

WATER FIGHT

Overview

Players take turns drawing from the card supply in the middle of the table and then either playing the card or discarding the card. During the game, players try to hit other players with Water Balloons and Squirt Guns, because when a player is hit with enough water they are out of the game. When there is only one player left, that player wins the game.

Contents: One (1) rule booklet, 120 playing cards:



35 Single Water Balloon cards



15 Double Water Balloon cards



15 Kiddie Pool cards



5 Water Balloon Pile cards



20 Water Hose cards



10 Treehouse cards



20 Squirt Gun cards

Playing the Game (2-7 players)

Shuffle all 120 cards and place the stack face down in the center of the table as the draw pile. Players randomly choose a starting player and play continues clockwise. Play continues until only one player remains.

On a player's turn, the player must draw a card from the draw pile. If the card may be played, the player must play the card. If the card cannot be played, the card is discarded, face up, next to the draw pile. Played cards are resolved and play moves to the left. If the draw pile is depleted, the discard pile is shuffled and placed as a new draw pile.

If the drawn card is a Single or Double Water Balloon card, the player throws the Water Balloon(s) at another player of their choice. If the other player is not protected by a Kiddie Pool, the other player is hit by the Water Balloon(s) and places the card in front of them. A Single Water Balloon hits a player once and a Double Water Balloon hits a player twice.

If the other player is protected by a Kiddie Pool, the thrown Water Balloon bounces off and is discarded. If the other player is protected by a Treehouse, the Water Balloon(s) hit the Treehouse and still get the player wet (a Treehouse does not protect a player from Water Balloons).

If the drawn card is a Squirt Gun card, which counts as two (2) hits, and the player squirts another player of their choice. If the other player is not protected by a Treehouse, the other player is hit by both Squirt Guns and places the card in front of them.

If the other player is protected by a Treehouse, the Squirt Guns cannot reach the other player and the card is discarded. If the other player is protected by a Kiddie Pool, the Squirt Guns still get the player wet (a Kiddie Pool does not protect a player from Squirt Guns).

If a player has been hit by 10 or more Water Balloons and / or Squirt Guns, they are considered out, and all of the cards in front of them are discarded.

If the drawn card is a Kiddie Pool, the player places it in front of them for protection against thrown Water Balloons. A Kiddie Pool card protects a player from all thrown Water Balloons until it is removed. If the player already has a Kiddie Pool card in front of them, the card is discarded with no effect. A player may have only one (1) Kiddie Pool card in front of them at a time.

If the drawn card is a Treehouse, the player places it in front of them for protection against Squirt Guns. A Treehouse card protects a player from all Squirt Guns until it is removed. If the player already has a Treehouse card in front of them, the card is discarded with no effect. A player may have only one (1) Treehouse card in front of them at a time.

If the drawn card is a Water Balloon Pile, the player places it in front of them. While a player has a Water Balloon Pile card in front of them, on their turn they draw and play two (2) cards instead of one (1). If the player already has a Water Balloon Pile card in front of them, the card is discarded with no effect. A player may have only one (1) Water Balloon Pile card in front of them at a time.

If the card is a Water Hose card, the player may use the Hose to remove any one of another player's Kiddie Pool, Treehouse or Balloon Pile, and both cards are discarded. If there are no Kiddie Pools, Treehouses or Balloon Piles in play, the player may select another player and that player is skipped and loses a turn. A player who has been skipped must be allowed to play at least once before being skipped again.

Playing the Game (Challenging Variant)

Game setup and play does not change, with the exception of the following rule:

- Players may only be hit by one (1) type of water item, either Water Balloons or Squirt Guns, as determined by the first type to hit the player

Playing the Game (Strategic Variant)

After shuffling the cards, deal each player two (2) cards. Play continues according to standard rules, with a player drawing a card and then playing or discarding a card. For example, a player draws a card and places it in their hand with the other two (2) cards already held. The player may play the new card or another card from their hand. If the player cannot play any card held, one of the cards must be discarded.

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PO Box 64003, Colorado Springs, CO 80962, USA

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Game Design: Thomas Shepherd

Graphics: Christopher England

