VIRTUALREEF DIVER
TABLETOP EDITION

RULEBOOKLET

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Half Monster Games

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WELCOME TO THE REEF!

Dive into the beautiful Great Barrier Reef as citizen scientists on the frontline of Australia's fight to save the largest reef on earth. Using your powers of deduction, you will identify a vast array of marine life and utilise advanced technologies to navigate your way through natural disasters and the catastrophic impacts of climate change. Join your fellow divers and lead the fight to protect and save our reef!

The information in this game is based on research being undertaken at the Queensland University of Technology.
To contribute to this research, please visit virtualreef.org.au.

YOUR GOAL

(Standard Mode) – **Play as Two Teams**
Collect the most Reef cards by the end of the game through correctly identifying an Organism Type each turn.

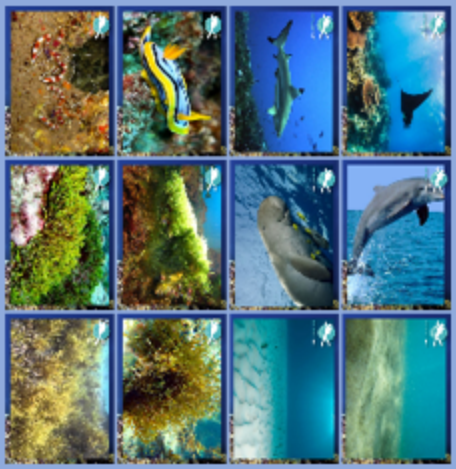
(Advanced Mode) – **Play as Teams or Individuals**
Gain the most points by the end of the game by also correctly identifying the Common Name, Taxonomic Family and Habitat of each Reef Card.

SETTING UP

- Separate players into two teams.
- Shuffle the Action and Reef Disturbance decks and place them to the side face down.
- Shuffle the remaining cards into a Reef deck.
- Randomly draw 12 cards from the Reef Deck and arrange them to form your first reef, with the images facing up.

You are now ready to play.

REEF



HOW TO PLAY

1. Take turns identifying the "Type" of a card in the Reef. Once you've attempted to identify the Type, pick up the card and discreetly check your answer. For technology cards, refer to step 3.

2. If correct, keep the card. If incorrect, discard it to the bottom of the Reef deck. (In Advanced Mode, take turns clockwise). Use the Classification Cards to help if you wish.

3. Correctly identified Technology cards give no points but allow you to instantly draw and keep one Action Card. Discard the technology card once you draw an Action Card.

4. Repeat steps 1-3 until all 12 cards in the Reef are gone. Then, draw and resolve a Reef Disturbance card (see pg 6). Reset the Reef by drawing a new set of 12 Reef cards.

5. The game ends after the third Reef Disturbance. The team with greatest number of cards/points wins.

In Advanced Mode, you can also attempt to identify the Common Name, Taxonomic Family and/or Habitat of an Organism for bonus points, indicated on the back of the card. There is no penalty for incorrect guesses, however if you incorrectly identify the Type you cannot receive any points for that Organism.

ORGANISM TYPES

HARD CORAL

INVERTIBRATES

SOFT CORAL

FISH

ALGAE

MARINE MAMMALS

TECHNOLOGIES

HABITAT LIST

The possible types of Habitat are:

Sand - Coral Reef - Open Water

For organisms with two Habitats, you receive one point per correct Habitat identified.

ACTION CARD RULES

Action cards are drawn whenever you pick up a Technology card from the Reef. Technology cards are distinct from Organism cards as they have robots, vehicles or humans.

Some Action cards are used to prevent loss of your organisms during Reef Disturbances (see Page 6). Some Action cards have abilities that can be used during your turn.

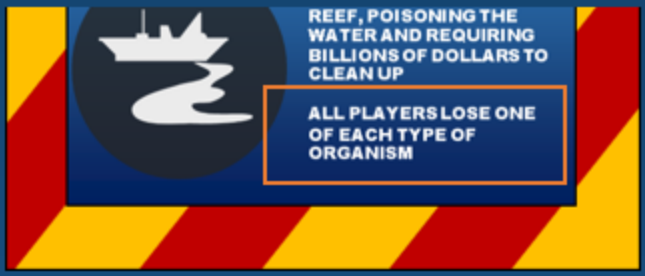
Follow the instructions on each individual card. An Action card may only be used once. Discard it after use.

REEF DISTURBANCES

Reef Disturbances represent a range of natural and man-made dangers to Organisms on the Great Barrier Reef. Often, these events are also caused by human activity.

Draw a random Reef Disturbance card after each Reef has been fully identified and collected (or discarded) by the players.

The Disturbance will usually cause you to discard one or more of the cards you have collected. All players are impacted by each Reef Disturbance, not just the player that drew the card.



SYMBIOSES

Symbioses are special protective relationships between two organisms. In nature, they help both creatures thrive through a variety of co-dependant biological/environmental functions.

Look out for the Symbiosis label at the bottom of Organism cards, and try to find and collect the matching Symbiosis to help keep other cards safe from Reef Disturbances via these protective relationships.