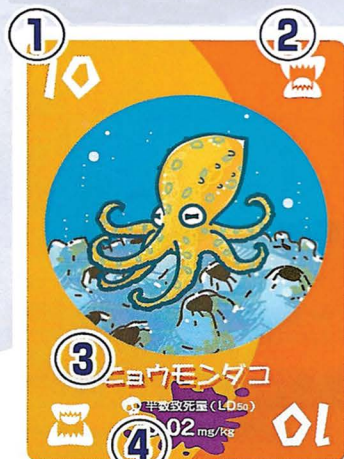


Sea Creatures

You are researchers who study poison.

Today you came to investigate sea creatures for research purposes. We want to collect as many as possible, but if you collect too many, you may mishandle them and end up getting poisoned. Will you be able to successfully collect them and advance your poison research?



Card Description

- ① **Number**
5 suits (creatures)
Numbered 1-13 in each suit
- ② **Poison Injection Method**
Understand how the creatures injects their poison. There are two types: Biting and Stinging.



'Bite' creature mark



'Sting' creature mark

- ③ **Creature Name**
- ④ **Median Lethal Dose (LD50)**
Indicates the toxicity strength

Poison Token ▶



Number of players: 3-5



Play time: 20 minutes



Age: 8 years and older

Contents

- 65 creature cards (13 cards in 5 different suits)
- 30 poison tokens

Game Design: Nami

Illustration: Harumi

Printing: Manyintang Co., Ltd.

Production/Sales: Picture Book and Play Cafe ikicia
4-37-23 Sanarudai, Naka-ku, Hamamatsu City,
Shizuoka Prefecture
053-401-1948
info@ikicia.com

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<http://outdoor.ymnext.com/kikenn-13.html>
- みんなのMY HOME まるは釣貝明石店: 毒魚の話 最終回
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Game Preparation

This game can be played with 5 different rulesets. You may play with the same ruleset or mix and match the rulesets within a single game. However, no matter which ruleset you use, the preparation rules are the same for each game and they are done at the beginning of every round. Complete these 5 steps in order:

1 Choose creature cards according to the # of players

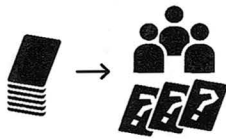


3 players: 3 types
4 players: 4 types
5 players: 5 types

2 Combine the cards you have chosen and shuffle them



3 Set aside cards equal to the # of players



The set aside cards will not be used this round

4 Deal the remaining cards equally to all players



5 The person who recently collected a sea creature is the lead player



Or play rock, paper, scissors!

Game End and Determine Winner

The game is played over several rounds equal to the number of players, and the person with the most poison tokens wins! If there is a tie, victory is shared.

☆ ~ ☆☆☆☆☆ It's also fun to play the games in order to determine the winner because the rules change for each match.



What to do when no one plays the same creature as the lead player

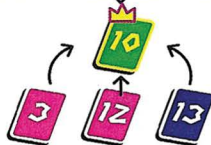
(Common rules ☆☆ ~ ☆☆☆☆☆)

If no one plays the same creature as the lead player **AND** all cards are of different creatures, whoever played the highest number among all creatures other than the lead wins.

All creatures are different, therefore, the winner is the highest non-lead number

All creatures are not different, therefore, the winner is the lead number.

Lead is a guaranteed loss



If the numbers are the same, the winner will be determined by the strength of the poison, aka the median lethal dose (LD50).

The median lethal dose is written at the bottom of the card.



Toxicity	Creature Name	Median Lethal Dose (LD50)
Strong	Jellyfish	0.001mg/kg ※1
	Shellfish	0.012mg/kg
	Leopard Octopus	0.02mg/kg
	Sea Snake	0.273mg/kg ※2
Weak	Stonefish	0.8mg/kg

※1 Based on the Andon Jellyfish (アンドンクラゲ)

※2 Based on the Erabu Sea Snake (エラブウミヘビ)

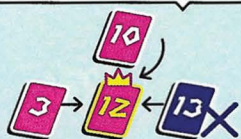
The median lethal dose is the dose at which half of the animals die within the test period when a chemical substance is administered to lab animals such as rats and guinea pigs. Expressed as (mg/kg) It is used as a representative indicator of the acute toxicity of chemical substances.

1 The lead player plays any one creature card of their choice face up

2 One at a time, all others play one card face up counterclockwise

You must play a card of the same creature as the lead player, if possible (If you can't, play any card)

3 The highest number of the lead creature wins the trick and acquires all played cards



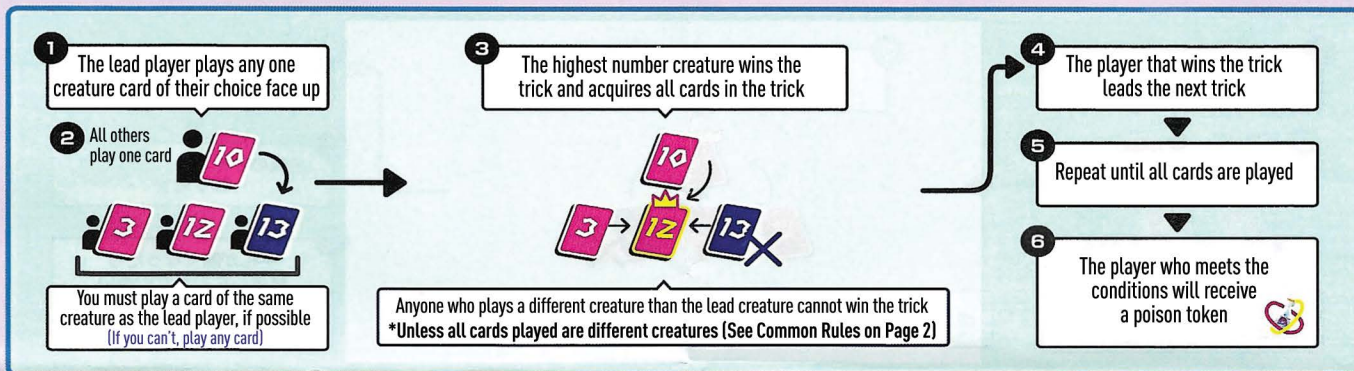
Anyone who plays a different creature than the lead creature cannot win the trick.

Game Flow - Game 1 ★ Highest Wins, Off Suit Always Loses

- STEP 1** ▶ The lead player chooses any one creature card from their hand and plays it face up on the table.
- STEP 2** ▶ Then, one by one in a counterclockwise* direction, each other player will play one card, face up, according to the rules below.
- ◎ If you have a creature card that is the same as the lead card that was played, you must play one of them. If you do not have a matching creature card, you may play any card.
- STEP 3** ▶ After everyone has played, the player with the highest number that matches the lead card wins the trick. Anyone who plays a different creature card than the lead creature cannot win the trick.
- STEP 4** ▶ The player that wins the trick acquires all played cards and leads the next trick.
- STEP 5** ▶ Repeat Steps 1-4 until all players are out of cards.
- STEP 6** ▶ Count the number of creature cards you have acquired.
- ◎ The player who acquired the second most amount of cards will receive 2 poison tokens.
- ◎ The player who acquired the third most amount of cards receives 1 poison token.
- ◎ All other players will not receive any poison tokens.

If more than one player acquires the second most amount of cards, the player with the most amount of the strongest poisonous cards will be second most.

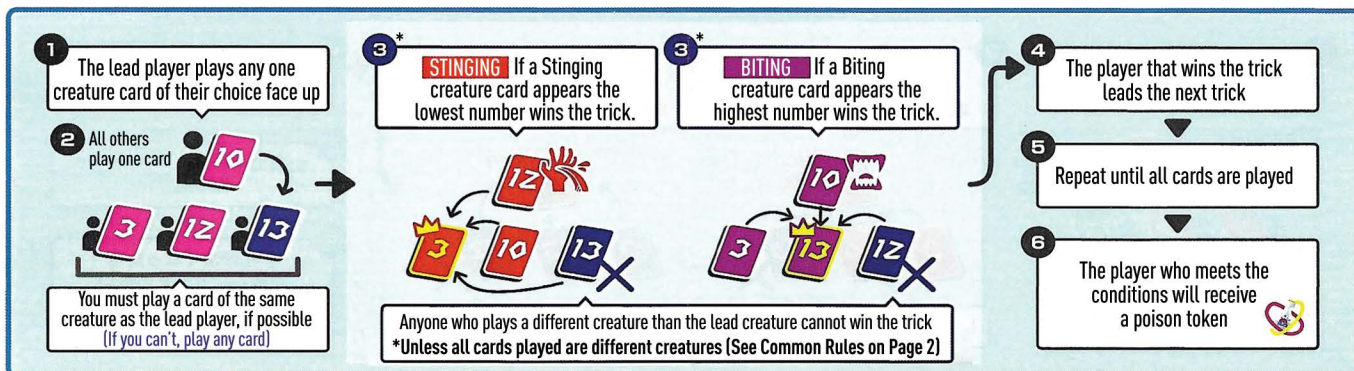
Game Flow - Game 2 ★★ Highest Wins



- STEP 1** ▶ The lead player chooses any one creature card from their hand and plays it face up on the table.
- STEP 2** ▶ Then, one by one in a counterclockwise* direction, each other player will play one card, face up, according to the rules below.
- If you have a creature card that is the same as the lead card that was played, you must play one of them. If you do not have a matching creature card, you may play any card. *Translator note: You may play cards in a clockwise direction, if you wish. There is no reason why this would mess with the game flow.
- STEP 3** ▶ After everyone has played, the player with the highest number that matches the lead card wins the trick. Anyone who plays a different creature card than the lead creature cannot win the trick. Unless all cards played in the trick are different creatures. Then, the highest number among all creatures wins. If there is a tie for highest number, the strongest poison wins. (See Common Rules on Page 2)
- STEP 4** ▶ The player that wins the trick acquires all played cards and leads the next trick.
- STEP 5** ▶ Repeat Steps 1-4 until all players are out of cards.
- STEP 6** ▶ Count the number of creature cards you have acquired.
- The player who acquired the second most amount of cards will receive 2 poison tokens.
 - The player who acquired the third most amount of cards receives 1 poison token.
 - All other players will not receive any poison tokens.
- If more than one player acquires the second most amount of cards, the player with the most amount of the **strongest poisonous cards** will be second most.

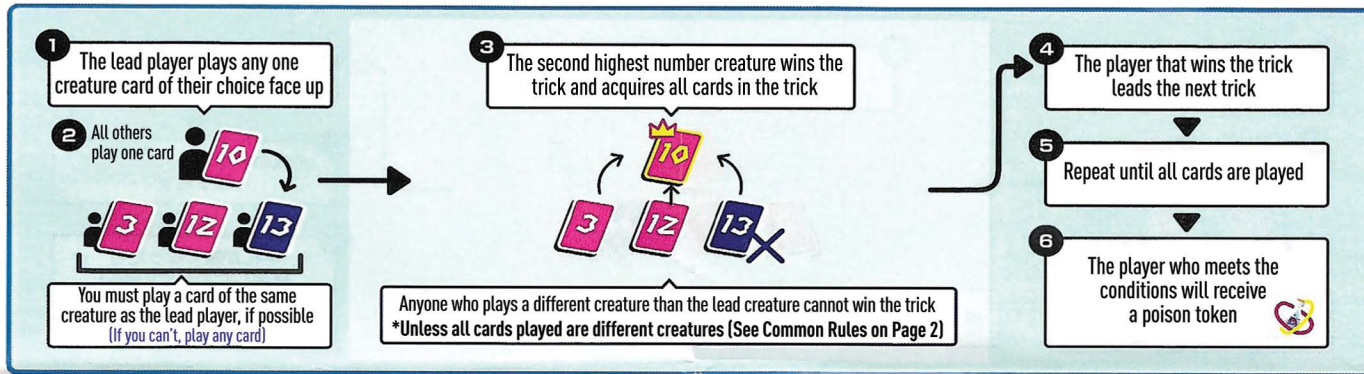
Game Flow - Game 3 ★★★ Highest/Lowest Wins

*Translator note for Step 3: The rules specifically state if the type of creature "appears" in the trick, not "is lead". However, the picture example uses a blue (Stinging) card in the Biting trick and does not impact what "appears" in the trick. Therefore, I believe the type of creature that leads the trick determines if the highest or lowest number wins.



- STEP 1** ▶ The lead player chooses any one creature card from their hand and plays it face up on the table.
- STEP 2** ▶ Then, one by one in a counterclockwise* direction, each other player will play one card, face up, according to the rules below.
- If you have a creature card that is the same as the lead card that was played, you must play one of them. If you do not have a matching creature card, you may play any card. *Translator note: You may play cards in a clockwise direction, if you wish. There is no reason why this would mess with the game flow.
- STEP 3*** ▶ After everyone has played, if a Stinging card appeared, the lowest number that matches the lead card wins the trick. If a Biting card appeared, the highest number that matches lead wins. Anyone who plays a different creature card than the lead creature cannot win. Unless all cards played in the trick are different creatures. Then, the highest number among all creatures wins. If there is a tie, the strongest poison wins. (See Common Rules on Page 2)
- STEP 4** ▶ The player that wins the trick acquires all played cards and leads the next trick.
- STEP 5** ▶ Repeat Steps 1-4 until all players are out of cards.
- STEP 6** ▶ Count the number of creature cards you have acquired.
- The player who acquired the second most amount of cards will receive 2 poison tokens.
 - The player who acquired the third most amount of cards receives 1 poison token.
 - All other players will not receive any poison tokens.
- If more than one player acquires the second most amount of cards, the player with the most amount of the **strongest poisonous cards** will be second most.

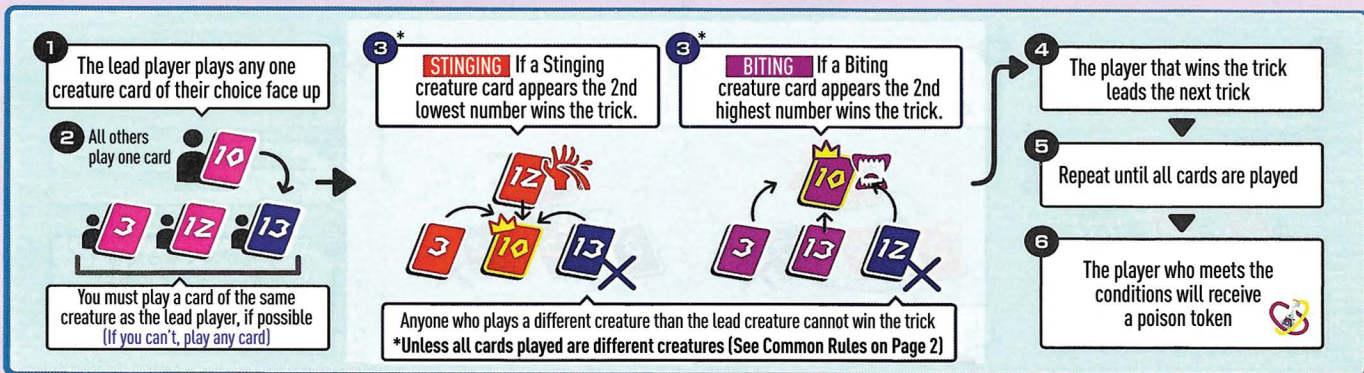
Game Flow - Game 4 ★★★★★ 2nd Highest Wins



- STEP 1** ▶ The lead player chooses any one creature card from their hand and plays it face up on the table.
- STEP 2** ▶ Then, one by one in a counterclockwise* direction, each other player will play one card, face up, according to the rules below.
- If you have a creature card that is the same as the lead card that was played, you must play one of them. If you do not have a matching creature card, you may play any card. *Translator note: You may play cards in a clockwise direction, if you wish. There is no reason why this would mess with the game flow.
- STEP 3** ▶ After everyone has played, the player with the 2nd highest number that matches the lead card wins the trick. Anyone who plays a different creature card then the lead creature cannot win the trick. Unless all cards played in the trick are different creatures. Then, the highest number among all creatures wins. If there is a tie for highest number, the strongest position wins. (See Common Rules on Page 2)
- STEP 4** ▶ The player that wins the trick acquires all played cards and leads the next trick.
- STEP 5** ▶ Repeat Steps 1-4 until all players are out of cards.
- STEP 6** ▶ Count the number of creature cards you have acquired.
- The player who acquired the second most amount of cards will receive 2 poison tokens.
 - The player who acquired the third most amount of cards receives 1 poison token.
 - All other players will not receive any poison tokens.

Game Flow - Game 5 ★★★★★ 2nd Highest/Lowest Wins

*Translator note for Step 3: The rules specifically state if the type of creature "appears" in the trick, not "is lead". However, the picture example uses a blue (Stinging) card in the Biting trick and does not impact what "appears" in the trick. Therefore, I believe the type of creature that leads the trick determines if the 2nd highest or lowest number wins.



- STEP 1** ▶ The lead player chooses any one creature card from their hand and plays it face up on the table.
- STEP 2** ▶ Then, one by one in a counterclockwise* direction, each other player will play one card, face up, according to the rules below.
- If you have a creature card that is the same as the lead card that was played, you must play one of them. If you do not have a matching creature card, you may play any card. *Translator note: You may play cards in a clockwise direction, if you wish. There is no reason why this would mess with the game flow.
- STEP 3*** ▶ After everyone has played, if a Stinging card appeared, the 2nd lowest number that matches the lead card wins the trick. If a Biting card appeared, the 2nd highest number that matches lead wins. Anyone who plays a different creature card than the lead creature cannot win. Unless all cards played in the trick are different creatures. Then, the 2nd lowest/highest number among all creatures wins. If there is a tie, the strongest position wins. (See Common Rules on Page 2)
- STEP 4** ▶ The player that wins the trick acquires all played cards and leads the next trick.
- STEP 5** ▶ Repeat Steps 1-4 until all players are out of cards.
- STEP 6** ▶ Count the number of creature cards you have acquired.
- The player who acquired the second most amount of cards will receive 2 poison tokens.
 - The player who acquired the third most amount of cards receives 1 poison token.
 - All other players will not receive any poison tokens.

If more than one player acquires the second most amount of cards, the player with the most amount of the strongest poisonous cards will be second most.