SEA SCROLL

🐟 10+   🐠 2-6 PLAYERS   🕐 15 MIN

A quick game about collecting big schools of fish in hopes of scaring off a shark. Fish that aren't in the largest school of their type get eaten!

COMPONENTS

72 Fish Cards

13 Variant Cards

7 Quick Guide Cards

GOAL

You will guide schools of fish from the reef to your personal habitat. At the end of the game, you will combine them with the fish in your hand. Then for each type of fish that you have, you will gain points if you have the most of that type, but lose points if you do not have the most.

SETUP

1. Give each player a Quick Guide card with the "On Your Turn" side up.
2. Depending on the number of players, you may have to remove some types of fish cards from the deck:
   - For 2 players, remove all 11 *Royal Angelfish* and all 12 *Clown Fish* cards.
   - For 3 players, remove all 12 *Clown Fish* cards.
   - For 4 or more players, use all 72 fish cards.
     Shuffle the rest of the cards to form a deck and place it in the center of the table. *We call this deck the **ocean**.*
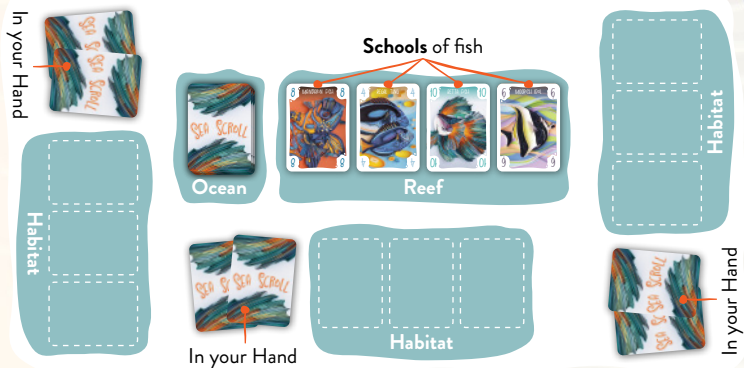3. Remove a number of fish cards from the ocean and put them back in the box without looking at them, based on the chart below.

Players	2	3	4	5	6
Remove	14	14	11	6	5

4. Deal 2 fish cards to each player to form their starting hands.
5. Reveal a number of fish cards from the ocean equal to the **number of players plus 1** (so, 5 cards in a 4-player game) and place them each face-up next to each other in a row near the ocean. *We call these cards the **reef**.*
6. Place the Quick Guide marked "Last Round" with that side facing up on the **bottom** of the ocean deck.
7. You're ready to begin! The player who went swimming most recently takes the first turn.

Heads Up: At the end of the game, each player will have many fish to score with. It is recommended for players to understand how scoring works before the game starts.

In your Hand

Schools of fish

Habitat

Ocean

Reef

Habitat

Habitat

In your Hand

In your Hand

Habitat

THE FISH

Each fish has a type and a value. A fish's value means two things:

- How many points you will gain or lose for having at least one of that type of fish at the end of the game.
- The number of fish cards of that type there are.

Type

Value

For example, the *Clown Fish* (12) is worth 12 points, and there are 12 of them in total. The *Regal Tang* (4) is worth 4 points, and there are 4 of them in total.

A collection of one or more fish of the same type is called a **school**.

YOUR HABITAT

Over the course of the game, you will be able to take schools of fish from the reef and place them in front of you. This is your personal **habitat**. Your habitat can have up to 3 schools in it. *Two schools of the same type cannot be merged together to make room for another.*

At the end of the game, you will merge all fish from your habitat with those in your hand, then group them by type for scoring.

PLAYING THE GAME

The players take turns going clockwise around the table as described below. Turns continue until the ocean runs out of cards, at which point each player takes **one final turn**. Then the game ends.

A TURN

1. First, you **must** draw 2 fish from the ocean into your hand.
2. Then, you **may** choose to take 1 of the schools from the reef and put it face-up in front of you into your habitat. *This is optional.*
   - Each player may only do this **up to 3 times per game**. *Once you have 3 schools in your habitat, you may no longer take any schools from the reef.*
3. Finally, you **must** choose 1 fish from your hand to discard face-up into the reef.
   - If there are already 1 or more schools with that type of fish in the reef, you must add this discarded fish to one of those, making a larger school.
   - Otherwise, start a **new school** in the reef with the discarded fish by playing the card face-up into the reef on its own. There is no limit to the number of schools in the reef.

ENDING THE GAME

Keep taking turns until a player cannot draw at the start of their turn because the ocean has no more cards in it (the "Last Round" Quick Guide will appear).

Miscounts: *If there barely won't be enough cards in the deck, there was probably a small miscount during setup or during the game. Just add cards from the box that were set aside at the beginning so every player has the same number of turns. If there are barely too many cards, just stop drawing from the deck early so every player has the same number of turns.*

Now that the ocean is empty, each player takes one final turn where they do not draw from the ocean. They **may** still choose to take one of the schools from the reef if they have less than 3 schools in their habitat. They **must** still perform the discard step!

THE REVEAL
SCORING

After the last player finishes their final turn, each player puts all of the fish from their habitat into their hand and groups them by type.

First, all players play to the table all *Regal Tang* (4) fish that they have:
- The player(s) with **the most** (or tied for most) *Regal Tang* **gain** points equal to its value (4).
- The other player(s) with **at least 1** *Regal Tang* **lose** points equal to its value (4). Turn those card(s) sideways to show this.

Repeat this for the next highest value fish until all fish are scored.

Important: Players gain or lose points for each group of fish they have, not each individual fish.

The player with the most points wins! *Yes, it is possible to have and even win with negative points.*

In case of a tie, please ask the nearest fish.

SCORING EXAMPLE

Suzanne	Erica	Henry	Milly
None			
Suzanne	Erica	Henry	Milly
Most =	*Most =*	*Not Most =*	*+0 points*
+10 points	*+10 points*	*-10 points*	

Example for a given fish type: Suzanne and Erica each have 3 Betta Fish (value 10), Henry has 2 of them, and Milly has 0. Suzanne and Erica would each score +10 points for having the largest school of Betta Fish. Henry would score -10 points for having a smaller school of Betta Fish than they have. Milly would not gain or lose any points for this school of fish.

VARIANTS

Your game includes a deck of 13 variant cards that can change the rules of the game. Try playing with 1 or 2 of these cards. You can mix and match at will or choose at random.

Some of these cards say ***Standalone***. These variants should be played only on their own and not combined with other variants.

CHAOS
STANDALONE

Setup: Instead of creating the ocean and reef, mix all the cards together in a messy face-down pile in the center of the table. Players do not start with any cards in their hands.

Gameplay: All players play simultaneously. They have **45 seconds** to pick up cards one at a time, choose to keep that card permanently, or put it back face-up.

Each player cannot have more than 10 cards. If they end up with more, they **randomly** discard down to 10.

SPECIAL THANKS

A huge thanks for playtesting, ideas, and emotional support goes to:

Doug Anderson
Charles Backstrom
Rebecca Backstrom
Brandon Beran
Kalvin Butcher
Mikaela Butcher
Dustin Dade
Steve Dast
Simon Dorfman
Maxine Ekl
Danny Esch
Ryan Esch
Courtney Falk
Eric Findlay
Scott Fossum
Kyle Hammon
Nikki Hammon
Andy Hagen
Andrew Hansen
Gregory Holmes
Elaine Houghton
Kirt Houghton
Patti Houghton
Samantha Houghton

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Joe Kell
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Owen Lange
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Nate Laughton
Jon Lee
Zeph Marcus
Matthew Mella
Tony Merk
Bryan Metrish
Melissa Miller
Timothy Mitchell
Cara Moravec
Mike Nichols
Christian O'Kelly
Dustin Oakley
John Penokie
Tyler Phelps

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Marcus Ross
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Craig Schultz
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