

OGALLALA

T H E G R O U N D W A T E R G A M E

PRINT & PLAY RULES

The Setting

You are irrigators of western Kansas and you rely on the Ogallala aquifer to support your farm! Pump water from the Aquifer for the crops and livestock in your fields.

How to Win

The player with the most money at the end of five rounds wins. However, if the Aquifer reaches zero at any point, the game is over and everyone loses.

Setup

1. Shuffle the Weather cards and place them face down in the center of the play area. Do the same for the Demand cards.
2. Each player should take a Money Sheet to keep track of their income.
3. Each player should take a Farm Board and THREE Farm Tokens.
4. Place the Upgrade Tokens in the center of the play area.
5. Place the Aquifer Sheet in the center of the play area and record the starting amount of water according to the number of players:

2 players: **1000** water units

3 players: **1500** water units

4 players: **2000** water units

5 players: **2500** water units

You may choose to designate a single player to keep track of everyone's Aquifer water usage throughout the game, or players may pass the Aquifer Sheet around and record their own water usage every round.

Gameplay Overview

1. Grow Crops and/or Livestock
2. Buy Upgrades (starting in Round 2)
3. Flip a Weather card
4. Remove water from Aquifer
5. Record water use for each player
6. Flip a Demand card
7. Collect income

Gameplay

There are FIVE rounds in the game. Each player has ONE turn per round.

Each round proceeds as follows:

During your turn, you should:

1. Pick THREE Crops/Livestock to "grow" on your Farm and place a green Farm Token on each.
 - *You may grow more than one of a given type of Crop/Livestock*
 - *You may switch out your Crop/Livestock selections without penalty or cost at the start of your turn every round. You cannot switch your selections at any other time.*
2. (Optional) Buy Upgrades; take a white Upgrade Token and place it on the Upgrades section of your Farm Board to indicate your purchase.
 - *You may purchase Upgrades for a one-time price beginning in Round 2. You cannot purchase Upgrades in Round 1.*
 - *You cannot purchase two of the same Upgrade.*

Gameplay (Continued)

3. After all players have completed their turn, flip over the top card of the Weather deck. It will read "Rain" or "Drought."
 - a. Rain: There has been ample rainfall this year, and you have not had to pump extra water from the Aquifer to run your Farm.
 - a. *If you grew Crops: do NOT subtract any water from the Aquifer*
 - b. *If you grew Livestock: tally the amount of water each of your livestock require, and SUBTRACT that total from the Aquifer*

E.g. If you grew Soybeans, Chicken, and Corn, only subtract water for the Chicken.
 - b. Drought: It has been a dry year with little rainfall--you have had to pump extra water from the Aquifer to run your Farm.

Subtract water for EVERYTHING you grew.

4. Record the amount of water you withdrew from the Aquifer on the Aquifer Sheet. All players should subtract water together.

The amount of water that is left after all players have subtracted from the Aquifer is the amount available for the next round.

Gameplay (Continued)

5. Flip over the top card of the Demand deck.
6. Collect income based on the conditions of the Demand card. Account for the effects of any Upgrades you've purchased. Keep track of your income on your Money Sheet.

If the water in the Aquifer has not lowered to zero, proceed to the next round and repeat steps 1 through 6.

Ending the Game

The game ends in one of two ways:

1. If the water level in the Aquifer reaches zero at any time, the game ends and everyone loses.
2. If players survive all five rounds of the game with water still in the Aquifer, whichever player made the most money wins.

★ *Government Subsidies: the Kansas government offers financial incentives to water-savvy farmers.*

Before determining the winner at the end of the final round, the player who collectively drew the LEAST amount of water from the Aquifer (over the course of all five rounds) collects an additional **\$250** to add to their income.

If two players tie for the least amount of water, both players receive the additional \$250.