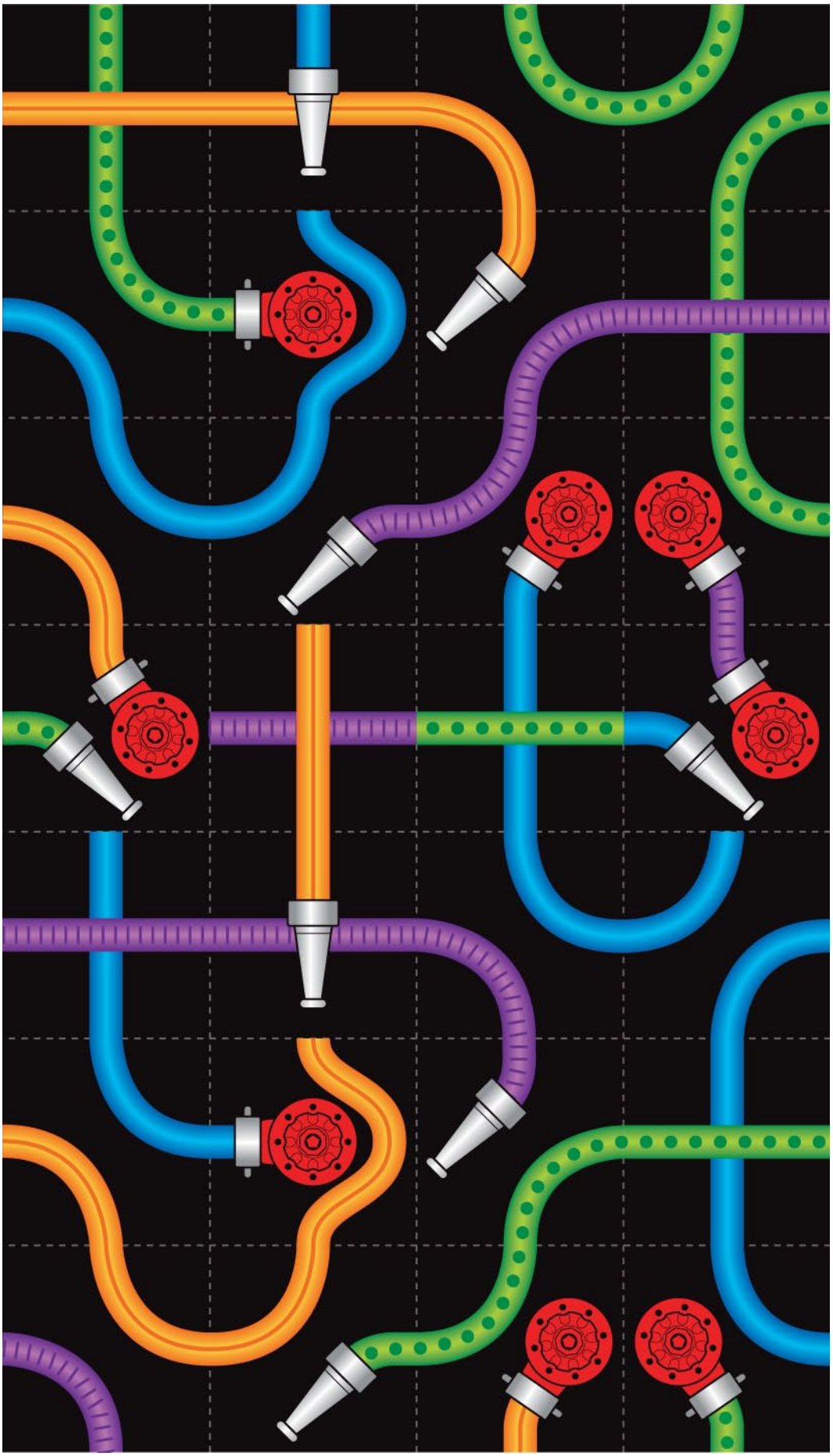
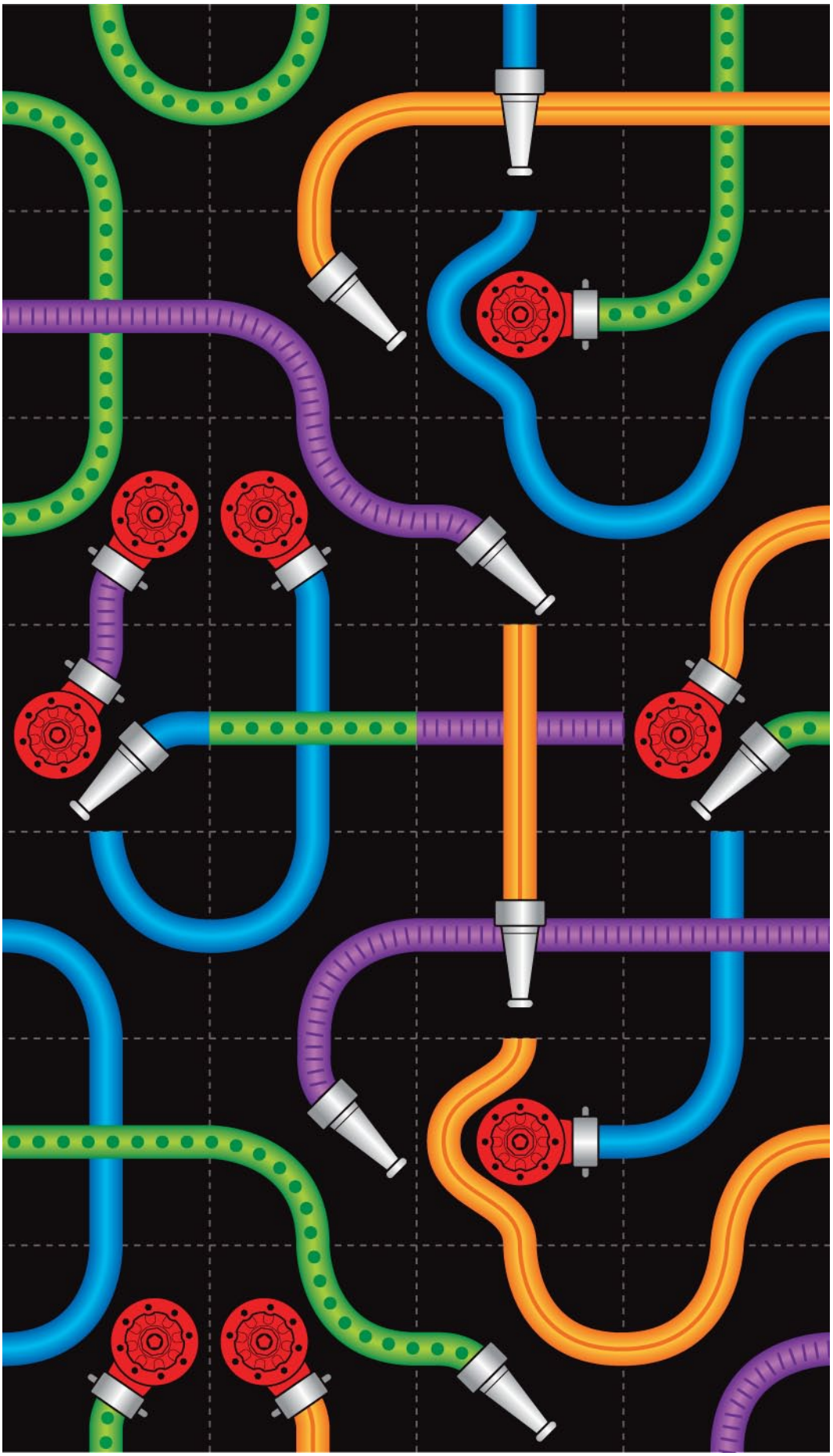
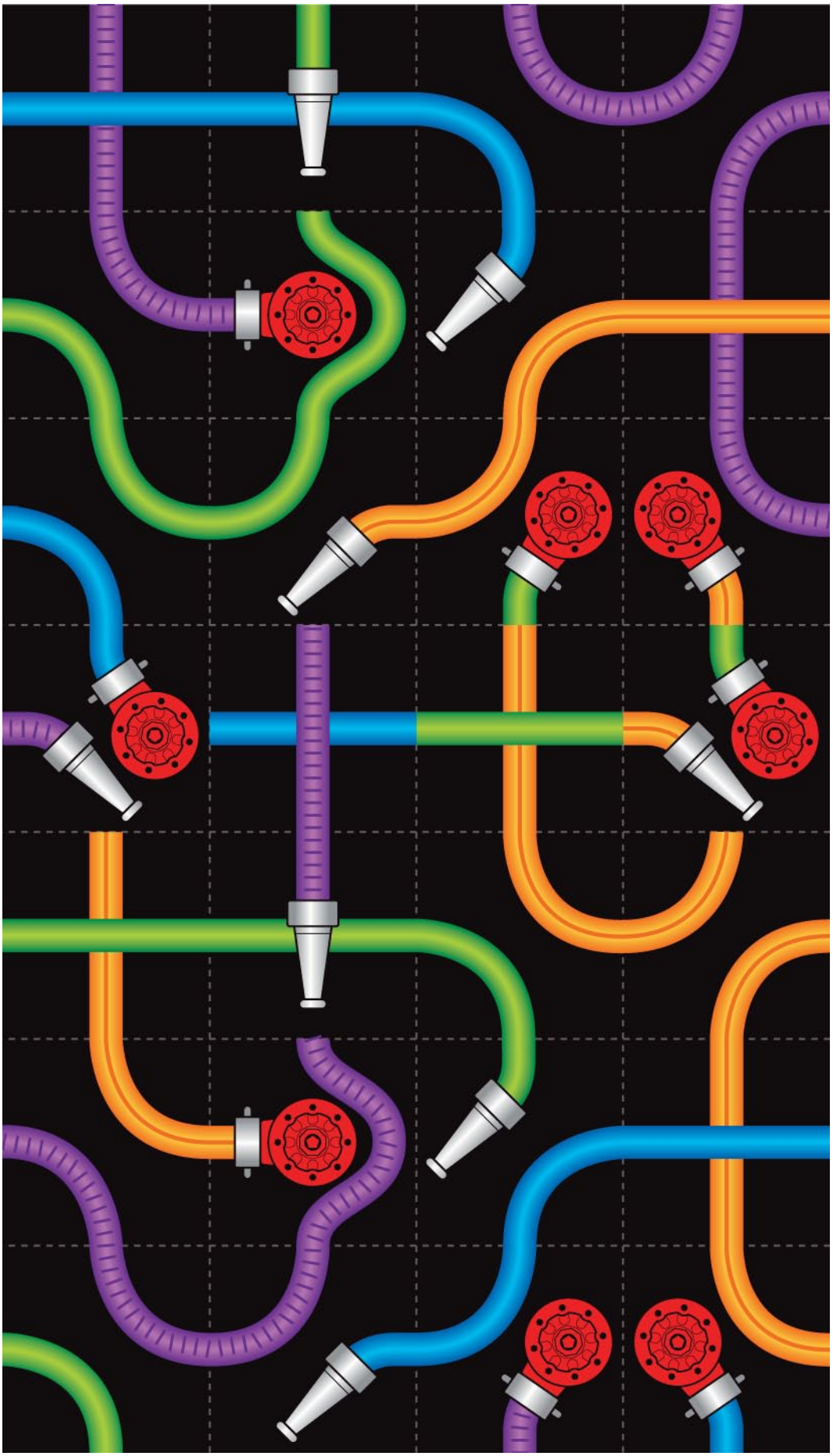
Hoses and Hydrants



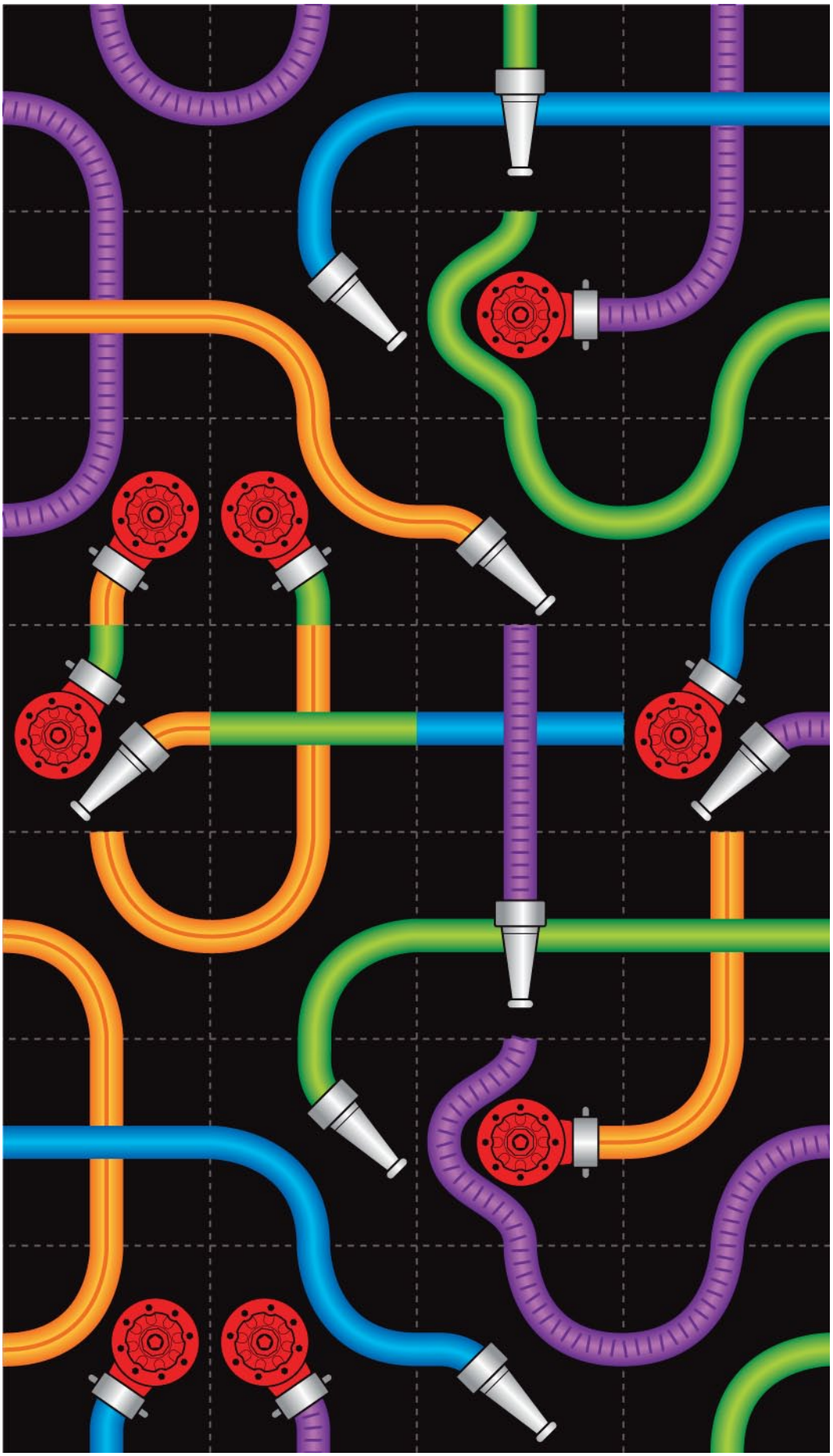
Hoses and Hydrants



Hoses and Hydrants



Hoses and Hydrants



Hoses and Hydrants

Assembly

Print all the sheets, and glue the sheets back-to-back. Make sure you glue evenly, or print double-sided (if you don't have a double sided printer, you can turn the page around and run it through a second time). The back side of each tile should have a mirror image of the front.

Cut the tiles out, using the small + indicators as guides. 2 double-sided sheets should give you 56 tiles. Place these tiles in an opaque bag.

To make it easier to hide your tiles, you might want to use a piece of cardboard or a book as a screen, and it's handy to have a piece of paper and pencil nearby to mark points.

Setup

Decide randomly who is going to start by taking a tile with a firefighter and spinning it. Whoever the hose points at gets to start first. (If it doesn't point to anyone, spin it again.)

Mix all the tiles together in a bag. Draw one tile and place it in the middle as a starting tile. Each player draws five tiles, hiding them behind their screen. Play proceeds clockwise around the table.

Play

Each turn, a player plays one tile. Hoses on the tile must connect to other hoses of the same colour and pattern, and they cannot connect two firefighters or two hydrants.

If a player places a tile that completes a hose, they collect their points and go again. If they do this by connecting a firefighter to a hydrant, they get points—if they don't, then they make a 'broken hose', and collect no points (but still go again).

If a player can't make any moves, they can instead return two tiles to the bag.

When a player's turn ends, they draw more tiles to replace the ones they've played, returning their hand to 5.

When the tile bag is empty, the turns keep going around without the draw, until nobody can go anymore.

Scoring

Players who connect a firefighter to a hose gets 3 points for making the connection, and another 2 points per tile of hose between the firefighter and the hydrant. (So a 3-tile score would make 3 points for the first and last tiles, and 2 points for the tile in the middle, making it worth 5 points.)