



Wonder Project

Water Challenge

Activity 2.2: Network Dash

Race against your rōpū to build a wai network worth 500 points!

Play pipe cards to grow your network or slow your opponents down with faults. But watch out! They'll be trying to sabotage your network too.



Let's play Network Dash!



2-4 players



The goal

Be the first player to complete a wai network worth exactly **500 points**.

Set up

Shuffle the deck and deal **6 cards** to each player in your rōpū. Place the remaining cards face-down. These cards are now your draw pile.

How to play

You must play a **collect and clean card** to start your network.

On your turn

Draw a card, then play a card. If you have nothing useful to play, discard a card.

You should always hold 6 cards at the end of your turn.

After you've started your network, you can play:

- A **pipe card** onto your network.
- A **fault card** onto any opponent's network. This will stop them from playing pipe cards. They must have played their collect and clean card to receive a fault card.
- A **STEM fix card** onto your own network to clear a fault card. You can then continue to play pipe cards on your next turn.

If the draw pile runs out, shuffle the discard pile and play on.

How to win

Once your pipe total is exactly **500 points**, play a **care card** to complete your network.

You cannot play a card that takes your total **over 500 points**. Discard it instead.

If a **fault card** is played against you before you play your care card, you must play a STEM fix card before you can play your care card.

**Will you be wise with wai or will your network spring a leak?
Let's flow!**