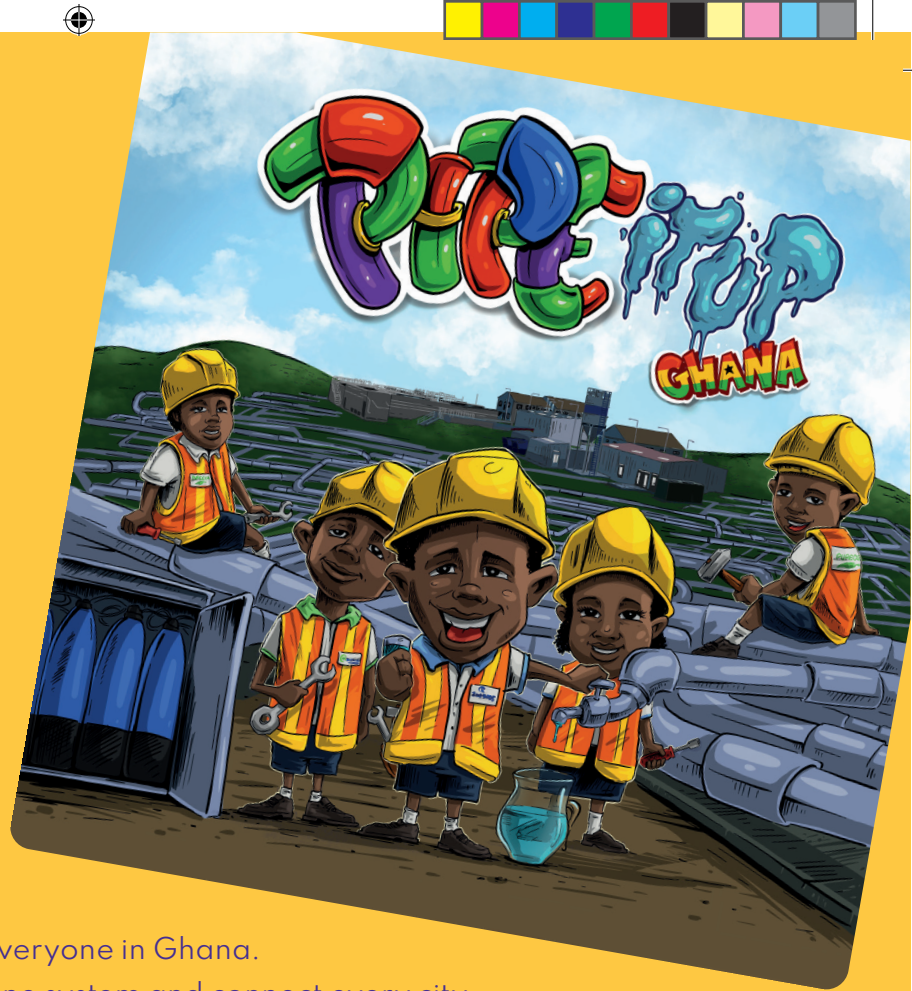


# RULE BOOK



Pipe It Up is a board game in which you have to make drinking water available for everyone in Ghana. For this you have to build an extensive pipeline system and connect every city to the network. Not all the cities are included in the game, but the pipeline network covers most towns and cities in the country.

You roll the dice each turn to determine your income and see how many pipes will be at your disposal. Don't forget to build water treatment plants to increase your income.



## LIST OF COMPONENTS

1 Game board

 4 player markers (1 in each colour)

 19 water treatment plants (3 grey, and 4 per player in their colour)

 60 question cards  20 mission cards

 12 upgrade tokens  36 city tokens (9 pieces for each icon)

 55 pipes in yellow and red  45 pipes in purple and green

 1 player dice  6 standard dice  8 small dice

## The goal

The goal of the game is to acquire the most victory points. Victory points are granted for building pipelines, building water treatment plants and accomplishing missions.

## Setup

1. Put the board on the table and place a grey water treatment plant on Kumasi.
2. Take all the city tokens and place them with the water drop icon on top. Shuffle them and place one randomly on each city (except Kumasi). Since there are more tokens than cities, nobody knows how many icons will be placed from one type in a game.
3. All players choose a colour then they take the player marker, the pipes and water treatment plants (WTPs) in that colour and place them in front of them. In case of a 2 player game, you have to take the yellow and red pipes and WTPs, and you will not be able to build on the dotted pipelines on the map.
4. Shuffle the Question cards and form a pile of them, then place it next to the board. Shuffle the mission card deck and everybody draws one, reads the text and places it face down so nobody else can see it. The youngest player will start the game, then other players follow him/her clockwise. Therefore the youngest player should start drawing a mission card.
5. Put a small dice in front of each player and set it to 2. These dice indicate how many dice you can roll with.

## How to play

### Possible actions in your turn:

1. **Roll dice - Players roll dice to acquire pipes**
2. **Build a pipeline and take a city token (optional)**
3. **Buy or sell Upgrade tokens (optional)**
4. **Build a Water Treatment plant (optional)**

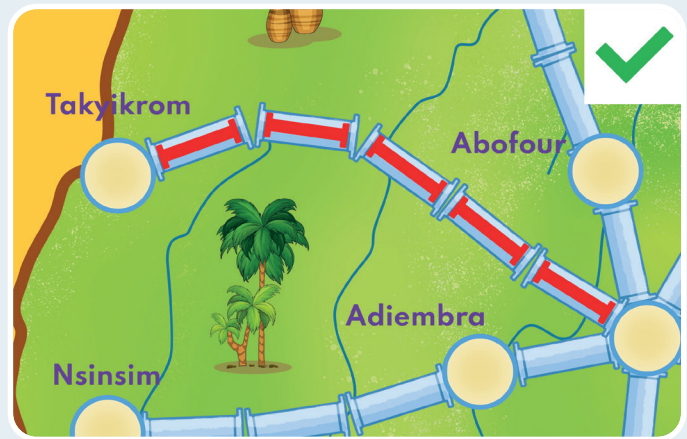
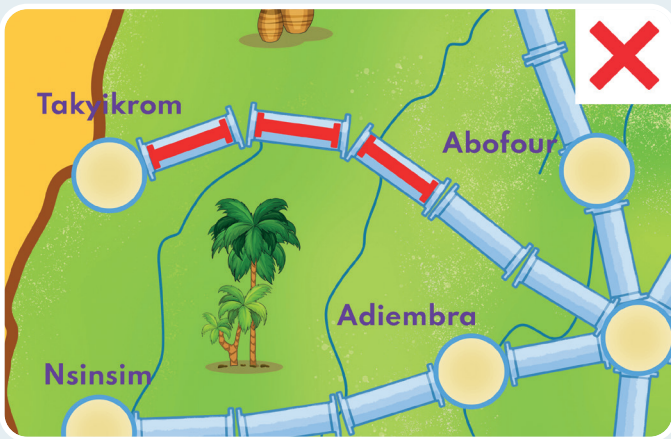
1. There are two types of dice. The Player dice can provide you with pipes instantly, or if you roll a card icon, the player to your left can draw a question card and collect rewards if you know the answer for the question. If you roll a pipe (or 2 pipes), take these from your supply and keep them separately. If you roll an upgrade icon, take the token and place it next to your supply.

Note: you can always change these for 2 pipes any time during your turn. On the standard dice you can get pipes or nothing (yes, bad luck with investors will reduce your income).

2. If you have enough pipes – kept separated from your supply – to build a full pipeline, you can place your pipes on the pipeline (on the map) to claim it. If you claimed a pipeline mark your score by moving your meeple on the score chart at the side of the board. Check the scoreboard in the lower right corner to see how many points you scored. If you connect a city with your pipeline, take the city token from the connected city, and place it so other players cannot see which icon from the four you got. At the end of the game these will score points for you.

You cannot build a pipeline if you don't have the necessary number of pipes.

For example you cannot build a pipeline of 5 pipes if you only have 3!



**3-4.** The Player dice can also give you Upgrade tokens. If you have 3 Upgrade tokens, you can exchange them to build your own Water Treatment plant. Remember, you can always buy or sell Upgrade tokens for 2 pipes, so it is not mandatory to roll an Upgrade icon. If you build a Water Treatment plant, you gain a new standard dice, so from the next turn you will be rolling with more dice. Set your small dice higher as it is the indicator of how many dice you can roll. If a neutral Water Treatment Plant (Kumasi, Sekondi-Takoradi or Tamale) is built or the player builds one, set the small dice higher!



## General rules

The game starts from Kumasi, so the players can only build a pipeline which starts from Kumasi or continue another pipeline (it doesn't matter who built that pipeline). In the beginning of the game, players can only build 1 pipeline in a turn, but as soon as the network reaches Sekondi-Takoradi or Tamale, players can build as many pipelines as they want. Also if these two cities are reached, after taking the city token, place a grey water treatment plant on the cities. These WTPs grant every player an additional standard dice, so every player should turn their small dice one higher. (In case a player can roll with more than 6 dice, take another small dice from the supply to indicate it.) Remember: You don't have to build a pipeline if you don't want to. You can save your pipes to build something longer later.

If you rolled a card icon, the player sitting on your left will draw a card from the Question cards and read the question out loud. If the player (who rolled the card icon knows the answer to the question), he/she receives the reward, which is located on the question card. If the player does not know the answer, there is no reward. After the answer, put the question card in the discard pile.

## The end of the game

If the players built all the pipelines (and connected all cities), the game finishes immediately. First the players add 2 Victory Points (VPs) for each of their own Water Treatment Plants (in their own colour, grey WTPs do not count), then they reveal their city tokens. If a player has the most from one icon (🚰, 🌊, ☁️, 🌀), he/she gets 6 VPs. In case of a tie, the players get 4 points each. Example picture:

After the players reveal their city tokens, the yellow player gets 6 point for the 🚰 tokens and 3+3 points for the 🌀 and 🌊 tokens. The red player gets 6 points for the ☁️ and 3+3 points for the 🌀 and 🌊 tokens.

Then the players reveal their mission cards, and add the points from the cards if they managed to fulfil the requirements of the cards. This will mark the final score of the game. In case of a tie, the player with the most WTPs wins the game, if there is still a tie, the remaining pipes will decide. If it is still a tie, both players win.



## The Strategic variant

The setup and game rules are the same, but the city tokens with the 4 different icons are placed face up. This way the players will see how many icons are available from each token type. At the end of the game, if the player has the most number of icons, he/she scores 12 points. Optional rule: This variant will end when all the tokens are taken.

## The water reservoir variant

In this variant, place all the city tokens as usual, but also place ALL the remaining tokens to the cities on the side of the map (Enchi, Mptaba, Sawla, Ho, Yendi, etc.) as well. This way these cities will have 2 city tokens. No cities can have 3. If players reach a city, they can claim the token (tokens), and put them in front of them. In this game mode, players can build water reservoirs from the city tokens by stacking them up and putting them back on an already cleared city. The first player can build a reservoir from 2 city tokens, then place the tokens on a city which is cleared and has pipelines on all sides. The next water reservoir has to be larger, so it can be built from minimum 3 tokens. The next needs to be built from at least 4, etc. The reservoirs will score the same points as the pipelines, so if you manage to build an 8 piece reservoir, you can score 15 points. This variant will end when all the tokens are taken. Remaining city tokens do not score you points at the end of the game.

## The fast game variant

If you want a faster game, just put all the neutral WTPs on Kumasi, Sekondi-Takoradi and Tamale. In this variant the players will start rolling with 4 dice (1 player dice and 3 standard ones). Players can build pipes to any Water Treatment Plants, or can continue existing ones.

## The Cardless variant

If all the players know all the answers to all the questions on the cards, you can still play the game, just take 1 pipe any time you roll the card icon. Later you can combine the different variants of the game too!

Game commissioned by Pureco Kft.  
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