HABA

UNDERSEA EXPLORER

Dive in and snap photos

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Exploring the oceans is your great passion — so it's no wonder that you've been chosen for this exciting deep-sea mission! There are lots of previously unknown marine animals to discover. So dive down and look out for these fascinating deep-sea creatures.

But watch out — the glowing underwater schools of fish don't stand still at all! Only those who keep a clear head and quickly snap up the right deep-sea cards will not receive any minus points.

The player with the fewest minus points after five dives wins!

Contents

4 dice, 52 deep-sea cards, 50 water droplets (25x light turquoise, 25x dark blue), 1 rulebook

Game Setup

Spread out all the **deep-sea cards** between you with the sea creatures facing up so that everyone can easily reach them. The deep-sea cards may overlap, so it's not always possible to fully recognize all sea creatures. Put the **water droplets** aside as a general stockpile. You'll need them later. Get the **dice** ready.

How to Play

Who last saw a sea creature in the wild?
You guide the first dive and take all four dice.

DIVE

Whoever is guiding the dive rolls all four dice. Then the dive starts immediately. You all play at the same time. The dice colors correspond to the colors of the four different sea creatures: **frogfish**, **crab**, **jellyfish**, **squid**. The numbers on the dice indicate how many sea creatures of a species you want to see on your deep-sea cards at the end of the dive.

What do you need to pay attention to?
- All players rummage in the deep-sea cards on the table **at the same time**. Did you find a suitable deep-sea card? Take it and place it **face-up** in front of you.
- You may **only use one hand** when searching on your dive.
- You may **not return** any deep-sea cards that are already in front of you to the center of the table.

Example:

In this case, you want to collect exactly two blue crabs, three orange squid, one pink frogfish, and six green jellyfish.

Note: Do you want to give the youngest players a little advantage?
Then allow them to return the deep-sea cards that are already in front of them.

When does a dive end?
Do you think you've collected exactly the right number of sea creatures on your deep-sea cards?
Do they match the colors on the dice? Then you may shout "Ascend!". This completes the current dive for everyone. Now no one may collect any more deep-sea cards.

Has no one called "Ascend!" and you all agree that nobody wants to take any more deep-sea cards? Then this also ends your dive.

WATER DROPLET SCORING
Now you check how successful your dive was. Check your collected deep-sea cards and compare them with the dice:

- Can you see **exactly** as many sea creatures on all your deep-sea cards as shown by the dice? Congratulations – that was a perfect dive!
- Did you do something wrong? Oh no, your dive was a washout! For **each sea creature too many or too few** on your deep-sea cards, you receive one light turquoise water droplet as a minus point.

Who called "Ascend!"?
Have you called "Ascend!", but have at least one sea creature **too few or too many** on your deep-sea cards? Then you get **three extra** minus points in addition to your other ones.

<u>Note:</u> The light turquoise water droplets count as **one** minus point, the dark blue ones count as **five** minus points. Exchange the water droplets during the game so that you always have enough in the general stockpile.

Example:

Mila collected four deep-sea cards during the dive and then called "Ascend!". Now she checks her deep-sea cards for the water droplet scoring. She notices that she has one blue sea creature too many as well as one pink one and one orange one too few.

She receives three minus points for these three errors. As she called "Ascend!" although she did not have the **exact** number of sea creatures, she also receives three extra minus points. Mila therefore receives a total of six minus points.

Have you checked your deep-sea cards and received water droplets, if necessary?
Then all the deep-sea cards are returned with the sea creatures face-up to the center of the table. Mix them well again. The next person in a clockwise direction then guides the dive and rolls the dice.

End of the Game

The game ends after the fifth round of water droplet scoring. Now count all your water droplets.

<u>Remember:</u> A light turquoise water droplet counts as one minus point, while a dark blue water droplet counts as five whole minus points.

Who has the fewest minus points now?
Is it you? Congratulations – thanks to your research we have discovered dozens of new deep-sea creatures! Does more than one player have the fewest minus points? Then you share the victory.

Memory version

Are you looking for a new challenge? Then play the memory version of "Undersea Explorer"!

The rules are the same as in the basic game, with one important change: place the deep-sea cards that you take from the middle **face-down** in front of you. You may not return or look at the deep-sea cards you've collected until the dive is over. So make a mental note of which deep-sea cards you take!

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⚠ **WARNING:**
CHOKING HAZARD -
Small parts. Not for children under 3 years.