OCTOBUDDIES

Below the ocean's waves, deep, deep down, all the way at the bottom… is a place where octopi live. Collaboration is the key to living in this sunken paradise. Can you make the most friends and take the best care of your neighbours, without stepping on anyone's tentacles?

SETUP

The **starting tile** is faceup in the middle of the table. The magic clam tiles are in a separate pile from the regular seabed tiles. The regular seabed tiles can be placed in multiple stacks so that they are easier to reach. Each player gets 5 hangout flags and 3 seaweed palaces that they share with the person on their right.
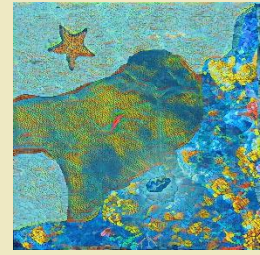
16 Clam Tiles   *78 Seabed Tiles*   *1 Starting Tile*

THE OBJECT OF THE GAME

Each turn, the players place seabed tiles in cooperation with their neighbours to create a peaceful and content neighbourhood. The seabed includes curious creatures, such as starfish and manta rays. Seaweed streaks and seaweed fields grow across the seabed, filled with friendly fish. You will place tiles and either flags or palaces with your neighbours to mark hangout areas in your neighbourhood and make friends with creatures of the sea. The happier everyone is, the more likely you are to win, just like in real life.

PLAYING THE GAME

The youngest player takes the first turn, and play continues clockwise until the regular seabed tiles run out.

A player performs the following actions in order, during their turn:

On the first turn of the game, the starting player ONLY picks one tile and plays it with their rightmost player. Then every turn after:

1. **Place the first regular seabed tile:** Draw **2 seabed tiles** and first negotiate with the **person on your right** which tile you will place and where it goes. When placing tiles, they must always **continue the existing seascape**.
2. **Place a flag or a palace:** You may place **1 flag** or **1 palace** on the tile you just placed (or the previously placed tile) with the **person on your right** side if you want.
3. **Score features:** You must **score features completed by the tile** you placed this turn.
4. **Place the second regular tile:** Now you negotiate with the **person on your left** and together place the second tile on the board.
5. **Score features:** You must **score features completed by the tile** you placed this turn.

On the last turn of the game, the last player ONLY gets one tile and plays it with their rightmost player.

Seaweed streaks and fields
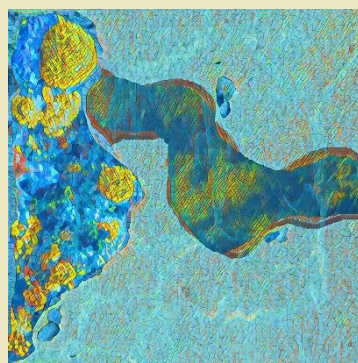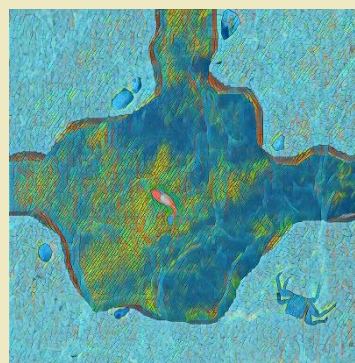
Seaweed streak   *Seaweed Field with 1 fish*

1. Place a seabed tile

If you draw a tile with a seaweed streak or field, you must place it in such a way that it continues the existing seascape (including seaweed streaks, seabed, and corals).

2. Place a flag on a seaweed streak or a palace on a seaweed streak or field

After placing a tile with a seaweed streak, you may place 1 of your flags **on that streak**, but only if no other meeples are present on the same streak. You can place a meeple on a streak with a palace.

Instead of placing a flag, you can choose to place a palace, either on **a seaweed streak** or **a seaweed field** on the tile you just placed (or the one your neighbour placed on their turn), but only if there are **no other palaces** on the same seaweed system. A palace can, however, be placed on a streak where a flag is already present.

A seaweed system consists of all seaweed streaks and fields connected to each other. Individual seaweed streaks end at seaweed fields, but in a seaweed system streaks are connected to each other through fields. Seaweed systems end only at unconnected tile edges and corals.

Palaces **remain where they are placed** until the end of the game.

3. Scoring a seaweed streak

A seaweed streak is **completed** when **both ends are closed** by seaweed fields or corals, or when it **loops back onto itself** by connecting to the other end. A seaweed **streak is scored** when it is complete. If one of your flags is on a seaweed streak when it scores, you and the person you share your flags with will score points from it, regardless of whom placed the tile that completed the streak.

You score **1 point for each tile** of the completed seaweed streak. The fish are friends you have managed to attract to your neighbourhood, and they add to the area's atmosphere. Therefore, you get **1 additional point** for **each fish** present in the streak and any seaweed fields that close it. After scoring, **return the flags** on the completed feature **to their owners' supply**.

Coral Reefs
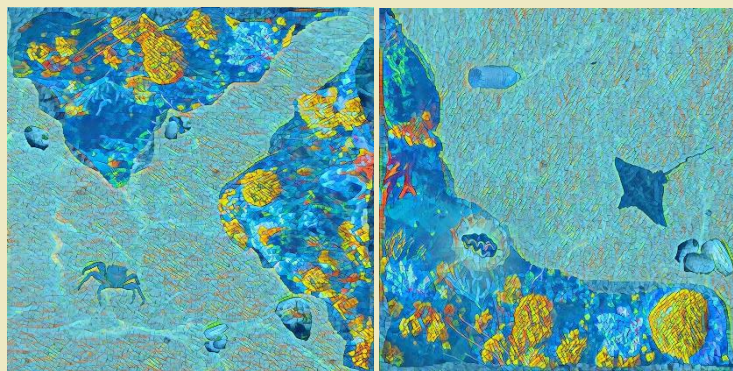
Coral reefs   *Coral reef with a magic clam*

1. Place a regular tile

As usual, you must place a seabed tile so that it continues the landscape. Coral reefs must be connected to coral reefs, seaweed to seaweed and seabed to seabed.

2. Place a flag on a coral reef

You can choose to place a flag on the coral reefs on the tile you just placed (or the one your neighbour placed previously). As with seaweed streaks and fields, a flag can be placed on a coral reef only if there are no other flag on that coral reef.

3. Scoring a completed coral

Normal Coral Reef Scoring
A coral reef is complete when it **is surrounded by seabed and has no internal gaps**. If your flag is the only flag on the completed coral reef, you score **2 points** for **each tile** comprising the completed coral reef. After scoring, return the flag to the owners' supply.

Magic Clams
If you and your neighbour place a tile that completes a coral reef containing **1 or more magic clams**, the clam(s), as the coolest cats in the neighbourhood, allow you to take an extra turn. During that turn, you place 1 of the special magic clam tiles together with the partner you placed the reef-completing tile with. The same as during a normal turn, you may place a flag or a palace on the tile and score any completed features. If you complete another coral reef containing 1 or more magic clams during your extra turn, you **do not** get an additional extra turn. You only get one extra turn, even if there are multiple magic clams in a completed coral. If there are no magic clam tiles remaining in the magic clam tile stack, you cannot take an extra turn.

Magic clam tiles often have special features that can affect the neighbourhood. Some of them require special actions.

Seabed
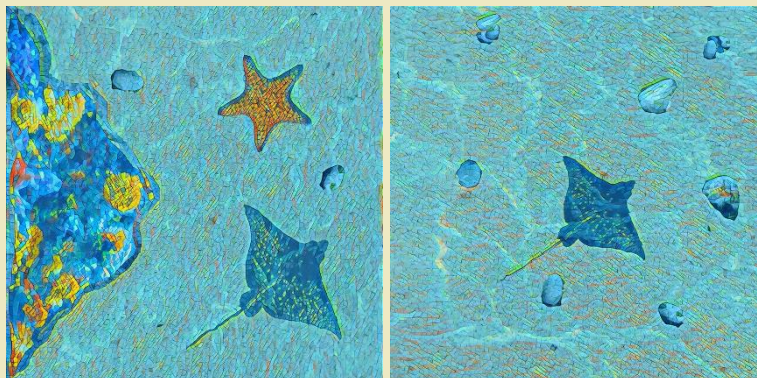
Seabed patches connected together

1. Place a seabed tile

You must place the tile so that it continues the landscape. Seabed is often divided by corals and seaweed streaks.

2. Place a flag on the seabed

You may place a flag **on a seabed tile**. Flags on the seabed are placed **lying down** instead of standing up, so the other sea creatures know your down to chill. You can place a flag on a seabed only if there are no other flags present on that seabed. The flags placed on the seabed remain on their tiles until the end of the game, and score points based on the number of friends (creatures) on their seabed.

Summary

1. Place a seabed tile
- Draw two tiles and place one of them with your right-side neighbour. Choose which tile and where do you want to put it together. The tile must connect to 1 or more tiles and continue each feature it is connected to creating a continuous seascape.
- In case you are unable to place either of the tiles you drew, return them to the tile deck and draw new ones as a replacement.

2. Place a flag or a palace
- You can place a flag or a palace together with your neighbour on the tile you just placed or the tile you placed together previously on their turn.
- A flag or a palace can only be placed on a feature with no other flags or palaces on it.

3. Score completed features
- A seaweed streak is completed when both ends are closed by seaweed fields or coral reefs, or when it loops back onto itself. A seaweed streak scores 1 point for each tile, and 1 point for each fish in the seaweed streak and in the fields that close it.
- A coral reef is completed when it is surrounded by the seabed and has no gaps within. A coral reef scores 2 points for each tile.
- Features are scored when they are completed during a turn. Points are scored by the players whose flag occupies the feature.
- After scoring, the flags on completed features are returned to their owners' supplies.
- If you place a tile that completes a **coral reef containing 1 or more magic clams**, you get an extra turn in which you draw and place 1 magic clam tile. Multiple extra turns in a row by a pair of people are prohibited.
- If there are several flags on one feature, the ones with most flags on the feature get the points. If it is a tie, everyone gets the points.

4. Place second regular tile

- Place the tile you have left with your left-side neighbour. Choose where you want to put it together. The tile must connect to 1 or more tiles and continue each feature it is connected to creating a continuous landscape.
- In case you are unable to place the tile, put it back in the tile deck and draw another tile.

5. Score features

- Score completed features the same as before.

The game ends after all the regular tiles have been placed.

FINAL SCORING

Scoring palaces on seaweed system
The players with the most palaces on a seaweed system score **1 point for each fish** shown in that seaweed system. If there is a tie, all the players whose palaces are on that seaweed system score the points. Seaweed systems do not need to be complete to be scored.

Scoring seabed areas
Each meeple scores points based on the friends (creatures) in that seabed area. A **manta ray** is worth 3 points, a **starfish** 2 points, and a **crab** 1 point.

| *Crabs* | *Starfish* | *Manta Ray* | *Plastic Bottle* |

Plastic bottles contaminate the neighbourhood. Crabs will move out of the area if there's annoying trash to walk over within the same seabed. **Ignore 1 crab on that seabed for each plastic bottle on that seabed.** You **do not lose points** if there are **more plastic bottles than crabs** on a seabed.

If multiple players are tied for the most flags on one seabed, all tied players score full points from that seabed. If only one team of neighbours has the most flags, they score the full points from that seabed.

The two players that share the most points in their point pile compare the points they got with their other neighbour. The one that was better to both their neighbours wins the game!

MAGIC CLAM TILES

Magic clams hang out on coral reefs. When a coral reef with a magic clam is completed, you get an extra turn. During the extra turn you and the person you share the coral with, draw and place a special magic clam tile. After placing a special magic clam tile, you can place a flag or palace on it and continue the game normally. You can only get one extra turn in a row with a partner.
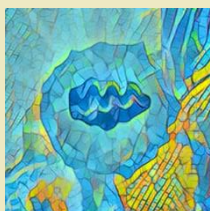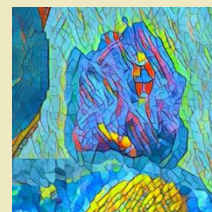

Magic Clam

Magic clam tiles with scoring opportunities
There are special magic clam tiles that have more animals on their seabed and more fish in their seaweed fields and streaks.

Anemone tiles
Each group of **anemones** contain clownfish and are therefore worth **3 points** when scoring a coral reef.

Anemone

Magic clam tiles with immediate actions
These tiles require immediate actions. You may choose to place a flag or palace on the tile, but it is not a requirement to resolve the action.

Gramophone Tiles
When you place the gramophone, you immediately score points for the animals shown on the 8 surrounding tiles (orthogonally and diagonally adjacent to this tile) **in the same seabed as the gramophone** for throwing the biggest party in ages. The points given are the same as they would be in final scoring and plastic bottles still cancel out crabs.

Gramophone

When you place the **whirlpool**, you must **return 1 of your flags to your supply** without scoring points. You can choose which flag you take back and from which tile.

The Whirlpool

Magic clam tiles that affect final scoring
These tiles affect the value of the seaweed system or seabed area they are connected to.

The **gramophone** brings out all the animals of the connected seabed to enjoy the music and have a good time. Each animal (manta rays, starfish, crabs) on the 8 surrounding tiles (orthogonally and diagonally adjacent to this tile) in this seabed scores **double points**. Plastic bottles still cancel out crabs.
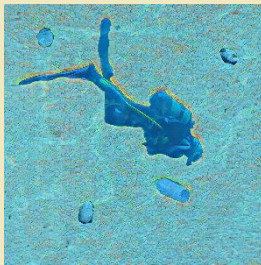
The **diver gathers away all plastic bottles** on the connected area of seabed. During final scoring, ignore all plastic bottles on a seabed where a diver is present.

The Diver

When you place a tile with the **harvester**, you can mow seaweed until you get bored. Therefore, you immediately score **2 points per seaweed field** in this tile's seaweed system. This tile is not affected by any palaces on the seaweed system.
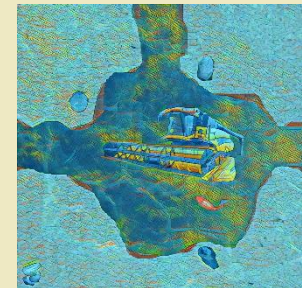
The Harvester

The **vegan sushi preparation set** makes its seaweed system more valuable because it allows you to prepare food from the seaweed for your octopus neighbours and the fish alike. The scoring players get 1 point for each fish and 1 point for each seaweed field in the seaweed system.

The Sushi Set