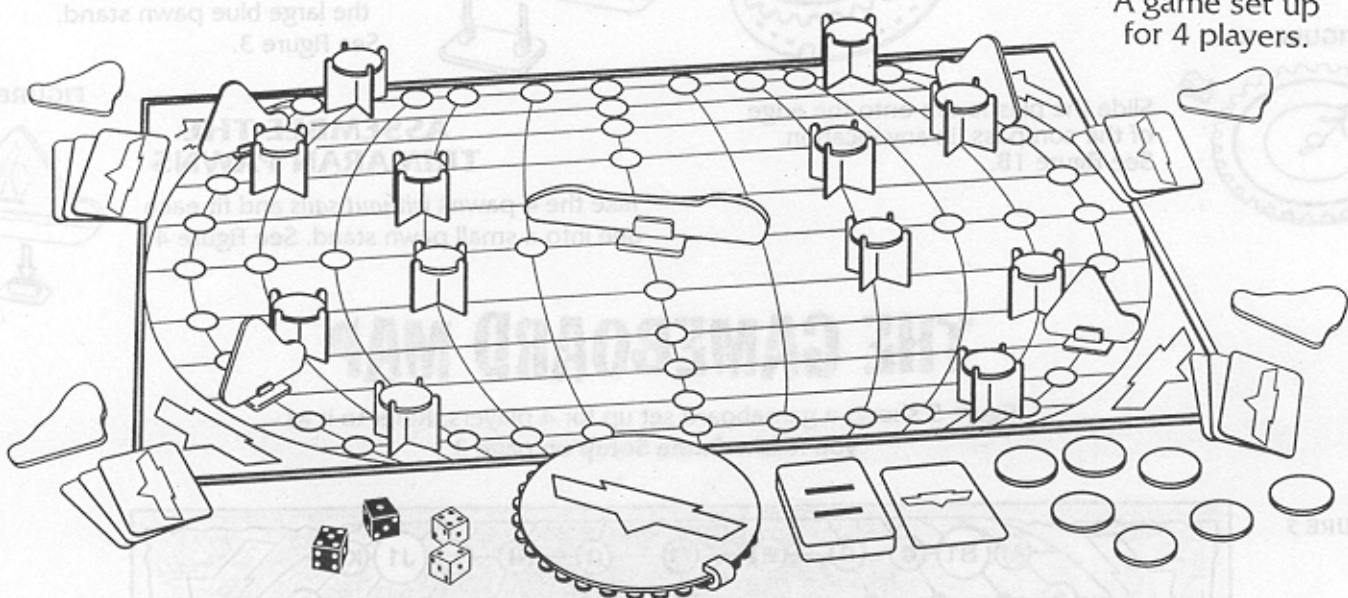


# WATERWORLD™

2 to 4 Players

A game set up for 4 players.



**CONTENTS:** Gameboard, 8 trimaran pawns, 1 Deez tanker, 5 pawn stands, 12 two-piece atolls, 19 tokens, 36 cards, 4 dice, 1 four-piece compass.

# INSTRUCTIONS

# THE FIRST TIME YOU PLAY

Carefully separate the game parts from the cardboard platform and parts sheets. Discard waste cardboard. Remove the remaining game parts from the box.

## ASSEMBLE THE COMPASS

Push the plastic button through the hole in the tattoo compass disk, then through the hole in the letter/number disk. See Figure 1A.

FIGURE 1A

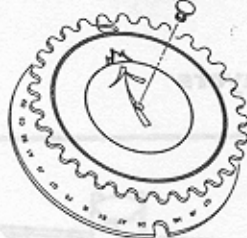
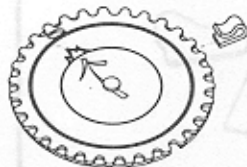


FIGURE 1B



Slide the plastic clip onto the edge of the compass, in any location. See Figure 1B.

## ASSEMBLE THE 12 ATOLLS

Assemble each 2-piece atoll by sliding a top notch into a bottom notch. See Figure 2.

FIGURE 2

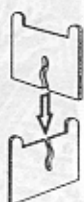
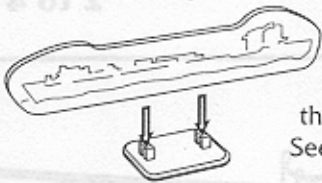


FIGURE 3



## ASSEMBLE THE DEEZ TANKER

Insert the Deez tanker into the large blue pawn stand. See Figure 3.

## ASSEMBLE THE TRIMARAN PAWNS

Take the 4 pawns *without sails* and fit each one into a small pawn stand. See Figure 4.

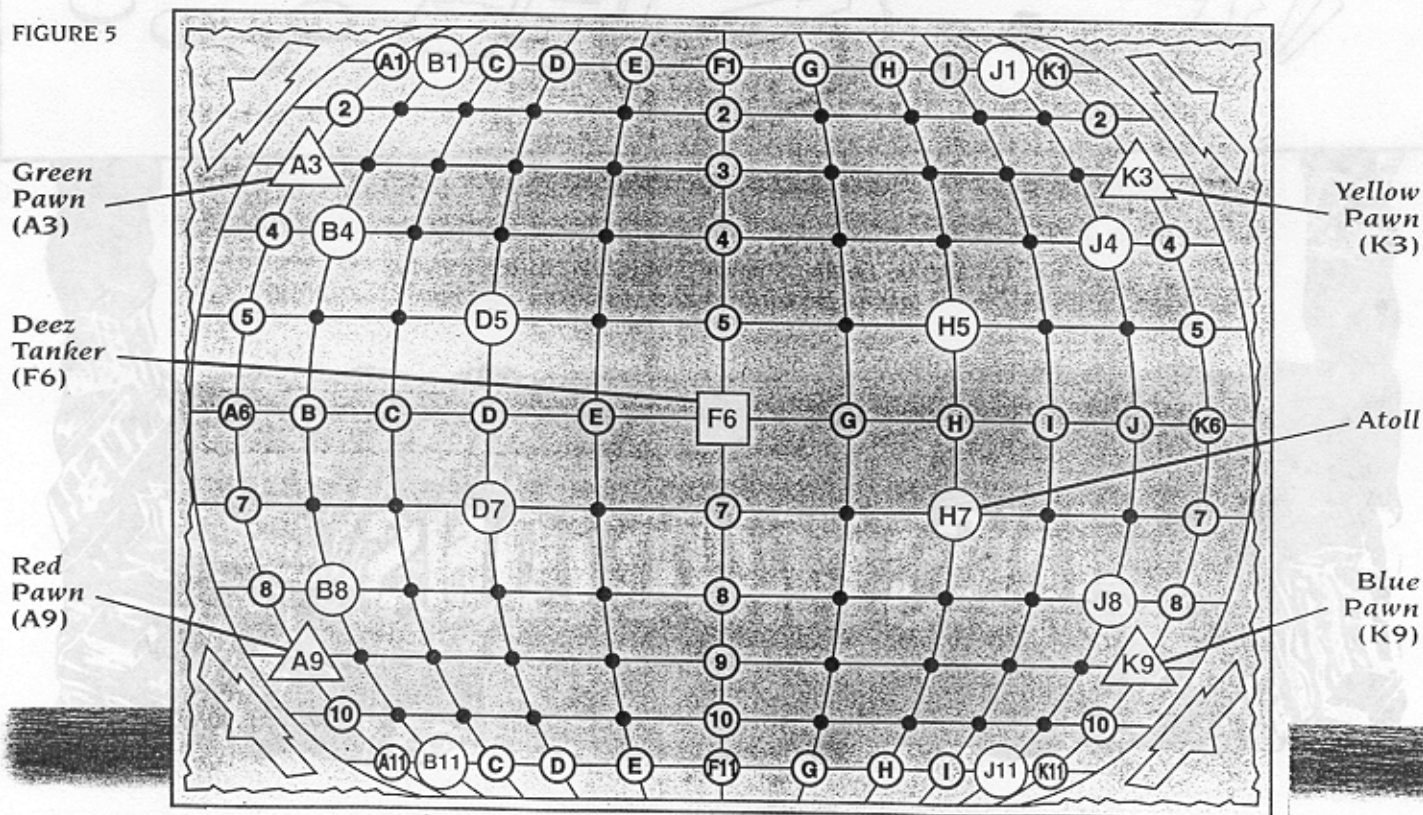
FIGURE 4



# THE GAMEBOARD MAP

Figure 5 shows a gameboard set up for 4 players. Refer to it as you follow **Game Setup** on page 3.

FIGURE 5





# GAME SETUP

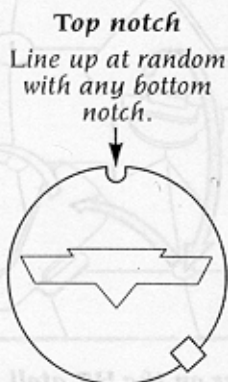
## THE COMPASS

Set the compass to a secret Dry Land space that no player (including yourself) knows. Here's how:

Hold the compass tattoo-side down, so no one can see the space locations on the other side. Rotate the disks, lining up the top notch with *any* bottom notch. See Figure 6. Then replace the clip anywhere on the compass.

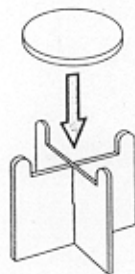
The secret Dry Land space will now show through the window on the tattoo side of the compass. Do *not* look at it! Set the compass aside, tattoo-side down.

FIGURE 6



## THE TOKENS

FIGURE 7



Find the DIRIGIBLE token and set it aside, facedown. Turn the remaining tokens facedown. Separate 11 of them, add the facedown DIRIGIBLE token, and mix up all 12 tokens.

Fit one facedown token onto each of the 12 atolls, as shown in Figure 7. Set the remaining tokens aside in a facedown pile.

## THE ATOLLS

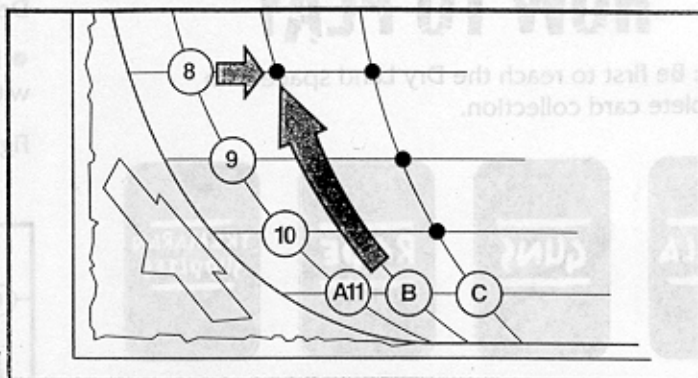
Place all 12 atolls on the 12 spaces shown on the Gameboard Map. Atoll locations are:

- |    |    |    |     |
|----|----|----|-----|
| B1 | B4 | B8 | B11 |
| D5 | D7 | H5 | H7  |
| J1 | J4 | J8 | J11 |

All red circles and white circles are game spaces. Each space is identified by a letter and number. To find a space, find the number space and the letter space on the edge of the board, and follow the white lines until they meet.

Figure 8 explains how to find the B8 atoll space.

FIGURE 8



To find the B8 space, follow the "B" line until it meets the "8" line.

## THE DEEZ

Place the Deez tanker on the F6 space, as shown on the Gameboard Map.

## THE TRIMARAN PAWNS

Each player chooses a Trimaran pawn and places it on the gameboard space below. See the Gameboard Map for starting positions.

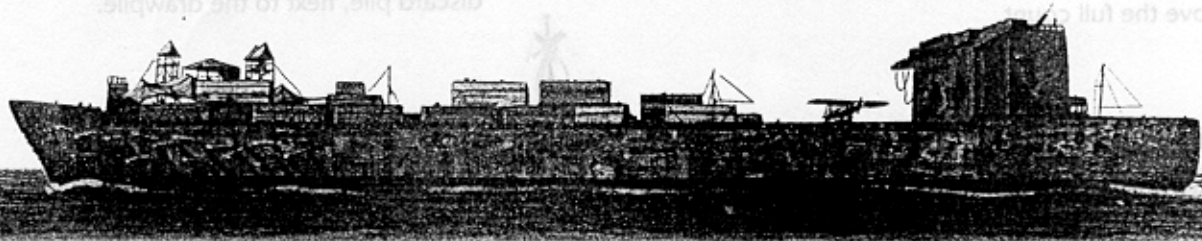
- |            |             |
|------------|-------------|
| Green - A3 | Red - A9    |
| Blue - K9  | Yellow - K3 |

Place any extra pawns out of the game. Set the 4 Trimaran pawns *with sails* aside for now.

## THE CARDS

Shuffle the cards, then deal 3 facedown cards to each player. Keep your cards secret from your opponents!

Form a *faceup* drawpile with the remaining cards, and place it within reach of all players. Remove the top card and place it *facedown* next to the drawpile, to form a discard pile.



# HOW TO PLAY

**Object:** Be first to reach the Dry Land space with a complete card collection.



These 4 cards make up a complete card collection.

Choose a player to go first. Play continues to the left.

## YOUR 2-PART MISSION

1. First, you must collect *one each* of the cards shown above. Collect a card by moving onto an atoll, or onto an opponent's pawn.
2. Next, you must discover the secret location of the Dry Land space. One player with a *complete card collection* must destroy the Deez to control the compass and discover the secret location. As this player races for the Dry Land space, opponents try to move onto that player's pawn to sneak a peek at the compass. First player with a *complete card collection* to reach the Dry Land space wins the game!

## ON YOUR TURN

Always do the following:

1. Roll one white die.
2. Move your pawn *up* to the number of spaces you rolled on the die.

## MOVEMENT RULES

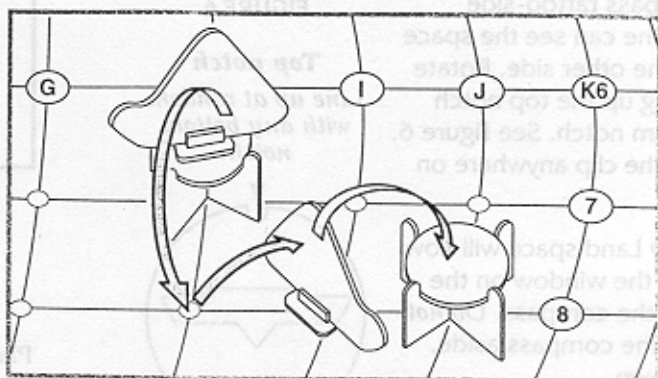
- Each space counts as one on your die roll.
- Move your pawn from one space to any space connected by a white line. (You cannot move diagonally.)
- You must move at least one space on your turn. If you roll more than one on the die, you do not have to move the full count.

- Pawns may pass over atolls, other pawns or the Deez tanker, counting them as one on their count.

- Pawns may share spaces (including atoll spaces) with other pawns or the Deez tanker.

Figure 9 shows an example of pawn movement.

FIGURE 9



The player on the H7 atoll rolls 5 on the die. He decides to move 3 spaces to the J8 atoll, passing over an opponent's pawn.

## COLLECTING CARDS

During most of the game, you'll be trying to collect cards. You can do this in either of 2 ways:

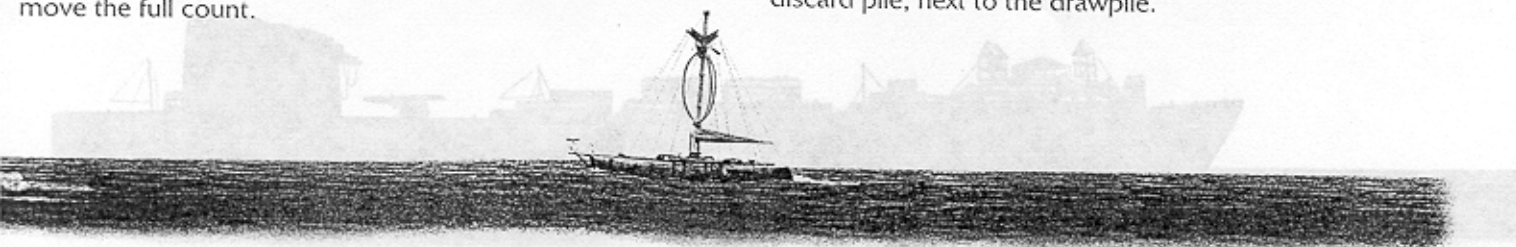
- By moving onto an atoll, then collecting a card that matches the atoll's token; or
- By moving onto an opponent's pawn, then trading or drawing a card.

The 2 sections below explain these 2 ways to collect cards.

## MOVING ONTO AN OPPONENT'S PAWN

Whenever you end your move on a space with one or more other pawns, you *must* do one of the following:

- *Either* trade one card with the player(s) on that space. (Give the player one card of your choice, while the player gives you one card of his or her choice);
- *Or* draw one card at random from the facedown discard pile, next to the drawpile.





If you end your move on an occupied atoll, follow the token rules before trading or drawing a card.

*If you end your move on the player who has the compass, that player must secretly show you the Dry Land location!*

## MOVING ONTO AN ATOLL

Whenever you end your move on an atoll, turn its token faceup (unless it is already faceup). Then do the following, depending on the token:

**A Card-Matching Token.** If the token is for TRIMARAN SUPPLIES, GUNS, ROPE or ENOLA, take the matching card from the drawpile. (If there is no matching card, try the discard pile.) Leave the token faceup on the atoll with your pawn on top. Your turn is over.

**Card Limit:** You can never have more than 4 cards. Whenever you take a 5th card, place one card of your choice facedown on the discard pile.



**The Dirigible Token.** Leave the Dirigible token faceup and move your pawn to any other space. If you move to an atoll or an opponent's pawn, follow the rules for doing so. Your turn is over.

**Smokers Attack Token.** Do the following:

1. Remove the Smokers Attack token and place it facedown in the token pile. Mix up all the tokens. Then choose one token at random and fit it facedown on the atoll. Leave your pawn on the atoll.



If the Deez has already been destroyed, your turn is over. If not, follow step 2.

2. Move the Deez to any other atoll, to destroy the atoll. Return the atoll's token facedown to the token pile. Place the destroyed atoll out of the game. Your turn is over.

Any player(s) who occupied the destroyed atoll must place a card of choice facedown on the discard pile, and remain on the space with the Deez.

**Warning — the Deez Can Win!** There are several Smokers Attack tokens, and they may be recycled throughout the game. So it's possible that all 12 atolls may be destroyed before a player can attack the Deez. If this happens, the game automatically ends, and the Deez wins!

## ADDING SAILS TO YOUR TRIMARAN

At the beginning of any turn, you may remove your pawn from its stand and insert a Trimaran pawn with sails, to speed it up. While you have this souped-up pawn, roll *both* white dice on each turn!



**Losing Your Sails:** When an opponent ends a move on your pawn, you lose your sails. Place the sail pawn out of play and re-insert your original, sail-less pawn. You can't use a pawn with sails for the rest of the game!

**Hint:** Don't be too hasty to add sails to your Trimaran. You may need the extra speed near the end of the game!

## ATTACKING THE DEEZ

If you have a complete card collection, you may begin moving your pawn toward the Deez tanker (unless the Deez has already been destroyed). Once you reach the space occupied by the Deez, attack it as follows:

1. Turn your 4 cards faceup so all players can see that you have a complete collection.
2. Give both red dice to the player on your left, who will play the part of the Deez in battle.
3. Roll both white dice, as your opponent rolls both red dice. If your total roll is higher than your opponent's total roll, you've destroyed the Deez! (In case of a tie, both players reroll.)

• If you did *not* destroy the Deez, place one card of your choice on the discard pile. Leave your pawn where it is. Your turn is over.

Since you now have only 3 cards, you must complete your card collection again before attacking the Deez.

• If you destroyed the Deez, remove it from the game. Now you control the compass! Secretly turn the compass faceup and look at the Dry Land location in the window. See Figure 10. Then place the compass face-down in front of you. Do not reveal the location to any other player! Your turn is over.

FIGURE 10



**Dry Land is on space G7!**

**Racing for the Dry Land Space:** If you control the compass, you must race for the Dry Land space! Your opponents must also race to try to move onto your pawn and discover the location for themselves.

If an opponent ends a move on your pawn, you *must* secretly show the Dry Land location to this player. As opponents do this, you may be forced to trade valuable cards. Remember, you need a complete card collection to win!

## HOW TO WIN

After you discover the location of the Dry Land space, try to keep your card collection intact as you race for the space.

The first player with a complete card collection who reaches the Dry Land space wins the game!

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