Cloudburst

Stop the spread.

A GAME OF RUNOFF CONTROL

FOR 1 TO 4 PLAYERS • FOR AGES 12+
INSTRUCTION BOOKLET

GOAL OF THE GAME

Pollution is washing through your city, and it's your job to stop its spread! Work with your fellow players to save your water supply. Contain the pollution by protecting and cleaning locations.

GAME END

You win when the pollution can no longer spread to new locations, no matter which direction it moves.

You lose if your city reaches the chosen number of blighted locations OR if all pollution chips have been played.

INCLUDED MATERIALS

Game board • 28 game cards • Instructions

YOU MUST PROVIDE

50 blue (protection) chips
40 red (pollution chips • 5 black (blight) chips
Recommended 3/4 inch diameter

HOW TO SET UP THE GAME

Shuffle the deck of cards and place it face down beside the board. Place a red chip on each of the two red spaces on the board (the initial polluted locations).

Next, players should agree on a difficulty level — the number of locations that can become polluted before the game is lost. **For your first game, set the difficulty at 5 blights.** Then test your skills with bigger challenges:

TOXIC: 4 BLIGHTS   **CLOUDY:** 1 BLIGHT
POLLUTED: 3 BLIGHTS   **CLEAR:** 0 BLIGHTS
MURKY: 2 BLIGHTS

HOW TO PLAY

The youngest player begins. Each turn follows the same steps:

1) Draw a card.
2) Add red pollution chips as directed by the card drawn (Rain, Storm, or one of the pollutant cards).
3) Check to see if any location becomes blighted (see last page).
4) Protect or clean as many locations as the drawn card allows.
   *If you placed no new pollution chips this turn:*
   Protect or clean twice the number of locations stated on the card.

THE CARDS

There are two types of cards you will draw as you attempt to stop the swiftly spreading pollutants:

1) RAIN AND STORM CARDS

When you draw a rain or storm card, pollution spreads from every polluted space to adjacent spaces in the direction(s) shown. If none of the pollution can spread, then you may protect or clean twice the amount shown on the card, or a combination of the two.
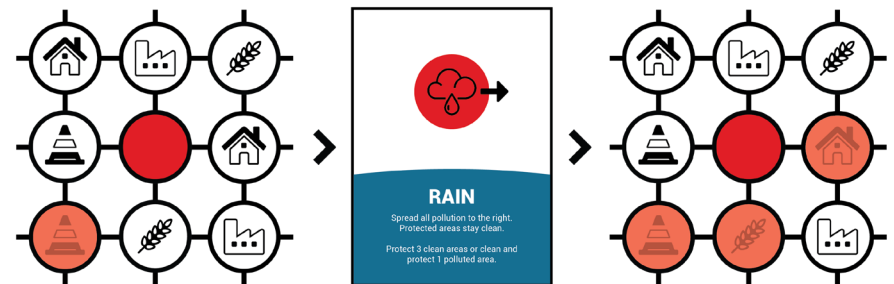

2) POLLUTION CARDS

When a pollution card is drawn, place a red pollution chip on a clean location matching the type shown on the card. **This location cannot be next to a location that is protected or polluted.** If there is no such location, the pollution does not occur, and you may protect two locations instead of one.
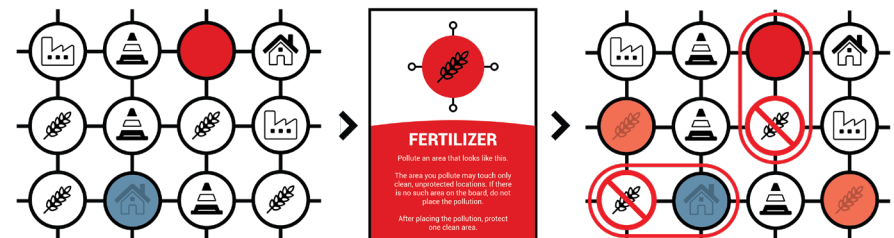
LOCATIONS IN YOUR CITY

At the start of the game, there are three kinds of locations in your city:
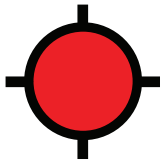
1) POLLUTED LOCATIONS

The red spaces on the board are locations already polluted at the start of the game. Pollution may spread from here to adjacent clean locations. These spaces may be cleaned and protected during the game to stop their spread.

2) CLEAN LOCATIONS

The gray spaces start as clean locations, but they are at risk of pollution during the game. There are four types of clean locations on the board. Each type may be affected by a pollution card. If clean locations become polluted, they may then be cleaned and protected.
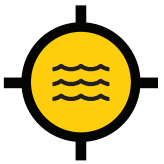
3) VULNERABLE LOCATIONS

The yellow spaces are vulnerable waterways which cannot be directly cleaned and protected, such as creeks, rivers, lakes, and reservoirs. They immediately become blighted if pollution spreads to them. Protection chips cannot be placed here.
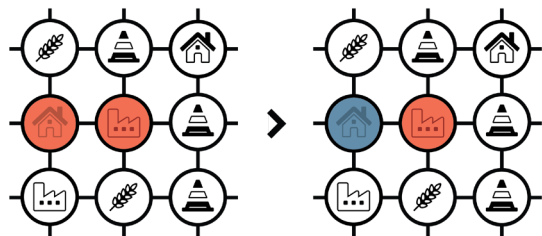**Take special care to protect these locations!**

PROTECTING

Choose any clean location to protect. Place a blue protection chip on it. That location becomes protected and cannot become polluted by runoff.
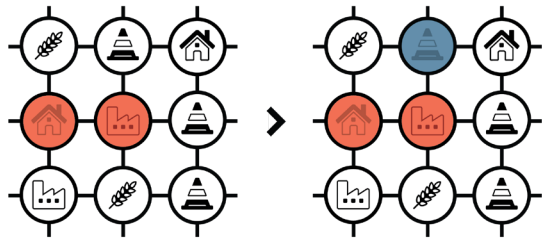
CLEANING

Choose any polluted location to clean. Replace the red pollution chip with a blue protection chip. Protected locations cannot be polluted by runoff.
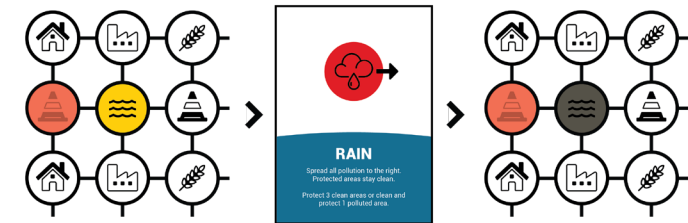
BLIGHT

If the pollution becomes too widespread, locations may become blighted. To mark blight, **cover** the red chip with a black chip. Blight occurs in one of two ways:

1) When a polluted location is surrounded by other polluted locations, it becomes blighted.
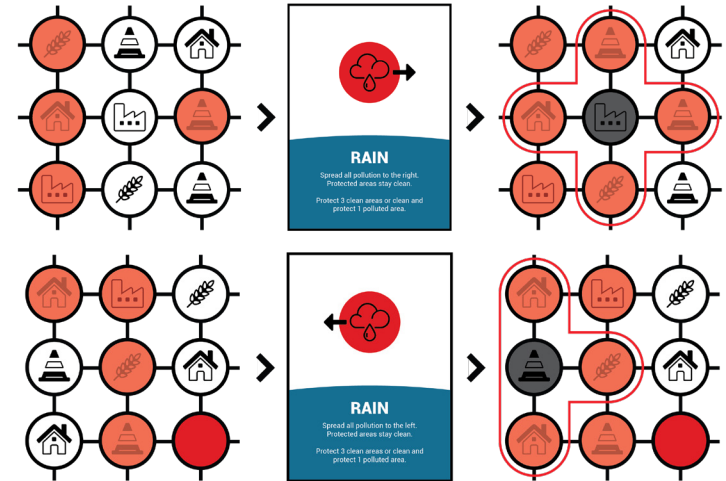
2) If pollution spreads to a vulnerable location (a yellow space), that location becomes immediately blighted.

Blighted locations cannot be cleaned OR protected. The game is lost when blight spreads to too many locations, based on your chosen game difficulty.

To learn more about runoff pollution,
visit **utilities.cityoffortwayne.org/stormwater-system/** to learn more.

Cloudburst: Stop the Spread
© 2021 Fort Wayne City Utilities
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Graphic Design: Ferguson (theferg.com)

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