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Background:

Legend told that the Land of Aokurma (/OO-koor-mah/) would, one day, return to the seas. The Everspring – once our sacred provider of water – now looms with the devilish intent to consume us all. Our people are building an Ark to carry the most worthy to a new, far away home...but before we are granted a chance for liberation, we have to stop the Cascade from consuming us all.

Objective:

Players must try to survive to the end of the game while possessing the most money, which buys one – and only one – player passage aboard the people's Ark. The Ark delivers the player from the doomed island, and the player achieves victory. The game ends when any single player cannot be 'pushed' to any space of dry, occupiable land. At this point, the entire Land is considered 'flooded', and the winning player is determined.

Before You Begin:

1. Each player chooses a color. Place one Character meeple of each chosen color on the Land, in any of the six 'corners'.
2. Beginning with the player who learned to swim first (alternatively, the oldest in age) and working backwards, assign Turn Order from 1 to # players. Set up each player's second Character meeple in the Turn Order on the top-left section of the board in this order.
3. Set up the Laborer meeples in the Market on the top-right section of the game board, according to Laborer color.
4. Find the Wall cards with Starting Bid Values 1 through 6 and set them up in two rows of three, in ascending order. This is the 'Auction Block'. Shuffle the remaining Wall cards; place this deck face down.
5. Place a Water Tile on the center of the Land. This marks the Everspring, or the origin of the Cascade.
6. Give each player \$100 in the form of the following: 1x \$50, 1x \$20, 2x \$10, 2x \$5. The remaining money is organized and belongs to the Land, which includes the Market.
7. Assemble the Wall Stand pieces into their stands; by color, assign these newly assembled Wall Stands to their players.

Gameplay:

Each Round of Cascade Barricade consists of five Phases, played in the order of their listing in this document. Several Round-Specific Rules also exist, which alter play during specific Rounds.

Phase 1: Auction

Starting with the first player in the Turn Order, this player chooses one of the Walls in the top row of the Auction Block and places a bid at or above the Wall's Starting Bid Value.

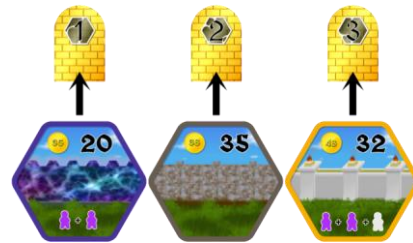
Progressing in clockwise order, players may bid or pass. A player may also pass on her/his turn to start a bid. If any player passes, then the player may no longer bid on the current Wall being auctioned. Players can only make bids that they can afford to pay.

Once a player purchases a Wall, the next player – who immediately follows the player who started the previous bid in the Turn Order – starts a bid on a Wall of her/his choice. Any players who passed on the previous Wall may once again bid.

If the final player to bid is the only eligible bidder, then the player may purchase any wall at its Starting Bid Value. If a player wins a Wall during the current Auction Phase, then the player may no longer bid (nor start a bid on her/his turn in the Turn Order) for the remainder of the phase.

The Auction Phase continues until the final player in the Turn Order starts a bid (provided this player did not already win a Wall in the current phase). Once bidding has progressed through the Turn Order, the Auction Phase ends, regardless of any players who did not win a Wall during the phase.

Once a player wins a Wall, the player then pays her/his final bid value to the Land and takes the Wall. The player places the Wall face-up; if the player purchases a Wall, then the player places it in a row. From left-to-right, the Walls in the row are numbered 1 through 3, which correspond directly to the player's Wall Stands. The player's Wall order does not change (e.g. if a player owns two Walls, and Wall 1 is destroyed, then Wall 2 does not become Wall 1, but a new Wall would become Wall 1 instead of Wall 3).



The player immediately places the corresponding Wall Stand on any available space on the Land. A Wall cannot occupy the same space as a Character meeple, Water Tile, Hole Tile, or another Wall Stand.

A new Wall Card is then drawn from the deck and placed into its correct position in the Auction Block. A player cannot own more than three walls, and a player with exactly three walls may not bid (nor start a bid on her/his turn in the Turn Order).

Once all players have placed their third Walls on the Land (all Wall Stands marked '3'), all Walls with Starting Bid values below (but not including) 16 are taken from the Auction Block and deck and discarded. The deck is reshuffled, and new Walls are drawn to replace those removed from the Auction Block.

If the deck runs out of Walls, then players skip the Auction Phase for the remainder of the game.

Phase 2: Resource

In reverse Turn Order, players may purchase resources, in the form of skilled Laborers, to maintain their Walls. Laborers are available from the Market; Laborers are valued (for both buying and selling) by the number at the end of their row. Players can purchase any type of Laborer from the Market at any time (thus, players should 'buy low').

Players must immediately assign Laborers by placing them on top of Wall cards. Walls can support only the types of Laborers shown on the cards, and players may assign more Laborers to a Wall than is required by the card (for the Production Phase), should any players wish to impact the market of available Laborers. However, a maximum of three Laborers can be assigned to a Wall.

A Wall without sufficient Laborers will block the Cascade, but a Wall with enough Laborers to maintain it will also inspire confidence in Aokurma's people, who will pay players a tribute during each Round (described in further in Phase 4: Production).

Phase 3: Action

In normal Turn Order, players may perform two of six available Actions:

Move Character – A player moves her/his Character meeple to one adjacent space; a Character meeple cannot occupy the same space as a Water Tile, Hole Tile, or Wall Stand. However, multiple Character meeples may occupy the same space.

Sell Resources – A player sells back any number of Laborers to the Market (thus, players should 'sell high'). This is a good strategy for players whose Walls are about to be destroyed by the Cascade.

Shift Resources – A player reassigns Laborer(s) from one Wall to another Wall, provided the receiving Wall can support the Laborers.

Dig Hole – A player places a Hole Tile on any available space on the Land. A Hole cannot occupy the same space as a Character meeple, Water Tile, Wall Stand, or another Hole Tile.

Fill Hole – A player removes any 1 hole tile from the Land.

Trash Walls – A player discards any two Walls from the Auction Block. Two new Walls are drawn from the deck and placed into their correct positions in the Auction Block.

Phase 4: Production

At the start of the Production Phase, the Cascade immediately destroys the 'weakest' Wall. Of all Wall Stands adjacent to Water Tiles, the Wall with the lowest Starting Bid Value is removed from play; the Wall Stand returns to the player, the player discards the Wall card, and the Laborers from this Wall return to the Market (the player does not receive money for these Laborers). The space remains empty until the Consequences Phase.

After the Cascade claims the weakest Wall, Production begins. Players with Wall Stands adjacent to Water Tiles earn the Production Value of these Walls (provided the Walls are maintained by the required number of Laborers). Players add up the Production Values of their Walls that meet these requirements, and they receive this sum of money from the Land.

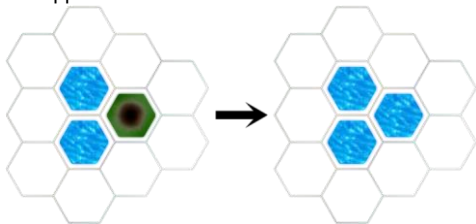
Once all players have received money from Production, Turn Order is rearranged; the player who made the most money is at the start of the Turn Order. In the event of two or more players making the same amount of money, they maintain the previous Turn Order in relation to each others' position (e.g. these players will neither surpass nor fall behind each other).

Phase 5: Consequences

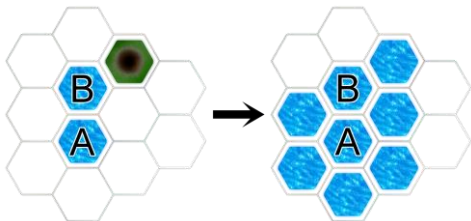
The Consequences Phase heralds the advancement of the Cascade. Water advances such that any dry spaces on the Land that are adjacent to an existing Water Tile become flooded and receive a Water Tile.

A Wall will prevent Water from flooding the space occupied by the Wall.

A Hole will force any adjacent Water to flood the Hole and only the Hole. For example, if two Water Tiles are adjacent to a Hole Tile but are also adjacent to several dry spaces, then these dry spaces will remain dry, but the Hole Tile is flipped to become a Water Tile.



However, a Hole only affects Water adjacent to the Hole; if Water Tile 'A' is adjacent to Water Tile 'B', and only 'B' is adjacent to a Hole, then 'A' will continue to flood dry spaces adjacent to 'A' superceding the fact that 'B' has a hole adjacent to it to draw water away.



If a Wall is completely surrounded by Water (on all six sides), then the Wall is removed from play in the same manner as a Wall being destroyed during the Production Phase. However, if two or more Walls are adjacent to each other, and these Walls become surrounded by Water, then they are considered 'reinforced' and remain in play.

If the Cascade floods a space occupied by a Character meeple, then the player must immediately move the Character meeple to any adjacent available space (a space not occupied by a wall, hole, or water). If the player cannot move her/his Character meeple, then the player has been flooded and subsequently drowned. The players then proceed to Endgame.

After the Cascade has advanced, the current Round ends. The next Round begins, according to Round-Specific Rules (where applicable). Players begin the new Round according to the Turn Order.

Endgame:

The game ends when any one player has been flooded. The Turn Order immediately freezes; in reverse Turn Order, all players sell back Laborers to the Market, one Wall at a time.

After all Laborers have been sold back to the Market, the players then count their money. The player with the most money is granted safe passage aboard the newly-built Ark and begins her/his exodus from Aokurma, thus surviving the Cascade and winning the game.

In the event of a tie, whomever is closest to the beginning of the Turn Order is 'first in line' to board the Ark and thus wins the game.

If the player(s) who have drowned earned the most money, these players still lose the game.

If all players were flooded during the Cascade's final advancement, then the Everspring wins, and no player is the winner.

Round-Specific Rules:

Round 1:

All players must own a Wall after the Auction Phase of Round 1. During the Auction Phase, new walls are not drawn from the deck until the Auction Phase ends, which ensures that players begin the game with a Wall of one of the first six Starting Bid Values.

Additionally, the 'weakest' Wall is not destroyed by the Cascade during the Production Phase.

Round 2:

At the beginning of the Round, before the Auction Phase, players may choose to discard their first Walls. If a player discards a Wall, then the Wall Stand returns to the player, the player discards the Wall card, and the Laborers from this Wall return to the Market (the player does not receive money for these Laborers). Players may do this in a subsequent rounds.

Round 4:

Beginning in Round 4, and applying to all subsequent Rounds, all six Walls on the Auction Block become available for bidding during the Auction Phase.

(Optional) At the beginning of the game, players may decide to apply this rule. Beginning in Round 4, the two 'weakest' Walls are destroyed during the Production Phase, rather than one Wall. This rule is suited for experienced Cascade Barricade players, as it impacts both play speed and Endgame.

Appendix: Diagrams

Land



The Land of Aokurma is divided into a hexagonal grid. The Everspring sits at the center of this grid, and Character meeples start at any of the six 'corners' (furthest most spaces from the center).

The Land can also refer to the game board in its entirety, which controls money and contains both the Turn Order and the Market.

Laborers



Laborer meeples are the 'thinner' meeples (while Character meeples are the 'wider' meeples). These meeples represent the following Laborers:

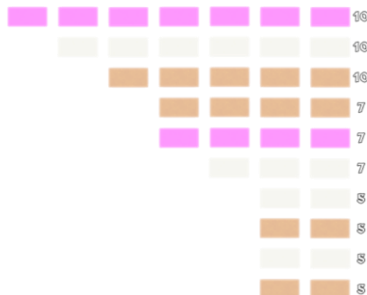
1. **Craftsman:** orange meeples that correspond to the orange spaces in the Market.
2. **Mason:** white meeples that correspond to the white spaces in the Market.
3. **Wizard:** purple meeples that correspond to the purple spaces in the Market.

Turn Order



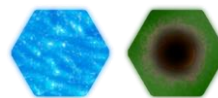
Each player's second Character meeple is placed on the Turn Order (while the first Character meeple is placed on the Land). Working backwards, the player whose Character is in the space marked '1' goes first. Note, however, that the Turn Order is occasionally reversed.

Market



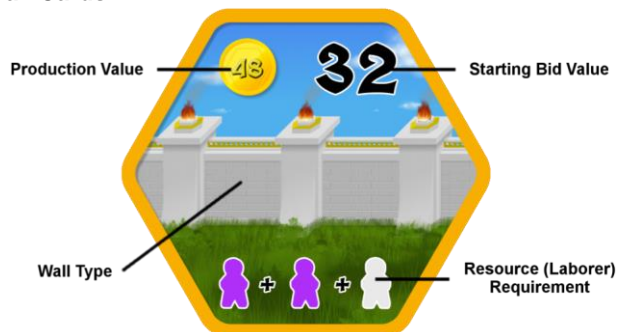
Players purchase Laborers from the Market to assign them to Walls. Players may purchase any Laborer from the Market at the value listed at the end of the Laborer's row. Players may also sell Laborers back to the Market in a row corresponding to the Laborer's type; players earn money according to the value listed at the end of the row.

Tiles



Each Tile is double-sided. One side represents Water (left) while the opposite side represents a Hole (right).

Wall Cards



Wall cards display four types of information:

1. **Production Value:** This value represents the amount of money a player will earn for this Wall during the Production Phase, so long as it meets Production requirements.
2. **Starting Bid Value:** This value represents the minimum (starting) bid value during the Auction Phase and the 'weakness' of the Wall during the Production Phase. It also dictates the Wall's position on the Auction Block.
3. **Wall Type:** The background image represents the type of Wall, as described below. Wall types typically have different Value ranges and Resource Requirements.
4. **Resource (Laborer) Requirement:** The Laborer images denote the Laborers required to maintain the Wall. A plus sign (+) means that Wall maintenance requires each of the Laborers shown on the card; a slash (/) indicates that Wall maintenance requires only one of the Laborers shown. A Wall card with no visible Resource Requirement indicates that the Wall is maintained without any Laborers.

Cascade Barricade offers six types of Walls for players to build:



Junk: Typically the cheapest to build but the quickest to be overcome by the Cascade.

Wood: Fairly cheap to build with a modest Production Value.

Stone: Generally durable with a moderate Resource cost.



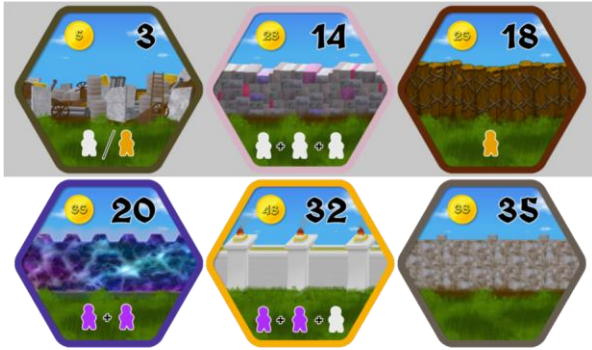
Magic: Higher Resource Cost but fairly lucrative.

Metal: No Resource Cost and very dependable.

Sacred: High Resource cost but stalwart and lucrative.

Appendix: Diagrams

Auction Block



Six Wall cards arranged face-up on the playing surface represent the Auction Block, where players bid on available Walls. During the first three Rounds, only the top row of the Auction Block is available for bidding.

Walls are always arranged left-to-right in ascending order of Starting Bid Value. When a new Wall card is drawn and added to the Auction Block, the card is placed into the appropriate position to satisfy the required arrangement.