

Submarine Blues



A card game for 2 to 4 players - play time approx 30min

In Submarine Blues each player is a resort owner competing to attract the most divers to their resort.

Players take turns collecting sharks, sending attacking sharks to chase divers from other resorts to their own, and spend cards from their resort to buy submarines that protect their divers. The player with the most divers at the end of the game wins.

To play Submarine Blues you will need:

- One pack of Artgame Shark 3D playing cards with the jokers removed.
- Two sets of tokens - either print the ones provided with these rules or use any two dissimilar items (coins, small sticks, stones etc.)

Setup

Depending on the number of players, count out the required number of diver and submarine tokens and put these in a pile to the side.

2 Players - 14 diver tokens & 6 submarine tokens.

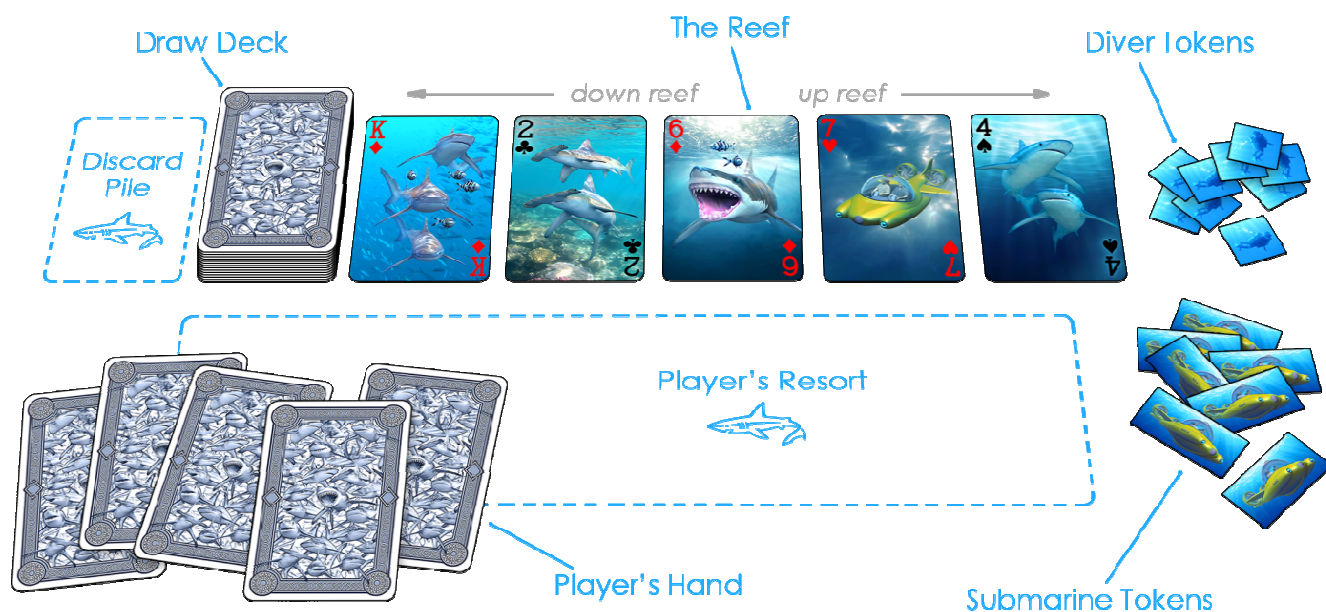
3 Players - 21 diver tokens & 9 submarine tokens.

4 Players - 24 diver tokens & 11 submarine tokens.

Deal each player five cards face down.

Deal five cards face up in a line to form the Reef in the center of the table and place the remaining cards face down at the beginning of the line to form the draw deck.

Players must pick the level of difficulty they are playing at - snorkeler (easy), scuba diver (medium) or submarine pilot (hard).



How To Play

The game begins with the player who has been diving most recently. If no players have been diving, instead start with the player who has most recently gotten wet.

On your turn you get to complete three actions from the following list. These can be performed in any order, and the same action type may be chosen multiple times per turn. For example, you may play an attack shark, play into the reef, then play another attack shark.

Play an Attack Shark

You may play an attack shark card directly from your hand into the discard pile to launch a shark attack on all other players' resorts.

For every card in another player's hand of the same suit as the attack shark, with a value lower than that of the attack shark card, they lose a diver to your resort. Divers may be protected from shark attacks by submarines which are explained later in the rules.

Play into your resort

If you have a set in your hand you may play this face up into your resort. A Set is a group of two, three or four cards that are of identical value such as a pair of nines, or three kings.

You may also play a single card from your hand into your resort if it matches the value of a card in any player's resort.

If you play a shark attack card into your resort it will launch a shark attack on the other player's resorts and will remain in your resort.

The cards in your resort will be used to bid for submarines during auctions.

Play into the Reef

You can play a card from your hand into the Reef provided the value of your card is between the values of two adjacent cards. Place your card face up into the Reef and take the adjacent card that is up-reef from it into your hand.

For example, if there is a five followed by a seven in the Reef, you can only play a six between them. In this case you would place a six between them and take the seven into your hand. If there was a four followed by a king, then any card higher than a four but lower than a king could be inserted and you would take the king.

An ace can be both high and low when determining values. For example, if there was a queen followed by a four, then the cards that could be played between them would be a king, ace, two or three, and you would take the four.

If you can use the card that you picked up from the Reef to form a Set from your hand, or play off of a card already in a resort, you may do so without using an additional action.

Play a card at the end of the Reef

Place any card from your hand at the end of the reef. The card closest to the draw deck is then discarded to keep five cards in the Reef. If this is your first or second action you have the option to end your turn without completing any further actions.

Once you have taken all of your actions you must draw cards from the deck until you have five cards in your hand. If you run out of cards during your turn you cannot play any more actions and you will draw five cards to replenish your hand.

Each player then receives a diver token from the extra diver token pile (do this after each player's turn until all diver tokens are in play.)

If a submarine card was played into a resort during your turn, a submarine auction now takes place, and your turn is over.

If at any point in the game the draw deck runs out of cards shuffle together the discard pile to make a new draw deck.

Submarines and Auctions

Each submarine you have can protect up to two divers at your resort from shark attacks. In order to win a submarine you must outbid the other players at a submarine auction. An auction will be triggered when a submarine card is played into a resort. This auction takes place at the end of the player's turn after they have replenished their hand back up to five cards.

Bidding at an Auction

The first person to bid is the player on the left of the player who triggered the auction. Bidding continues in a clockwise direction and ends when the player who triggered the auction makes a bid or passes. Each player only has a single chance to bid or pass, and the highest bid wins.

To make up a bid players may use any number of cards from their resort, as well as a single card from their hand. The winning player puts all cards used in the winning bid into the discard pile, takes a submarine token from the pile, and draws a card to bring their hand back up to five cards if needed.

Submarine Blues can be played at three levels of difficulty that determines how you are able to bid in a submarine auction. Not all players need to play at the same level of difficulty should a player need to be helped or handicapped. Playing at the snorkeler level is advised when learning the rules to the game.

Snorkeler

Your bid is equal to the number of sharks shown across one or more cards. Pilot fish can be ignored by a snorkeler.

Scuba Diver

Your bid is equal to the lesser of the number of sharks or pilot fish across one or more cards. For example, eight sharks matched with five pilot fish equals a bid of five.

Submarine Pilot

Your bid needs an equal number of sharks and pilot fish across one or more cards to be valid. For example, six sharks matched with six pilot fish is a bid of six, while a set with three sharks and four pilot fish is not valid and you cannot bid these cards together.

Sometimes a player may put down more than one submarine card during their turn. When multiple auctions are triggered they will take place one after the other with the winning player taking a submarine and replenishing their hand back up to five cards before starting the next auction.

Winning the Game

Once the last submarine has been won in an auction each player gets one more turn, ending with the player who started the last auction. At the end of the game the player with the most divers at their resort is the winner! If two or more players have the same number of divers, the one with the most submarines is the winner.

Alternate Rules

To speed up the game, players can choose to use fewer divers and submarines.

This is version 1.0 of Submarine Blues. Please share any feedback you have about the game by emailing us at feedback@artgame.com

Types of Cards:



Most of the cards in the deck are of cruising sharks. The number of sharks and number of pilot fish are used in the auction process.

There are eleven submarine cards in the deck. Each of these cards flips between a submarine and a regular cruising shark card.



There are ten Attack Sharks in the deck. Each of these cards has a great white shark with its mouth wide open.

Game Tokens:

