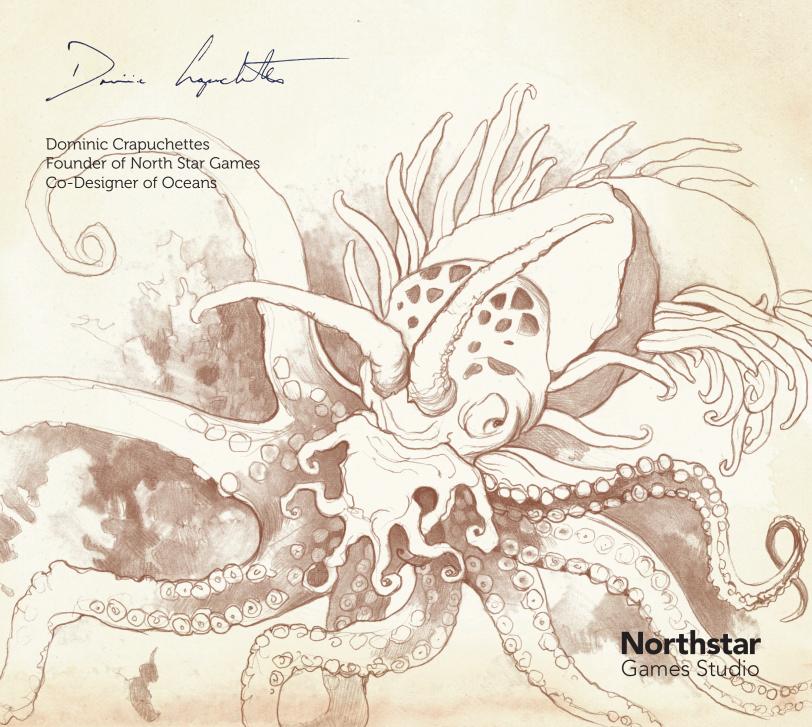
Hello!

Wow! What an amazing Kickstarter campaign. Thank you for your ongoing support of the Evolution series, and especially for your trust in our team. It means the world to us.

The game in front of you is very special. Design concepts for Oceans were first sketched in 2014. Since then, several thousand people have given feedback to help refine the experience. Over 10k posts are on the Oceans Discord server from 200 different playtest groups. Oceans is the biggest project North Star Studios has ever tackled. Thanks to everyone who submitted 1,071 games worth of data to help make Oceans the most refined and polished game we've ever published. We think you're in for a treat.

The back of this page explains how to use the free promo items that were unlocked in the Kickstarter campaign. Enjoy!



5 - 6 Player Expansion

Oceans is designed for 2-4 players. Playing with more than 4 players can have significant downtime unless all of them know the game well. You can read about this in Kickstarter update #10. But if everyone at the table is already very familiar with the game, get ready to have some fun!

CONTENTS

- 40 Population tokens
- 10 Species boards
- 2 Player screens
- 2 Bonus tokens



SETUP

#7 in Setup

Create a supply of population tokens according to your player count (60 population + 20 population per player) and return any unused population tokens to the box.

5 players: use these tokens | (160 total)







6 players: use these tokens (180 total)









#11 in Setup

Give each player the correct Bonus Token according to this chart.

	1st player	2nd player	3rd player	4th player	5th player	6th player
5 players	8 points	7 points	6 points	4 points	0 points	
6 players	9 points	8 points	7 points	6 points	4 points	0 points

Deep Event Cards

Some of the PROMO Deep cards are events with a purple textbox and an event icon:

To play an event:

- Pay the cost of the Deep card you are about to play by moving population equal to its migrate number from your score pile to the Reef or any one Ocean zone.
- Remove the Deep trait from the game and take the action.





