

# KEEPING UP WITH

# FRIENDS OF

## WATER SAVE DAVE

Make a **splash** in a family adventure of **strategy** and **teamwork**!



~30 mins



3-5



Age 6+

Commissioned by



水務署  
Water Supplies Department

**In this game, you'll play as a member of a family—each with your own quirks and agendas—as you navigate life events and strive to keep the household afloat together as a group.**



**You'll have two objectives:**

**Family Objective**

**The first is to help your whole family win the game, because everyone will lose if the family loses, and an individual winner can only be decided if the family wins.**

**Personal Objective**

**The second objective each player has is to pursue their individual goals, as specified by the roles they play.**







**This game features two different levels to cater to various age groups within a family setting and accommodate respective player capabilities.**

- **Beginner: usually for age 6-10**
- **Advanced: 11+**

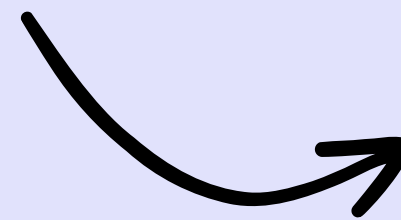


**BEGINNER LEVEL**

# SET UP

1

Each player chooses a Role Card, and reveals their character names to each other, explaining their character descriptions and their two goals.

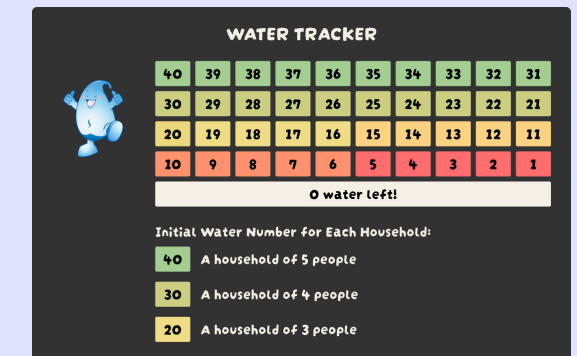


# SET UP



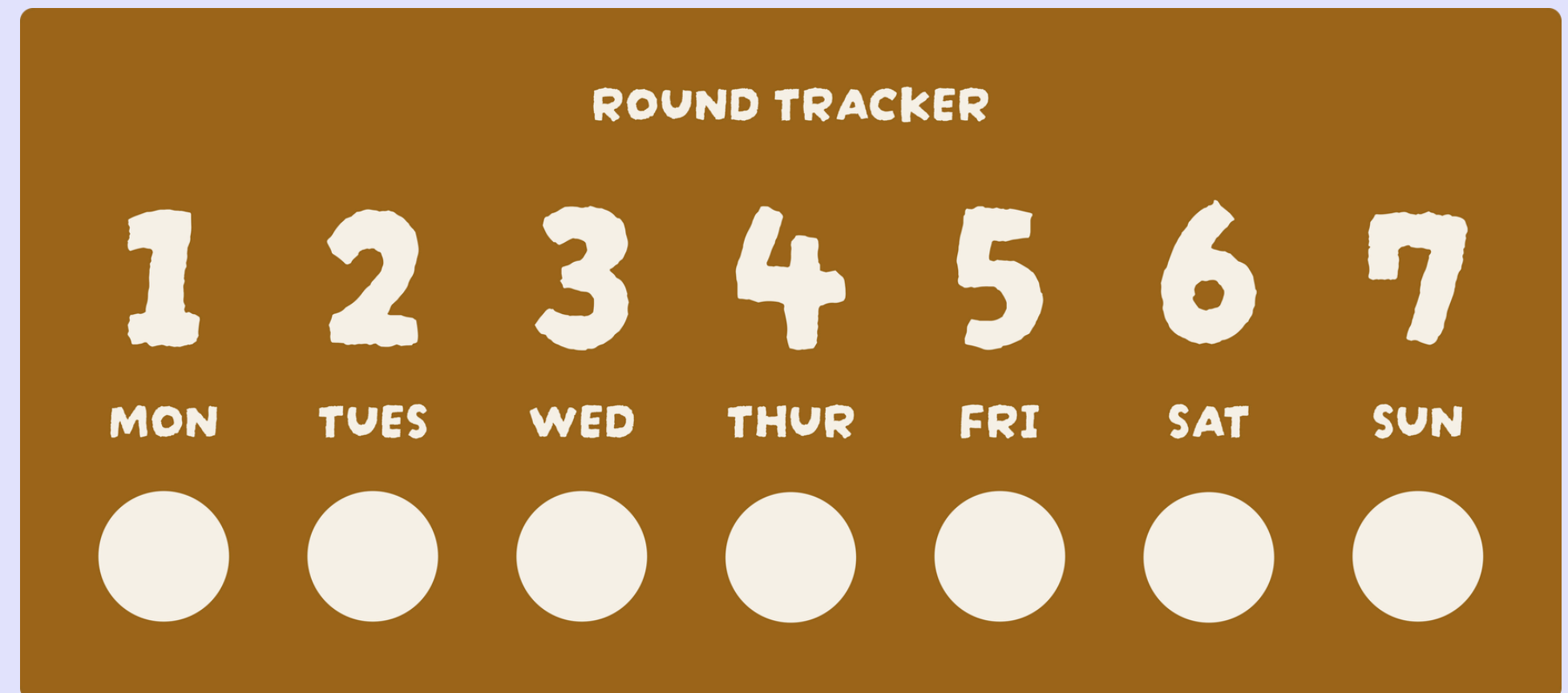
## 2

Place the Round Tracker, Water Tracker, and Effort Tracker in the center of the play area.



## 3

Place the Round Counter on the first day of the Round Tracker. Each day on the round tracker represents one round.



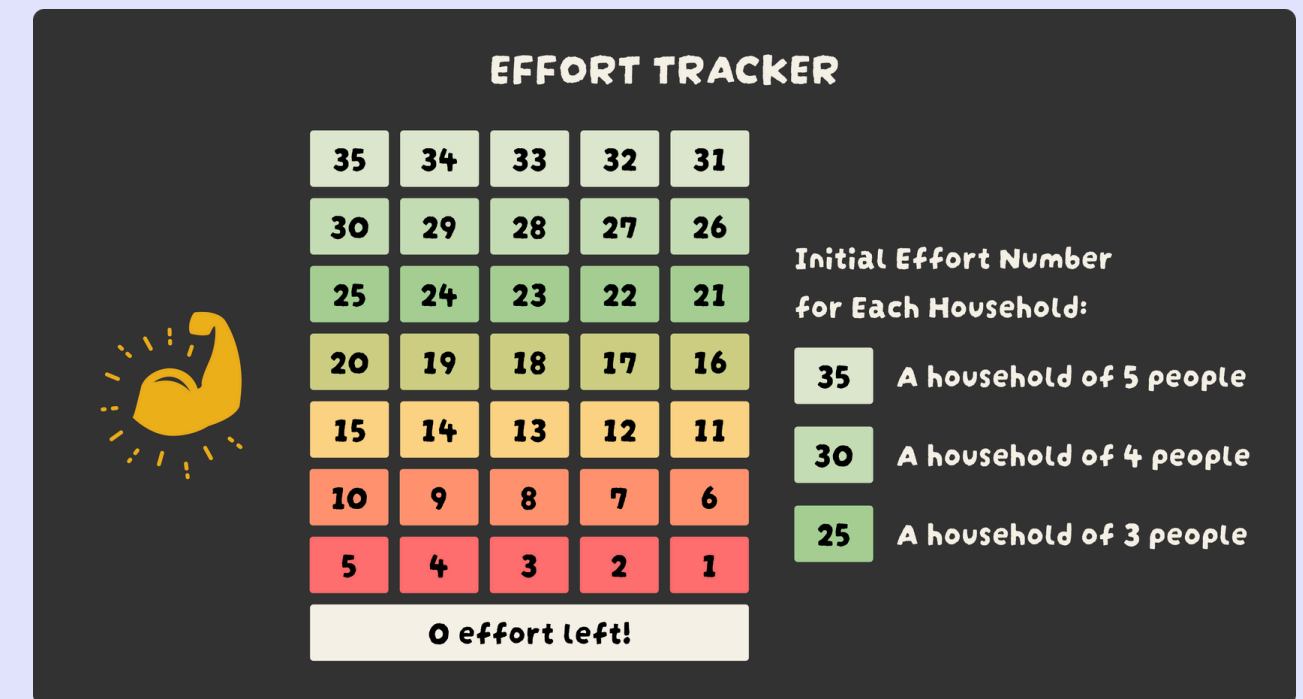
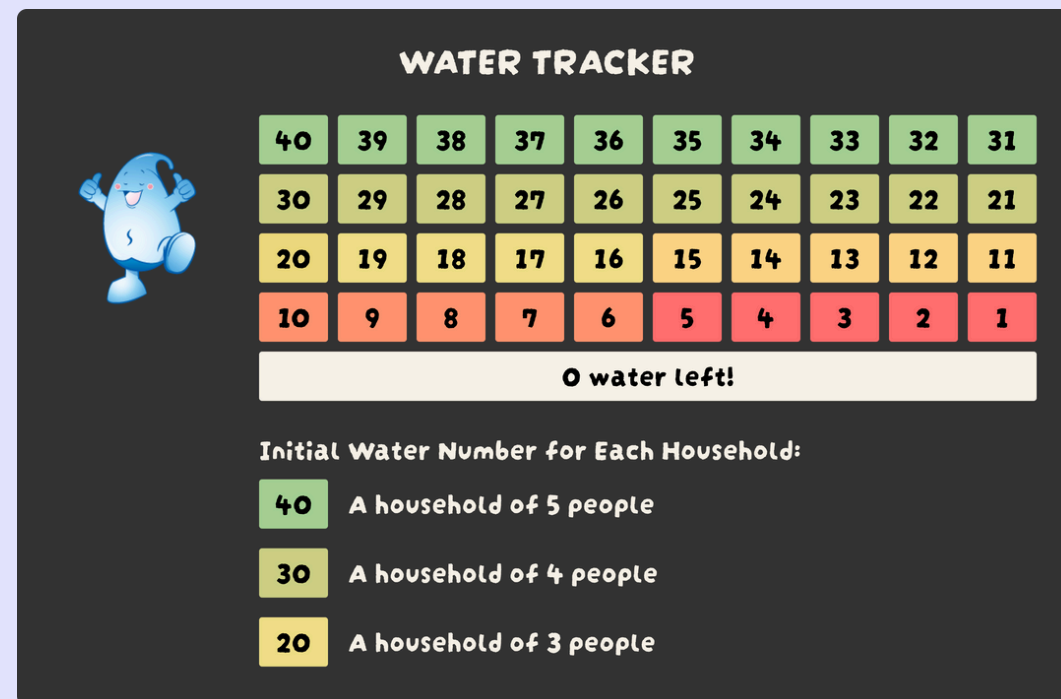


# SET UP

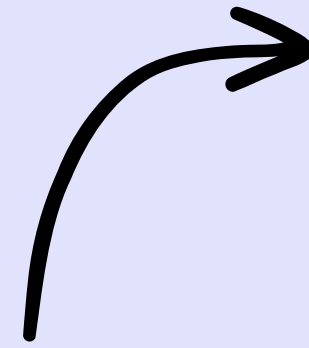
# 4

For the water and effort tracker, the household's starting position depends on the number of players:

- **Water Tracker:** Place the Water Counter on 40 for 5 players, 30 for 4 players, 20 for 3 players.
- **Effort Tracker:** Place the Effort Counter on 35 for 5 players, 30 for 4 players, 25 for 3 players.



# SET UP



**5**

**Shuffle the Action Cards.  
Hand each player 5 Action  
Cards face-down.**

**6**

**The first player is the  
player who most  
recently drank water.**





# GAMEPLAY



- 1. The game lasts 7 rounds, which represents a week in your family's life.**
- 2. At the start of each round, choose one card from your hand to play, starting from the first player and moving in a clockwise direction.**
- 3. According to the Water and Effort usage on the cards played, move the Water Counter to update the Water Tracker, and the Effort Counter for the Effort Tracker. (If the family reaches 0 on the Effort Tracker, players can only play action cards with Effort : 0.)**
- 4. At the end of each round, replenish your hand up to 5 cards so that all players always have 5 cards at the start of each round. Move the Round Counter one day forward.**
- 5. Each round rotates who goes first, moving in a clockwise direction.**



# END-GAME, SCORING, AND WIN CONDITION

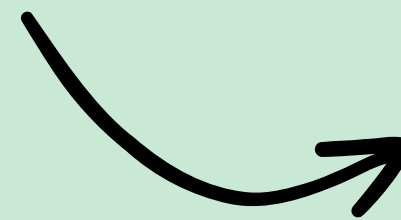
1. If the family reaches 0 on the Effort tracker, players can only play cards that cost 0 effort. If a player is unable to play a card on their turn, the family loses, and the game ends.
2. If the family reaches 0 on the Water Tracker, the whole family (i.e every player) loses, and the game ends immediately.
3. If the family survives all 7 rounds with water left over, the whole family wins.
4. If the whole family wins, an individual winner is decided. Calculate each player's total score by adding points according to secret goals achieved, as indicated on their role cards. The player with the highest points total wins.

**ADVANCED LEVEL**

# SET UP

1

Each player randomly draws a Role Card, then reveals only their character names (not their descriptions or goals) to each other.



## ROLE



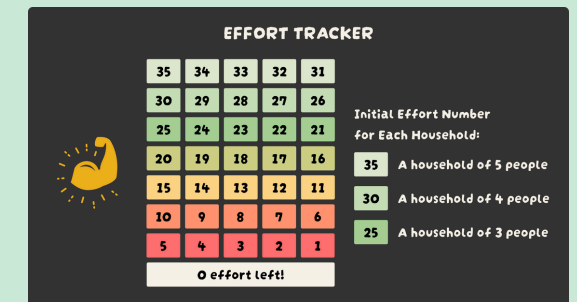
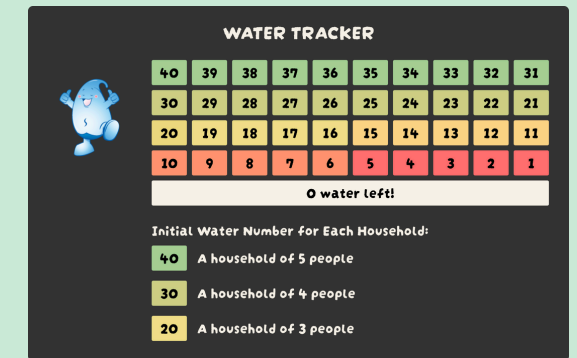


# SET UP



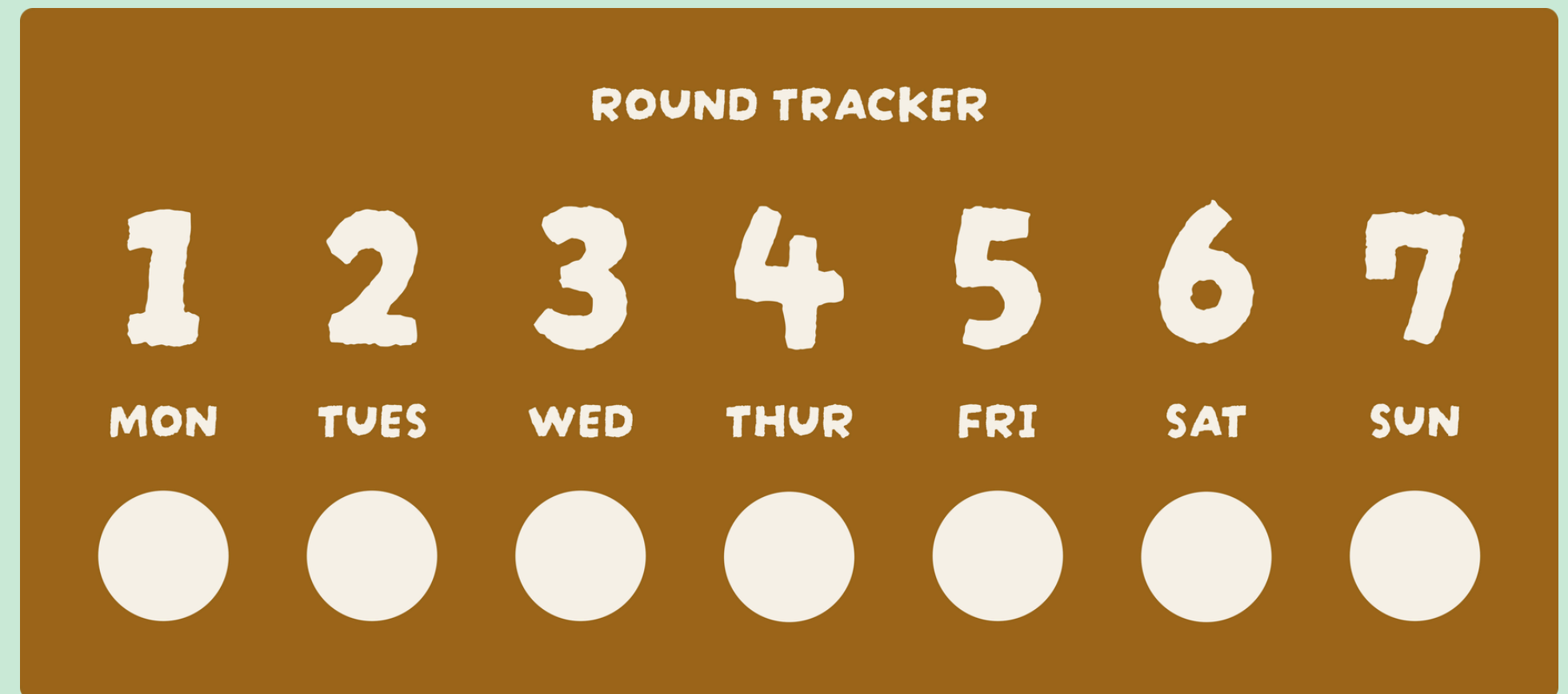
## 2

Place the Round Tracker, Water Tracker, and Effort Tracker in the center of the play area.



## 3

Place the Round Counter on the first day of the Round Tracker. Each day on the round tracker represents one round.

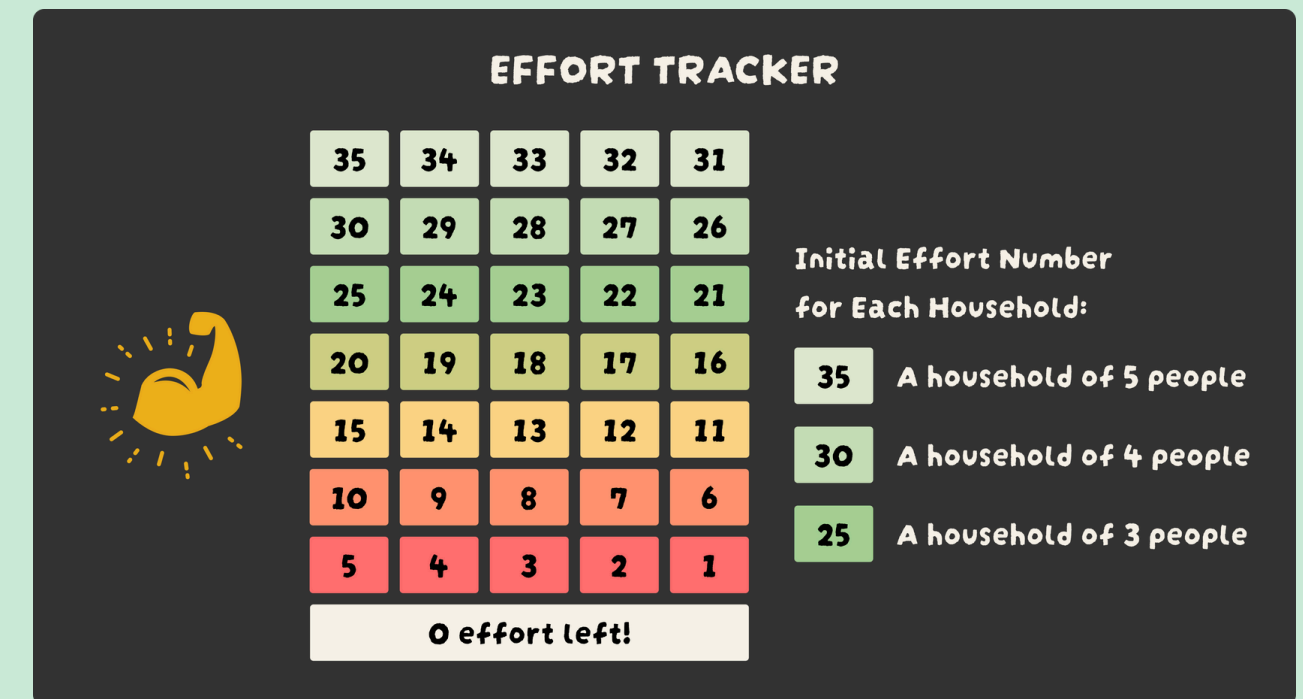
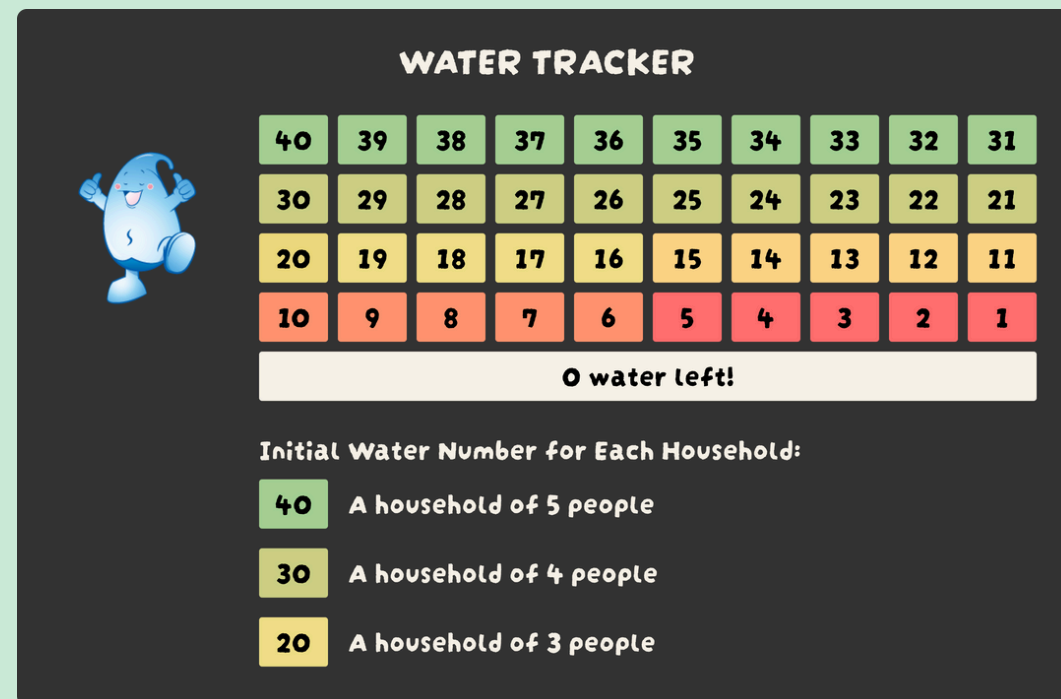


# SET UP

# 4

For the water and effort tracker, the household's starting position depends on the number of players:

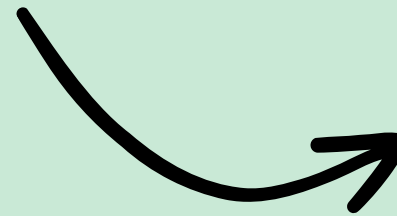
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# SET UP

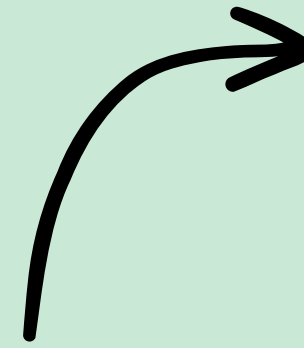
# 5

**Shuffle the Action Cards.  
Hand each player 5 Action  
Cards face-down.**





# SET UP



6

**Shuffle the Event Cards.**  
**Place all Event Cards face-**  
**down in the central play area.**

7

**The first player is the**  
**player who most**  
**recently drank water.**

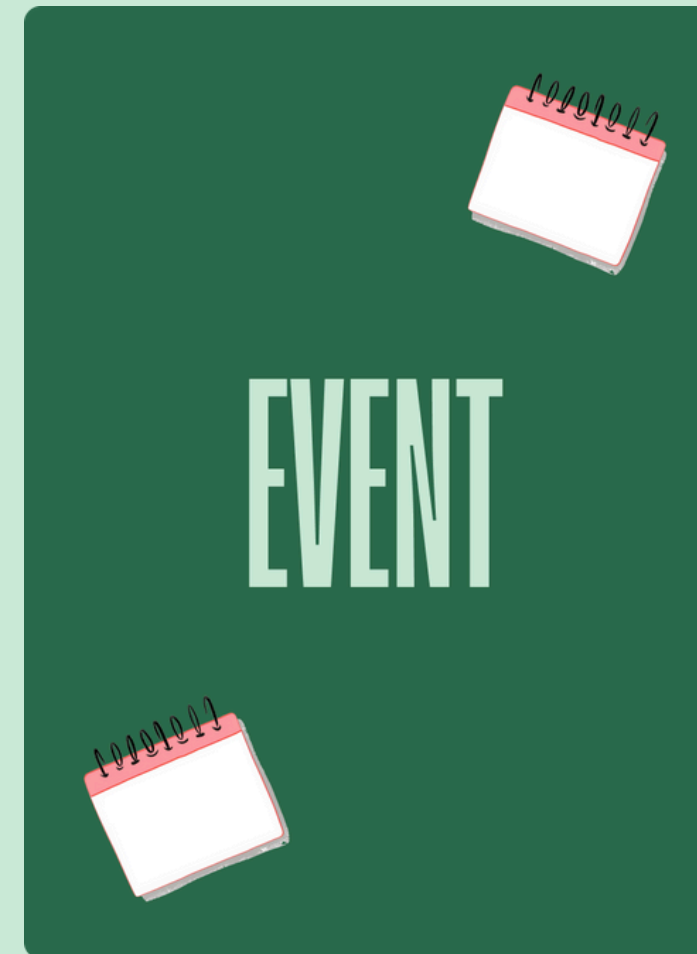


# SET UP

## Note

There are two main differences between Beginner and Advanced levels:

- The Advanced level includes Event Cards.
- In the Advanced level, players randomly draw their starting Role Cards instead of choosing one. They can share their character names but not their descriptions or goals.





# GAMEPLAY

- 1. The game lasts 7 rounds, which represents a week in your family's life.**
- 2. At the start of each round, draw and reveal an Event Card from the top of the deck. The effect written on the card will last the entire round.**
- 3. Choose one card from your hand to play, starting from the first player and moving in a clockwise direction.**
- 4. According to the Water and Effort usage on the cards played, move the Water Counter to update the Water Tracker, and the Effort Counter for the Effort Tracker. (If the family reaches 0 on the Effort Tracker, players can only play action cards with Effort : 0.)**
- 5. At the end of each round, replenish your hand up to 5 cards so that all players always have 5 cards at the start of each round. Move the Round Counter one day forward.**
- 6. Each round rotates who goes first, moving in a clockwise direction.**

# END-GAME, SCORING, AND WIN CONDITION

1. If the family reaches 0 on the Effort tracker, players can only play cards that cost 0 effort. If a player is unable to play a card on their turn, the family loses, and the game ends.
2. If the family reaches 0 on the Water Tracker, the whole family (i.e every player) loses, and the game ends immediately.
3. If the family survives all 7 rounds with water left over, the whole family wins.
4. If the whole family wins, an individual winner is decided. Calculate each player's total score by adding points according to secret goals achieved, as indicated on their role cards. The player with the highest points total wins.



# APPENDIX

**Printing and Cutting Instructions**

# CARDS

## Role Cards, Action Cards, Event Cards (for Advanced use ONLY)

### Example

1

Print double-sided in  
color on A4 paper,  
flip along short edge.

2

Cut along the  
gray dotted lines.



# TRACKERS

Round Trackers, Water Tracker, Effort Tracker


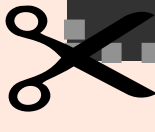
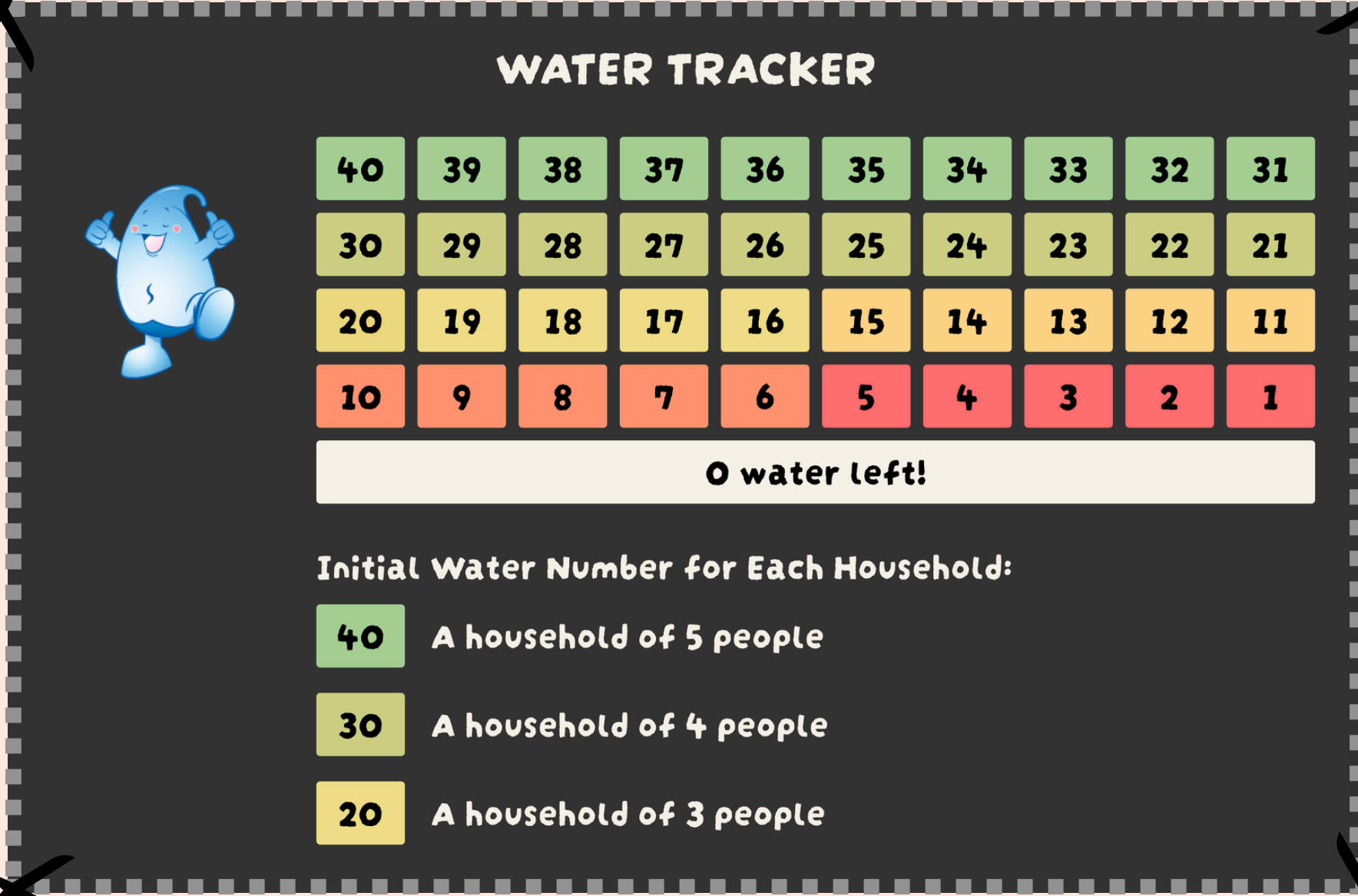
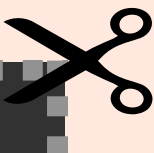

## Example

1


Print single-sided in color on A4 paper.

2

Cut along the gray dotted lines.



### WATER TRACKER



40	39	38	37	36	35	34	33	32	31
30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1

0 water left!

Initial Water Number for Each Household:

40

 A household of 5 people

30

 A household of 4 people

20

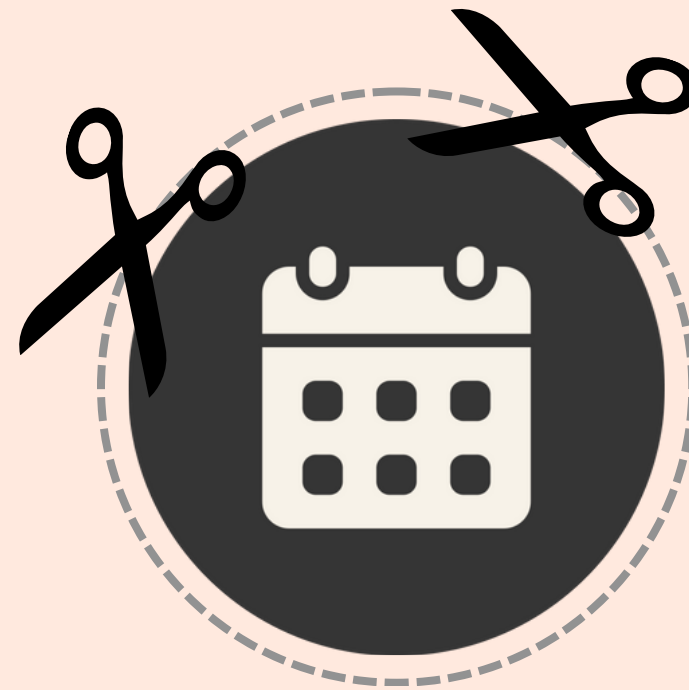
 A household of 3 people

# COUNTERS

Round Counter, Water Counter, Effort Counter

1

Print single-sided in  
color on A4 paper.



2

Cut along the  
gray dotted lines.

