

Pipe Dream by David Waldman

Rules v 1.1

Rev. 7/16/21

1 to Unlimited Players

Ages 8+

15 Minutes Playtime

A sudden outbreak of Gloop is terrorizing the city, and you are needed as ace plumbers to construct pipelines and save the day! It's a dirty job, but only you can do it!





Players roll two dice each turn to determine what pipe is available and where it can go. Create multiple routes to contain the Gloop and prevent it from overwhelming the city!

Winning the Game

Place at least one continuous pipeline from the source to the edge of the map while also keeping the number of pipe sections equal to or greater than the current Gloop flow number.

Setup

Before your first turn, draw an **S** in a space on the map at any of these coordinates (3,3) (3,4) (4,3) (4,4). The first number represents the left-hand side, and the second number represents the top. This space is the **Source** from which the Gloop will flow. If you want a random **Source** space, roll 2 six-sided dice and place **S** on any of the coordinates.

	1	2	3	4	5	6
1						
2						
3			3,3	3,4		
4			4,3	4,4		
5						
6						

How to Play

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On your turn, roll 2 six-sided dice. Assign 1 die to be the pipe number and the other the placement number.

Pipes

Select the pipe that equals the number chosen. Pipes cannot be rotated, and must be placed as illustrated.

During the game you have 3 pipe cross-sections available. At any time during the turn, you may place a pipe cross-section if it connects to at least one other pipe. After placing use a pipe cross-section, cross it out, starting with the topmost value one and moving down. At the end of the game, subtract points equal to the value(s) of unused pipe cross-sections.



Wrenches





Pipes may be rotated by using a wrench to turn it 90 degrees clockwise. You may use as many wrenches as you have available. You begin the game with 2 wrenches and may collect more by placing pipes over the wrench symbol on the board. After using a wrench, cross it out.



Placement

Pipes can only be placed in rows or columns equal to the chosen die number. Pipes cannot be placed over the source. Pipes do not need to be placed so that they connect to other pipes, but unconnected pipes will subtract points from your score at the end of the game. You cannot connect pipes if they would create a loop.

Example: A die result of 2 is selected for placement.

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

Bombs

To a pipe segment over an existing pipe, you must fill-in a bomb circle to erase the previously drawn pipe. Fill-in bomb circles from the top downward. During final scoring subtract points equal to the highest used bomb value.



○ -2

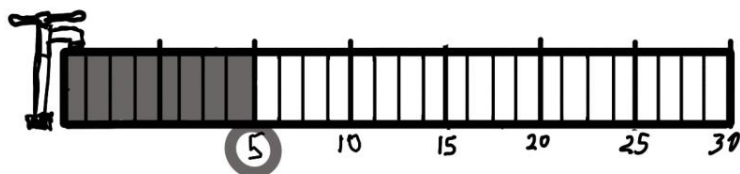
○ -4

○ -6

Flow Meter

At the end of your turn, fill in the next section of the Gloop meter from left to right. When the meter reaches a flow number, check to see if you have enough continuous pipe segments connecting back to the source. They do not need to reach the edge of the map, but each section must connect back to the source. If the number of pipes meets or exceeds the current flow number, you may continue playing, but if not your game is over.

Example: Flow number 5 reached.

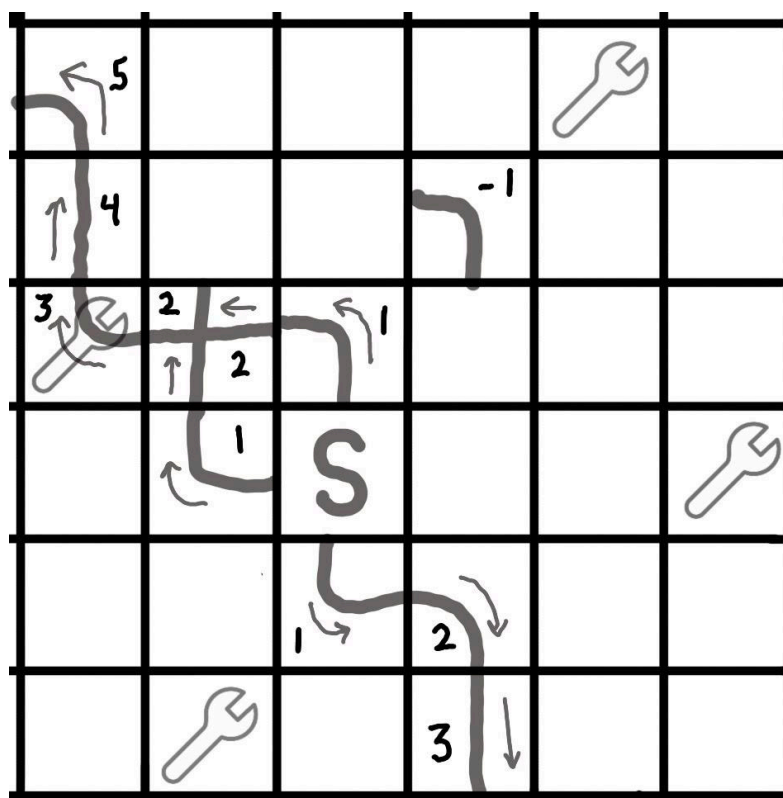


After reaching a flow number, if you meet or exceed that flow number and have at least one continuous section of pipes connecting the source to the edge of the map, you can stop and enter final scoring. If you want to continue and try and achieve a higher score, keep rolling 2 six-sided dice at the beginning of your turns and continue placing pipes on the map. If you ever reach a flow number and cannot meet it, your game is over, and you do not score any points.

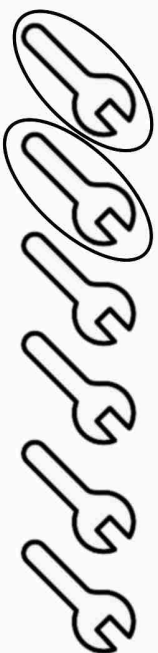
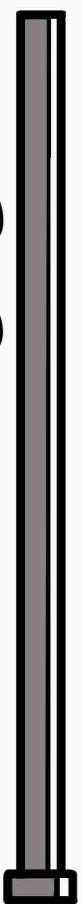
Final Scoring

Count the pipeline segments connecting the source to an edge of the map. You score 1 point per segment. Subtract 1 point for each pipe segment unconnected to the source. Subtract points equal to the highest value of bomb used. Subtract points for each unused cross-section.

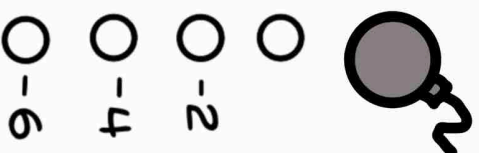
Example: Final pipe scoring



PIPE DREAM



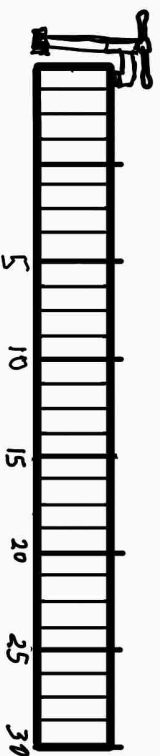
	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						



○ -2

○ -4

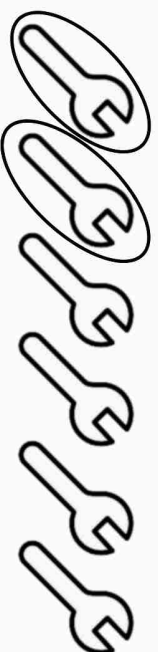
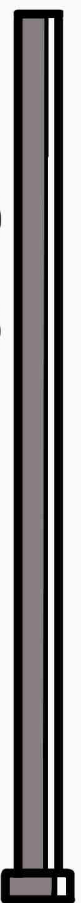
○ -6



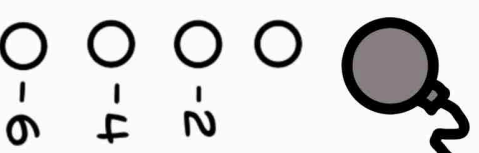
1	2	3	4	5	6

1	2	3	4	5	6

PIPE DREAM



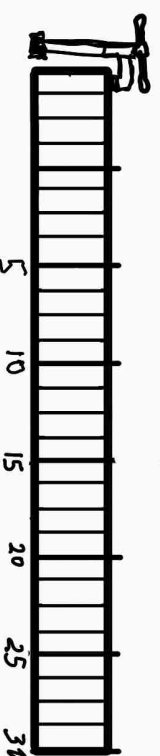
	1	2	3	4	5	6
1						
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5						
6						



○ -2

○ -4

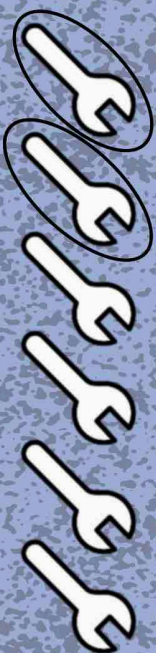
○ -6



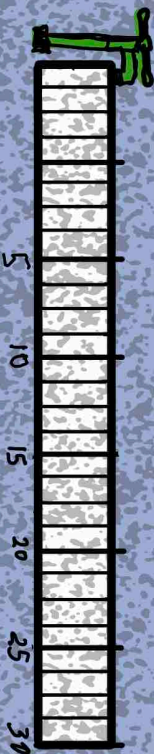
1	2	3	4	5	6

1	2	3	4	5	6

PIPE DREAM



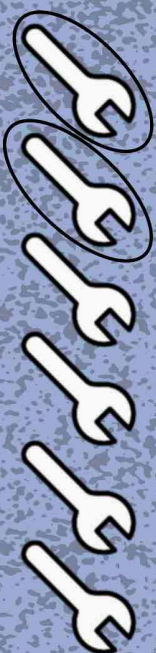
	1	2	3	4	5	6
1						
2						
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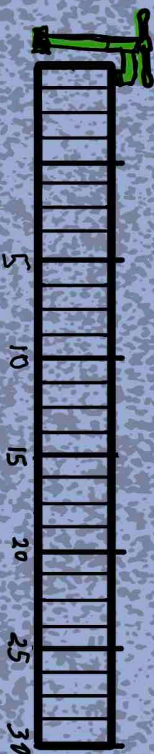
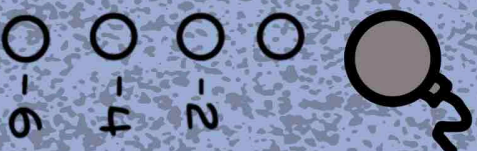
1	2	3	4	5	6

	-4	-2	-1

PIPE DREAM



	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						



1	2	3	4	5	6

	-4	-2	-1