Players are grouped into gas, liquid, or solid based on the role of a die. Players/groups now take turns "becoming" a stage in the water cycle (each stage must make sense for the group that chooses it. For example: solid cannot become rain until it has melted and evaporated.)

1. Points are awarded 1 point for each stage change they make. (Example: gas receives 1 point when it condenses and falls as rain, but liquid receives 0 points for flowing to the sea as a river.)

4. Players cannot repeat stages without visiting another stage in between.

5. Play continues until a player/group earns 10 points to win the game.

6. Game can be added to or modified to provide variation.

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