

Animal Splash

Overview

Style: Competitive set collection card game

Player count: 2-5

Playing time: est. 25 minutes

Age: 8+



Video rules

You are divers in the Bahamas and you are competing for the best underwater pictures. You bring one terrific shot from every dive you do and put it into your portfolio. You are limited in your motives but you can always spend a longer time under water to get just the right shot. You score pearls (points) for different sets of motives and missions. The player with the most pearls is the winner of the game and the one go-to address for underwater photography in the Bahamas.

Setup

- Shuffle the main game cards and arrange 9 cards face up in a 3x3 grid in the middle of the table. Put the drawing pile in reach.
- Separate the single mission cards from the end scoring mission cards (dark background)
- Shuffle the mission cards and reveal 3 of them. Put the cards and the drawing pile next to the underwater grid.
- Reveal ONE end scoring mission card and put it next to the single mission cards
- Put the oxygen/pearl tokens in reach
- Every player ...
 - Draws 1 start card (green pile) and puts it face-up in front of them. This is the first card in their tableau
 - Takes O2 tokens according to the number of O2 tokens depicted on their start card
 - Chooses a color and takes the according diver figure
 - Takes a set of player aid cards
- The player who has the lowest start card (number in the corner of the card) becomes the start player

Setup



Game flow

The game is played over a specific number of rounds determined by the number of players participating. One round is defined by each player having one turn. After the last round points are scored.

Number of players	Rounds
2	8
3	7
4	6
5	5

Anatomy of game cards

Basic cards



Upper half of card

- One of five different animals in one of four different colors
- One of four different backgrounds (ship, anchor, coral reef, open sea)
- One O2 token (only crabs)

Lower half of card

- One of four different plants
- Possibly two of one kind of plant
- Possibly two plants the player can choose between

Some start cards differ a little from the basic cards



Mission cards



Left side: Condition for taking it in this case four different animals in your tableau (with or without a pearl on it)

Right side: Points you will get at the end for possessing this card

Upper left side: all kinds of this mission card - in this case this one and the 5 different animals card

Bottom: Description of mission

Endscoring cards



Mostly same design as mission cards.

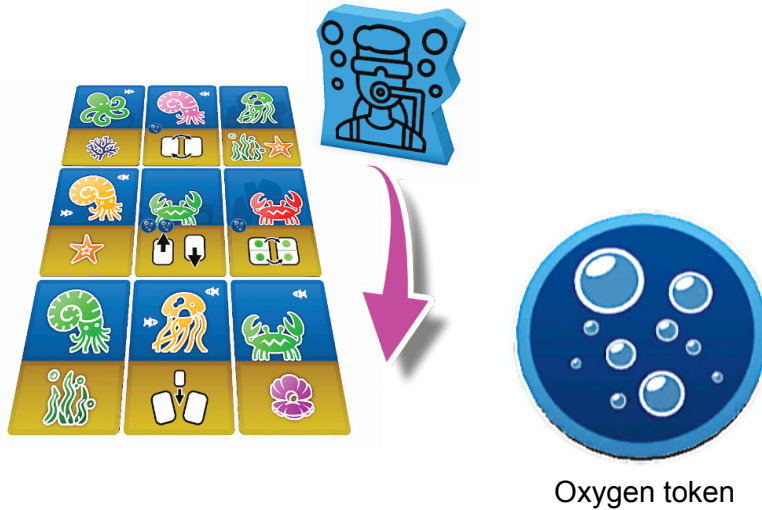
Right side: Best matching score and second best matching score (further explanation see “End scoring at the end of the game”)

Turn

1. Move your diver figure around the grid

- In the first round you just place your diver figure on any free spot around the grid
- Beginning with round 2 you have to move your diver one or more steps clockwise.
 - a) If you move just one step, **take an oxygen** token (because you didn't dive that long).
 - b) When moving two steps nothing else happens.
 - c) You may move even more than two steps on your turn. **Spend one oxygen token** for each further step.

When moving over spots occupied by other divers you just skip those spots. They do not use up oxygen.



2. Pick one of the three cards of the row or column the diver stands next to.
 3. Put this card to the left or right side of already played cards in your tableau.
- If oxygen tokens are depicted on these cards, take tokens from the supply accordingly.
4. Optionally: Apply actions (see below section “Actions”)
 5. If applicable: Score and/or take ONE mission card (see below section “Scoring”).
 6. Refill empty card spots with cards from the according drawing piles.

Actions

At any time during your turn you may use actions as many times as you can afford them. There are three kinds of actions.

1. Pay one O2 token to **move a card within your tableau** to any other spot within your tableau.
2. Pay two O2 tokens to **move a pearl within your tableau** one spot up or down or one spot to the left or right onto adjacent cards. The vertical position remains the same when moving onto an adjacent card.

Remember that there mustn't be more than two pearls on one card. One pearl on the upper animal area and one pearl on the lower plant area.

3. Pay three O2 tokens to **switch out a card** in your tableau with a card from the grid.

Pearls on cards stay on cards even when put in or taken out of the grid.

Scoring

The game has three different kinds of scoring.

1. Immediate card scoring
2. Mission card scoring at the end of your turn
3. End scoring at the end of the game

1. Immediate card scoring

You score groups of adjacent cards with the same attributes by taking a pearl token and putting it onto one of those attributes.

Attributes to be scored:

- a) 3 animals of the **same kind** next to each other (5 different animals on cards)
- b) 3 animals of the **same color** next to each other (4 different colors on animals)
- c) 3 of the **same plants** next to each other (4 kinds of plants on cards)



Example: You score this combination by putting a pearl on the area of ONE of the three cards you score. In this case you put a pearl on one of the green animals in the upper part of the card.

Some rules to consider

- It is possible to score multiple groups of attributes on your turn.
- Attributes with a pearl on them can not be scored again and those attributes do not count for groups.
- Only one pearl per area is allowed (equals two pearls per card)

2. Mission card scoring at the end of your turn

At the end of your turn you may take one of the openly displayed mission cards.

Important: You may only take a card of a color you do not already possess a card of.

3. End scoring at the end of the game

The game ends when each player has x cards in front of them where "x" is 9/8/7/6 cards for 2/3/4/5 players.

1. Now have a look at the end scoring card and give those points to the two players who fulfilled it the best. If two players are tied, each player gets half of the sum of the card's points.
2. Each player counts the pearls on cards and mission cards.

The player with the most pearls/points is the winner. In case of a tie the player with the most left-over O2 tokens wins. If there is still a tie players share the victory.

Game Components

72 cards, 88 oxygen/pearl tokens, 5 diver figures, rules

Game Designer

Benno Thoenelt
Werftstraße 18
10557 Berlin

Tel.: +49 (0) 163 2 66 44 00

E-Mail: boardgamewiking@gmail.com