Rising Waters

Designed by Scout Blum

A Cooperative, Set Collection, Area Control Game for 2-4 Players

It's Spring, 1927. While some Americans dance the Charleston and drink bootlegged liquor, the Mississippi Delta faces a flood of epic proportions. If battered river levees collapse, everything important to you will be washed away. Players experience life through the lens of African Americans' plight, confronting two forces—racism from White landowners and the power of nature.

Persevere by drawing on your community's courage and strength from your family, church, music, farming, and education. Can you manage the rising waters to stay alive?

OBJECTIVES

During the flood, work together as members of the African American community to keep your family and neighbors alive by minimizing losses during the flood. Players must also negotiate the arbitrary demands of White landowners. If players keep below the maximum level of losses for a certain number of rounds, they've survived the worst of the flood and win the game!

While normally a 2-4 player game, Rising Waters is also an open information, cooperative game, which means it can be played solo two-handed.

GOALS

The game ends when either of the following possibilities occur: (1) The players reach the round limit below; OR (2) The cumulative losses of land, levees, landowners, people, and/or towns (and other in-game losses) add up to:

Fall, 1926 Version	Spring, 1927 Version
ROUNDS: 7	ROUNDS: 10
MAX LOSSES:	MAX LOSSES:
• 22 (2-players)	• 25 (2-players)
• 18 (3-players)	• 22 (3-players)
• 14 (4-players)	• 19 (4-players)

Central Michigan University Press

For helpful hints, examples of game play, and additional explanations, look for info in these rose boxes.

Note: You'll find historical notes about the game in these blue boxes. For more historical information about the game, see the designer notes on pages 32-34.

COMPONENTS

CONTENTS

1 double-sided main board - 1927 side shown

6 player boards (6 colors)

6 towns (6 colors)

27 pawns (7 colors)

66 cubes (6 colors)

89 blue flood hexes

60 blue water
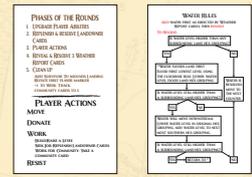level tokens

60 brown levee tokens

7 relief camp hexes

100 Community cards

100 Landowner cards

77 Weather Report cards

4 Player aid cards

10 Community Goal cards

First player marker

10 raft tokens

3 track counters

1

Place the **main board** within reach of all players. The board is 2-sided (1926/1927), so make sure that you have the correct side face up.

2

Place the piles of **blue flood hexes**, **raft tokens**, **brown levee tokens**, and the **blue water level tokens** by the **main board**. Do not use the **relief camp hexes**.

3

Place the **track counters** on the zero space on the **Loss** and **Weeks/Rounds tracks**.

4

Give each player **1 player board**, **1 town**, **11 cubes**, and **4 pawns** of their color choice. Five of the cubes should be placed on the farthest left spaces of the **Permanent powers** on the **player board**. If players are using the optional individual goals on the **player board**, they will (1) each place a **cube** on that track; and (2) move a **cube** to the red box of the **player board** for their specific power.

5

Place **1 purple pawn** (**Survivor**) on land within one hex of the dot near Mounds Landing on the **main board**. Place the unused **pawns** (purple and unselected colors) near the upper left-hand corner of the **main board** as additional Survivors.

6 Remove all **heavy rain cards** from the **Weather Report deck**. Shuffle the **heavy rain cards**, and then keep the top 9 for the deck. Return the rest to the box. Shuffle the **Weather Report deck** and place it on its corresponding location on the lower left-hand side of the **main board**.

7 Adjust the **Landowner deck** by removing all **landowner flees**, **relief camp**, and **dynamite cards**. Keep only **5 force cards**, **5 race hatred cards**, 10 **threat cards** and all **job offer cards**.

8 Shuffle the starred and main sets of the **Landowner deck** separately. Place the starred cards on top of the main deck (do NOT reshuffle at this point). Place the **Landowner deck** on its space to the upper left of the **main board**.

9 Reveal the **top 3 Landowner cards** and place them in their corresponding spaces next to the **main board**. For the initial few turns, these should be all starred cards.

10 Shuffle the **Community cards** and place the deck in its location on the lower right-hand side of the **main board**.

11 Deal **7 Community cards** to every player. The game has a hand limit of 7 cards.

12 Pick an initial player randomly. That player should get the **first player marker**.

13 Each player must place their **town** on a hex of their choice on the **main board**. In a two-player game, place an additional **town** in a different color. Each **town** must be placed within 3 hexes of a water source and at least 5 hexes apart. No **towns** may be placed in or within 5 hexes of Vicksburg (lower right of **main board**).

14 Each player places **2 pawns** on the same hex as their **town** and **1 pawn** on land within 2 hexes of any of the location dots on the **main board**. Keep **1 pawn** in reserve.

15 Each player should place **3 brown levee tokens** per player anywhere on the **main board** adjacent to water. The **brown levee token** should reflect a number value +1 of its land hex group to represent a higher land level. Levees apply to the entire hex grouping.

16 Reveal **3 initial Weather Report cards**. Place **blue water tokens** at the correct level and resolve them as needed. (See Water Level Rules on pages 22-25). Adjust loss track if necessary.

HINT: Initially, work to shore up especially low-lying areas with levees. Don't forget about the lakes—they can flood, too.

Historical Note: Levees actually could be set back as much as a mile from the banks of the river. They could also be built up almost 40 feet.

INITIAL SET UP: SPRING, 1927

1 Place the **main board** within reach of all players. The board is 2-sided (1926/1927), so make sure that you have the correct side face up.

2 Place the piles of **blue flood hexes**, **raft tokens**, **brown levee tokens**, **relief camp hexes**, and the **blue water level tokens** by the **main board**.

3 Place the **track counters** on the zero space on the **Loss**, **Weeks/Rounds**, and **Relief Camp Donations** tracks.

4 Give each player **1 player board**, **1 town**, **11 cubes**, and **4 pawns** of their color choice. Five of the **cubes** should be placed on the farthest left spaces of the **Permanent powers** on the **player board**. If players are using the optional individual goals on the **player board**, they will (1) each place a **cube** on that track; and (2) move a **cube** to the red box of the **player board** for their specific power.

5 Place **1 purple pawn** (**Survivor**) on land within one hex of the dot near Mounds Landing on the **main board**. Place the unused **pawns** (purple and unselected colors) near the upper left-hand corner of the **main board** as additional Survivors.

6 Shuffle the **Weather Report deck** and place it on its corresponding location on the lower left-hand side of the **main board**.

7 Adjust the **Landowner deck** by separating the **starred Landowner cards** and the **landowner flees cards** from the main deck.

8 Shuffle the starred and main sets of the **Landowner deck** separately. Randomly insert the **landowner flees cards** into the main deck. Place the starred cards on top of the main deck (do NOT reshuffle at this point). Place the **Landowner deck** on its space to the upper left of the **main board**.

9 Reveal the **top 3 Landowner cards** and place them in their corresponding spaces next to the **main board**. For the initial few turns, these should be all starred cards.

10 Shuffle the **Community cards** and place the deck in its location on the lower right-hand side of the **main board**.

11 Deal **7 Community cards** to every player. The game has a hand limit of 7 cards.

12 Pick an initial player randomly. That player should get the **first player marker**.

13 Each player must place their **town** on a hex of their choice on the **main board**. In a two-player game, place an additional **town** in a different color. Each **town** must be placed within 3 hexes of a water source and at least 5 hexes apart. No **towns** may be placed in or within 5 hexes of Vicksburg (lower right of **main board**).

14 Each player places **2 pawns** on the same hex as their **town** and **1 pawn** on land within 2 hexes of any of the location dots on the **main board**. Keep **1 pawn** in reserve.

15 Each player should place **2 brown levee tokens** per player for a 2-player game and **1 brown levee token** per player for a 3 or 4 player game anywhere on the **main board** adjacent to water. The **brown levee token** should reflect a number value +1 of its land hex group to represent a higher land level. Levees apply only to their individual hex, not the entire grouping.

16 Reveal **3 initial Weather Report cards**. Place **blue water tokens** at the correct level and resolve them as needed. (See Water Level Rules on pages 22-25). Adjust loss track if necessary.

COMPONENT KEY

DIFFICULTY LEVELS

The game has two difficulty levels: the **Fall, 1926** version and the **Spring, 1927** version. The **Fall, 1926** version is recommended for less experienced players or players wanting an introduction to the mechanics. It represents events that happened prior to the main floods of the spring of 1927. The water level begins at a lower level, the weather is less intense, more levees are initially present, and the game is played over fewer rounds.

In the **Spring, 1927** version of the game, the players experience more intense weather—leading to more flooding—over more rounds. Because of the floods the previous fall, water levels begin higher. The weather is more difficult, with fewer levees and more rounds.

For added complexity and replayability, players also have the option to add in community or individual victory goals (see pages 20-21).

MAIN BOARD

The **main board** contains four named locations: **Yazoo Valley**, **Mounds Landing**, **Cabin Teele**, and **Tensas Basin** (pronounced "Ten-saw"). Green or brown hexes indicate land. Blue hexes indicate water.
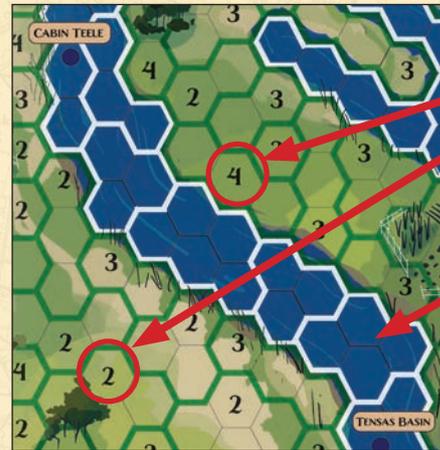
Land elevation numbers

Water levels:
1926 - 1
1927 - 2

The numbers on the map indicate land elevation levels (red circled numbers above). The lower the number, the lower the land elevation.

For the **Fall, 1926** version, all water (blue) hexes on the map begin the game with an elevation of 1. For the **Spring, 1927** version, all water hexes begin with an elevation of 2.

All hexes within a "hex group" (hexes outlines by heavier white or green lines and circled in red below) have the same elevation.
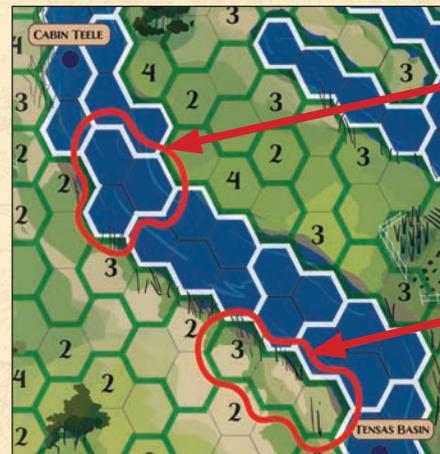
Water hex grouping

Land hex grouping

PLAYER BOARDS

The left side of the **player board** shows the **renewable powers** available, with icons representing the **Community cards** which need to be discarded to obtain them. Renewable powers are used once, then must be purchased again to be used again. When a renewable power is purchased, players should place a **cube** on the space on the player board.

The right side of the **player board** lists the **permanent powers** each player has in the game, with icons showing which **Community cards** are associated with those actions. Starting values are in the empty boxes. The rectangular icons inside the other boxes indicate how many of each special type of Community card players must discard to increase that power.
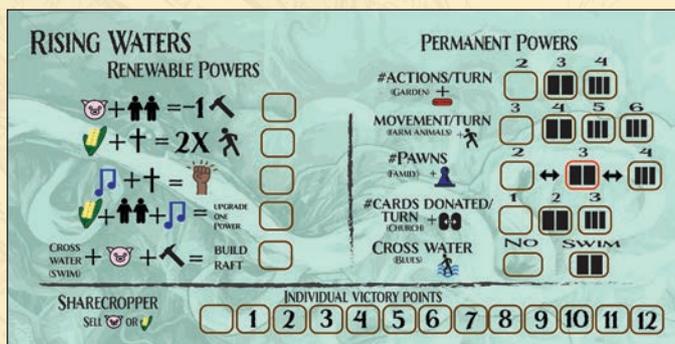
See page 14 for more information about renewable and permanent powers.

For more information on **rafts**, one of the renewable powers, see page 19.

As an optional game element, the bottom of the player board lists individual player goals and a track for individual victory points. These features are only used if you are playing with the individual victory points. For that version, a red box indicates specific bonus starting powers for each role (see page 21 for more specifics).

WEATHER REPORT CARDS

Weather Report cards contain the location of the weather event and the type of weather event, indicating how much water to add through **water level tokens**.

Special Weather Report cards: The Weather Reports can also can indicate "cloudy" days (no change to the water level) or "sunny" days (water level reduced by 1 if the level is above starting level).

Example
With this card, the number of drops indicates the amount of rain to be added. For heavy rain in Cabin Teele, add 3 to the water level there. For more info, see pages 22-24.
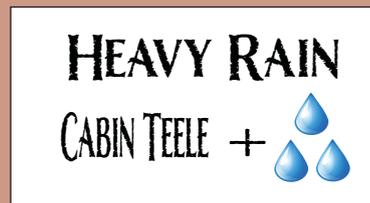
COMMUNITY GOAL CARDS

The **Community Goal cards** are an optional element of the game. They come in pairs indicated by an **A** or **B** in the upper right of the card. The **A** goal must be achieved prior to the **B** goal.

Completing Community goals by donating the listed cards or completing other requirements reduces the number of losses on the **Loss track**. Donations to community goals may be made all at once or over several turns or rounds.

For more on the Community Goal cards, see page 20.

COMMUNITY CARDS

There are 2 kinds of **Community cards**: **power cards** and **resistance cards**.

Note: If the Community deck is depleted during the game, then simply reshuffle the discard pile and replace.

POWER CARDS

There are 6 different **power cards**. They can be collected and discarded to upgrade **renewable** or **permanent powers** listed on the **player board**. They can also be donated to other players or to the relief camps, or used for **community goals**. Each power card has icons on the upper left of the card representing its type (top) and associated power (bottom).

BLUES CARDS

Blues cards can be collected and discarded to give the player the ability to move across water.
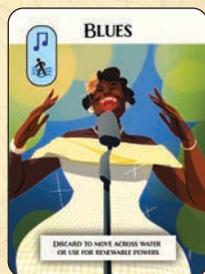
Historical Note: Blues music had strong roots in the Mississippi Delta. The flood inspired songs from many famous blues artists, including Bessie Smith.
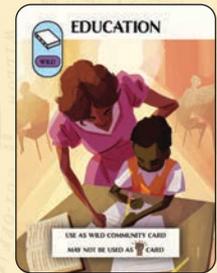
CHURCH CARDS

Church cards can be collected and discarded to increase the number of cards a player can donate.
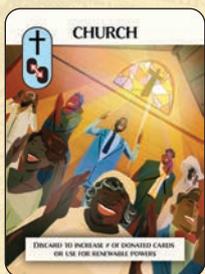
EDUCATION CARDS

Education cards are wild cards. They can be used in place of any power card, but not resistance cards.

FAMILY CARDS

Family cards can be collected and discarded to increase the number of **pawns** a player has.
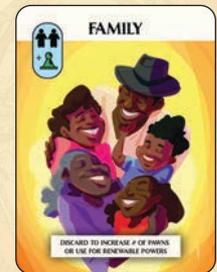
FARM ANIMAL CARDS

Farm Animal cards can be collected and discarded to increase a player's movement.

GARDEN CARDS

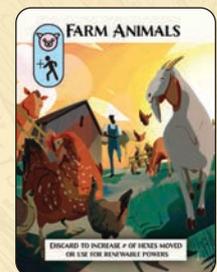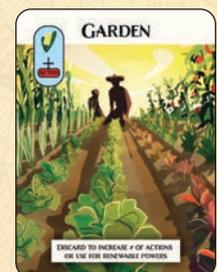**Garden cards** can be collected and discarded to increase the number of actions a player has per turn.

RESISTANCE CARDS

There are 4 different kinds of **resistance cards**. They can be used for their special powers. They can also be used to counter **threat cards** when they appear in the **Landowner cards**.

All **resistance cards** have this icon.

NEWSPAPER CARDS

Discarding a **newspaper card** allows the player to see the next **3 Weather Report cards**. This information may be shared with other players.

OUTSIDE ACTIVISM CARDS

Discarding an **outside activism card** during the **Landowner** or **Player Action phase** causes a **race hatred card** to be discarded without penalties. Can only be done once per round.

RADIO CARDS

Discarding a **radio card** allows the player to see the next **3 Landowner cards**. This information may be shared with other players.

VAUDEVILLE FUNDRAISER CARDS

Discarding **1 vaudeville fundraiser card** allows that player individually to gain 2 additional **Community cards**. If a player discards **2 vaudeville fundraiser cards**, all players may take 2 additional **Community cards**.

LANDOWNER CARDS

The **Landowner cards** reveal the actions of the Landowners during the game. These can include offers of work (**job offer cards**) or **crisis cards**, which include threats, the use of force and violence, the appearance of race hatred (racism), or the creation of relief camps.

Note: If the Landowner deck is depleted during the game, then simply reshuffle the discard pile and replace.

Several Landowner cards have a **star icon** in the upper right of the card. These cards are to be separated and played during the first phases of the game (see the Set Up rules for more info).

Cards with the "!" icon in the upper left-hand corner are **crisis cards**. These cards must be resolved immediately during the **Landowner phase** or when it appears during the **Player Action phase**.
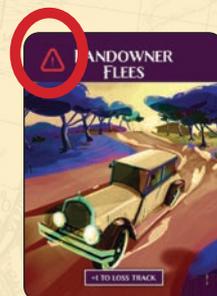
JOB OFFER CARDS

Job offer cards can be used to build levees during the **Player Action phase**. If a player wants to build a **levee**, they need to take the job offer cards and discard them (as many as they need): 1 job offer card increases the level of an 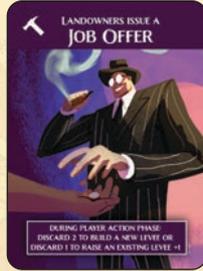existing levee, while 2 job offer cards allow a new levee to be built. Players may also use job offer cards for **renewable powers** by keeping them in their hand.

CRISIS CARDS

There are 5 types of **crisis cards** in the **Landowner deck**. Not all of the crisis cards are used in the **Fall, 1926** version of the game.

DYNAMITE CARDS

These are removed from the **Fall, 1926** version of the game. When a **dynamite card** appears, a specific **levee** (stated on the card) must be removed. Players should then resolve and adjust **Loss track** for all flooding. Discard the dynamite card after completing. If no levee exists which fits the card's description, then the card can be discarded without action.
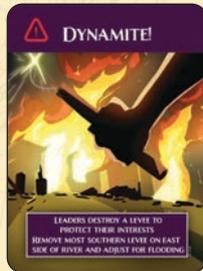
Historical Note: During the flood, leaders in New Orleans became increasingly worried about the fate of the city and their fortunes. They decided to dynamite a levee south of New Orleans, deliberately destroying land and the livelihoods of many people.

THREAT CARDS

Responsibility for the Threat: When a **threat card** appears during the **Landowner phase** of the game, the **First Player** is responsible for resolving that card. If the threat card appears during the **Player Action phase**, then the player who revealed the card must resolve the threat.

Resolving the Threat: Players can resist the threat by discarding any **1 resistance community card**. The threat card is then discarded as well. If the player does not have a resistance community card (and therefore cannot resist the threat), they must take the threat card into their hand (it counts as part of the hand limit of 7 cards and may not be donated).

Players must keep all threat cards until they can be discarded with a resistance card. (**NOTE**: Playing a resistance community card to counter a threat card once taken into your hand counts as an action and may only be done during the Player Action phase. It does not count as an action during the Landowner phase of the game.)

If more than 1 threat card appears at once, one is distributed to the first player, then 1 to each player in turn order until exhausted. Each player may resist as able. Threat cards (and the resistance cards used to resolve them) should be discarded once resolved.

LANDOWNER FLEES CARDS

These should be removed from the game in the **Fall, 1926** version.

The appearance of a **landowner flees card** results in an immediate loss. Adjust the **Loss track** by one and discard the card.
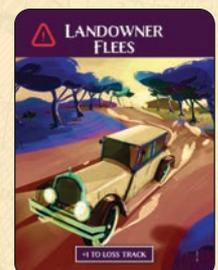
FORCE CARDS

When **force cards** appear, players collectively pay any **2 Community cards** immediately (for example, in a 4 player game, the group pays a total of 2 cards). Players may not resist force cards. If more than one force card appears at once, players must pay additional penalties. Discard force cards once they have been resolved (by payment or by losses).

If the players collectively are unable to pay the full penalty, adjust the **Loss track** by one for each force card unable to be paid in full.

RACE HATRED CARDS

When the **race hatred card** appears, all players must discard **2 Community cards** each (for example, with 4 player, 8 cards must be discarded). Cards may not be donated to assist other players during the **Landowner phase** of the round. If more than 1 race hatred card appears, players must pay additional penalties. Race hatred cards are discarded once resolved. Any player can resist the card by discarding an **outside activism card**. This may only be done once per round.

If any player is unable to pay the full penalty, adjust the **Loss track** by the number of players unable to pay. Players do not have to pay a partial penalty. If they only have 1 card, for example, they do not have to pay that 1 card. The loss is the only penalty in that instance.

Historical Note: In the 1920s, activists used the term "race hatred" to mean actions, words, or events that discriminated on the basis of race. The term "racism" becomes more common in the 1930s.

RELIEF CAMP CARDS

These should be removed from the game in the **Fall, 1926** version.

When **relief camp cards** appear in the **Landowner cards**, players must assess how many donated cards they have accumulated in the **Relief Camp Donations track** (players can donate cards during the **Player Action phase**, using the "donate" action). If the number equals or exceeds the following, then a relief camp site hex (green side up) may be placed on any land hex the players choose. Return the donation tracker to the zero level.
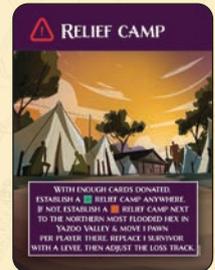
Donations Required to Place a Green Relief Camp:
- For a 2-player game: 4 cards.
- For a 3-player game: 6 cards.
- For a 4-player game: 8 cards.

If the players have not donated sufficient cards when the relief camp card appears, then a relief camp site hex (orange side up) is placed on the location described by the text of the card. When this happens, all players must move **1 pawn** each to the newly established orange relief camp site. One Survivor (purple or extra pawn) of the players' choice is removed from the board and replaced by a levee (+1 of the land value). Adjust the **Loss track** accordingly.

Once placed, no relief camp can be flooded, regardless of the elevation of the land hex. Players may leave the relief camp site by moving during their turn of the Player Action phase. Discard relief camp cards once resolved.

Historical Note: Although the game allows players to create their own relief camps, the real Red Cross camps were only managed by local Whites. Because of this, the camps were sites of extreme racism, particularly the camp in Greenville, Mississippi, which Black activists highly criticized.

GAME PLAY–ROUNDS

The game is played over a series of rounds (weeks) where players have a choice of actions. For the **Fall, 1926** version, the game is played over 7 rounds; for the **Spring, 1927** version, players have 10 rounds.

PHASES OF THE ROUNDS

Rounds include the following phases (in order):
1. Upgrade player abilities (players complete simultaneously);
2. Replenish and resolve **Landowner cards** (players work cooperatively);
3. Player actions (players complete by turn);
4. Reveal and resolve **Weather Report cards** (players work cooperatively); and
5. Clean up (players work cooperatively).

ROUND PHASE 1: UPGRADE PLAYER ABILITIES

Players may discard the required number and type of **Community cards** to increase their abilities. **Player boards** reflect the number and type of cards required to increase abilities (indicated by the black rectangular icons). At least one of the set must be an actual Community card of the type required. Players may not skip levels of a power, but multiple abilities may be increased during a single phase. The same power may also be increased twice during a single phase.

Players have two different types of abilities to choose from to upgrade—**renewable powers** and **permanent powers**. Renewable powers may only be purchased during the upgrade abilities phase of a round and may be used during that round or a subsequent round during the **Player Action phase**. Place a **cube** on the player board to indicate that the ability has been purchased. Once the renewable ability is used, the cube should be removed from the player board.

Permanent abilities are kept for the rest of the game once earned, with the exception of number of **pawns**. Note that if a player loses a pawn (to flooding, for example), then they need to reflect that on their player board by moving their cube back one space.

Players complete this phase simultaneously.

Example: Upgrading Abilities

Madalyn has a hand with **1 family Community card** and **2 farm animal Community cards**. During the **Upgrade Player Abilities phase**, they can discard the 2 farm animal cards to increase their movement ability per action from 3 to 4.

[**NOTE**: To upgrade from 4 to 5 moves per action, they would have to discard an additional 3 farm animal Community cards.]
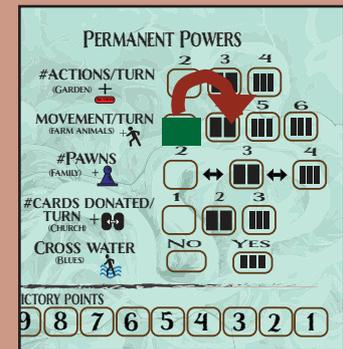
ROUND PHASE 2: REPLENISH/RESOLVE LANDOWNER CARDS

Replenish **Landowner cards** on the board if needed (3 should be face up).

Any Landowner card with a "!" icon (a **crisis card**) must be resolved before moving to the next phase. Some of the cards affect only the **First Player**, while others affect the entire group. Resolving Landowner cards does not count as a player action as those take place in the next phase of the round. Resolved Landowner cards should be discarded.

During this phase, individual players may discard any **resistance Community card** to resist a threat and/or may also play an **outside activist Community card** to resist **race hatred** during this phase. Force cannot be resisted. Only **1 outside activist Community card** may be played per round.

ROUND PHASE 3: PLAYER ACTIONS

During the third phase of the round, players take turns performing actions (beginning with the **First Player** and proceeding clockwise). Players take as many actions as allowed by their **player boards**. Initially players begin with 2 available actions.

On their turn, players have the following choices of actions:
- **Move**
- **Work**
- **Donate**
- **Resist**

Actions may be performed more than once during a player's turn. More information about player actions can be found on pages 16-19.

ROUND PHASE 4: WEATHER REPORT CARDS

After the player actions have been completed, reveal and resolve **3 Weather Report cards**. Players should work together in this phase. See pages 22-29 for those directions.

Adjust **Loss track** as necessary if any **land hex groups**, **levees**, **towns**, or **pawns** are flooded. See page 30 for those directions.

ROUND PHASE 5: CLEAN UP

During the last phase of each round, perform the following actions in order:
- **First Player marker** moves clockwise to next player.
- Add one to the **Weeks/Rounds track**.
- If any player has a hand of less than 5 cards, they draw **Community cards** to bring their hand total to 5 cards.
- Add **1 Survivor** to the board on land near the dot at Mounds Landing.

[**NOTE**: Do not replenish the **Landowner cards** at this point. Wait until the "Replenish and Resolve Land-owner cards" phase of the next round.]

GAME PLAY–PLAYER ACTIONS

On their turn, players have the following choices of actions:
- **Move**
- **Work**
- **Donate**
- **Resist**

The number of actions allowed each player is noted on the **player boards** and may be upgraded only during the **Upgrade Player Abilities phase**. Players may choose the same action multiple times (each counts as an action) and may perform the actions in any order.

At the end of their turn during the **Player Action phase**, players may have a maximum of 7 cards in their hand. Discard cards of the player's choice if over the limit.

Each action is described in more detail following.

MOVE

On your turn, as one action, you may **move** any combination of your **pawns** up to the maximum amount allowed by your abilities on your **player board**. In the **Fall, 1926** version, players move by hex group whether on land or water. In the **Spring, 1927** version, they move by individual hex whether on land or water. Crossing a water hex in any way may not be completed until the "swim" ability has been obtained (by discarding **2 blues cards** during the **Upgrade Player Abilities phase**). With their permission, you may also move other players' pawns on your turn using the move action.

Rafts and Moving: Survivor pawns may only be moved with a **raft**. Rafts are a **renewable power** and are made during the Upgrade Player Abilities phase. During the **Player Action phase**, a player places a raft token at the location of any of their pawns (make sure to remove the renewable power **cube**). The pawn should be placed on the raft token and moves with it. Rafts may be "dragged" across land up to the number of movements on the player board; on water, rafts can move twice the number of moves reflected on the player board. To move a raft on water, the player must have earned the "swim" ability. **NOTE**: Picking up and dropping off a **Survivor** counts as 2 actions.

Players can increase the number of moves available during an action by discarding **farm animal Community cards**. Players earn the ability to move across water by discarding **2 blues Community cards**.

Why choose movement? Players may want to "move" to get to a location that needs a **levee** (you have to be on or next to the hex where the levee is constructed), get to farming or forest spaces on the board (which have benefits), rescue a **Survivor**, or fulfill their individual goals.

DONATE

On your turn, as 1 action, you may **donate** a card to any other player(s), up to the number of cards allowed on your **player board**. Players may also donate up to their maximum number of **Community cards** allowed to the **Relief Camp Donation track** or toward **Community Goal cards**. Donated cards are discarded into the Community discard pile. **Threat cards** may not be donated.

Players can increase the number of cards traded during an action by discarding **church Community cards**.

Why choose donation? Players may want to donate to help another player, especially if they lack **resistance cards**, to help avoid bad effects from an **orange relief camp**, to fulfill community goals (if using the **Community Goal cards**), or fulfill their individual goals.

WORK

Players may choose from 3 different forms of the "work" action:
- Accepting work (building or raising a **levee**)
- Seeking work (replenishing the **Landowner cards**)
- Working for the community (taking a **Community card**)

Why choose work? Players may want to build a **levee** to protect against floodwaters. Work also allows players to replenish the **Landowner cards** for themselves or the next player, and also to obtain more **Community cards** if they need them.

ACCEPTING WORK

As one action, players may **"accept work"** to build a **levee** by taking as many **job offer cards** from the visible **Landowners cards** as they wish: 1 card raises an existing levee, while 2 cards create a new levee. Job offer cards used to build levees must be discarded. [**Note**: as a **renewable power**, players may discard **1 garden** and **1 farm animal card** to get a discount on work. Raising or building new levees then costs one less job offer card.]

To build or raise levees, a **pawn** must be on or adjacent to the hex where the levee token is placed. Players may use other player's pawns to build or raise levees. Building a levee only protects that hex where the levee is placed, not the entire hex grouping.

Players "build" a levee by placing a **brown levee token** on the chosen land hex. The token number should be turned so that a number equal to +1 the elevation number of the land hex shows. To "raise" a levee, players turn an existing brown levee token to the next number.

SEEKING WORK

As another option for the work action, players may also **"seek work,"** meaning replenishing missing **Landowner cards** on the board. Only a maximum of 3 Landowner cards may be visible at any time on the board. Players must respond to any **crisis cards** revealed at this time (see info on the crisis cards on pages 12-13).

WORKING FOR THE COMMUNITY

Players may also **"work for the community"** for the work action, meaning they may take **Community cards**. Players may take 1 card, plus 1 additional card for each of their **pawns** in a forest or agricultural field in the game. Players must stay at or under the 7 card hand limit (players who have 7 cards may still work for the community, as long as they immediately discard a card).

RESIST

Certain **Community cards**, called **resistance cards**, give the players special powers. Playing each of these cards counts as one action.

Education Community cards (which are wild cards) may **NOT** substitute for any resistance card, unless the player has taken the role of the **Teacher**.

Why chose resistance? Players may need to counter a threat by the landowners. **Resistance cards** can also help you see problems that are coming and they have powers of their own as well.

GAME PLAY–SURVIVORS AND RAFTS

Survivors enter the game on land near the dot for Mounds Landing during initial set up. One additional survivor is added to the board at the same location during each **Clean Up phase**. Survivors may not be used to build **levees** and may only be moved with a **raft**. Survivors may be lost if the land they are on floods. Each Survivor lost counts as a separate loss on the **Loss track**.

Rafts and Moving: Rafts are a **renewable power** and are made during the **Upgrade Player Abilities phase**. To use a raft, a player uses an action and places a **raft token** at the location of any of their **pawns** during the **Player Action phase** (make sure to remove the renewable power raft **cube**). The player then moves their pawn and the raft together. Rafts may be "dragged" across land up to the number of movements on the **player board**; on water, rafts can move twice the number of moves reflected on the Player Board. Once the pawn/raft reaches the Survivor (or other pawn), both pawns should be placed on the raft token and move with it. Picking up a Survivor (or other pawn) counts as an action for the player with the raft. No more than two pawns may be on a raft at any one time. Rafts may also be used to rescue other players' pawns if they don't have the movement ability to swim.

Survivors can be dropped off at any **relief camp** or a **town** if no relief camp exists. If a player moves a Survivor to any existing relief camp, the Loss track may be reduced by 1. Survivors are protected from floods in a relief camp, but not at a town. Dropping off a pawn at either location counts as an action for the player with the raft. That Survivor is then removed from the board. Other players' pawns may be dropped off at any land location.

OPTIONAL ELEMENTS

COMMUNITY GOALS

As an optional element of the game, players can include community goals. **Community Goal cards** are fulfilled by donating specific cards and/or performing certain tasks. These cards are labeled with either an **A** or a **B** in the upper right-hand corner. Cards labeled **"B"** require the completion of an **"A"** level goal first.

SET UP AND USE: If playing with community goals, the Community Goal cards should be separated into **A** and **B** stacks during initial set up. Shuffle each stack separately. Place the **A** stack on top of the **B** stack and turn over 2 Community Goal cards.

During the **Clean Up phase** of each round, players may either keep both Community Goal cards or discard 1 and replace it with the next card. Community Goal cards may be completed more than once.

If the Community Goal cards are depleted, simply reshuffle the discard pile (all together) and reuse.

BENEFITS: These goals, once fulfilled, allow players to reduce the number of losses on the **Loss track**. Completion of an **A** card moves the loss track back 1 (meaning from 3 to 2). Completion of a **B** card moves the Loss track down 2 spaces.

AVAILABLE COMMUNITY GOALS

Spread African American Music: Write New Blues Songs (A)
Spread African American Music: Found a New Record Label (B)
Build Rescue Equipment: Build Rafts (A)
Build Rescue Equipment: Build Makeshift Motorboat (B)
Increase Community Communication: Raise Education Levels (A)
Increase Community Communication: Establish an African American Newspaper (B)
Labor Organizing: Hold a Labor Meeting (A)
Labor Organizing: Form a Sharecroppers Union (B)
Increase Self-Help Efforts: Feed Local Survivors (A)
Increase Self-Help Efforts: Form a Mutual Aid Society (B)

INDIVIDUAL GOALS

As an optional element to the game, players can play with individual goals. In this part of the game, players take on the roles of certain characters. Goals and objectives for each are listed below and in abbreviated form on the **player boards**.

Gaining individual points does not count as an action, although players may be required to expend actions to earn them. For example, the **Blues Singer** does not use an action to "perform" (discard a **blues card**), but may need to use actions—like moving—to get to desired locations. The movement does count as an action.

CHARACTERS FOR INDIVIDUAL GOALS

Blues Singer: Your goal is to perform for as many others as you can. Add a point each time you're on the same hex as another **pawn** or **town** of a different color and discard a **blues card**. You may not perform for the same town or pawn twice in a row. You may only perform for your own town or pawns if you have performed for another town or pawn immediately prior. Performing may only take place during the **Player Action phase**.

Outside Activist: Your goal is to bring attention to force and race hatred used by the landowners. When **force** or **race hatred cards** appear (during the **Landowner phase** or the Player Action phase), add a point each time you discard a **newspaper** or **radio card**. This can also count toward your individual resolution of either **Landowner card**, but not other players.

Preacher: Your goal is to help as many others as possible through the church. Add a point every time you donate a **church card** to another player or the **Relief Camp Donation track**. This may only take place during the Player Action phase.

Sharecropper: Your goal is to engage in economic activity. Add a point each time your pawn is in the same space with a town or pawn of a different color and you discard a **farm animal** or a **garden card**. You may not sell to the same town/pawn twice in a row. You may only sell to your own town or pawns if you have sold for another town or pawn immediately prior. This may only take place during the Player Action phase.

Child/Young Person: Your goal is to add hope to the community by finding needed items. While any of your pawns are in Vicksburg, you can use your **resistance action** to take any card from the **Community** or **Landowner** discard piles. Add one point each time you donate that card (during the same turn) to the Relief Camp Donation track, the community goals, or another player. (**Note**: Taking the card and donating it count as one action.)

Teacher: Your goal is to use education to empower others through resistance. Add a point for each time you counter a **threat card** (yours or others) with an **education card**. If you play an education card for another player or the group, they do not have to pay a penalty.

NOTE: The water rules in the game are designed to mimic the actual flow of water during a flood. Water in the game moves to flood land and also moves downstream, as real water would.

Water in the game follows several general rules. Each of these is explained in more detail in subsequent sections.

1. In the **Fall, 1926** version, all initial water levels (blue hex groups) are set to an "elevation" of 1. In the **Spring, 1927** version, all initial water levels are set to an elevation of 2.

2. Water flows or moves downhill or downstream. On the **main board**, this means **blue water level tokens** are first placed in the north (the top of the map) and move southward (the bottom of the map), as the rain appears on the **Weather Report cards**.

3. In the game, water movement involves 2 steps, done in order: (1) add the required water tokens from all the Weather Report cards for each round; and (2) resolve the water levels by flooding land, then moving water downstream, then flooding more land as needed. The value on the water level token decreases as flooding occurs. Once the water level token's value is equal to or lower than the neighboring land values, it is considered "resolved" and no further action is necessary.

NOTE: **Water level tokens** do **NOT** need to be equal to or lower than neighboring water hex groups for a token to be "resolved." They only need to be equal to or lower than neighboring land hex groups.

WEATHER REPORT CARDS: ADDING WATER

Rainfall generates rising water levels on the map. The **Weather Report cards** (drawn during the 4th phase of the round) reveal the location and severity of rainfall during the game. There are 4 locations on the main map for the Weather Reports, each representing historical sites of levees: the **Yazoo Valley** (the 4 lakes—abandoned loops of water—on the eastern part of the map); **Mounds Landing** (at the northern end of the map); **Cabin Teele** (about 1/3 of the way down the map on the Mississippi River); and the **Tensas Basin** (about ½ way down the map on the Mississippi River). The Mississippi River and Yazoo Valley lakes are divided into hex groupings like the land elevations. Every hex in the individual hex grouping has the same water level value.

How to add water: The Weather Report Cards also list the severity of the weather as "heavy" (add 3 points of water); "medium" (add 2 points of water); or "light" (add 1 point of water). The Weather Reports also can indicate "cloudy" days (no change to the water level) or "sunny" days (water level reduced by 1 if the level is above starting level). Rainfall points are added or subtracted to the water level using **blue water tokens**.

Place a **blue water level token** on the required location with a number equal to the starting level plus the **Weather Report** requirement.

See page 24 for examples of adding water.

Where to add water: When a Weather Report reveals a location for the first time, place a blue water level token on the dot near that area first. Subsequent Weather Report cards with that same location should be placed on the next water hex grouping to the south that does not yet have a token. Once all hex groupings in that area have a token, return to the original dotted location and add a flood hex to the existing token to show that grouping has received a second round of water. If the water level exceeds 6, you can add another token to represent the correct amount. See Example 2 below.

Once all the water level tokens have been placed on the map, players then resolve each water token. See pages 24-25 for information on resolving water.

NOTE: The following examples assume the water level starts at a level of 2, as is correct for the **Spring, 1927** version of the game. When playing the **Fall, 1926** version, adjust that starting water level to 1.

Example 1: Adding Water to the River

How do I add water to an area?

During the first phase of the round, you turn over the following **Weather Report cards** (in this order): 1) light rain in Tensas Basin, 2) heavy rain in Tensas Basin, and 3) another heavy rain in Tensas Basin.

For the first Weather Report card (light rain at Tensas Basin): the original level of the water is 2 (1927 version), so the first token will be a value of 3 [2 (original value)+1 (light rain)]. Place a **blue water level token** on the dotted Tensas Basin hex grouping since it's the first for that area. Now all hexes in that hex grouping, bound by thicker white lines, have a water level value of 3.

The next Weather Report card (heavy rain at Tensas Basin) will impact the next hex grouping to the south, which does not yet have a token. Add a blue water level token of 5 (2 for the initial water level +3 for the Weather Report). The final Weather Report card will cause a blue water level token to be placed in the next empty hex grouping to the south, also with a value of 5.

The dot here shows you where to put the first water level token for each area.

LIGHT RAIN
TENSAS BASIN + 💧

HEAVY RAIN
TENSAS BASIN + 💧💧

HEAVY RAIN
TENSAS BASIN + 💧💧

Example 2: Adding Water to the Map

How do I add water to an area when all of its hex groupings already have a flood token?

During a round, **1 Weather Report card** calls for light rain in Mounds Landing. Since you have gone through several rounds, all of the hex groupings on the river between Mounds Landing and Cabin Teele are already occupied by a **blue water level token** (see board on left, below). Going south one more hex grouping would put the water in Cabin Teele. Therefore, place the new amount back on the initial dotted hex grouping. This yields a level of 4 (current level of 3+1 for light rain = 4). The token on that location is changed to a 4 value (see board on right) and a **blue flood hex** is added to the hex grouping to indicate that the location has received a second turn of water.

ORIGINAL BOARD

BOARD WITH ADDED WATER

LIGHT RAIN

TENSAS BASIN + 💧

Flood token

HINT: Remember: Always **ADD** all water level tokens first. You'll determine what the water does in the next step. This is called "resolving" the water.
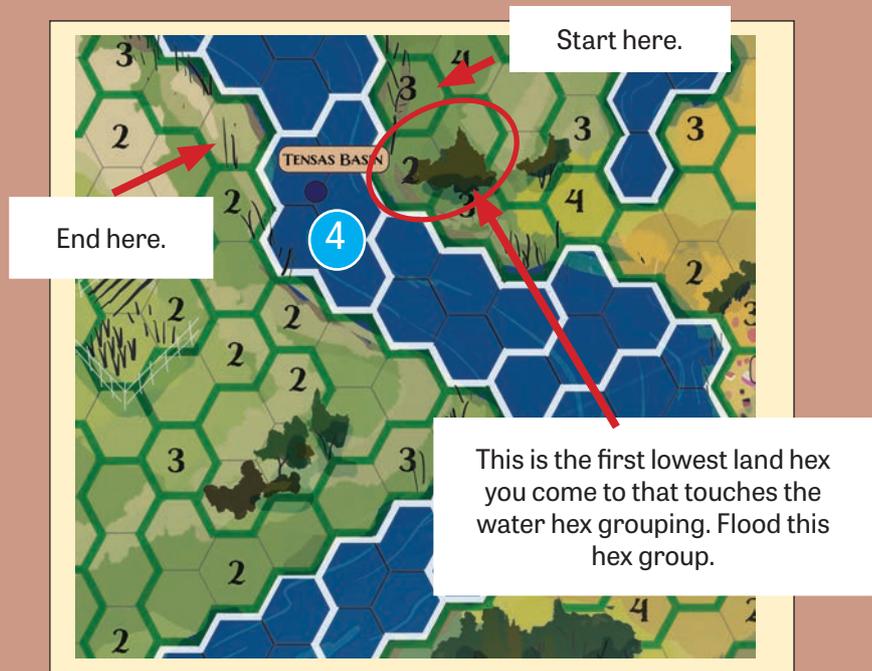
RESOLVING WATER LEVELS

Flooding: If the water level of the hex grouping on the river (indicated by the number on the **blue water level token**) exceeds the number on any land elevation hex touching that water hex group, then flooding occurs. Flooding does **NOT** occur if the water level token is **ONLY** higher than any adjacent water hex grouping. If flooding occurs, follow the rules on the next page in order.

1) Begin with the northernmost (top of the map) **blue water level token** in each area. Resolve all Yazoo Valley lakes first, then move from north to south on the Mississippi River (Mounds Landing, then Cabin Teele, then Tensas Basin). This applies regardless of the order the **Weather Report cards** first appeared.

2) If any water hex group has a value higher than any adjacent land hex group, flooding will occur and water will move first to land. When water "moves," the player fills all land hexes in the lower-elevation hex grouping with **blue flood hexes**. That flooded hex grouping now counts as water and counts as one loss on the **Loss track**. After moving water onto the land, reduce the water elevation token by 1 (for an example, see page 28).

3) If more than 1 land hex grouping is lower than the token, follow the Clockwise Rule (see below).

4) If there are still land hex groupings with a lower elevation than the water level token, **DO NOT** immediately flood more land. At this point, the water will move downstream and flood the next (southern) water hex grouping. To flood the next water hex grouping, add a water level token to the water hex grouping equal to its original number plus 1. Lower the water level on the initial water token by one. Complete this action even if the downstream level is higher. Flooding downstream does **NOT** result in an automatic loss. However, note that water moving downstream might result in that water hex grouping also having to be resolved, which may result in losses (see page 29 for examples).

5) After the water has moved downstream, repeat these 2 steps (flood land then water) if the water level token remains higher than surrounding land hex groupings. A water level token is resolved (meaning no further action is necessary) if its value is equal to or less than the values of the land surrounding it. Water level tokens can be higher than the water hex groupings next to it.

The Clockwise Rule

If more than 1 land hex grouping is lower than the water level hex, imagine a clock imposed on the water level token. Moving clockwise from 12 o'clock (due north on the map), flood the first land hex grouping with the lowest number touching the water hex grouping of the **water level token**.

In the example (right): moving clockwise and starting on the right side of the river, the first land hex is at a level of 3, the second is at 2. Crossing the river, the third and fourth are at 2, and the fifth is at 3. Flood the second land hex grouping (in the red oval).

Start here.

End here.

TENSAS BASIN

4

This is the first lowest land hex you come to that touches the water hex grouping. Flood this hex group.

SPECIAL CONDITIONS

Flooding with a levee (Fall, 1926): If the map contains a **levee** adjacent to the river, then that levee raises the land elevation level for the entire hex grouping.

Flooding with a levee (Spring, 1927): If the map contains a **levee** adjacent to the river, then that levee raises the land elevation level for that hex ONLY, not the entire hex grouping. Flooding of any part of the land hex group still counts as a loss.

In the game, water cannot flow "off" the map. In that case, water will continue to flood land until resolved. In addition, if water cannot move "downstream" in a river or lake area, it will continue to flood land until resolved.

Example 1: Resolving Water

How do I tell if I need to flood or not?

While playing the **Fall, 1926** version of the game, you have the water level at Tensas Basin at level 2 in the first river hex grouping.

Using the Clockwise Rule, find the elevation values of all the land touching the water hex grouping with the token. The land values touching that water hex grouping are indicated by red arrows. Clockwise from the top, they're at values of 3, 2, 2, 2, and 3. The token is equal to or less than the land level, so there is no flooding from this water. This token is considered resolved.

Example 2: Resolving Water with Flooding

How do I handle flooding when there are multiple tokens to be resolved?

At Tensas Basin, you have level 3 in the first water hex grouping, 3 in the second, and 5 in the third. Always begin with the northernmost token on the map. Its value (3) is higher than 3 land hex groupings touching it. Using the Clockwise Rule, it will flood the land hex circled in red. Place **blue flood hexes** in all flooded land hexes and add 1 to the **Loss track**.

It will flood here.

Start with this token.

This one is resolved.

This one is next.

It will flood here.

Reduce the token to level 2 (because 1 unit of water level has moved to flood the land). Token 1 is now resolved, since no hexes touching it are lower.

Now repeat the same procedure on the next **water level token** (moving southward on the map). Using the Clockwise Rule, it will flood the hex grouping on the left side of the token. Add the flood hexes, lower the token to 2, and add 1 to the Loss track.
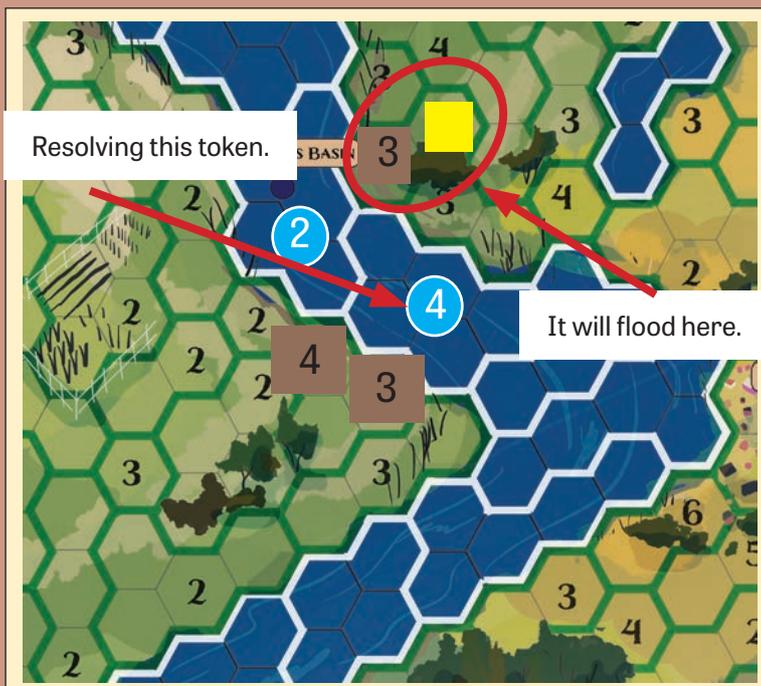
Then resolve the third token, which is above all but 1 of the land hex groupings touching it. Using the Clockwise Rule, it will first flood the land circled in red. (**Note**: This one is also higher than the 4 hex at "noon," but always look for the lowest level first.) Add flood hexes to the flooded land, add 1 to the loss track, and subtract 1 from token 3. Token 3 is still not resolved (it's still higher than 1 land group touching it to the left). When this happens, the water will flow "downstream." This means add a token to the next river hex grouping, rather than another land. Subtract 1 from the token and add a new token at level 3 to the next water grouping. All tokens are now resolved.

Next, this one.

It floods here.

Then a unit of water will move downstream.

Example 3: Resolving Water with Levels

What happens if the water is higher than a levee?

Resolving this token.

It will flood here.

Here you have the water level at Tensas Basin at level 4 in the first water hex grouping. You have also built several **levees** (the brown squares) along the river, and there is a **town** (the yellow square).

Again, begin with the most northern token. No land is lower than its value, so it's resolved. Move on to the next one. Its value (4) is higher than all the hexes around it but 1 (remember, levees protect only a **HEX**, not the entire grouping). Using the Clockwise Rule, the land group directly north will flood (circled in red). Remove the levee, since it has failed. Reduce the **water level token** to 3, remove the town, and place **blue flood hexes** on the land grouping. Note that this results in **3 losses** (from the land, levee, and town).

Example 4: Resolving Water with Levels

What happens if there's a flooded area next to the water?

Here you have the water level at 1 Cabin Teele hex grouping at level 3. Initially, it looks like the **water level token** is resolved, since none of the land directly touching it is lower. However, remember that any flooded area touching the hex grouping becomes a part of the hex grouping. In this instance, because of the flooding, the hex grouping is the part circled in white.
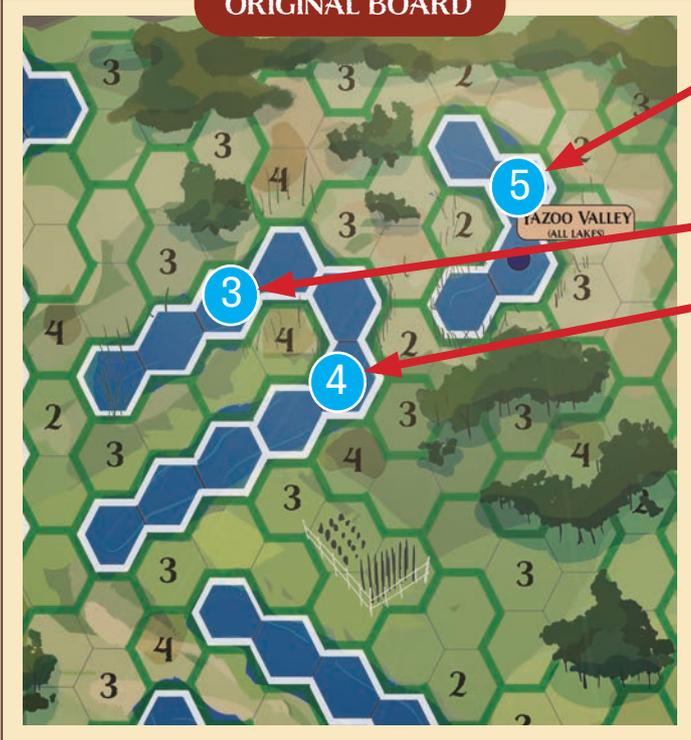
The area circled in red will flood, since it's the first lowest grouping you come to after applying the Clockwise Rule.

This token has an expanded hex grouping because of the flooding touching it.

It will flood here.

Example 5: Resolving Water on the Lakes

How does flooding work on the lakes?

ORIGINAL BOARD

HEAVY RAIN
YAZOO VALLEY + 💧💧💧

LIGHT RAIN
YAZOO VALLEY + 💧

MEDIUM RAIN
YAZOO VALLEY + 💧💧

In this example for the **Spring, 1927** version, you draw the **Weather Report cards** on the left. Just like placing water on the river, start with the northernmost lake hex grouping and move southward, skipping to the next lake when one is full (when placing the **water level tokens**, remember to add the amount on the cards to the starting value, which is 2).

Resolving the water tokens in lakes generally proceeds in the same way as on the river using the Clockwise Rule, with one exception. If the water levels are higher than land, flood land first as usual. However, if the token is still higher, water in the lakes only has so much room to flow downstream. When resolving water in the most southern/last hex grouping of the river, the water simply continues to flood land until resolved.

Starting with the first Yazoo Valley location (the level 5 token in the upper right of the image above), the level is higher than all the land around it. Using the Clockwise Rule, it will first flood the hex grouping directly north. This lowers its level to 4, which is still higher than the rest of the land. Normally, water would then move downstream, but it can't do that here. The water will then flood the hex grouping to the right, and then the grouping to the southwest. Remember to adjust the **Loss track**.

The 3 water level token will be resolved next. It will resolve by flooding the level 2 land hex.

With the last water token (level 4), use the Clockwise Rule to flood the land hex grouping directly north. Lower the token to a level 3. Remember that the flooded hex grouping is now a part of the lake hex grouping, so this is a situation where the lake's water can move downstream. Add a new token (level 3) to the last hex grouping of that lake, and lower the original token to 2.

ALL WATER RESOLVED

Pawns, **towns**, **landowners**, **levees**, and **land** can all be "lost" in the game. If these losses exceed a certain amount before the end of the game (round 7 for the **Fall, 1926** version; round 10 for the **Spring, 1927** version), the players lose the game. Losses are counted on the **Loss track** of the **main board** and should be adjusted at the time of the loss.

Land hex groups are lost when they are flooded and the hexes are covered in **blue flood hexes** (either completely or partially). Only count the hex groupings as a loss, not the individual hexes.

Towns are lost when their hex floods. Lost towns should be removed from the board.

Levees are lost when they are flooded or dynamited. Lost levees should be removed from the board.

Pawns are lost if the land hex they're on is flooded. When a pawn is "lost," the player must reduce their pawn number by one on their **player board**. Lost pawns should be removed from the board. Players may "reuse" lost pawns by increasing their pawn numbers through the player board abilities.

Landowners are lost when they flee the area, indicated by the appearance of a **landowner flees card** from the **Landowner deck**. When a landowner flees, that card should be discarded during the **Landowner phase** of the game.

Penalty losses can also accrue if a player lacks sufficient cards to pay penalties (for **race hatred or force cards**, for example).

The game ends when the first of 2 possibilities occur:

1. The players reach the round limit (7 for the **Fall, 1926** version of the game; 10 for the **Spring, 1927** version of the game).
2. The cumulative losses of **land**, **levees**, **landowners**, **people**, and/or **towns** (and other in-game losses) add up to:

Fall, 1926 Version
LOSSES ALLOWED:
- 22 for a 2-player game
- 18 for a 3-player game
- 14 for a 4-player game

Spring, 1927 Version
LOSSES ALLOWED:
- 25 for a 2-player game
- 22 for a 3-player game
- 19 for a 4-player game

If the players make it to the end of the game while remaining under the prescribed loss totals, they win the game as a group!

If using the individual goals, when the game ends (either by the group losing or the required rounds being finished) each player should reveal their individual point totals. The player with the highest point total wins.
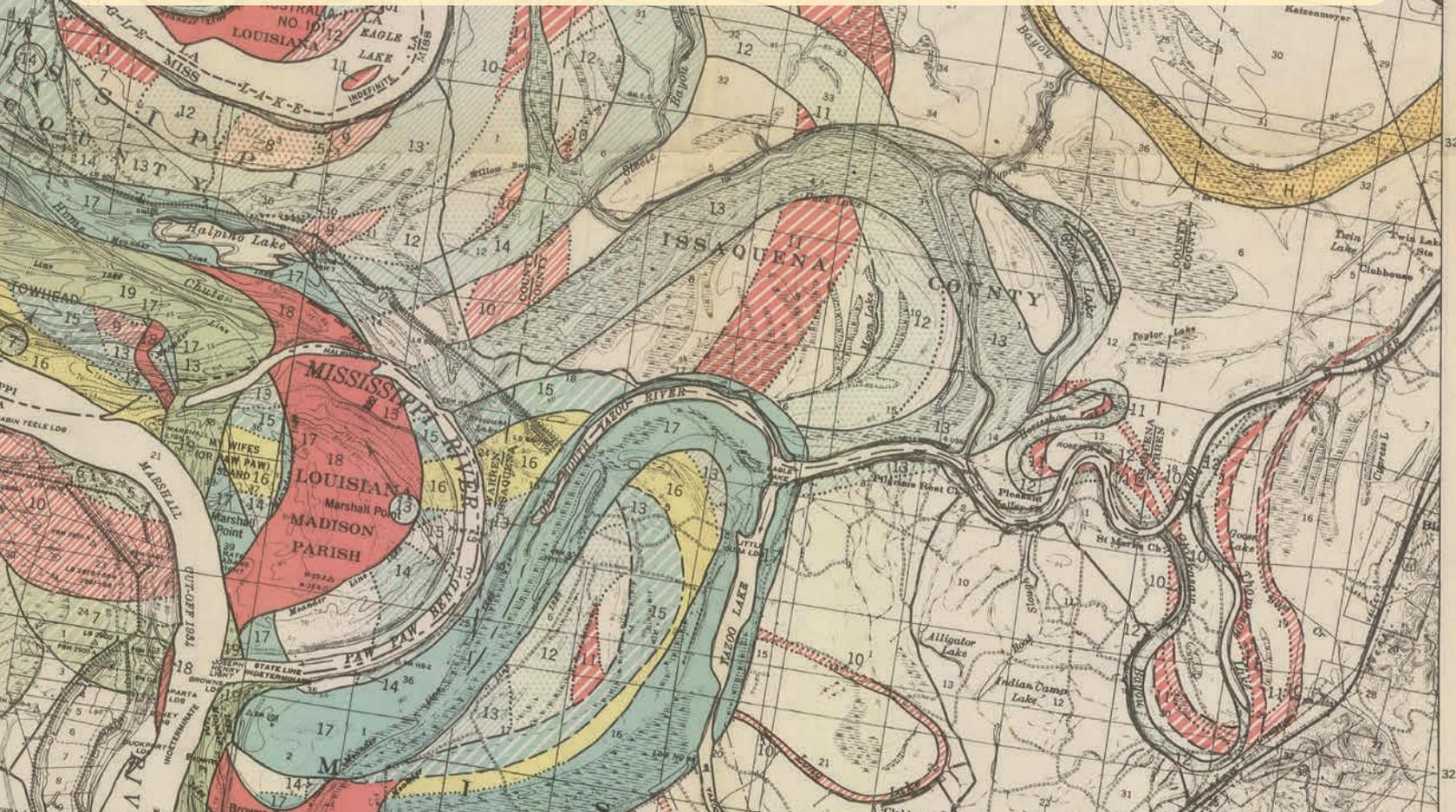
DESIGNER NOTE

The Survivors: In the game, the purple pawns and pawns not claimed by a player at the beginning of the game are known as "survivors." These pawns represent those people attempting to move to safer ground after being displaced by the flood.

The term "survivors" was a late addition to the game. Earlier prototypes referred to these pawns as "refugees," since that was the term historically used by those displaced by the flood. This doesn't, of course, fit the modern definition of the term exactly. The Oxford English Dictionary describes a refugee as "a person who has been forced to leave their country in order to escape war, persecution, or natural disaster." The displaced people of the 1927 flood were forced to leave, but they weren't crossing international boundaries.

The term "refugees" as a description of displaced people gained approbation in the aftermath of Hurricane Katrina in 2005. Local and national activists of color immediately cried racism in the slow response by the government to the flooding. They decried the use of the term "refugees," since it implied that the displaced people lacked citizenship rights. Certainly, they had evidence to back up that they were treated as second class citizens during the disaster.

Richard Mizelle, who wrote a book discussing the African American experience during the flood, noted that "using the term [refugee] after an environmental disaster is now unthinkable." He posits that the debate after Katrina "shaped the discourse of citizenship and the uncritical approach behind the ways in which we frame calamitous events and the people who suffer from them." Because of this highly negative meaning of the term acquired during Katrina, we chose to adopt the term Mizelle used in his book, one denoting more agency, resilience, and strength: survivor. The evolution of the term "refugees" in the game speaks volumes about the importance of the words we use and how the meanings of terms can change dramatically over time.

The root cause of the extent of the 1927 flood rests not with nature or the Mississippi River, but with human arrogance and the desire to protect capitalism and hierarchy. In the mid to late 1800s, the Army Corps of Engineers struggled with ways to control the flooding of the Mississippi, which threatened increasingly valuable cotton, rice, and sugar crops in the floodplain as well as trade routes. Initial civilian research suggested a mixed approach to flood control, using levees (strips of raised land), enlarging existing outlets of water (like other streams and rivers), and creating artificial outlets. The early report generated jealousy, though, from the head of the Army Corps of Engineers, whose subsequent report pushed for a levees-only approach. The flood control bureaucracy adopted this idea with a vengeance in the late 19th and early 20th centuries, building ever-higher levees to contain the immense waters.

The levees, however, far from providing fail safe protection, actually caused more damage and flooding. The Mississippi had always flooded, of course, but generally flooded by gently overflowing its banks, spreading out slowly. As engineers added to their levees (in 1927, the highest levees equaled a 3- to 4-story building), the amount, turbulence, and force of the water behind them increased as well. So when they broke—which they did spectacularly during the 1927 flood—the result was catastrophic. The 1927 flood saw an entire season of crops destroyed, land under 10 feet of water, and the width of the river stretch to 100 miles in places.

The damage wasn't just limited to economic losses. Policies ingrained and enacted by local whites along the floodplain caused African Americans to suffer more than their White counterparts. Much of these disparities stemmed from age-old racist ideas that Whites held about labor in the south. Dirty, hard labor had always been reserved for the enslaved, not Whites. This idea persisted in the deep south even after the 13th Amendment abolished slavery. So during the 1927 flood, Whites required displaced African Americans to come to Red Cross camps for aid and required them to wear identifying tags. Far from beneficent, the Red Cross left African Americans in horrible conditions with few resources. More importantly for Whites, the camps served to contain a ready labor force for flood control. Indeed, Whites took thousands of African American men from the camps and forced them, often at gunpoint, to work on the dangerous levees at risk of their lives.

The legacy of the 1927 flood looms large even today. It points directly to early instances of environmental racism, the phenomenon of people of color and poor people bearing the brunt of environmental harm. The flood shows us the dangers of believing that humans can (or should) control nature, as well as the limitations of technology. And, today, as we deal with the accumulating threat of climate change, we need more than ever to learn about the failures of dealing with flooding and other "natural" disasters to apply their lessons to the present.

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