

WISH PIPE WARS PIPE WARS PIPE WARS PIPE WARS PIPE WARS rules

SET UP

Each player selects one pipe on the board as their pipe. (From youngest to oldest). In the start, each player may choose 4 holes to plug up, leaving 4 open. Shuffle the challenge cards and place them next to the board.

BOARD COMPONENT

A board



4 "Water Counter"



32 "Pipe Blocker" pieces



A set of challenge cards



GAME PREMISE

The kingdom is in trouble! The guy hired by the kingdom to work on the kingdom's plumbing is running around stomping on mushrooms and ignoring his job. The royal advisor has decided to fire him and hire someone new. To decide on who the new plumber is, the royal advisor has set up a competition. Each of you is given a pipeline to maintain while water is being pumped through it. Whichever one of you kept the most water in the pipe and to the destination tank will be hired as the new kingdom's plumber.

GAMEPLAY

Hold the fort that is your pipe! Prevent water from leaking out as much as you can. The players may try to fix their pipe **OR** hold their fingers over any unfixed holes to temporarily block the leaks. But here's the catch, each player can only use at most **5** of their fingers at a time (Using both hands is encouraged).



fix the pipe



block the hole



use both hands

TURN DETAIL

Note: **IF AT ANY POINT DURING THE ROUND**, the player lifts their finger from a hole with water in it, their water level drops by **1** per turns. This includes swapping fingers to block the hole.

1. Each turn the players may:

- Choose to sabotage an opponent's pipe by removing a plug. (You have to remove the piece from the hole yourself by flicking or picking the piece off!)
- OR
- Repair one of the holes on your pipe with a plug. To do so, you must complete the task on a challenge card. (Plugging a hole doesn't make it leak.)

EXAMPLE OF SABOTAGING



EXAMPLE OF FIXING HOLES



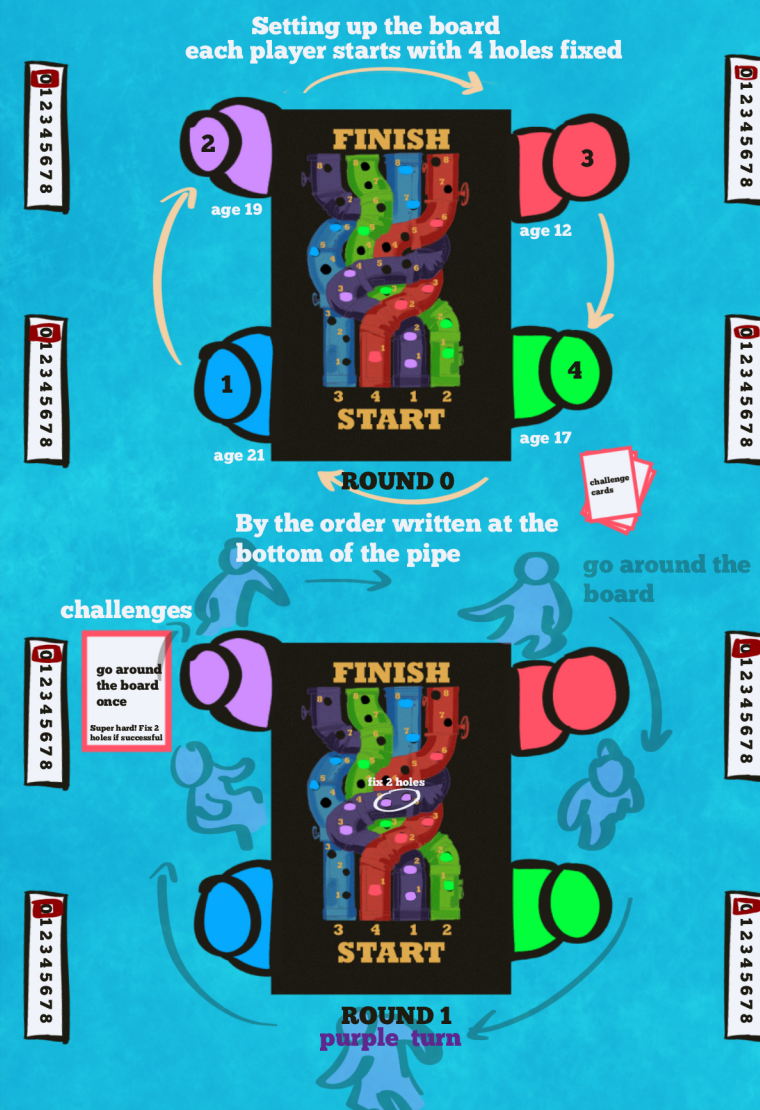
If an opponent pokes a hole with water in it, the player has until the end of this turn to block it to prevent losing water level.

2. After everyone has made their move, they must move their water counter up by 1 themselves. **Oops, out of finger to pull the counter? Shame.** If the water level rises to a hole, the water leaks out and your water level remains lowered.

The first player to have their water level reach the end of their pipe wins

EXAMPLE GAMEPLAY

see next page



sabotage purple

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

FINISH

players can plug a hole anytime if they want (as long as they use less than 5 fingers)

attack

START

ROUND 3
red turn

After several rounds purple win



**the first player
reaching water
level 8 wins**

**game ends
when 1 player
wins**

FINISH

START

ROUND 2
blue turn

sabotage purple

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

ROUND 3

purple turn

touch
nose

FINISH

START

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

NOTES