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WARNING: not suitable for children under 36 months due to choking hazard. This is not a toy. Use as intended only.

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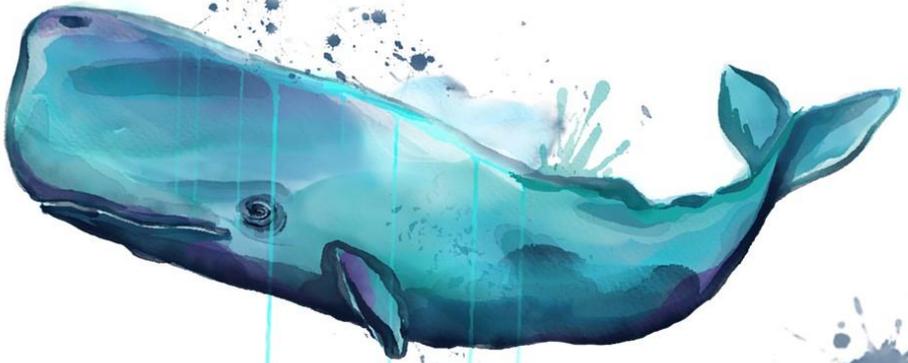
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1 to 4



OCEAN PODS



INSTRUCTION MANUAL

Game Design by Lee Miller - Artwork by Raquel Paolini Madrid

Published by Molinarius Games Ltd

*A MESSAGE FROM THE TEAM

THANK YOU FOR PURCHASING OCEAN PODS!

OUR MISSION WAS TO PRODUCE A FUN, QUALITY GAME. WE ALSO WANTED TO REDUCE OUR ENVIRONMENTAL IMPACT WHEN SELECTING OUR MATERIALS AND SUPPLIERS.

YOU SEE AT **MOLINARIUS GAMES LTD** WE ARE HYPOCRITES. WE USED PLASTIC IN OUR FIRST GAMES, WE SHIPPED PRODUCTS FROM HALFWAY AROUND THE WORLD WE COULD SOURCE LOCALLY BECAUSE THEY WERE SLIGHTLY CHEAPER.

WE HAVE IN THE PAST DIRECTLY CONTRIBUTED TO THE PROBLEMS WE SEE TODAY IN OUR OCEANS. WE WANTED TO DO SOMETHING ABOUT THAT.

IT'S NOT TOO LATE TO CHANGE.

THIS GAME IS MADE FROM SUSTAINABLE PRODUCTS, SUCH AS CARD, WOOD AND PAPER.

TO OUR KNOWLEDGE THIS GAME HAS ZERO PLASTIC COMPONENTS.

WE ARE OFFSETTING OUR CARBON FOOTPRINT.

WE ARE NOT PERFECT - BUT WE ARE TRYING TO BE BETTER. WE ARE WORKING WITH **OCEAN GENERATION** TO SEE WHAT PRACTICES WE CAN CHANGE TO PROTECT OUR OCEANS FOR THE FUTURE. WE ARE DONATING VIA **WORK FOR GOOD** £1 FROM THIS GAME TO OCEAN GENERATION AND PLANTING A TREE FOR EACH GAME SOLD TOO.

THANK YOU - ENJOY THE GAME!



INTRODUCTION

WHAT IS THE GAME ABOUT?

Ocean Pods is a worker placement game where players compete for resources such as Krill, Cephalopods (Squid & Octopus), Fish (Minnows to Sharks), Pinnipeds (Seals) & Crustaceans (Crabs & Lobsters).

These resources are used to attract Whales & Dolphins to your Pod to score points.

Be aware though – each round plastic leaks into the Ocean destroying resource options and Fishing vessels cover up Ocean tiles. This limits the worker placement options.

Clean the Ocean of plastic to uncover bonus points and keep resources available.

AIM OF THE GAME

WHAT ARE VICTORY CONDITIONS?

The first player to reach 12 points from Ocean Pod cards triggers the final round. All play will continue as normal until the end of the round in which the first player reached 12 points from ocean cards.

At the end of that round the player with the most points wins. This includes adding any victory points from bonus cards and plastic bonuses.

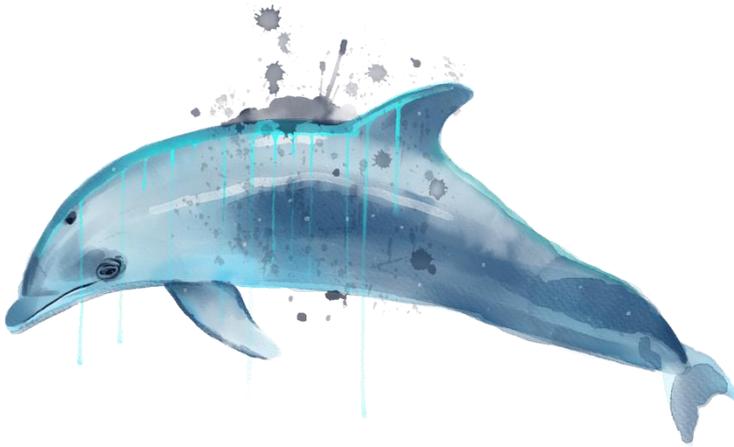
In the result of a tie - the player with the most points from Plastic collecting wins.

If still a tie – both players share victory.

SET UP

HOW DO I SET UP THE GAME?

- A – Shuffle the Ocean Cards and set aside on the board.
- B – Place the Fishing Trawler on the edge of the board.
- C – Shuffle the Plastic Land Tokens face down and place on the spaces provided.
- D – Shuffle the Pod deck and deal out 6 cards face up to form the “Open Pod”.
- E – Choose a first player and give them the first player marker – We recommend the last player who went in the Ocean goes first.
- F – Place the dice in the centre of the board
- G – Layout the plastic markers at the side of the board.
- H – Roll the plastic dice and place one plastic token on the board.
- I – Have the resources on hand



G



A



E

D

B



3. COLD

2. DEEP

4. CALM

1. COASTAL

5. LAND

6. TROPICAL

H



F

C

PLAYER TURN

WHAT IS A TURN?

A turn is defined as the players go. The action they perform before it moves to the next player.

WHAT CAN I DO ON MY TURN?

Starting with player 1, players take it in turn to place a token (whale tail) on an available space and fulfil that action. (If you cannot fulfil the action you cannot go on the space). Continuing clockwise until players have placed all their tokens on the board. Only 1 token at any time can occupy a space except the centre space.

- 1) Claim a resource** - Place a token in the inner circle space and choose 1 resource from the available options in that area to add to your hand. If a resource is covered by plastic token it cannot be chosen.



Place a token here and choose one of the available resources. (e.g. krill, fish, cephalopod.)

- 2) + Ocean Card** – Take the top Ocean Card from the deck. These cards are split into types. Playing a card does not count as action but must be done on your turn, with exception of an Interrupt card. You can and some instances must play an Ocean Card you just picked up.

Immediately – Player performs the action immediately and reveals the card.

Keep then discard – Player can use this at any time once only and then discards after use. This does not need to be revealed until used.

Keep – Player keeps the card until the end of the game. This is usually a bonus related card. Bonus Cards do not need to be revealed to opponents until the end of the game.

Interrupt – This can be played at any time to cancel the effects of another player's Ocean Card – then discarded. This does not need to be revealed until used.



There is no limit to the number of cards a player can hold or play. When cards are used they form a discard pile.

- 3) + Pod** – Place a token here to gain a POD card. In order to gain the POD card, players must have the right resources to exchange. Place the token in a **+POD** space which meets the Ocean requirement of the Whale or Dolphin. The card is then added in front of the player to make their Pod and a new card drawn into the Open Pod.



In this example –Card requires token placed in “Deep” +POD space and player to pay 1 fish, 2 cephalopods.



- 4) Remove Plastic** – Place a token here to remove ANY plastic token from a resource.



Place a token on any “- Plastic” space (left) & you can remove any 1 plastic token (right).



Keep the plastic token in front of you as you are awarded bonus points at the end of the game.

3 plastic tokens = 1pt, 4 plastic tokens = 2 pts, 5 plastic tokens = 3 pts

Removing plastic keeps the resources available and you get points.

- 5) Resource Dice** – If none of the spaces are to your liking, or you need a resource covered, you can place a worker in the centre of the Ocean. You then roll the dice and receive that resource.



Unlike other spaces, as many tokens as you like can be placed here from any number of players. This is always an option for you. The player rolls the dice when they place a worker and gain that resource immediately.

- 6) Swap Pods** – Place a token here and you may immediately change any 2 animals in the Open Pod. Move them to the discard pile and replace for next 2 in the deck.

ROUND END EVENTS

WHAT IS A ROUND?

A round is defined as a completion of all players turns. When all players have placed all their tokens on the board this triggers the end of the round.

WHAT HAPPENS ON A ROUND END?

At the end of each round 4 things happen:

- 1st - Players reclaim their tokens from the board
- 2nd – The Plastic Dice is rolled to determine where the plastic leaks.
- 3rd – The Fishing Trawler dice is rolled to determine where it moves to.
- 4th – The first player marker is passed to the player on the left.

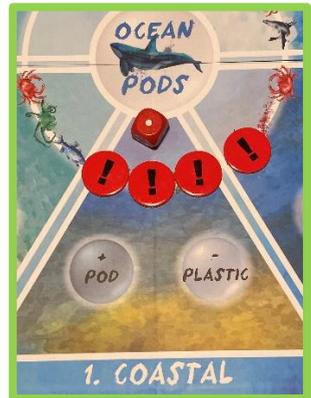
Ocean Plastic

Roll the plastic dice (red) and then place a plastic token over the left most resource in the corresponding Ocean. This is for a roll 1,2,3,4 or 6. If you cannot cover any resource from that ocean, then continue anti-clockwise to the next available ocean-based resource. (not land, skip from 6 to 1).



Left – At the end of the round the plastic dice (red) rolled a 1. The leftmost resource is covered on 1 - Coastal.

Right – At the end of a round later the plastic dice rolled a 1 but all resources were already covered so next available resource anti-clockwise was covered.



Plastic tokens will prevent resources being available. Work semi cooperatively to remove them and collect points.

If the dice is rolled for 5-land, flip one yellow counter and resolve as follows:



Numbers 1 to 6 when flipped are resolved by adding 1 plastic token to that Ocean



The X2 tile when flipped means 2 resources are covered on the next plastic dice roll or 2 land tokens flipped if a 5 is rolled.



Any Ocean that does NOT have plastic in it – add 1



Beaching. All players separately roll the Plastic dice. If you roll an Ocean with plastic in it you are beached. You must place your tokens on the land space as your first turn. (You recover the token back as normal end of the round). 5=Beached!

Important! - If all plastic tokens are flipped on land this will trigger the final round.

Fishing Trawler

Roll the Trawler dice (blue) and then place the vessel over the 2 worker placement options in the corresponding Ocean tile. These choices are now not available. The resources are still available to select. If you roll 5-land, then the vessel returns to dock (side of the board) and all actions are available.



Left – In this example the blue dice rolled a 1 and so the Trawler was placed to cover the two options in the 1. Coastal area.



GAME END SCORING

HOW DOES THE GAME END?

The game can end in one of three ways:

- 1) When any player reaches 12 points via pod victory points (not bonuses & plastic) they announce they have 12 points. At the end of the current round play stops and enter scoring phase.
- 2) When all 5 land plastics are flipped over, this triggers the final round.
- 3) When all resources on the board are covered in plastic the game stops immediately and all players lose.

HOW DO WE SCORE?

Card points + Bonus points + Plastic points = Total Score

Example - Card points 2+5+2+2=11, Bonus points=2, Plastic points=1, Total=14



In the result of a tie then the player with the most points from Plastic collecting wins. If still a tie – both players share victory.