

ÓTERÉS

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8+ 3-5 30
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Rulebook

Otters are cute animals that spend their entire days pearl diving. Obviously, they seek out the most precious ones—they constantly hoard them to increase their collections. But this is no easy task, for the sea is inhabited by terrible, spiky sea urchins! Their sharp spikes hurt the little paws and noses, making it impossible for the otters to collect their treasures. How can they pearl dive in such conditions?!

In the course of the game, you become the cunning and clever otters. In order to win, you must collect the greatest amount of precious pearls. Annoy the other players and be wary of the sea urchins. Remember that the title of the best pearl diver will only be granted to one person!



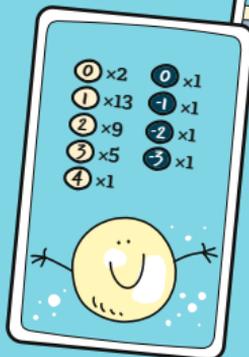
COMPONENTS

- 47 action cards



- 7 sea urchin cards

- 1 player aid card (showing the distribution of pearls by value)



- 30 white pearl tokens worth "0", "1", "2", "3", and "4" points



- 4 black pearl tokens worth "0", "-1", "-2", and "-3" points



- 1 rulebook



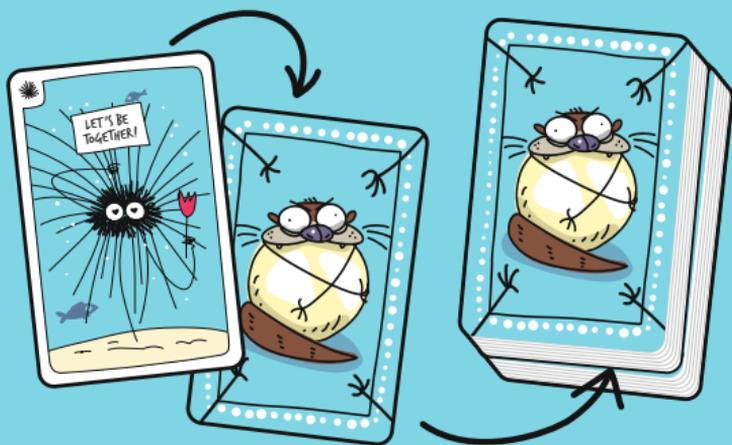
GOAL OF THE GAME

Your goal is to collect pearls with the highest values. By playing action cards, you can take pearls from other players and replace their values. The winner is the person who collects the most points from their pearls.

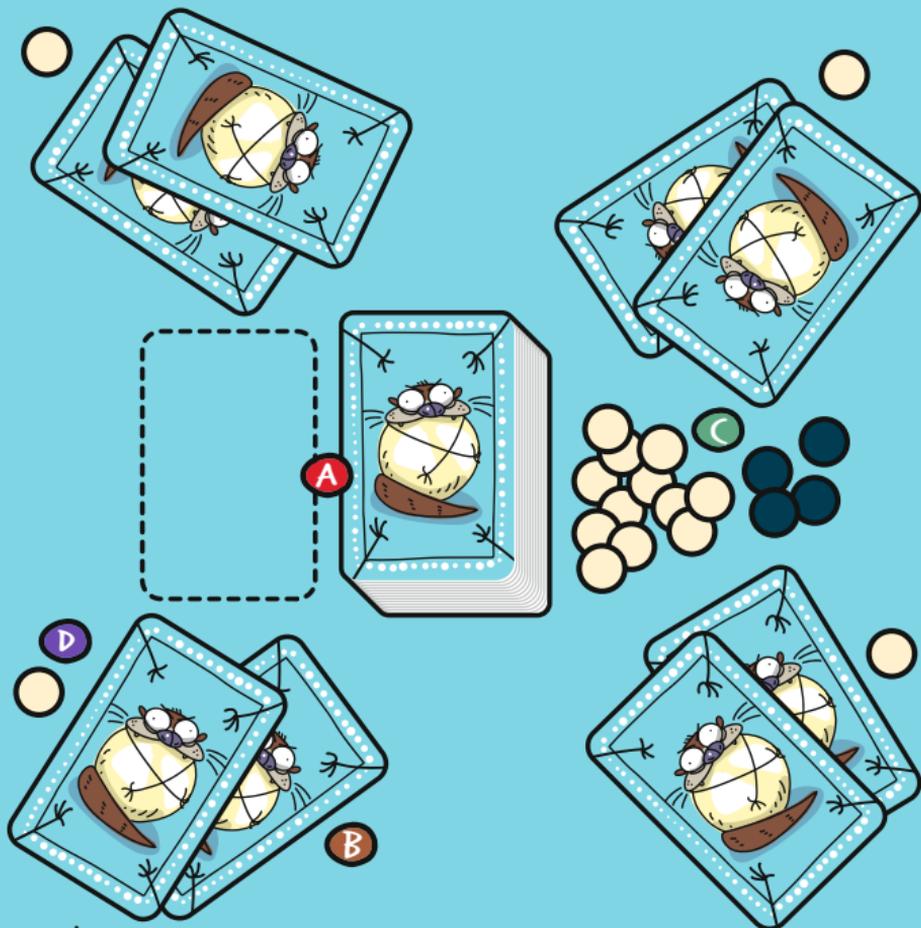


- A** Shuffle the action cards and sea urchin cards together. Create one face-down deck and place it in the middle of the table. Leave enough space for a discard pile.
- B** Give each of the players 2 face-down cards from the deck.

Important! If you got a sea urchin card during setup, place it back in the deck (more or less in the middle) and take another card. Repeat this until you **don't have** any sea urchin cards in your hand.



- C** Create a pearl pool. Divide the pearl tokens by color, then flip them, and mix them up.
- D** Each player takes 1 white pearl from the pool, then checks its value and places it face down in front of them. This is your first collected pearl.



4 player setup



You are ready to play!

GAMEPLAY

The first player is the person who last saw an otter (the one on the box of the Meadow expansion also counts!), or the youngest player.

Players take turns clockwise, starting with the first player.

On your turn, you must perform all of the following steps in the given order:

- 1 Draw 1 card from the deck.
- 2 Play 1 of the 3 cards in your hand and, if possible, perform the action on the card.
- 3 Check the amount of sea urchin cards in your hand.

If you **have 2 sea urchin cards** in your hand at the end of your turn, you are out of the game. Return your sea urchin cards to the deck (more or less in the middle). You can no longer be targeted by the action cards played by other players. Therefore, your pearls cannot be exchanged with other players' pearls and they cannot be taken from you; you cannot receive any pearls either. You will count your pearl points at the end of the game.

If you **don't have 2 sea urchin cards** in your hand, continue the game. Play your turns until the end of the game, or until you have 2 sea urchin cards.

Now, your turn is over and the turn of the next player begins.



PLAYING CARDS

On your turn, you may play an action card or a sea urchin card. When you play a card, you place it **face up in front of you**.

When you play an action card, you **must** perform (if possible) the action described on the card. Then, place the card face up in the discard pile next to the deck. Exception: the “Hands off!” and “Abracadabra...” cards stay face up in front of you.

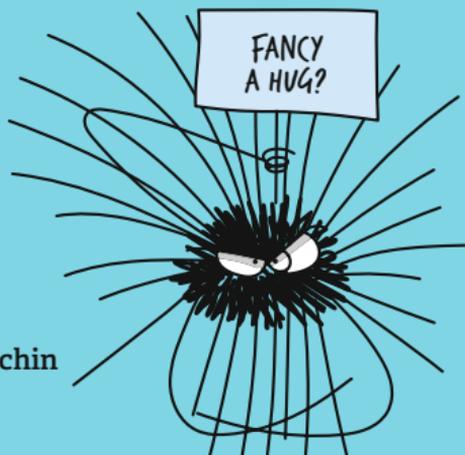
When you play a sea urchin card, you **must** take a black pearl from the pool and place it face down in front of you. Then, put the sea urchin card back into the deck (more or less in the middle).

Important! If there are **no black pearls** left in the pool, you **cannot** play a sea urchin card.

Some of the cards have a crossed-out sea urchin symbol (✖) in the top left corner. Those cards allow you to discard or pass on the sea urchin card from your hand when resolving the card's action.

SYMBOLS

-  white pearl
-  black pearl
-  pearl of any color
-  card
-  sea urchin
-  discard/pass on a sea urchin



END OF GAME

The game ends when there is only 1 player remaining. Reveal all of your white and black pearl tokens and count your points. The player with the most points wins. In case of a tie, the player with the least amount of pearl tokens wins. If there is still a tie, the players share the victory.



SPECIFIC CARD DESCRIPTIONS



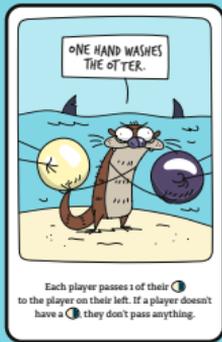
Place 1 of your white pearls under this card after playing it. From now on, none of the players, including you, may take this pearl or replace it with another. You can only play 1 "Hands off!" card during the game. If you'd like to play another such card, you must give it to another player instead. That player places the card in front of them and puts 1 of their white pearl tokens under the card. If you don't have any white pearls when playing the card, you don't put any token under the card (nor do you put one under it later in the game).



Take 3 white pearls from the pool and check their values. Put them in your hands in any way, e.g. 3 tokens in your right hand and 0 in your left, or 2 tokens in your left hand and 1 in your right. Choose another player to pick 1 of your hands. That player takes all of the tokens from the chosen hand. You take the pearls from the other hand and place them face down in front of you.



Choose a player with the most white pearl tokens and take 1 of their pearl tokens. If multiple players have the same amount of white pearls, choose 1 of them.



Each player looks at the value of all their pearls and then passes 1 of them face down to the player on their left. If a player doesn't have any pearls, they don't pass any (but they can still receive a pearl token).



Take 3 white pearls from the pool and check their values. Choose 1 of them and place it face down in front of you. Distribute the remaining pearls between the other players, each receiving 1 pearl. If there are only 2 players left in the game, distribute the pearls as follows: Choose 1 pearl for yourself, give 1 pearl to the other player, and return the remaining pearl to the pool.

IMPORTANT RULES!

- At any time during the game (even when resolving an action card), you may check the values of your pearls and change their positions.
- Every time you discard a sea urchin card from your hand, put it back into the deck (more or less in the middle).



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