



Reef (2018)

2-4 Players

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Object: Collect and play cards to grow your reef and score its patterns

Setup

- Sort coral by color, remove unused: **2p:** use 18 of each color **3p:** use 24 each **4p:** use 28 each
- Each player gets 3 **1-point tokens** and a **random player board** [include the one with starfish] and 1 coral piece of each color 
- Shuffle the **60 cards**, deal 2 face-down to each player, set deck face-down
- Players place their **4 coral** in the 4 center spaces of board [**advanced:** place outside 4 center spaces]
- Flip the **draw deck** face-up, draw 3 cards and place face-up in a row to form the card display
- Player with starfish board goes first

Playing a Turn

- **Take a card** from card display [or deck], OR **play a card** to grow reef and [possibly] score pattern
- To take card from **deck**, place a **1-point token** on the lowest point card in the display [tie: choose]
- **Hand limit** is **4 cards** – if you have 4 cards in hand to start your turn, you must play a card
- To play a card, take both **coral pieces** shown and place anywhere on board [**stack limit = 4**]
- Score **card pattern** as many times as it appears [in any orientation] in top level coral, using each coral piece only once. Numbers relate to specific stack height [ means 2 or greater]; if no number, can be any height. Multi-color is wild  [any color]. A coral with a + sign  means “highest stack of that color”, and scores for each adjacent coral of color shown on card.
- Take **point tokens** for the played card patterns [can stack to conceal]

End Game & Scoring

- When **1 coral color runs out**, game ends after current round [equal turns]
- In rare cases, game ends immediately if **card deck runs out**
- Then, without taking more coral, all players can **score each card in hand** for **1 pattern maximum** [even if the pattern occurs multiple times]
- Tie: most covered spaces on board, most stacks of 4