




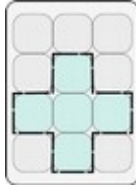


			Rules version 1.8.0 Prototype © Nicolas MATHIEU december 2020	
			Contact : n.mathieu.jds@gmail.com 06 72 92 25 02 https://www.facebook.com/n.mathieu.jds WORK IN PROGRESS	
2 à ∞	20 min.	8+		

Rules is available in French and Spanish!

Presentation :

Aaah the beauty of the marine spaces, their fauna, their flora which kill each other gaily in front of our sparkling eyes...

Material :

	2 dice with 6 faces 1 pen per player 1 game rule	9 «shapes» cards  9 «objectives» cards 	1 hourglass of 40 seconds or 35 or 30 or 25 or 20 or 15 depending on the stress you want to put on yourself... or the app " ROLL-CEAN timer " on Android  https://vu.fr/rollcean
---	--	---	--

Setting up :

Beforehand, choose which game mode the players want:

- 1) a constant duration
- 2) a decreasing duration

For a constant duration, players can play with an hourglass of the chosen duration or use the application.

For a lower duration, it is possible to use several hourglasses but the application is recommended.

As duration, we can choose :

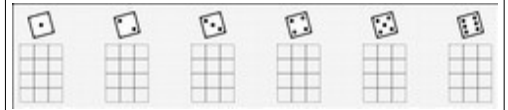
40 seconds, 35, 30, 25, 20 or 15 seconds.

I recommend 40 for the first part and then 30 or 25 afterwards.

In the expert mode, you start at 40 seconds, then at the 5th round, you go to 35 then 30, to finish the last 3 rounds at 25 seconds.

Each player takes 1 sheet and 1 pen.

Draw 6 "shapes" cards and draw them at the top of the sheet, 1 per die, respecting the order of drawing so that all the players have the same shapes corresponding to the same dice, then put these cards away.



Draw 2 objectives cards for the game, put away the others.

Turn :

One player throws the 2 dice, after the 1st round, it is the one who turns over the hourglass who will throw the dice for the next round.

Each will use one of the values to select the shape he will use and the other value to select the column in which he will put his shape.

Reminder : the shapes are indicated at the top of the sheet.

The columns are indicated at the top and bottom of the boxes.

Each column has 2 boxes.

It is mandatory when drawing a shape that at least 1 cell of the shape overlaps at least 1 cell of the column concerned.

Shapes can be drawn in any direction (mirror, rotation).

You cannot draw a shape on top of an already drawn shape, even partially.

As soon as a player has finished drawing a shape, he turns the hourglass over and informs his opponents of the passage of time every 10 seconds.

If you use the application, it "beeps" at every decade pass.



When the hourglass is over, the players must release the pen, if they have not finished, they score 0 point for that round.

The application "beeps" 3 times.



End of the round :

At this point, each player counts the number of points he or she has made with the shape he or she has drawn.

Several things to consider :

- The points depend on the number of animals that make up the shape and the value of the prey.

If there is 1 shark and 1 seal => 3 points

If there is 1 seal and 1 tuna => 2 points

If there are all three => 5 points

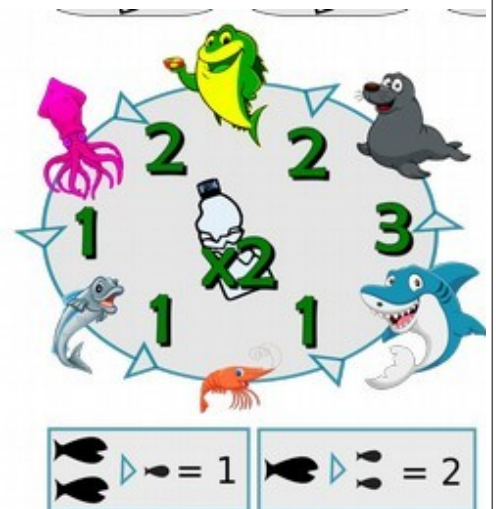
On the other hand, if it is not the direct prey of the predator : 1 shark and 1 tuna => 0 point

If the suite contains more prey than predator, you get even more points : 1 squid and 2 sardines => 2 points

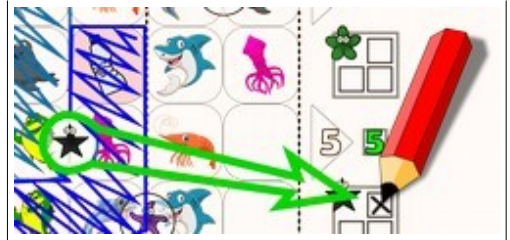
Conversely, if there are more predators than prey, points are only awarded according to the number of prey : 2 sardines and 1 shrimp => 1 point

Finally, if the shape includes a bottle, the points obtained are multiplied by 2.

Once done, hatch the area to clearly identify the remaining available spaces.



- At the intersection of certain pair of boxes, there are starfish.
When the surrounding animals are hatched, check one of the 3 boxes on the right side of the card.



- if a line is hatched with at least the number of boxes indicated and it is enhanced (triangle with the minimum number of boxes to be hatched), then tick the corresponding box "5". This will give you 5 points for each line thus completed.



For these last 2 cases, the points are calculated at the end.

Next tours :

In the expert mode, if the milestone is reached, reduce the value of the stopwatch (this is indicated in the scoreboard).



Then the next round begins, the player who started the timer rolls the dice.

In expert mode, we do the first 4 rounds at 40 seconds then the next 4 at 35 then 30...

End of the game :

After the 15th round, the game is over.



In the box "number of starfish", count 3 points per starfish obtained.



In the box "objective" put the points of objective if it was obtained, only the 1st to realize the objective gains the points (several players can realize the same objective in the same turn).



In the "complete lines" box, count 5 points per complete line followed by an arrow.



Each player adds up the points he or she has made in each round and the player with the highest point total wins.

In the event of a tie, the winner is the one who has collected the most plastic bottles.

If the tie persists, they share the victory.

Objectives :

There are 2 types of objectives:

note: it is possible that several players achieve the objective in the same turn

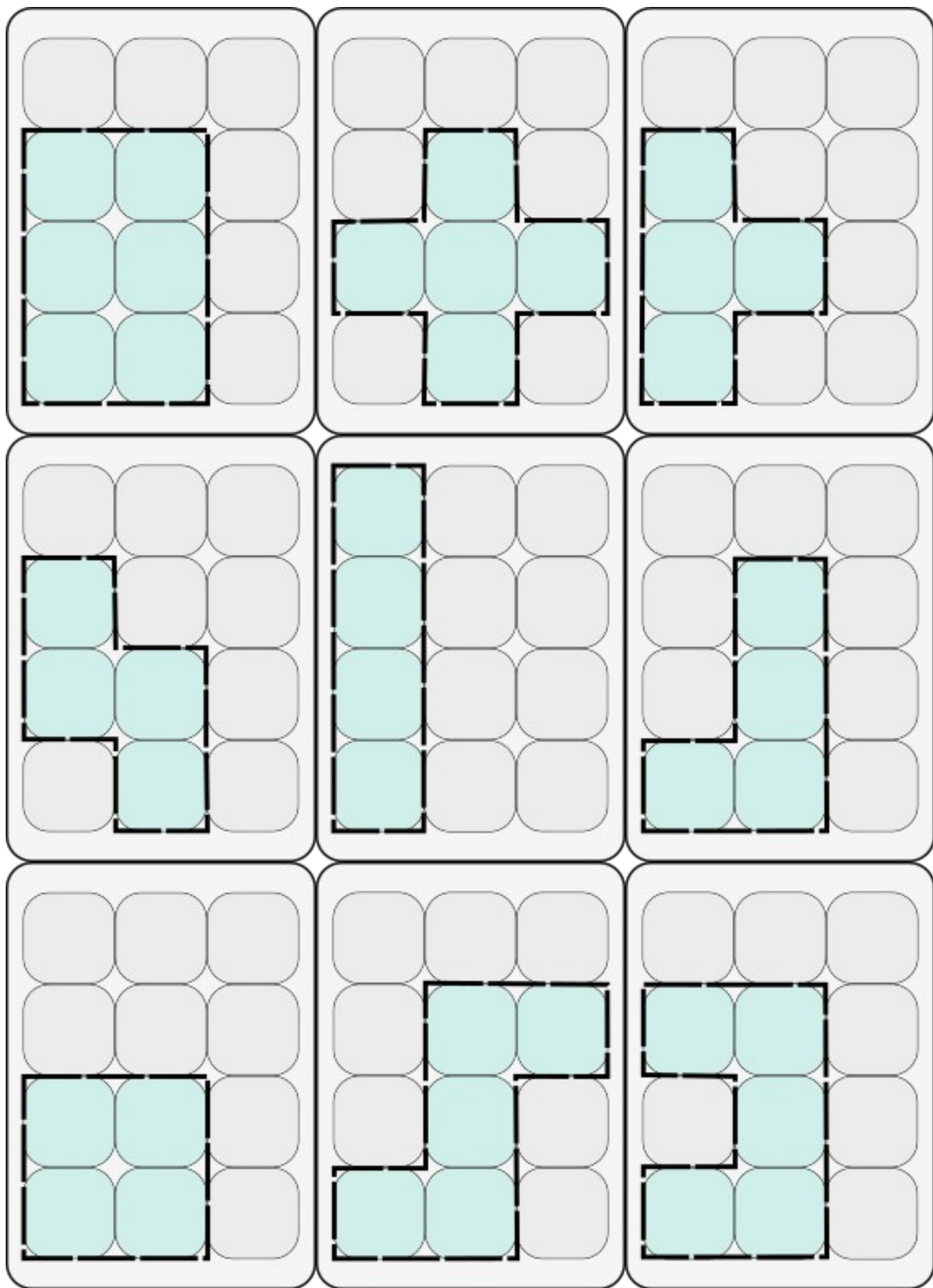


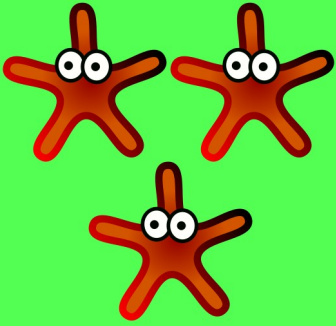
The first player with the 3 black stars wins the 9 objective points.



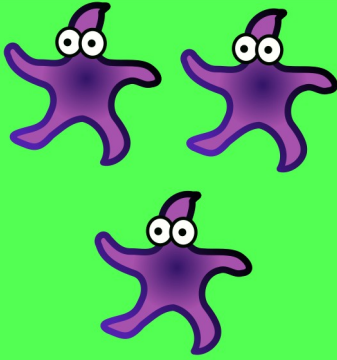
The first player who has the 2 black stars, 2 red stars but no fuchsia stars wins the 9 objective points.

FAQ :

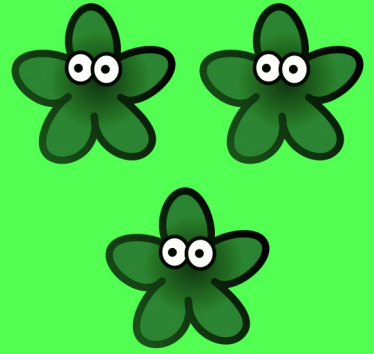




1st
9



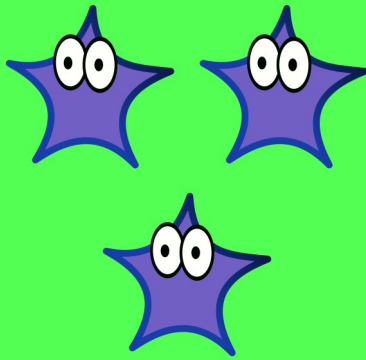
1st
9



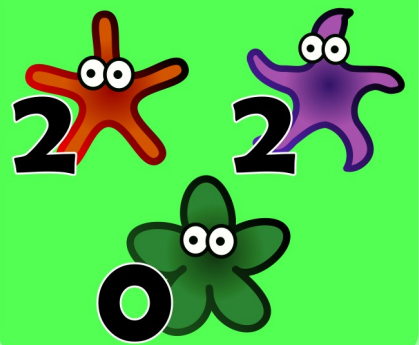
1st
9



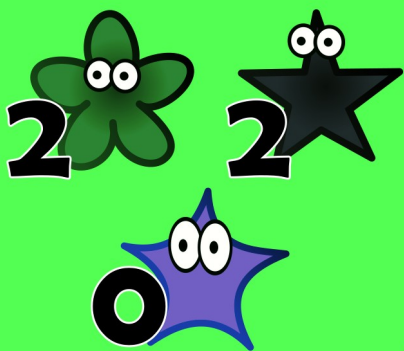
1st
9



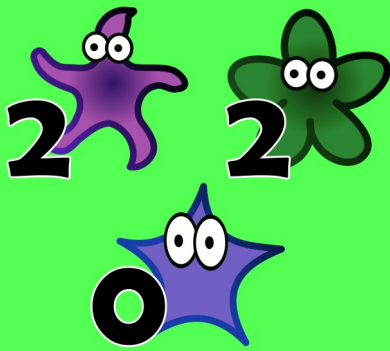
1st
9



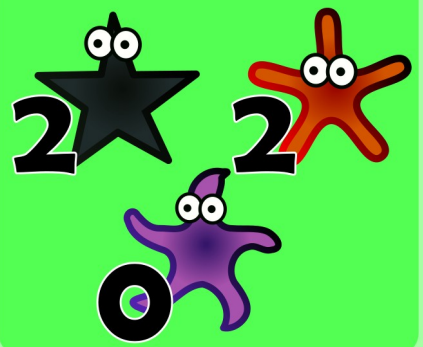
1st
9



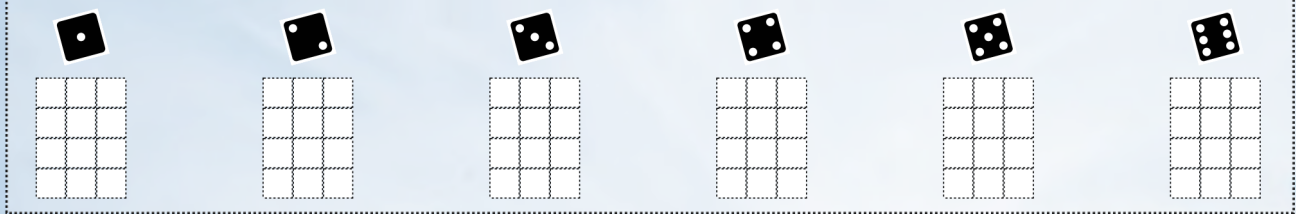
1st
9



1st
9



1st
9



2...∞

20min.

8+

4 5

5 5

6 5

5 5

4 5

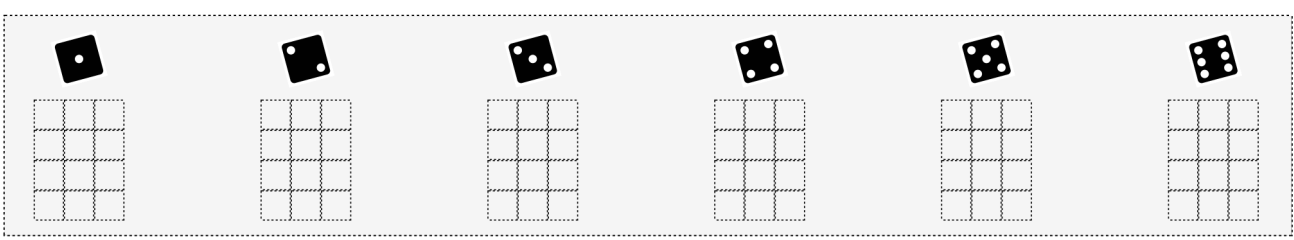
Name _____ Date _____

1	2	3	4	5	6	7	8	9	10

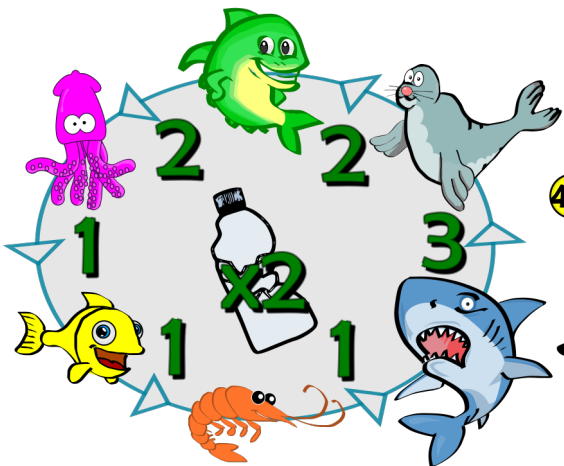
Roll-Cean v1.9
by Nicolas Mathieu

11	12	13	14	15			?	=

> = 1 > = 2



Roll-Clean board with 10 columns and 10 rows. Each cell contains a sea creature or a trash can. The board is divided into four vertical sections by dashed lines. At the top and bottom, there are dice showing 1, 2, 3, 4, and 5 dots. On the right side, there are score indicators for each column: 4, 5, 5, 6, 5, 4. Each score indicator is next to a 2x2 grid where a star is placed in the top-left cell.



Name _____

Date _____

1	2	3	4	5	6	7	8	9	10
40				35				30	

Roll-Clean v1.8.1
by Nicolas Mathieu



11	12	13	14	15	★	★	▶	=
		25						

> = 1
 > = 2