

PLUMBERS MANUAL

WATERWORKS®

(or how to play the game!)

Parker Brothers Trademark for its Leaky Pipe Card Game Equipment
© 1972 Parker Brothers Div. of General Mills Fun Group Inc. Made in U.S.A.

2 to 5 Players / Ages 8 to Adult

object:

The object of the game is to be the first player to form a complete and continuous pipeline able to carry water between his faucet valve card and his spout card. The number of cards required to win (not counting the valve and spout cards) varies by number of players as follows:

- 2 players — 15 cards minimum
- 3 players — 12 cards minimum
- 4 players — 10 cards minimum
- 5 players — 8 cards minimum

equipment:

The equipment consists of a deck of 110 pipe cards, 1 bathtub card tray and 10 metal wrenches.

The deck contains 3 kinds of pipe: copper, which can *never* leak; lead, which is vulnerable to leaks, and lead which is already leaky. There are 6 different shapes of each of the 3 kinds of pipe.

preparation:

Remove all spout cards and valve cards from the deck. Distribute one spout card and one valve card to each player; set aside any extras. Distribute two metal wrenches to each player; set aside any extras.



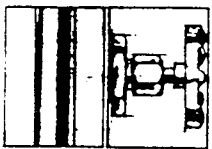
Each player puts his valve card in a vertical position, face up and to his right on the playing surface. He sets aside his spout card and wrenches for future use.

Shuffle the deck and deal five cards face down to each player. Place the remaining cards face down in the "Draw" portion of the bathtub and place the bathtub in the center of the playing area.

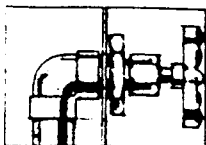
the play:

Select one player to go first. He may make one of the following plays, using one of his five cards.

1. He may place a "good" pipe card (copper pipe or non-leaking lead pipe) next to his valve card (so that the pipes are connected) to begin his pipeline:

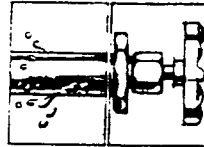


WRONG



RIGHT

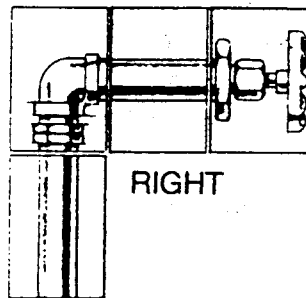
2. He may place a "leaky" pipe card (lead pipe with a leak) next to the valve card of any other player:



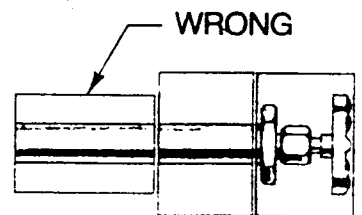
3. He may discard a card from his hand face up into the "Drain" section of the bathtub.

After making any *one* of these plays a player draws a card from the "Draw" pile in the bathtub to replace the card he used so that at the end of each turn he has five cards in his hand.

Play continues from right to left. As play proceeds, other kinds of action are possible (see Repairs, Leaks) but **only one card can be played on any one turn. All cards must be placed in a vertical position:**

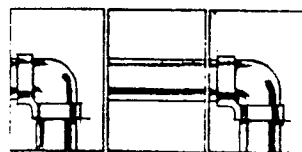


RIGHT

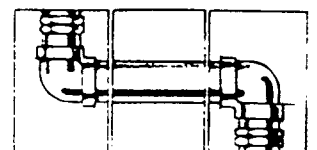


WRONG

All cards must be placed so that the pipes properly join together:



WRONG



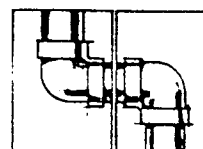
RIGHT

Cards may be turned end for end as long as they remain vertical, but once they are played they may not be changed. Each of the following cards (A, B, and C) is shown in the two correct positions of play:



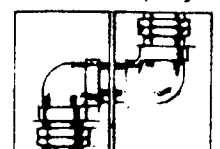
A

A



B

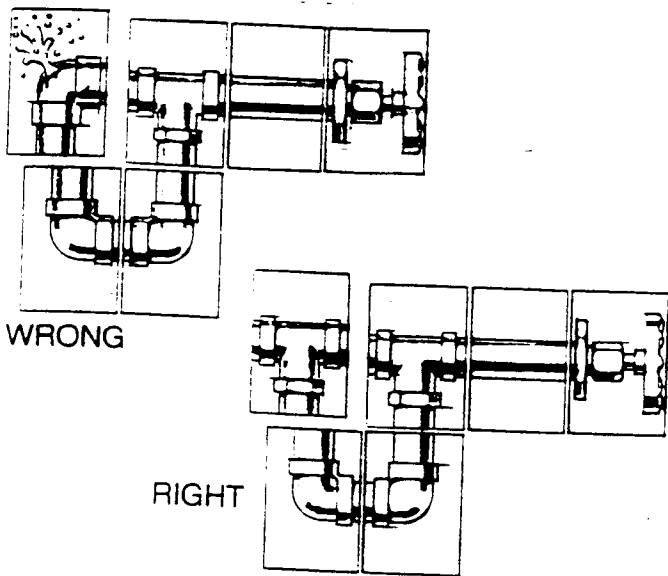
B



C

C

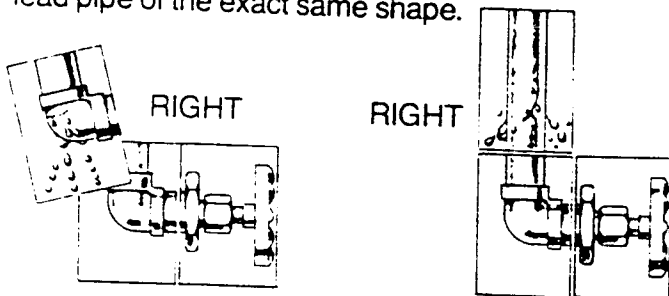
No card may be played in such a way that it completely blocks a pipeline:



leaks:

As the game progresses, players on their turns may try to delay opponents by causing their pipelines to leak.

A "leaky" pipe card can be played on top of, or adjacent to, the last card in an opponent's pipeline. If played on top, it can only be on a card that has a lead pipe of the exact same shape.



A "leaky" pipe card may be played next to a copper pipe but not on it, as copper pipes are immune to damage.

If a leaky pipe is connected to the last pipe card it can be any shape as long as it continues the pipeline.

No more than one "leaky" pipe or cap can be exposed on a pipeline at any one time.

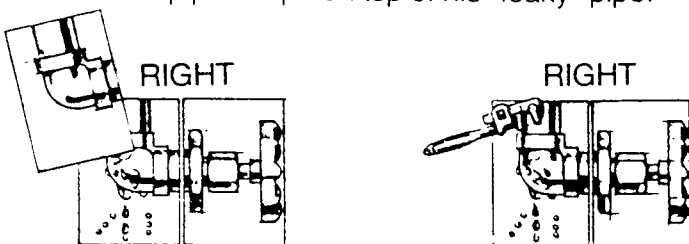
Once a "leaky" pipe has been repaired it cannot be damaged again.

A player may not play a "good" pipe card on an opponent's pipeline for any reason.

repairs:

There are two ways a "leaky" pipe can be repaired.

1. A player on his turn may place a "good" pipe card of the same pipe shape on top of his "leaky" pipe:



2. A player may place one of his metal wrenches on top of his "leaky" pipe, thus repairing it. (Once played, a wrench may not be moved or used again.

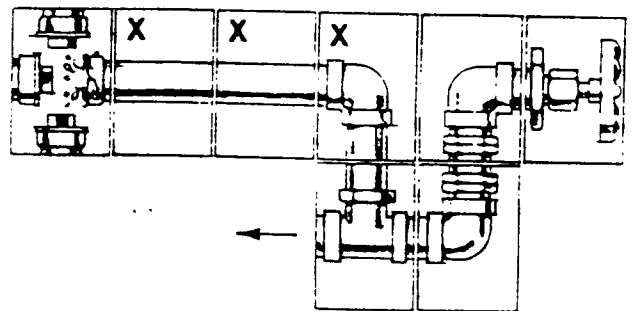
This action constitutes his entire turn. He does not draw a card and the turn passes to the next player. If he cannot, or does not wish to do either of the above, he may play a "leaky" pipe card on an opponent's pipeline or discard and draw hoping to pick the appropriate card to use to repair his leak on a future turn. However, **he cannot add to his own pipeline until he fixes his "leaky" pipe.**

Exception: a player may play a good cap on one end of a "leaky" T pipe in his own pipeline before the pipe itself is repaired.

"T"s and "caps":

A "T" pipe added to a pipeline makes it possible for the water to flow in two directions. This condition cannot be allowed to exist since **water must flow only from the valve to the spout without leaking.** Therefore, one end of the "T" must be closed. A "cap" card is used for this purpose. Each "cap" card has on it four caps of varying types, any of which can be used.

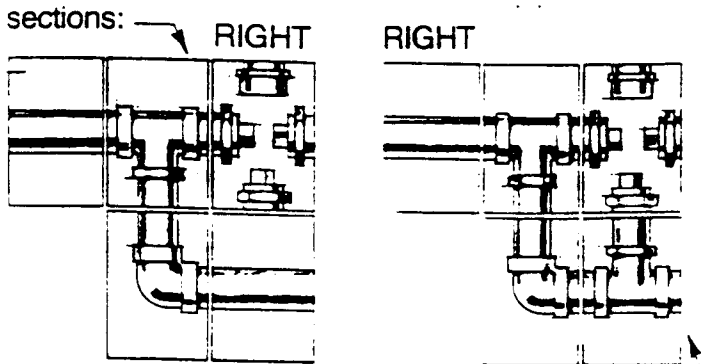
It is best to cap one end of the "T" as soon as possible, preferably before adding any other pipe to the line. Otherwise, this could happen:



As shown above, the three cards marked x are made useless and do not count since an opponent has played a leaky cap on one end of the pipeline. This can be done because the other end of the "T" remains open, thus allowing water to flow through. Remember, a "good cap" may be played on a leaky "T" on your own pipeline before it is repaired.

The "cap" cards do not count in the total number of cards required to win.

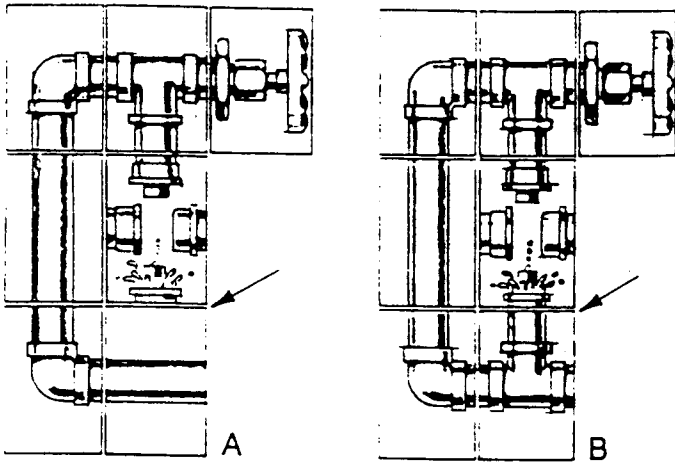
Since a "T" pipe necessitates the use of a card which is not counted in the finished pipeline (the "cap"), it is generally better not to play a "T" on your own pipeline. However, a "leaky T" pipe can be the worst damage you can inflict on an opponent's pipeline. It is well to hold a "good T" pipe in your hand so you can repair a "leaky T" pipe should one be played on your pipeline by an opponent. Unused caps can be next to unrelated pipe



Or more than one cap on a card may be put to use:—
 A "cap" card may not be played unless there is at least one other open ended pipe in the pipeline to which additions can be made. (The water flow may not be stopped.)

leaking "caps":

All caps in use on a cap card must be free of leaks.

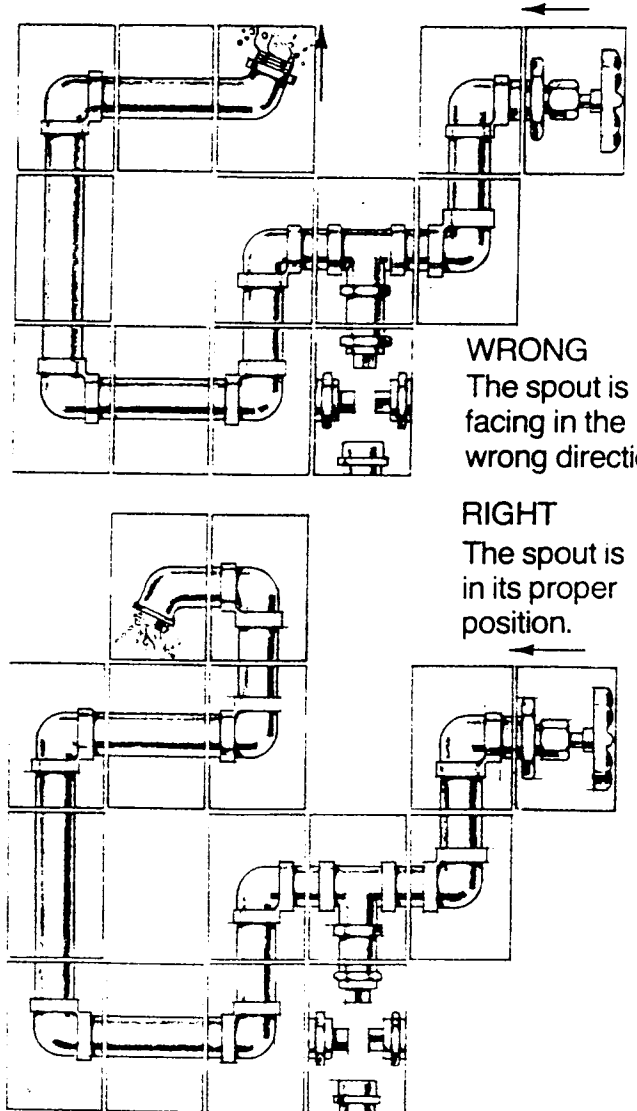


In example "A", the "leaky cap" need **not** be repaired because it is not in use.
 In example "B", the "leaky cap" **must** be repaired (before adding to the pipeline) since it has been put to use to cap an additional "T".
 All "T"s must have one end capped and all "caps" **in use** must be free of leaks or must be repaired.
 A wrench placed on top of a "cap" permanently repairs **all** the leaks on that card.

winning the game:

Play continues until one player has connected his faucet card to his spout card with the required number of pipe cards (or more). The faucet must have the water running down from the spout, which may make it necessary to use more than the required number of pipe cards to win (see diagram). As soon as a player has the required number of pipe cards in a continuous line, he may add the spout card on that same turn and claim victory.

How to add the spout:



We will be glad to answer inquiries concerning these rules.
 Address: Parker Brothers, Salem, Massachusetts 01970

