

GAME RULES

Excitedly you look out at the glistening sea. A wave after wave rolls in, breaks foaming then falls to the sand. What could be nicer than paddling out together with your friends and catching some surf? What are you waiting for? Stay on the board as long as you can. But only by working together as a team and giving each other tips, will you ride the perfect wave.

GAME MATERIAL



1 overview card
direction of play



cards
in colours: white, yellow, orange, red, turquoise, blue
Numerical values: 1-5
Note: There is no white and no blue, there is one each of every other card.



1 overview card
colour value

ONLY FOR GAME VARIANTS:



1 leaflet
game variants



2 special cards
colour swap



2 special cards
number swap

OVERVIEW

Get rid of as many cards as possible preferably all by playing one card at a time onto the common discard pile. The value of the cards must always increase in that the new card has a higher number or a higher colour value. As soon as someone cannot play a card, the game ends immediately. Count all the remaining cards and check the chart to see how well you did.

GAME SET UP

Note: The setup for 2 and 4 players is explained here. You can find setup for the two player game at the end of the game rules.

For the base game, place the leaflet game variants as well as the special cards colour swap and number swap cards back into the box. You only need them for the variants.

Place the two overview cards, colour value and direction of play, in the centre of the table as shown below. Shuffle all remaining cards and place them in a face-down draw pile. Draw the top card and place it face up next to it. This will be your common discard pile.



overview card
direction of play



overview card
colour value



draw
pile



discard
pile

Deal each person a hand of 5 cards. However, all players must hold some of their cards in such a way that only the other players see the faces. Firstly, deal each player 2 cards, which they hold in their hand, facing them, in the usual fashion. Then deal 2 more cards to each player. These cards are held in such a way that the player cannot see the card face - these 2 cards are turned to face the team. Now you are ready to play.



Tip: Fan out your hand cards evenly. Hold them like this so that everyone at the table can see them clearly. Do you know how many and which cards each player has in their hand.

HOW TO PLAY

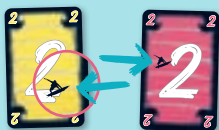
Whoever was last at the beach is the starting player. Then you take turns playing in a clockwise direction. However, the direction of the game will change as the game progresses. The overview card direction of play always shows the current direction.

In your turn, you play a card from your hand onto the shared discard pile. Then take a card from the draw pile and play moves on to the next person. Are you stoked? Let's continue!

What do you have to consider when playing

Important rule: The value of the cards must always increase.

You may only play a card if it has a higher number or a higher colour value than the card onto the discard pile. The value of the colours is shown on the overview card on display. White has the lowest value, followed by yellow, orange, red, turquoise and blue.



Tip: You can also check the colour value at the "level" of the waves on the cards. The higher the surfer, the higher the value of the card.

At least one of the two features, number or colour, needs to be higher. If you play a card with a higher numerical value, the colour does not matter, if you play one with a higher colour value, its numerical value is irrelevant, but of course, both characteristics may be higher.

example *ane, am and alf are playing a player game. There is a yellow on the discard pile. ane raises the numerical value with a yellow . am places a turquoise 1 on top of that. The number is lower, but due to the higher colour value, that works fine. alf raises with a blue , both number and colour value are higher. ane defuses with a red . This means that the colour value decreases but, because of the higher numerical value, that is also allowed. Like waves, the number and colour values rise and fall in the game. As long as at least one of the two characteristics always increases, the ride on the waves continues*


Communication what is allowed

You want to ride the wave together. But as no one knows all of their hand cards, you can give recommendations **at any time**. However, **at no point are you allowed to talk about the numbers or reveal the colours of the cards**. Also paraphrases or comparisons are not allowed.

Statements such as 'This card has a higher value than ...' or '... has the same number' or '... has a higher number than those' are therefore forbidden. If anyone mentions colours or numbers, the game ends immediately.

What you are allowed to say is which of their hand cards a person could or should play. You can also point to specific cards for the purpose. This is how you give each other recommendations. Ultimately, however, it is always the person whose turn it is that decides which card they want to play.

Note the change of direction

If you play a card with this symbol , the direction of play is **immediately** reversed. Turn over the overview card direction of play. This card always shows in which direction the turn should continue.

The change of direction symbol is found on **all white cards and on every card**.

example *ane placed a red . Now am plays a turquoise higher colour value. Because their card shows a change of direction symbol, they rotate the overview card direction of play. Now it's ane's turn again.*



What do you have to consider when drawing cards

Once you have played a card, you take a new one from the draw pile.

Important rule: You must always take the card into your hand in the opposite direction to the one you just played

For example, if you played a card that was **facing you**, you take the new card into your hand in such a way that it is **facing your team**. If you played a card **facing the team**, you take the new card into your hand **facing you**.

When the **draw pile is empty**, you continue playing without drawing cards.

If a player runs out of cards in their hand, simply skip them as the game progresses. They may continue giving the team tips, of course, but no longer play a card themselves.

END OF THE GAME

The game ends, if not triggered earlier, when you have played the last card onto the discard pile. Then you have won the game.

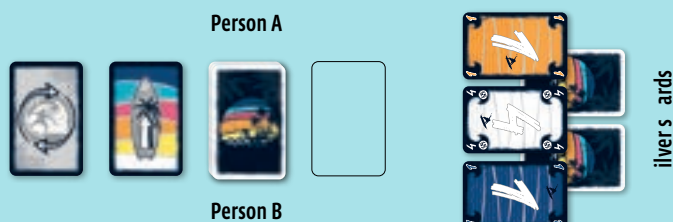
If a person cannot play any of their hand cards during the game, the game ends prematurely. In this case, add up all remaining hand cards and remaining cards on the draw pile together and see how well you did in the table below.

Number of remaining cards	Your result
1-2	You smashed it! You have ridden a truly perfect wave. Have you tried the expert variants yet?
-	Awesome! You missed perfection by a surfboard's breadth.
-	That was pretty good. Just a touch more luck and you'll make it next time.
-1	Not bad, but it could be better! Head to the lineup and try again!
11	Wipeout! Sometimes the water doesn't go your way. Get back on your board, hit the surf and the monster wave is sure to come.

CHANGES IN THE 2-LAYER GAME

The rules of the basic game apply with the following changes: You play with your surf buddy **silver**. Silver sits at the table like a third player. So they are like a real person taking turns with you.

During setup for silver, place **2 face down cards** on the table between you. Then lay **open cards** slightly offset on top of them. These are silver's hand.



When it is silver's turn, they can **only play one of their face up cards**. You and your teammate decide together which card. Then draw a card from the draw pile and place it face up on the free spot. Unlike you, silver **doesn't** follow the opposite rule.

When the draw pile is empty, you turn over one of silver's face-down cards then the second on their next turn. If silver has no more cards, you skip them in the order of play.

game design: Thomas Weber
 graphic design: reativbunker, Fiore mb
 editing: christian achseneder
 development: Angela tor
 english language editing: Nicky Thomas- Davies, amela Evans

©2023 Thames & Kosmos UK LP
 20 Stone Street, Cranbrook, Kent TN17 3HE, UK
 01580 713000 www.thamesandkosmos.co.uk

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 89 Ship Street, Providence, Rhode Island 02903, USA
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