

# LIFEGUARD : SURF & RESCUE

1 PLAYER / 5-10 MINS / CREATED BY HARRISON MARCHANT

You will need a pencil or pen and 2 regular 6 sided dice (D6) to play this game.

## Rules:

Roll 2 dice and add the results together. If you are not happy with your total then you may re-roll only once but you must keep whatever you get on this attempt. This total represents the number of resource points you have to play with. Make a note of this in the resource points box on the player sheet.

You then need to allocate all of your resource points to a variety of different lifeguard aids, stocking you up for the challenging day ahead:

- Rescue boards cost 1 resource point
- Jet skis cost 2 resource points
- boats cost 3 resource points.

You can only have a maximum of 4 of each of the aids at any one time and any resource points you do not spend are lost. Mark a line below through the resource tracker for each of the aids you have selected like this: 

Each of these resources can be used to manipulate your dice rolls in various ways:

- Rescue boards allow you to add or subtract 1 from a single dice result: *a roll of 2 could become a 1 or a 3*
- Jet skis allow you to flip over any single dice result to its opposite face: *a roll of 5 would become a 2*
- Boats allow you to re-roll one or both of your dice results.

Now you need to determine where struggling surfers will appear.

Roll both dice and draw a mark wherever the lines for the 2 numbers would meet on the grid below. There will be 2 places for each pair of numbers but it doesn't matter which you choose.

If you roll the same numbers again, then just use the other position. If you roll the same again for the 3rd time, just re-roll. For example: *you could roll a 2 and a 6, so you could either place a surfer on the coordinates of 2,6 or 6,2.*


Once you have placed 5 struggling surfers on the grid you are ready to begin.

Roll both dice and pick one result to be your first number. Then on the bottom beach area draw a line from your first number up to the point where both your numbers meet. Continue this line immediately to the left, finishing on the other side of the beach at your second number. If you drew through any surfers along any of those 2 lines, they have been rescued.

Each surfer is worth 3 points. If you save multiple surfers in one go then your score for that turn is doubled.

If you cannot save any surfers with your initial roll, you must use your resources to manipulate the results.

You may use as many resources as you like at any time but you must save at least one surfer each turn.

Whenever you use a resource make sure to mark through the line in the resource tracker you drew previously: 

If you use all of your resources and cannot save anyone then the game is over. you must subtract 3 points for each lost surfer from your total score.

You win the game by saving all of the struggling surfers.

As a bonus for saving everyone, any left over resources will be added to your total score using the value they are worth in resource points. You do not get this bonus if you miss any surfers.

*So if you end the game with 3 boats left, you will add 9 points to your total score.*

If you find the game is too easy then challenge yourself even further by increasing the number of struggling surfers at the start of the game. If you find the game is too tough, reduce this number until you feel more comfortable.

Here are some guidelines for difficulty selections:

Very easy = 3 Surfers

Easy = 4 Surfers

Normal = 5 Surfers

Hard = 6 Surfers

Very Hard = 7 Surfers

Hoff Mode = 7+ Surfers

Most important rule of the game = have fun!

# LIFEGUARD : SURF & RESCUE

## PLAYER SHEET

### LIFEGUARD AIDS



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### RESOURCE POINTS

### TOTAL SCORE

6

5

4

3

2

1

1

2

3

4

5

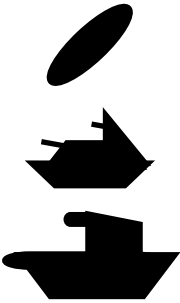
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# LIFEGUARD : SURF & RESCUE

## PLAYER SHEET

### LIFEGUARD AIDS



### RESOURCE POINTS

### TOTAL SCORE

