

# RISING WATERS

DESIGNED BY SCOUT BLUM

A COOPERATIVE, SET COLLECTION, AREA CONTROL GAME  
FOR 1-4 PLAYERS

It's Spring, 1927. While some Americans dance the Charleston and drink bootlegged liquor, the Mississippi Delta faces a flood of epic proportions. If battered river levees collapse, everything important to you will be washed away. Players experience life through the lens of African American plight. In the game, you will confront two forces - racism from white landowners and the power of nature.

Persevere by drawing on your community's courage and strength from your family, church, music, farming, and education. Can you manage the rising waters to stay alive?

## OBJECTIVES

During the flood, work together as members of the African American community to keep your family and neighbors alive by minimizing losses during the flood. Players must also negotiate the arbitrary demands of white landowners. If players keep below the maximum level of losses for a certain number of rounds, they've survived the worst of the flood and win the game!

## GOALS

The game ends when either of the following two possibilities occur: (1) The players reach the round limit below.; OR (2) The cumulative losses of land, levees, landowners, people, and/or towns (and other in-game losses) add up to:

### Fall, 1926 Ver- sion

ROUNDS: 7

MAX LOSSES:

- 22 (2-players)
- 18 (3 players)
- 14 (4 players)

### Spring, 1927 Version

ROUNDS: 10

MAX LOSSES:

- 25 (2-players)
- 22 (3 players)
- 19 (4 players)



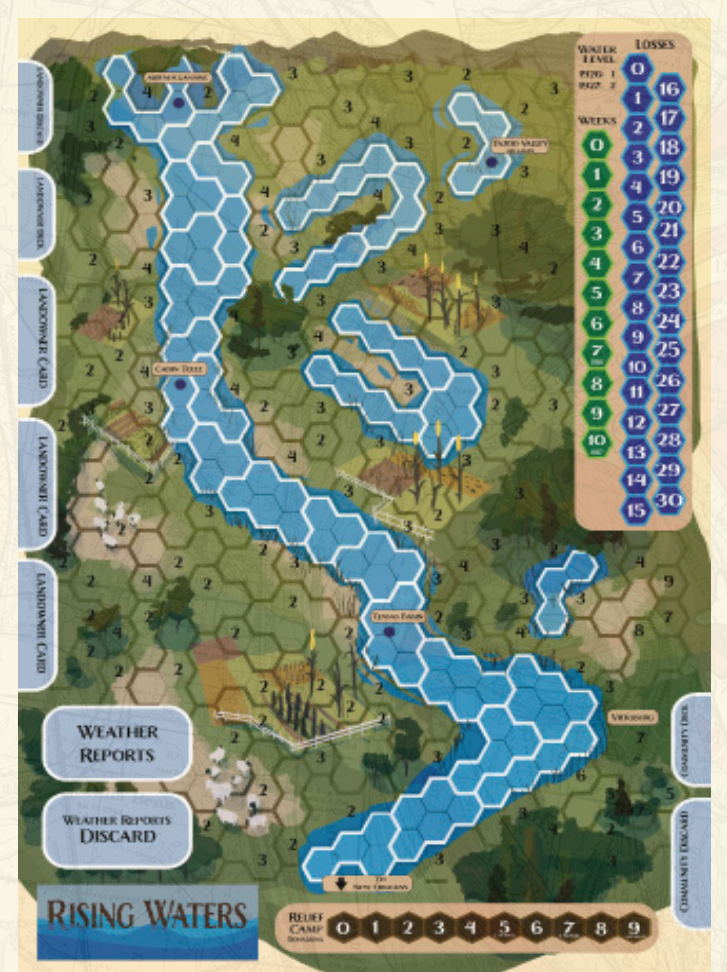
For helpful hints, examples of game play, and additional explanations, look for info in these rose box boxes.

Note: You'll find historical notes about the game in these blue boxes throughout the rules. For more historical information about

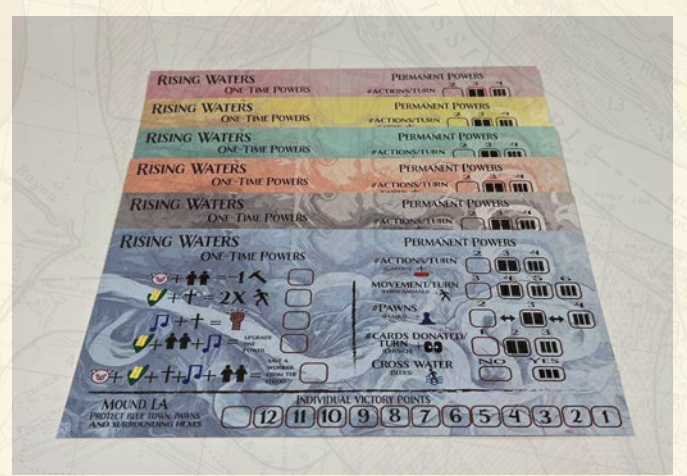
# COMPONENTS

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1 main map board



6 player boards



6 houses



27 pawns (7 colors)



66 cubes (6 colors)



89 flood hexes



60 water level tokens



60 levee tokens



7 relief camp hexes



100 Community cards



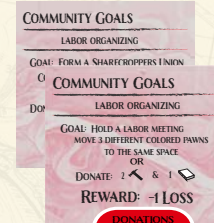
100 Landowner cards



100 Weather cards



4 Player aid cards



10 Community Goal cards



First player marker  
3 track markers



10 raft tokens



## DIFFICULTY LEVELS

The game has two difficulty levels: the “Fall, 1926” version and the “Spring, 1927” version. The Fall, 1926 version represents events that happened prior to the main floods of the spring of 1927. The water level starts out lower, the weather is less intense, more levees are initially present, and the game is played over fewer rounds. The Fall, 1927 version is recommended for less experienced players or players wanting an introduction to the mechanics.

In the Spring, 1927 version of the game, the players experience more intense weather—leading to more flooding—over more rounds.

For added complexity and replayability, players also have the option to add in community or individual victory goals.. (see page \_\_\_)

## MAIN BOARD

The board contains four named locations (Yazoo Valley, Mounds Landing, Cabin Teele, and Tensas Basin—pronounced “Ten-saw”). Green or brown hexes indicate land. Blue hexes indicate water.

### HEX GROUPING

placeholder for map piece

The numbers on the map indicate land elevation levels. The lower the number, the lower the land elevation. For the Fall 1926 version, all water (blue) hexes on the map begin the game with an elevation of 1. For the Spring 1927 version, all water hexes on the map begin the game with an elevation of 2. All hexes within a “hex group” (surrounded by heavier lines and indicated by a red circle here) have the same elevation.



# COMPONENT KEY

## PLAYER

The left side of the Player Board indicates the Renewable powers available, with icons representing the Community cards which need to be discarded to obtain them. Renewable powers are used once, then must be purchased again to be used again. When a Renewable power is purchased, players should

The right side of the Player Board lists the Perpetual powers each player has in the game, with icons showing which Community cards are associated with those actions. Starting values are in the empty boxes. The rectangular icons inside the other boxes indicate how many of each special type of Community card players must discard to increase

**RENEWABLE POWERS**

- Icon: Cat + 2 People = -1 (Arrow) [ ]
- Icon: Heart + 2 People = 2X (Person) [ ]
- Icon: Music Note + 2 People = Upgrade One Power [ ]
- Icon: Heart + 2 People + Music Note = Upgrade One Power [ ]
- Icon: Cross Water (Swim) + Cat + Arrow = Build Raft [ ]

**PERMANENT POWERS**

- #ACTIONS/TURN (GARDEN) + [ ] [ ] [ ] [ ] [ ] [ ]
- MOVEMENT/TURN (BARN ANIMALS) + [ ] [ ] [ ] [ ] [ ] [ ]
- #PAWNS (FAMILY) + [ ] [ ] [ ] [ ] [ ] [ ]
- #CARDS DONATED/TURN (CHURCH) + [ ] [ ] [ ] [ ] [ ] [ ]
- CROSS WATER (BLES) [ ] [ ] [ ] [ ] [ ] [ ]
- CROSS WATER (BLES) [ ] [ ] [ ] [ ] [ ] [ ]

**INDIVIDUAL VICTORY POINTS**

SHARECROPPER 1 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

See pages \_\_\_ for more information about Renewable and Perpetual powers.

For more information on rafts, one of the renewable powers, see page \_\_\_\_.

As an optional game element, the bottom of the card lists individual player goals and a track for individual victory points. If you are playing with the individual victory points variation, a red box indicates specific extra starting powers for each role. (See page \_\_\_ for more specifics)

NOTE: For colorblind players, make sure all players can see the differences in the chosen pawn colors. Some combination of black, blue, yellow, and red are

## WEATHER REPORT CARDS

Weather Report cards contain the location of the weather event and the type of weather event, indicating how much water to add through water level tokens.

### Example

With this card, heavy rain in Cabin Teele means that 3 should be added to the water level there. For more info, see pages \_\_\_\_.



Special Weather Report cards: The Weather Reports can also also can indicate “cloudy” days (no change to the water level) or “sunny” days (water level reduced by 1 if

## COMMUNITY GOAL CARDS

The Community Goal cards are an optional element of the game. The Community Goal cards come in pairs: the first goal must be achieved prior to the second.

Completing Community goals - by donating the listed cards or completing other requirements - reduces the number of losses on the loss track. Donations may be made all at once or over several turns or rounds.

For more information on the Community Goal Cards, see pgs 6-8.

## COMMUNITY CARDS



There are two kinds of Community cards - Power cards and Resistance Cards.

Note: If the Community Deck is depleted during the game, then simply reshuffle the discard pile and replace.

## POWER CARDS

There are 6 different Power cards. They can be collected and discarded to upgrade Renewable or Permanent abilities listed on the Player Board. They can also be donated to other players, for the Relief Camps, or used for Community Goals. Each Power card has icons representing its type (upper left hand) and associated power (upper right hand).

## BLUES CARDS

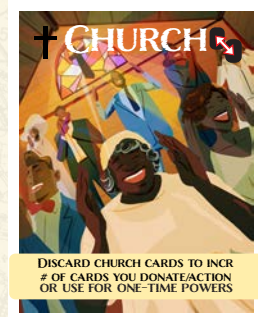
Blues cards can be collected and discarded to give the player the ability to move across water.



Historical Note: Blues music had strong roots in the Mississippi delta, developing tremendously in the 1920s. The flood inspired songs from many famous blues artists, including

## CHURCH CARDS

Church cards can be collected and discarded to increase the player's the number of cards a player can donate.



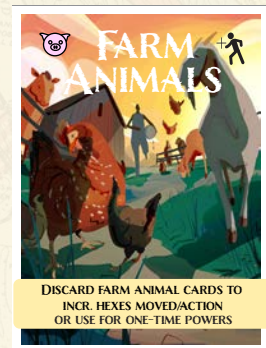
## FAMILY CARDS

Family cards can be collected and discarded to increase the number of pawns a player has..



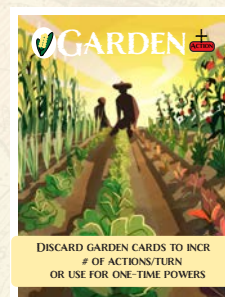
## FARM ANIMALS CARDS

Farm Animal cards can be collected and discarded to increase a player's movement.



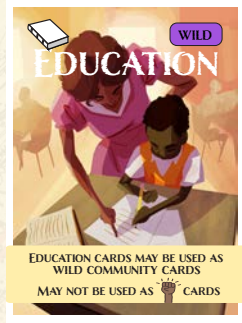
## GARDEN CARDS

Farm Animal cards can be collected and discarded to increase a player's movement.



## EDUCATION CARDS

Education cards are wild cards. They can be used in place of any Power card.



## RESISTANCE CARDS

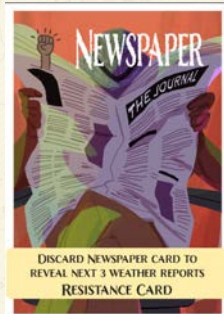
There are 4 different kinds of Resistance Community cards. They can be used for their special powers. They can also be used to counter Threat cards

All Resistance cards have this icon



## NEWSPAPER CARDS

Discarding a Newspaper card allows the player to see the next three Weather Report cards. This information may be shared with other players.



## RADIO CARDS

Discarding a Radio card allows the player to see the next three Landowner cards. This information may be shared with other players.



## OUTSIDE ACTIVISM CARDS

Discarding an Outside Activism card during the Landowner or Player Action phase of the game causes one Race Hatred card to be discarded without penalties to the players. This may only be done once per round.



## VAUDEVILLE FUNDRAISER CARDS

Discarding a single Vaudeville Fundraiser card allows that player to gain 2 additional Community cards. If a player discards 2 Vaudeville Fundraiser cards, all players may take 2 additional Community cards.



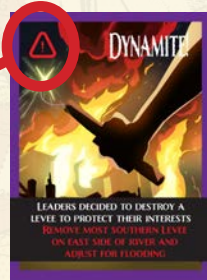
## LANDOWNER CARDS

The Landowner cards reveal the actions of the Landowners during the game. These can include offers of work (Job Offer cards), threats, the use of force and violence, the appearance of race hatred (racism), or the creation of relief camps.



Several Landowner cards have a star icon in the upper right of the card. These cards are to be separately shuffled and played during the first phases of the game.

Cards with the “!” icon in the upper left-hand corner are Crisis Cards. These cards must be resolved immediately during the Landowner card phase or when it appears during the Player Action phase.



Note: If the Landowner Deck is depleted during the game, then simply reshuffle the discard pile and replace.

## JOB OFFER CARDS

Job Offer cards can be used to build levees during the Player Action phase. If a player wants to build a levee, they need to take the Job Offer cards and discard them (as many as they need). One Job Offer card increases the level of an existing levee. Two Job Offer cards allow a new levee to be built. Players may also use Job Offer cards for (for Renewable powers) by keeping them in their hand.



## CRISIS CARDS

There are four types of Crisis cards in the Landowner deck. Not all of the Crisis cards are used in the Fall, 1926 version of the game.

## THREAT CARDS

**Responsibility for the Threat:**  
When a Threat card appears during the Reveal and Replenish Landowner Cards phase of the game, the First Player is responsible for resolving that card. If the Threat card appears during the Player Action phase, then the player who revealed the card is must resolve the threat.



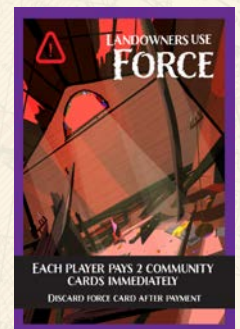
**Resolving the Threat:** Players can resist the threat by discarding any one Resistance Community card. The Threat card is then discarded as well. If the player does not have a Resistance Community card (and therefore cannot resist the threat), they must take the Threat card into their hand (it counts as part of the hand limit of 7 cards and may not be donated).

Players must keep all Threat cards until they can be discarded with a Resistance card. (NOTE: Playing a Resistance Community card to counter a Threat card once taken into your hand counts as an action and may only be done during the Player Action phase. It does not count as an action during the Reveal and Replenish Landowner Cards phase of the game.)

If more than one Threat card appears at once, one is distributed to the First Player, then one to each player

## FORCE CARDS

When Force cards appear, players as a group pay any 2 Community cards immediately. Players may not resist Force cards. If more than one Force card appears, players must pay additional penalties. Discard Force cards once they have been resolved (by payment or by losses).



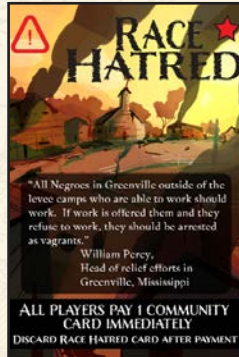
If the players collectively are unable to pay the full penalty, adjust the loss track by one for each Force card.



## RACE HATRED CARDS

When the Race Hatred card appears, all players must discard two Community cards each. If more than one Race Hatred card appears, players must pay add'l penalties. Race Hatred cards are discarded once resolved. Players can resist the card by discarding an Outside Activist card. This may only be done once per round.

If any player (or players) is unable to pay the full penalty, adjust the loss track by the number of players unable to pay. Players do not have to pay a partial penalty: If they only have one card, for example, they do not have to pay that one card. The loss is the only penalty in that instance.

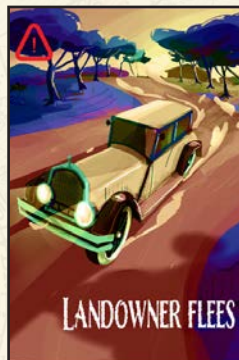


**Historical Note:**  
In the 1920s, activists used the term “race hatred” to mean actions, words, or events that discriminated on the basis of race. The term “racism” becomes more common

## LANDOWNER FLEES CARDS

These should be removed from the game in the Fall, 1926 version.

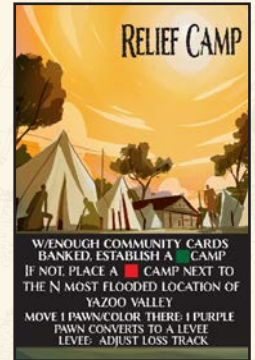
The appearance of a Landowner Flees card results in an immediate loss in the game. Adjust the Loss Track by one and discard the card.



## RELIEF CAMP CARDS

These should be removed from the game in the Fall, 1926 version.

When Relief Camp cards appear in the Landowner Cards, players must assess how many donated cards they have accumulated in the Relief Camp Donations track (Players can donate cards during the Player Action phase, using the “donate” action.) If the number equals or exceeds the following, then a Relief Camp site hex (green side up) may be placed on any land hex the players choose. Return the donation marker to the zero level.



Donations Required to Place a Green Relief Camp:

- For a 2-player game, bank 4 cards.
- For a 3-player game, bank 6 cards.
- For a 4-player game, bank 8 cards.

If the players have not banked sufficient cards as a community when the Relief Camp card appears, then a Relief Camp site hex (red side up) is placed on the location described by the text of the card.

In addition, all players must move one pawn each to the newly established red Relief Camp site. One Survivor (purple or extra pawn) of the players' choice is removed from the board and replaced by a levee (+1 of the land value). Adjust the loss track accordingly.

Once placed, no Relief Camp can be flooded, regardless of the elevation of the land hex. Players may leave the Relief Camp site by moving during their turn of the Player Action phase. Discard Relief

**Historical Note:**

Although the game allows players to create their own relief camps, the real Red Cross camps were often managed by local whites. Because of this, they were sites of extreme racism at the time

# INITIAL SET UP

1

Place the main map board within reach of all players.

2

Place the piles of blue flood hexes, relief camp hexes, raft tokens, brown levee tokens, and the blue water level tokens by the main board. If playing the Fall, 1926 version, return the Relief Camp hexes to the box.

3

Place the track counters on the zero space on the Loss and Weeks (rounds) tracks. Only place the Relief Camp Donations track counter if you are playing the Spring, 1927 version.

4

Give each player a Player Board, 1 house (town), 11 cubes, and 4 pawns of their color choice. Each player should have a unique color. Five of the cubes should be placed on the farthest left spaces of the Permanent powers on the Player Board. If players are using the optional individual goals on the Player Board, they will (1) each place a cube on that track; and (2) move a cube to the red box of the Player Board for their specific power.

5

One purple pawn (Survivor) should be placed on land within one hex of the dot near Mounds Landing on the main board. Place the rest of the unused pawns (purple and unselected colors) near the upper left-hand corner of the game board. These are additional Survivors.

6

For the Fall, 1926 version of the game, remove all “heavy rain” cards from the Weather Report deck. Shuffle the “heavy rain” cards, and then keep the top 9 for the deck. Return the other 9 to the box. All “Heavy rain” cards should remain in the deck for the Spring, 1927 version. Shuffle the Weather Report deck and place it on its corresponding location on the lower left-hand side of the board.

7

For the Fall, 1926 version of the game, adjust the Landowner deck by removing all Landowner Flees, Relief Camp cards, and Dynamite cards. Keep only 5 Force cards, 5 Race Hatred cards, 10 Threat cards and all Job Offer cards. Use the entire deck for the Spring, 1927 version. In the Spring, 1927 version, separate the starred Landowner cards and the Landowner flees cards.

8

Shuffle the starred and main sets of the Landowner deck separately. For the Spring, 1927 version of the game, randomly insert the “landowner flees” cards into the main deck. Place the starred cards on top of the main deck (do NOT reshuffle at this point).

9

Place the Landowner deck on its space to the upper left of the board.

10

Reveal the top 3 Landowner cards and place them in their corresponding spaces on the main board. For the initial few turns, these should be all starred cards.

11

Shuffle the Community cards and place the deck in its location to the lower right-hand side of the board.

12

Deal 7 Community cards to every player. The game has a hand limit of 7 cards.

13

Pick an initial player randomly. That player should get the First Player Marker.

12

# INITIAL SET UP

14

Each player must place their town on a hex of their choice on the main board as a town. In a two-player game, place an additional town in a different color. Towns must be placed within 4 hexes of a water source and at least 5 hexes apart. No towns may be placed in Vicksburg or within 5 hexes of Vicksburg. (lower right of board).

15

Each player places 2 pawns on the same space as their town. One other pawn must be placed on land within 2 hexes of any of the location dots on the map.

16

Each player should also place the required number of brown levee token anywhere on the main board adjacent to water (for the Fall, 1926 version, 3 levees per player; for the Spring, 1927 version, 2 levees per player for a 2-player game; and 1 levee per player for a 3 or 4 player game).

**HINT:** Initially, work to shore up especially low-lying areas with levees. Don't forget about the lakes—they can flood, too.

17

Reveal 3 initial Weather Report cards. Resolve the water levels by placing blue water tokens and redistributing them as necessary. (See Water Level Rules on pages \_\_\_\_). Adjust loss track if needed.



# GAME PLAY—ROUNDS

13

The game is played over a series of rounds (weeks) where players have a choice of actions. For the Fall, 1926 version, the game is played over 7 rounds; 10 rounds for the Spring, 1927 version.

## PHASES OF THE ROUNDS

Rounds include the following phases (in order)

- (1) Upgrade player abilities (players complete simultaneously);
- (2) Replenish and resolve Landowner cards (players work cooperatively);
- (3) Player actions (players complete by turn);
- (4) Reveal and resolve Weather Report cards (players work cooperatively); and
- (5) Clean up (players work cooperatively).

### ROUND PHASE 1: UPGRADE PLAYER ABILITIES

Players may discard the required number and type of Community cards to increase their abilities. Player Boards reflect the number and type of cards required to increase abilities. At least one of the set must be an actual Community card of the type required. Multiple abilities may be increased during a phase.

Players have two different types of abilities to choose from to upgrade – Renewable powers and Perpetual powers. Renewable powers may only be purchased during the Upgrade Abilities phase of a round and may be used during that round or a subsequent round during the Player Action phase. Place a cube on the Player Board to indicate that the ability has been purchased. Once the Renewable ability is used, the cube should be removed from the Player Board.

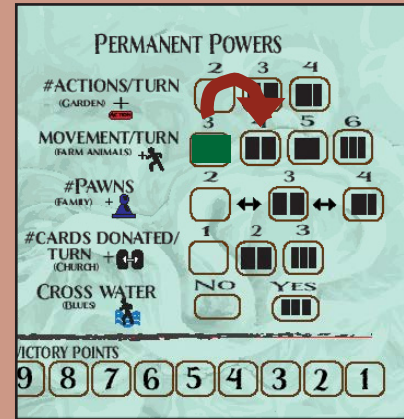
Perpetual abilities are kept for the rest of the game once earned, with the exception of number of pawns. Note that if a player loses a pawn (to flooding, for example), then they need to reflect that on their Player Board by moving their cube back one space.

Players complete this phase simultaneously.

## EXAMPLE: UPGRADING ABILITIES

Madalyn has a hand with one Family Community card and two Farm Animal Community cards. During the Upgrade Player Abilities Phase, they can discard the two Farm Animal cards to increase their Movement ability per action from 3 to 4.

[NOTE: to upgrade from 4 to 5 moves per action, they would have to discard three Farm Animal Community cards.]



## ROUND PHASE 2: REPLENISH/RESOLVE LANDOWNER CARDS

Replenish Landowner cards on the board if needed (three should be face up).

Any Landowner card with a “!” icon (a Crisis card) must be resolved before moving to the next phase. Some of the cards affect only the First Player, while others affect the entire group. Resolving Landowner cards does not count as a player action as those take place in the next phase of the round. Resolved Landowner cards should be discarded.

During this phase, individual players may discard any Resistance Community card to resist a Threat and/or may also play an Outside Activist Community card to resist Race Hatred during this phase. Only one Outside Activist Community card may be played per round.

## ROUND PHASE 3: PLAYER ACTIONS

During the third phase of the round, players take turns performing actions (beginning with the First Player and proceeding clockwise). Players take as many actions as allowed by their Player Boards. Initially players begin with two available actions.

On their turn, players have the following choices of actions:

- Move
- Work
- Donate
- Resist

Actions may be performed more than once during a player’s turn. More info about Player Actions can be found on pages \_\_\_\_.

## ROUND PHASE 4: WEATHER REPORT CARDS

After the player actions have been completed, reveal and resolve 3 Weather Report cards. Players should work together in this phase. See pages \_\_\_ for those directions.

Adjust loss track as necessary if any land hex groups, levees, towns, or pawns are flooded. See page \_\_\_ for those directions.

## ROUND PHASE 5: CLEAN UP

During the last phase of each round, perform the following actions in order:

- First Player marker moves clockwise to next player.
- Add one to the Week (round) track.
- If any player has a hand of less than 5 cards, they draw Community Cards to bring their hand total to 5 cards.
- Add one Survivor to the board on land near the dot at Mounds Landing.

[NOTE: Do not replenish the Landowner cards at this point. Wait until the “Replenish and Resolve Landowner cards” phase of the next round.]

## GAME PLAY—PLAYER ACTIONS

On their turn, players have the following choices of actions:

- Move
- Donate
- Work
- Resist

The number of actions allowed each player is noted on the Player Boards and may be upgraded only during the Upgrade Abilities Phase. Players may choose the same action multiple times (each counts as an action) and may perform the actions in any order.

At the end of their turn during the Player Action phase, players may have a maximum of 7 cards in their hand. Discard cards of the player's choice if over the limit.

Each action is described in more detail following.

## MOVE

On your turn, as one action, you may move any combination of your pawns up to the maximum amount allowed by your abilities on your Player Board. Players move by individual hex, not by hex group, whether on land or water. Crossing a water hex may not be completed until the “swim” ability has been obtained (by discarding two Blues cards during the Upgrade Abilities phase). You may also move other players’ pawns (with their permission) on your turn using the move action.

**Rafts and Moving:** Survivor pawns may only be moved with a raft. Rafts are a Renewable power and are made during the Upgrade Abilities phase. During the Player Action phase, a player places a raft token at the location of any of their pawns (make sure to remove the Renewable power cube). The pawn should be placed on the raft token and moves with it. Rafts may be “dragged” across land up to the number of movements on the Player Board; on water, rafts can move twice the number of moves reflected on the Player Board. NOTE: Picking up and dropping off a Survivor count as actions.

Players can increase the number of moves available during an action by discarding Farm Animal Community cards. Players earn the ability to move across water by discarding Blues Community cards.

**Why choose movement?** Players may want to “move” to get to a location that needs a levee (you have to be on or next to the hex where the levee is constructed), get to farming or forest spaces on the board (which have benefits), rescue a Survivor, or fulfill their individual goals.

## DONATE

On your turn, as one action, you may donate a card to any other player(s), up to the number of cards allowed on your player card. Players may also donate up to their maximum number of Community cards allowed to the Relief Camp donation track or toward Community Goals. Donated cards are discarded into the Community discard pile. Threat cards may not be donated.

Players can increase the number of cards traded during an action by discarding Church Community cards.

**Why choose donation?** Players may want to donate to help another player, especially if they lack resistance cards, to help avoid bad effects from a red Relief Camp, to fulfill community goals (if using the Community Goal Cards), or fulfill their individual goals.



## WORK

Players may choose from three different forms of the “work” action:

- Accepting work (building or raising a levee)
- Seeking work (replenishing the Landowner cards)
- Working for the community (taking a Community card)

Why choose work? Players may want to build a levee to protect against floodwaters. Work also allows players to replenish the Landowner cards for themselves or the next player, and also to obtain more Community cards if they need them.

### ACCEPTING WORK

As one action, players may “accept work” to build a levee by taking as many Job Offer cards from the Landowners row as they wish. One card raises an existing levee. Two cards create a new levee. Job Offer cards used to build levees must be discarded. [Note: as a Renewable power, players may discard a Vegetable Garden and a Farm Animal card to get a discount on work. Raising or building new levees then costs one less Job Offer card.]

To build or raise levees, a pawn must be on or adjacent to the hex where the levee token is placed. Players may use other player’s pawns to build or raise levees. Building a levee only protects that hex where the levee is placed - not the entire hex grouping.

Players “build” a levee by placing a brown levee token on the chosen land hex. The token number should be turned so that a number equal to +1 the elevation number of the land hex shows. To “raise” a levee, players turn an existing brown levee token to the

**HINT:** Put levees in the lowest level elevations first (level 2). They’re the ones most vulnerable to flooding. Think about protecting your towns as well.

### SEEKING WORK

As another option for the work action, players may also “seek work” – meaning replenishing missing Landowner Cards on the board. Only a maximum of 3 Landowner cards may be visible at any time on the board. Players must respond to any Crisis cards revealed at this time.

### WORKING FOR THE COMMUNITY

Players may also “work for the community” for the work action, meaning they may take Community cards. Players may take one card, plus one additional card for each of their pawns in a forest or agricultural field in the game. Players must stay under the 7 card hand limit (Players who have 7 cards may still work for the community, as long as they immediately discard a card).

## RESIST

Certain Community cards, called Resistance cards, give the players special powers. Playing each of these cards counts as one action.

Education Community cards (which are wild cards) may NOT substitute for any Resistance card, unless the player has taken the role of the Teacher.

Why chose resistance? Players may need to counter a threat by the landowners. Resistance cards can also help you see problems that are coming. And they have powers of their own as well.

## GAME PLAY: SURVIVORS AND RAFTS

Survivors enter the game on land near the dot for Mounds Landing during initial set up. One additional survivor is added to the board at the same location during each Clean Up phase. Survivors may not be used to build levees.

**Rafts and Moving:** Survivor pawns may only be moved with a raft. Rafts are a Renewable power and are made during the Upgrade Abilities phase. To use a raft, a player uses an action and places a raft token at the location of any of their pawns during the Player Action phase (make sure to remove the Renewable power cube). The both pawns should be placed on the raft token and move with it. Rafts may be “dragged” across land up to the number of movements on the Player Board; on water, rafts can move twice the number of moves reflected on the Player Board. No more than two pawns may be on a raft at any one time.

Survivors should be dropped off at Relief Camps, which counts as an action. If a player moves a Survivor to any existing Relief Camp, the loss track may be reduced by one. That Survivor is then removed from the board.

# OPTIONAL ELEMENTS: COMMUNITY GOALS

As an optional element of the game, players can choose to include community goals. Community goals are fulfilled by donating specific cards or performing certain tasks. These cards are labelled with either an A or a B in the upper right-hand corner. Cards labelled “B” require the completion of an “A” level goal first. These goals, once fulfilled, allow players to reduce the number of losses on the loss track. Completion of an A card moves the loss track down one. Completion of a B card moves the loss track down two spaces.

If playing with Community Goals, the Community Goal deck should be separated into A and B stacks during initial set up. Place the A stack on top of the B stack and turn over two Community Goals.

During the Clean Up phase of each round, players may either keep both Community Goals or discard one and replace it with the next card. Community Goals may be completed more than once.

## Available Community Goals

Spread African American Music: Write New Blues Songs (A)

Spread African American Music: Found a New Record Label (B)

Build Rescue Equipment: Build Rafts (A)

Build Rescue Equipment: Build Makeshift Motorboat (B)

Increase Community Communication: Raise Education Levels (A)

Increase Community Communication: Establish an African American Newspaper (B)

Labor Organizing: Hold a Labor Meeting (A)

Labor Organizing: Form a Sharecroppers Union (B)

Increase Self-Help Efforts: Feed Local Survivors (A)

Increase Self-Help Efforts: Form a Mutual Aid Society (B)

# OPTIONAL ELEMENTS: INDIVIDUAL GOALS

As an additional element to the game, players have the option of playing with individual goals. In this part of the game, players take on the roles of certain characters or geographic locations. Players may play as any combination of towns/characters as long as all players have distinct colors. Goals and objectives for each are listed below and are listed in abbreviated form on the Player Boards.

Individual points do not count as actions, although players may be required to expend actions to earn them. For example, the Blues Singer does not use an action to “perform” (discard a Blues card), but may need to use actions—like moving—to get to desired locations. The movement does count as an action.

## CHARACTERS FOR INDIVIDUAL GOALS

**Blues Singer:** Your goal is to perform for as many others as you can. Add a point each time you're on the same hex as another pawn or town of a different color and discard a Blues card. You may not perform for the same town or pawn twice in a row. You may only perform for your own town or pawns if you have performed for another town or pawn immediately prior. Performing may only take place during the Player Action phase.

**Outside Activist:** Your goal is to bring attention to Force and Race Hatred used by the landowners. When Force or Race Hatred cards appear (during the Reveal and Resolve Landowner phase or the Player Action phase), add a point each time you discard a Newspaper or Radio card. This can also count toward your individual resolution of either Landowner card, but not other players.

**Preacher:** Your goal is to help as many others as possible through the church. Add a point every time you donate a Church card to another player or the Relief Camp Donation track. This may only take place during the Player Action phase.

**Sharecropper:** Your goal is to engage in economic activity. Add a point each time your pawn is in the same space with a town or pawn of a different color and you discard a Farm Animal or a Garden card. You may not sell to the same town/pawn twice in a row. You may only sell to your own town or pawns if you have sold for another town or pawn immediately prior. This may only take place during the Player Action phase.

**Child/Young Person:** Your goal is to add hope to the community by finding needed items. While any of your pawns are in Vicksburg, you can use your Resistance action to look take a card from the Community or Landowner discard piles. Add one point each time you donate that card (during the same turn) to the Relief Camp donations, the Community Goals, or another player. (Note: taking the card and donating it count as one action.)

**Teacher:** Your goal is to use education to empower others through resistance. Add a point for each time you counter a Threat card (yours or others) with an Education card. If you play an Education card for another player, they do not have to pay a penalty.

# WATER LEVEL RULES

## GENERAL WATER RULES

Water in the game follows several general rules. Each of these is explained in more detail in subsequent sections

1. In the Fall 1926 version, all initial water levels (blue hex groups) are set to an “elevation” of 1. In the Spring 1927 version, all initial water levels are set to an elevation of 2.
2. Water flows or moves downhill or downstream. On the main map, this means water tokens are first placed in the north (the top of the map) and move southward (the bottom of the map), as the rain appears on the Weather Report cards.
3. In the game, water movement involves two steps, done in order: (1) add the required water token from all the Weather Report cards for each round; and (2) resolve the water levels by moving water to flood land first and then downstream as needed. Once the water level token is lower or equal to the surrounding land values, it is considered “resolved” and no further action is necessary.

NOTE: water level token do NOT need to be equal or lower than neighboring water hex groups for a token to be “resolved.”

## WEATHER REPORT CARDS: ADDING WATER

Rainfall generates rising water levels on the map. The Weather Report cards reveal the location and severity of rainfall during the game. There are four locations on the main map for the Weather Reports, each representing historical sites of levees: the Yazoo Valley (the 4 lakes - abandoned loops of water - on the eastern part of the map); Mounds Landing (at the northern end of the map); Cabin Teele (about 1/3 of the way down the map on the Mississippi River); and the Tensas Basin (about 1/2 way down the map on the Mississippi River). The Mississippi River and Yazoo Valley lakes are divided into hex groupings like the land elevations. The hex groupings have the same water levels.

How to add water: The Weather Report Cards also list the severity of the weather as “heavy” (add 3 points of water); “medium” (add 2 points of water); or “light” (add 1 point of water). These rainfall points are added to the water level by placing the blue water level token on the required location in at a level equal to the starting number (1) plus the Weather Report requirement.

Special Weather Report Cards: The Weather Reports also can indicate “cloudy” days (no change to the water level) or “sunny” days (water level reduced by 1 if the level is above starting level).

Where to add water: When a Weather Report reveals a special location for the first time, place a blue water level die on the dot near that area first. Subsequent Weather Report Cards with that same location should be placed on the next open river hex grouping south of the dotted hex grouping. Once all hex groupings in that area have a die, return to the original dotted location and add a flood hex to the existing die to show that grouping has received a second round of water. If the water level exceeds 6, add another die instead of the flood hex. See example 2 below.

Once all the water level tokens have been placed, resolve the water token. See pages \_\_\_ for more info on resolving water.

NOTE that all examples assume the water level starting at a level of 1, as is correct for the Fall, 1926 version of the game. When playing the Spring, 1927 version, adjust that starting water level to 2.

## EXAMPLE 1: ADDING WATER TO THE MAP

During the first phase of the round, the players turn over the following Weather Report cards (in this order): 1) light rain in Tensas Basin, 2) heavy rain in Tensas Basin, and 3) another heavy rain in Tensas Basin.

The original level of the water is 1, so the first die will be a value of 2 [1(original value)+1 (light rain)], placed on the dotted Tensas Basin hex grouping since it's the first for that area. Now all of those hexes within the thicker white lines have a water level value of 2.

The next Weather Report result goes in the next south hex grouping with a dice level of 4 (1 + 3 = 4). For the final Weather Report, another dice (level 4) should be placed in the next south hex grouping.



**LIGHT RAIN**

TENSAS BASIN + 

**HEAVY RAIN**

TENSAS BASIN + 

**HEAVY RAIN**

TENSAS BASIN + 

## EXAMPLE 2: ADDING WATER TO THE MAP

During the first phase of the round, a Weather Report card calls for heavy rain in Mounds Landing. All of the hex groupings on the river between Mounds Landing and Cabin Teele are occupied by a water level die (see board on left, below). Therefore, players will place the new amount back on the initial dotted hex grouping. This yields a level of 5 (current level of 2+3 for heavy rain =5). The die on that location is turned to the 5 value (see board on right at 1).



ORIGINAL BOARD

+

LIGHT RAIN  
TENSAS BASIN +  =



BOARD WITH ADDED WATER

HINT: Remember: Always ADD all water level dice first. You'll determine what the water does in the next step. This is called "resolving" the water.



## RESOLVING WATER LEVELS

**Flooding:** If the water level of the hex grouping on the river (indicated by the number on the token) exceeds the number on any land elevation hex touching that water hex group, then flooding occurs. Flooding does NOT occur if the water level token is ONLY higher than water hex grouping touching it. If flooding occurs, follow these rules in order:

- Begin with the northernmost (top of the map) water token in each area. Resolve all Yazoo Valley lakes first, then move from north to south on the Mississippi River (Mounds Landing, then Cabin Teele, then Tensas Basin).
- Water first moves to land if a land hex grouping is lower. “Moves” here means the players transfer one flood token point from the water to the land. At least one water point on the token first moves to the lowest land hex grouping. When that happens, that land hex grouping is said to be “flooded” and now acts as a part of any water hexes it touches (it may touch more than one). Players place flood hexes on each flooded land hex; advance the loss track by one and turn the blue water level token to the next lowest number.
- If more than one land hex grouping is lower than the token, follow the Clockwise Rule.
- After one flood point has moved to land, water then moves downstream. If the water level in the river is still above the surrounding land elevation numbers, then one water unit downstream. Move the water level downstream one river (or lake) hex group by adding one to the next water section (moving south) and lowering the water level on the initial blue flood token by one. Complete this action
- Repeat these two steps (flood land then water) if the initial water level remains higher than surrounding land. A water level token is resolved (meaning no further action is necessary) if its value is equal to or less than the values of the land surrounding it. Water level token can be higher than the water hex groupings next to it.

### CLOCKWISE RULE

If more than one land hex grouping is lower than the water level hex, imagine a clock imposed on the water level token. Moving clockwise from 12 o'clock (due north), flood the first land grouping hex of the lowest number land elevation touching the water hex grouping of the water level token. In the example (right): moving clockwise, the first land hex is at a level of 3, the second and third are at 2, and the fourth is at 3. Flood the second land hex (in the red circle).





# SPECIAL CONDITIONS

Flooding with a levee. If the map contains a levee adjacent to the river, then that levee raises the land elevation level for that hex ONLY, not the entire hex grouping.

In the game, water cannot flow “off” the map. In that case, water will continue to flood land until resolved. In addition, if water cannot move “downstream” in a river or lake area, it will continue to flood land until resolved.

## EXAMPLE 1: RESOLVING WATER



Here the players have the water level at Tensas Basin at level 2 in the first river hex grouping.

Begin with the most northern token 1. Using the Clockwise Rule, find the elevation values of all the land touching the water hex grouping with the token. The land values touching that water hex grouping are indicated by red arrows. Clockwise from the top, they're at values of 3, 2, 2, and 3. The token is equal to or lesser than the land level, so there is no flooding from this water. This token is considered resolved.



## EXAMPLE 2: RESOLVING WATER WITH FLOODING

Here the players have the water level at Tensas Basin at level 3 in the first water hex grouping, 2 in the second, and 4 in the third.

Begin with the most northern token 1. Its value (3) is higher than two land hex groupings touching it. Using the Clockwise rule, it will flood the land hex circled in red.



ORIGINAL BOARD

Blue water hexes are placed in those hexes to indicate that they are flooded. Add one to the loss track. Token is reduced to level 2 (because one water level has moved to flood the land.) Token 1 is now resolved.

Now the players move on to the water level token 2. This token needs no action, since it is already resolved.



The players can start resolving token 3. This token is above all of the land hex groupings touching it. Using the Clockwise rule, it will first flood the land circled in red.

Add flood hexes to the flooded land, add one to the Loss track, and subtract one from token 3. Token 3 is still not resolved, so it will flood downstream. Subtract one from token 3 and add a new token 4 at level 2 to the next water grouping. All tokens are now resolved.

ALL WATER RESOLVED



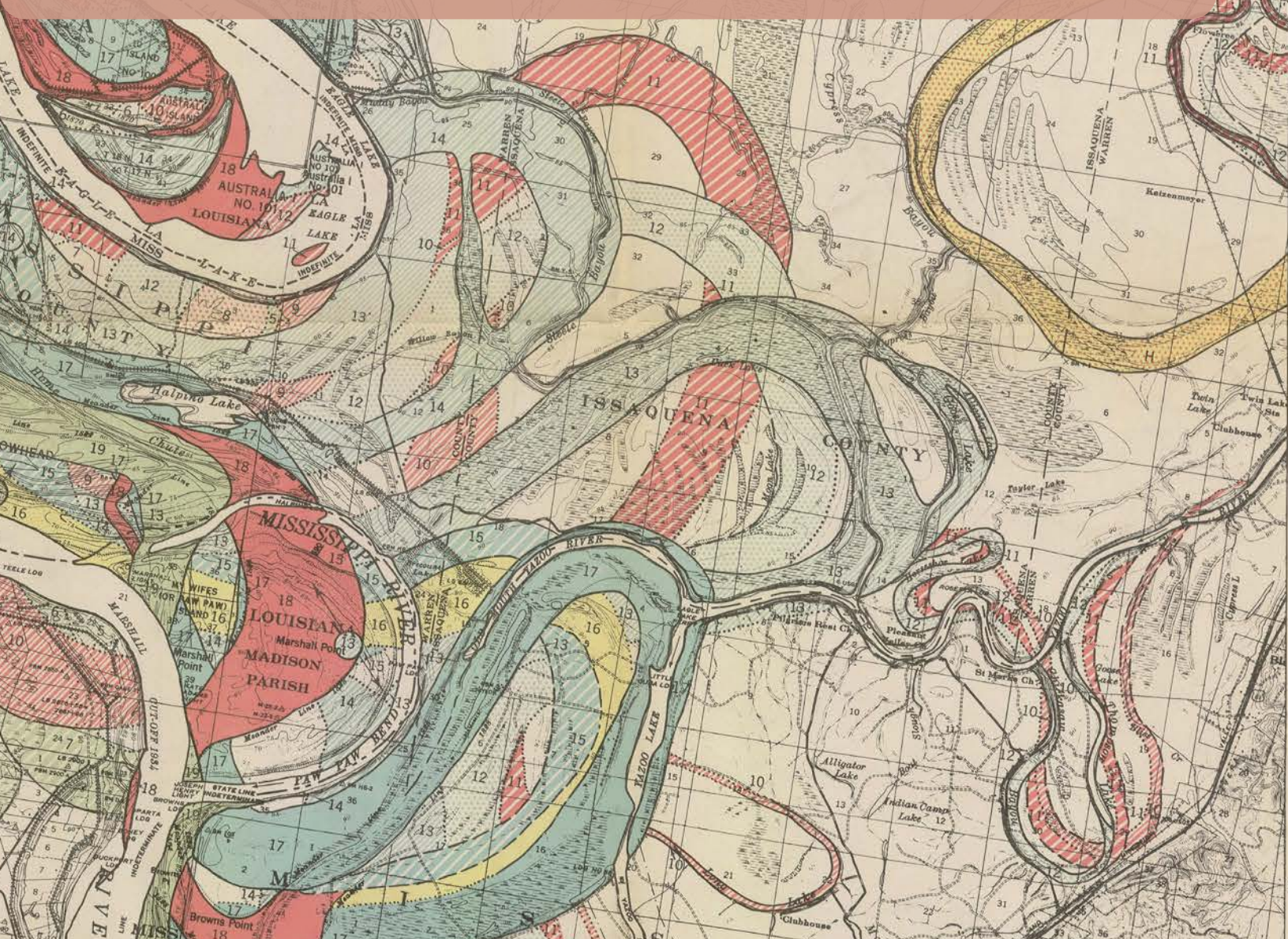
## EXAMPLES: RESOLVING WATER WITH LEVEES

### SCENARIO 1



Here the players have the water level at Tensas Basin at level 4 in the first water hex grouping. Players have also built several levees along the river—and there is a town (the yellow square).

Again, begin with the most northern token 1. Its value (4) is higher than levee to the south of it (circled in red) and the hexes to the west. (Remember, levees protect only a HEX, not the entire grouping.) Using the Clockwise Rule, the land group to the south will flood. Reduce token 1 to 3, remove the levee token and the town, and place flood hexes on the land grouping. Note that this results in TWO losses—from the land and the town.



In this example, we have 2 water level tokens, several levees, and an area that has already flooded. Remember that once a land hex floods, it becomes part of any river hex grouping it touches. After using the Clockwise Rule, token 1 will flood the land grouping to the right circled in red. Subtract one from token 1, add flood hexes, and add one to the loss track.



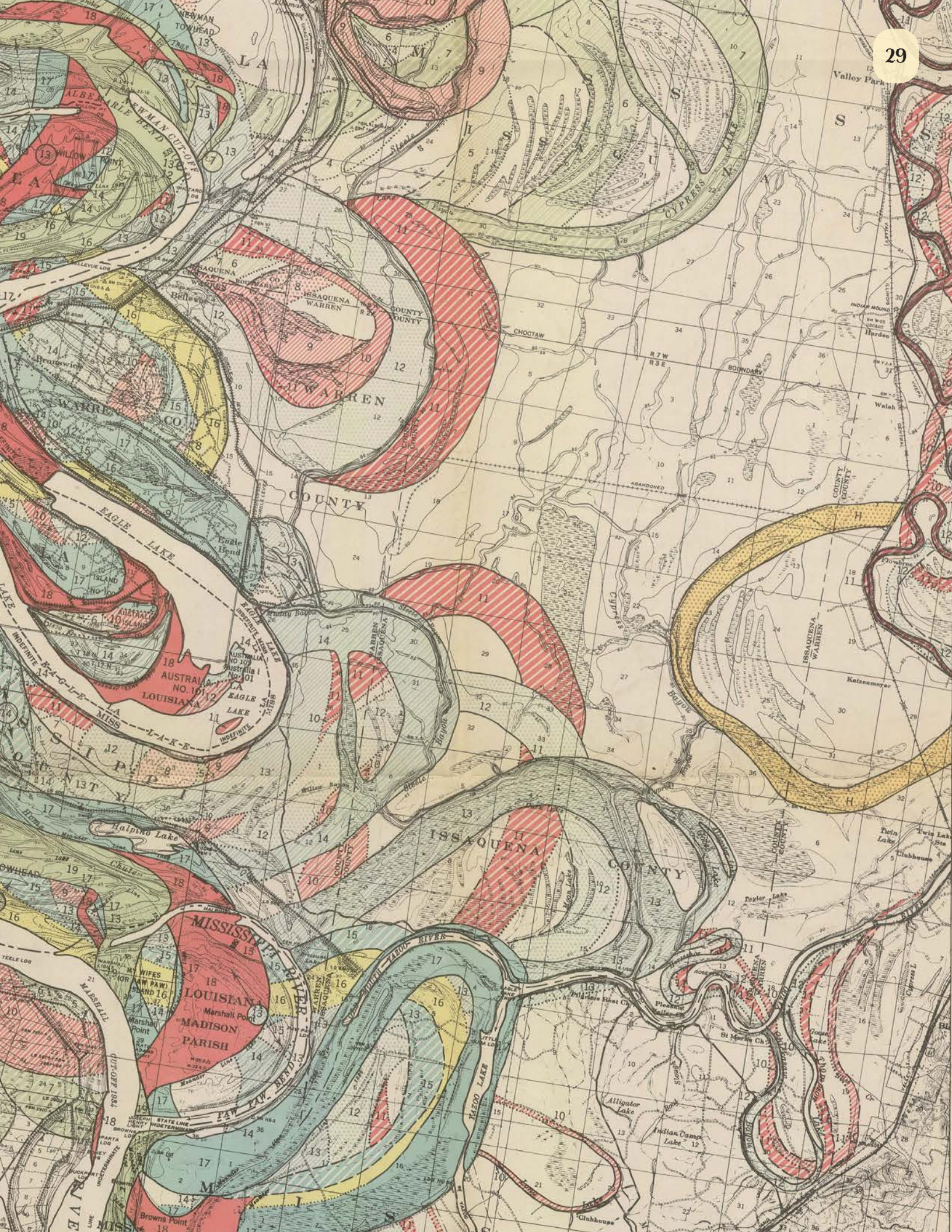
## SCENARIO 2

Token 1 has been resolved, so the players move to token 2. It is also higher than the land around it. Using the Clockwise Rule, it will flood the hex grouping circled in red (notice that it is connected to token 2's area through the flooded land). Subtract one from token 2, add the flood hexes, and add one to the loss track.

Note that token 2 (now at level 3) is still above some of the land it's attached to, so it will move downstream as well.



Reduce token 2 from 3 to 2 and add a token 3 to the south at level 2. The tokens are now resolved.



# GAME PLAY—LOSSES

Pawns, towns, landowners, levees, and land can all be “lost” in the game. If these losses exceed a certain amount before the end of the game (round 7 for the Fall, 1926 version; round 10 for the Spring, 1927 version), the players lose the game. Losses are counted on the “loss track” of the main board and should be adjusted at the time of the loss.

Land hex groups are lost when they are flooded and the hexes are covered in flood hexes (either completely or partially).

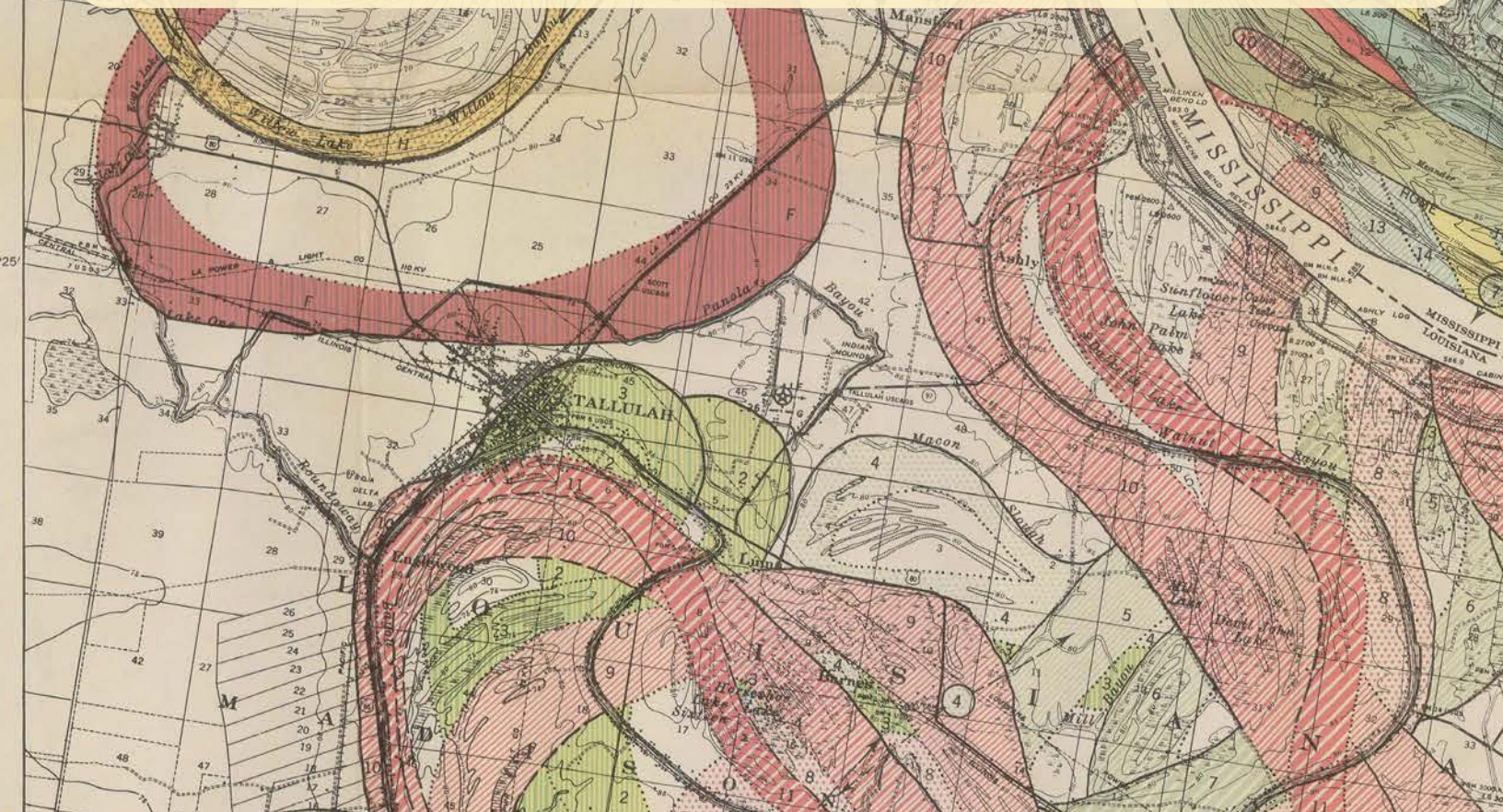
Towns are lost when their hex floods. Lost towns should be removed from the board.

Levees are lost when they are flooded or dynamited. Lost levees should be removed from the board.

Pawns are lost if the land hex they’re on is flooded. When a pawn is “lost,” the player must reduce their pawn number by one on their Player Board. Lost pawns should be removed from the board. Players may “reuse” lost pawns by increasing their pawn numbers through the Player Board abilities.

Landowners are lost when they flee the area, indicated by the appearance of a “landowner flees” card from the Landowner deck. When a landowner flees, that card should be discarded during the Landowner card phase of the game.

Penalty losses can also accrue if a player lacks sufficient cards to pay penalties (for Race Hatred or Force cards, for example).



# WINNING: END OF THE GAME

The game ends when the first of two possibilities occur:

1. The players reach the round limit. (7 for the Fall, 1926 version of the game; 10 for the Spring, 1927 version of the game).
2. The cumulative losses of land, levees, landowners, people, and/or towns (and other in-game losses) add up to:

## Fall, 1926 Version

ROUNDS: 7

LOSSES:

- 22 for a 2-player game
- 18 for a 3-player game
- 14 for a 4-player game

## Spring, 1927 Version

ROUNDS: 10

LOSSES:

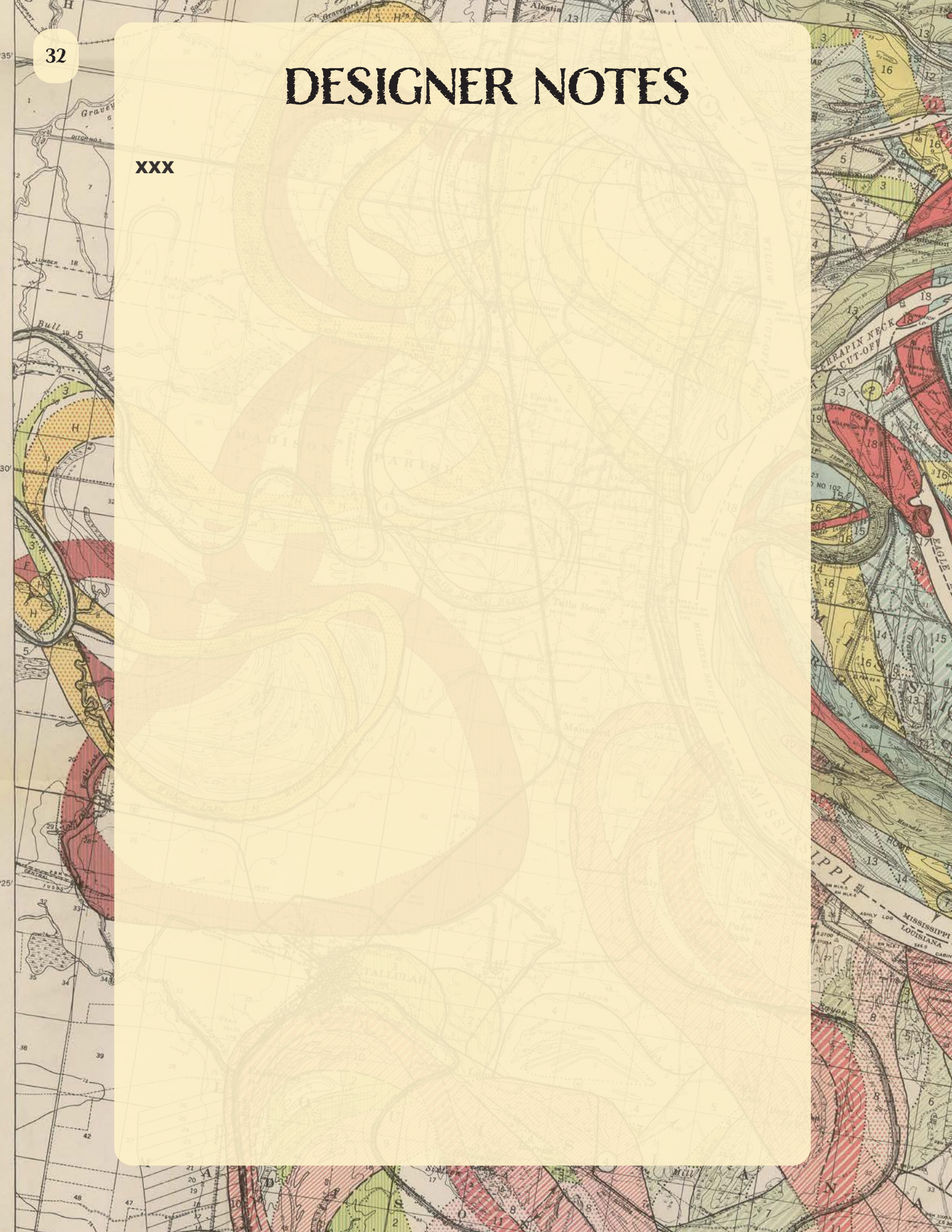
- 25 for a 2-player game
- 22 for a 3-player game
- 19 for a 4-player game

If the players make it to the end of the game while remaining under the prescribed loss totals, they win the game as a group!

If using the individual goals, when the game ends (either by the group losing or the required rounds being finished) each player should reveal their individual point totals. The player with the highest point total wins.

# DESIGNER NOTES

XXX





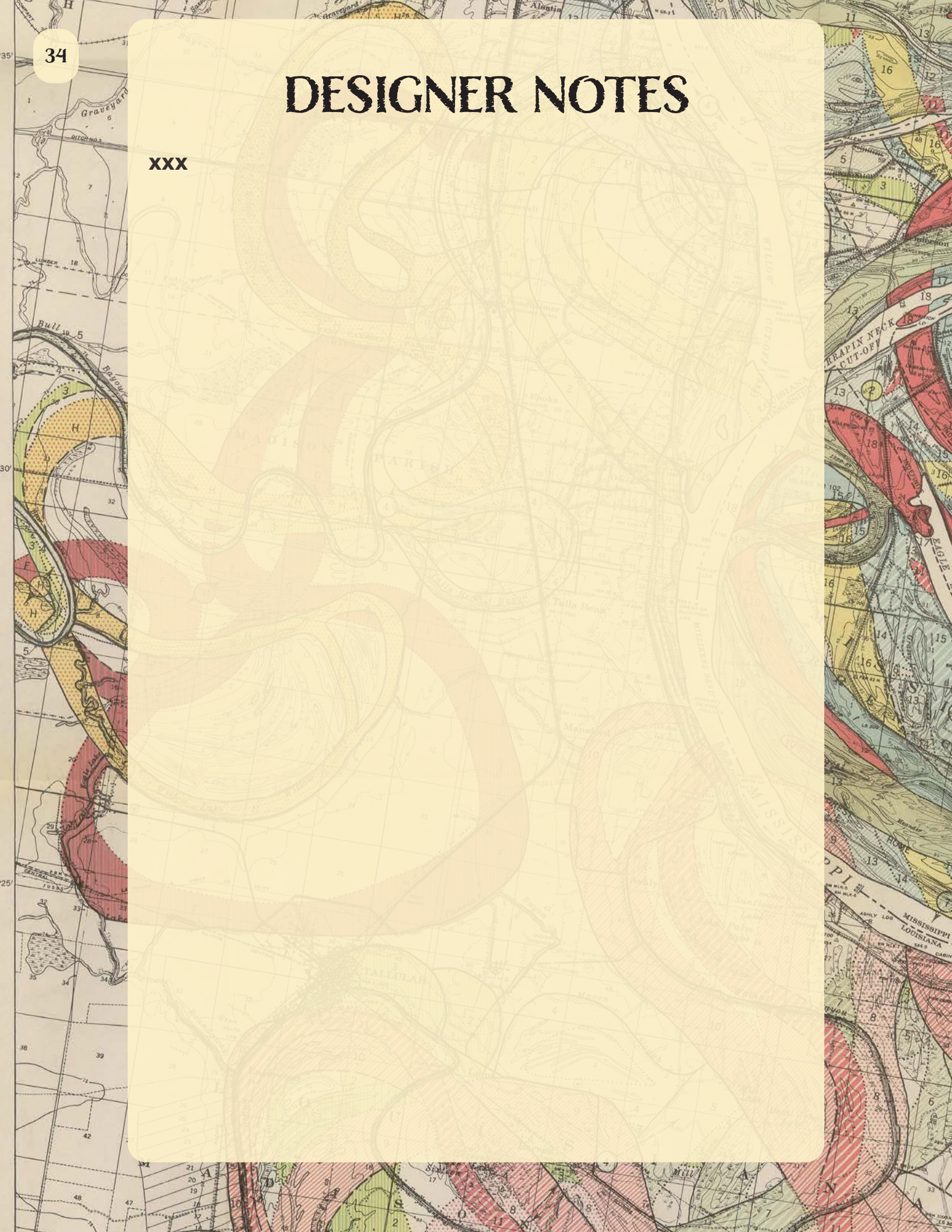
# DESIGNER NOTES

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# DESIGNER NOTES

XXX



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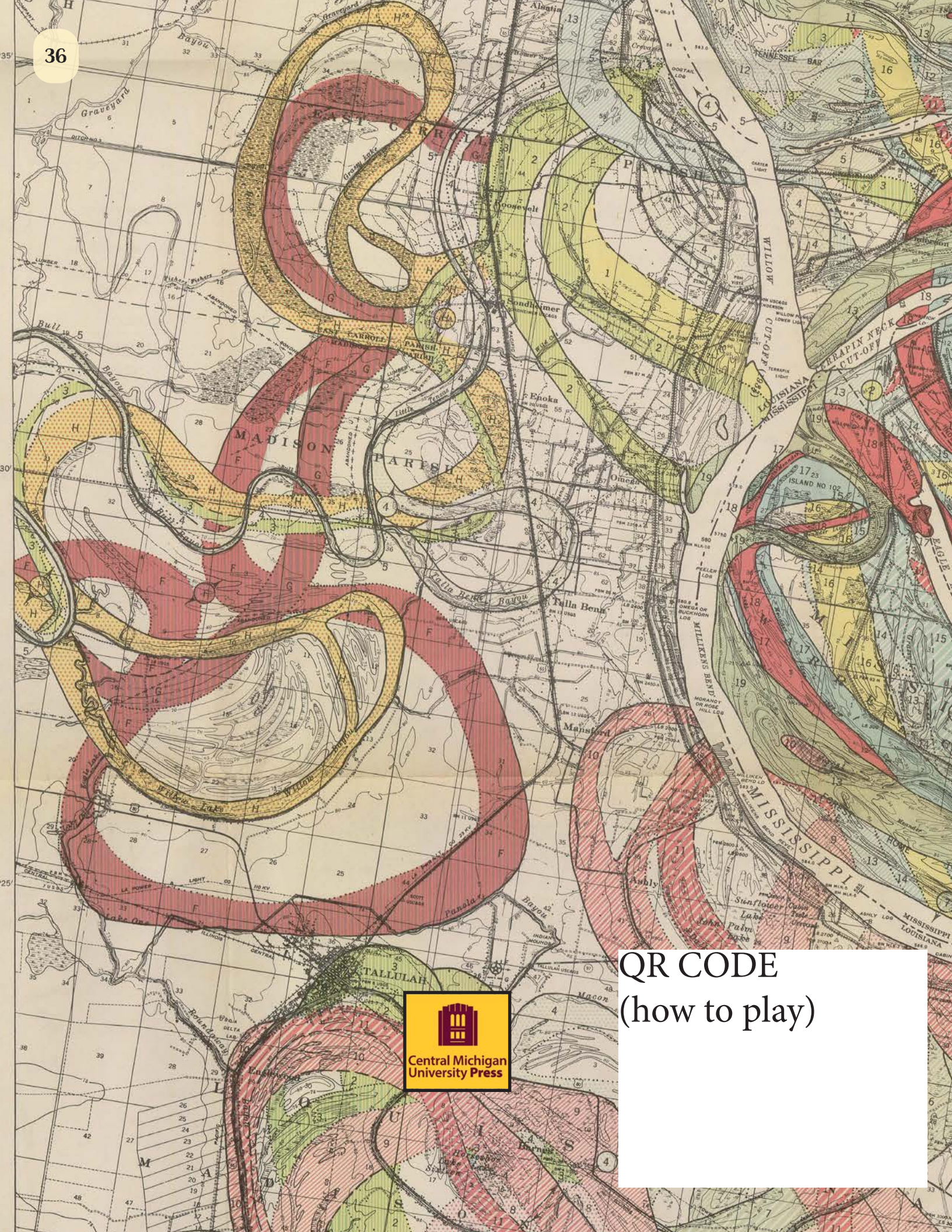
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# ACKNOWLEDGMENTS

The designer would like to thank....

Central Michigan would like to thank.....

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