The game facilitator introduces the game.
2. Each player takes a starting capital of 4 million.
3. The fund is provided with a starting capital of 4 million.
4. The game facilitator announces the start of the game by announcing the water level of the first round.

Flow of the game

1. The game facilitator begins a round by announcing the water level. The first round takes 5 minutes at most. The following rounds take 3 minutes at most. The game facilitator announces the last minute and the last 20 seconds until the next round.
2. The fund gets 1 million from the bank.
3. The players receive money from the bank:
 - If the area of a player is not flooded, then that player receives the money that is indicated on his or her area.
 - If the area of a player is flooded, then that player does not receive any money unless a measure changes this.
4. The players mark off casualties on the casualties card:
 - If the area of a player is not flooded, then that player does not mark off any casualties.
 - If the area of a player is flooded, then that player marks off the casualties that are indicated on his or her area unless a measure changes this.
5. The players handle the upkeep of their measures. Certain measures cost an amount of money each round, or may be voided. This is indicated on the measures card.
6. The players may decide to use their money to take measures. A player can only take measures for his or her own area, but may also provide other players with money to take measures. Any player or combination of players may take the Channel Widening or the Water Retention Area measures. When a measure is taken, a token should be placed on the corresponding box on the board.
7. The game continues with the next round at step 1.

End of the game

1. The players count their money.
2. The players count the total amount of casualties.
3. The players report to the game facilitator the casualty count and how much money each player has left.
4. The game facilitator begins the debriefing.

FAQ - Frequent Asked Questions

- **Can we give money to another player or exchange money among players?** Yes, you can. You are free to do whatever you like with the money you have. You could even ask for interest on the money you offer as a loan to another player.
- **Can we exchange levees among players?** No, you cannot. A reinforced levee is permanent and cannot be moved, replaced or exchanged. Moreover, you are responsible for your area alone. If other players wish to place a levee reinforcement in your area, then you need to agree with them. In effect, they would be the financiers for your levee reinforcement.
- **Do the Water Retention Area and Channel Widening measures complement each other?** Yes, they do. The Water Retention Area only applies to water level 3 (extreme), while the Channel Widening measure only applies to water levels 0 (normal), 1 (high) and 2 (very high).
- **Does taking the Calamity Preparation measure mean you get an extra income every round?** No, it does not. Only if your area is flooded will you receive the income as mentioned on the measures card.
- **Does taking the Calamity Preparation measure mean you get your normal income as well, in the event of flooding?** No, it does not. As your area is flooded, you receive the income as mentioned on the measures card and not your normal income.
- **For Industry and Urban, do you need to buy two levee reinforcements simultaneously?** No, you do not. You can buy just one levee reinforcement for starters and add the second one later. Still, these areas need two levee reinforcements to prevent flooding from happening at water level 1 (high).
- **How long does the game last?** You do not get to know that! Just enjoy the game.
- **How many rounds does the game encompass?** You do not get to know that! Just enjoy the game.