

OZEANIEN

Ein Entdeckungsspiel für 1 oder 2 Spieler

GAME COMPONENTS



- 1 set of Game Rules
- 1 Game Board
- 16 Scout Tiles (8 white and 8 grey tiles, valued 1, 2, and 3)
- 35 Sea Tiles
- 25 Reserve Tiles (Sea Tiles with cloud symbols)
- 1 Explorer Ship



SETTING UP THE GAME

- Place the Game Board in the center of the playing area.
- Separate the Sea Tiles from the Reserve Tiles.
- Sort and organize the Reserve Tiles into six stacks and place them face-up next to one side of the game board.
- Place the Sea Tiles face down in the box lid and mix the pieces in the box lid thoroughly by moving them back and forth.
- Draw 3 of the Sea Tiles from the lid (keep them face down). Take them out of the game. These tiles won't be used in this game.

- One player takes the grey Scout Tiles and the other player takes the white ones.
- Place the Explorer Ship next to the Game Board.

GAME OVERVIEW

The brown area in the middle of the game board represents the undiscovered realm of "Oceania." Your mission is to explore the archipelago of Oceania starting from the edges of the undiscovered region (on the outside of the game board). If you explore a Sea Tile with an island, you may place a scout on that tile. Once an island is completely discovered, the player with the most scouts on the island gets points. The bigger the island, the more points you can score. The player with the highest score at the end of the game is the more successful explorer and thus wins the game.

Turn Sequence

The player who lost the last "Oceania" game starts this time. If both players are meeting for the first time the younger player begins. A turn has the following phases:

1. Choosing the Starting Point
2. Exploring the undiscovered wilds
3. Placing Scouts (if land was discovered)

After completing the three phases it is the other player's turn.



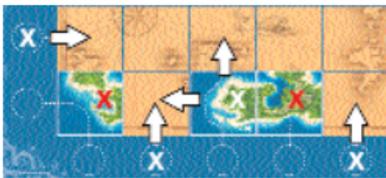
Want to get started playing "OCEANIA" immediately? Then look for my website www.profeasy.com and watch Marlene and Siegfried play a game.

1. Choosing the Starting Point

First, decide where you want to start exploring that turn. A starting point can either be a circle on one of the three sides of the game board or a Sea Tile that has already been explored. The starting point can be anywhere on the board, it does not have to be the same point that the last explorer started from.

Note: A starting point must always be connected to the undiscovered region by a white dotted line.

Once you have chosen a starting point, place the Explorer Ship there.



Example: The areas that are marked with a white "x" may be used as starting points. It is not possible to choose the tiles that are marked with a red "x," because these fields do not connect to unexplored areas with a dotted line.

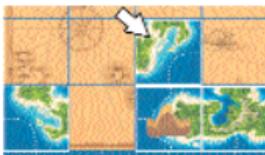
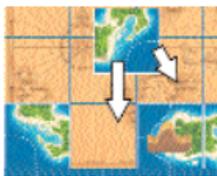
2. Exploring

Now draw a random Sea Tile out of the box lid and look at it. Place the tile so a side that shows the dotted line is next to the Explorer Ship and make sure it fits.

A tile fits if it can be placed so it's connected correctly to all adjacent spaces, i.e., land must always border land and water must always connect to water.

If there is more than one position where the tile can be placed, you may choose how to place it.

Example: You have chosen a starting point and have then drawn a Sea Tile. You can place the tile to the left or go deeper into the undiscovered area towards the top. You choose to place the Sea Tile in the top space (note that the water side connects to water).



Your turn ends immediately if the tile cannot be placed correctly. In this case, you must place the tile face up in front of you, in your own discard pile. At the end of the game, each of these face up tiles are worth 2 minus points. However, they may be used during the game with the help of your scouts (see: "Using Discarded Sea Tiles" on page 3). If an empty space is completely surrounded by explored areas after the new Sea Tile is placed, it must be filled in with a Reserve Tile (see: "Surrounded Areas" on page 3).

3. Placing Scouts

If you were able to place a fitting Sea Tile with land on it, you may play one of your Scout tiles on it. You may choose which of your scouts

to play (value 1, 2 or 3), but you may only place one scout tile during your turn.

The grey player places a scout with a value of 2 on the newly discovered Sea Tile.

If you placed a Sea Tile that shows two islands divided by a dotted line, you must choose which island to deploy your scout on. You may not place more than one scout on a tile.



Ending the Game

There are two possible ways to end the game:

- All spaces on the board are explored; or
- All the Sea Tiles in the box lid are used.

Note: You cannot start the explorer ship along the top of the gameboard (where there are no circles). This may mean that it will become impossible to completely explore an item because there won't be any way to reach it!

Scoring

Only islands which have been completely explored are scored. Both players add up the value their scouts on each completed island. If you have the highest value of scouts on an island, you receive one point for each Sea Tile that is a part of the island. If both players have the same value of scouts on an island, neither player receives any points for that island (see: "Example of scoring" on page 3).

Then, you must subtract 2 points from your score for each Sea Tile that is still face up in front of you.

The player with the highest number of points after scoring all the islands (and subtracting any minus points) wins the game!

Example of Scoring:

In the example below, there are 3 islands which are scored as follows:

Island A: The grey player has the most valuable scouts and gets 3 points.

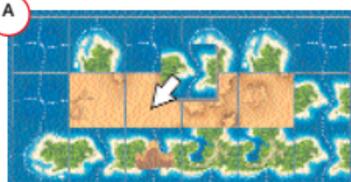
Island B: The white player has scouts worth 4, while the grey player has only 3. The white player receives 8 points.

Island C: The island was not fully explored, so neither player scores any points.

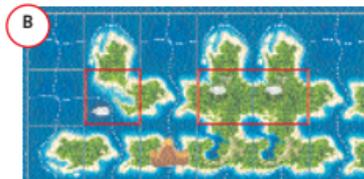


TIPS

1. A game of "Oceania" usually lasts no longer than about 10 minutes, so you might want to play a few "rounds." Choose a certain number of rounds you will play with your fellow player before you begin. The player who wins the most rounds after three or five rounds, for instance, would be the winner.
2. Place the Reserve Tiles in a zip lock bag after the game. You will be able to set up your next game faster.



drawing a tile from the box, you may choose to play a Sea Tile that you have face up in front of you (assuming that it fits). In order to play a face up tile, you need to pay one of your scout tiles of your choice. The scout used is removed from play. While you can choose any of your scouts, it makes sense to use a scout with value 1.



Surrounded Areas

An undiscovered area is "surrounded" as soon as it is surrounded on all four sides by Sea Tiles or the sides of the game board. Several spaces may also count as "surrounded," if they are completely enclosed by land on all sides. If you place a Sea Tile that creates a "surrounded" area you must fill it with the appropriate tile from one of the Reserve Tile stacks.

(A) The white player places a Sea Tile, which creates a surrounded area on the left (because it is surrounded by other Sea Tiles on all 4 sides). There is also a surrounded area to the right (because it's wholly enclosed by land tile edges).

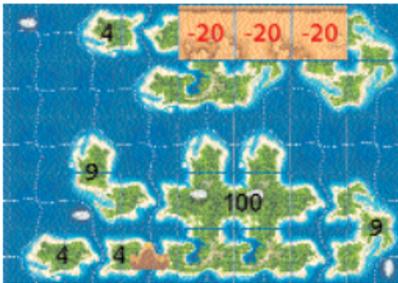
- (B) The surrounded areas are filled in with the correct Reserve Tiles (with the red frames).
- Note: In the unlikely event that there are no Reserve Tiles left at the end of the game to fill in a surrounded area, players should treat the surrounded area as if it was filled in with a Reserve Tile.

Strategy Hints

1. It is best to place your Scouts when the first edges of bigger islands emerge. Playing Scouts at this time can help you gain the majority on bigger islands.
2. It may very well be a smart move at the beginning of the game to try to draw a tile that doesn't fit. If you do, choose a starting place where you can place as few different kinds of Sea Tiles as possible. In the later stages of the game, this Sea Tile may come in handy for a targeted use, such as the completion of an island or to decrease the size of an island your opponent controls.
3. There are only 3 sides of the game board from which players may launch their ships. Therefore, it is quite possible that the game will end before all the spaces are explored. You can turn this into your advantage if your fellow player has the majority of scouts on an island that is not complete. You may also be able to use a discarded Sea Tile in front of you to prevent the completion of an island.

OCEANIA FOR ONE PLAYER

Set up the game the same way as in the 2-player game. Do not use the Scout Tiles are in this game. The game play is the same as in the game for 2 players. Choose your starting point and draw a Sea Tile from the box lid and place it (or discard it, if it does not fit). Repeat these steps until all the unexplored areas are filled or until all the Sea Tiles are used up. The scoring at the end of the game is different from the 2-player version. For each completed island, count the number of tiles that make up the island and square it (multiply the number by itself: so an island made up of 4 tiles would be worth 16 points). Add up the points for all the explored islands. Then, subtract 20 points from that total for each space that is still unexplored.



Scoring Example: This player has a total score of 70 points (130 - 60).

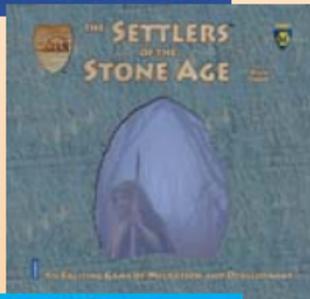
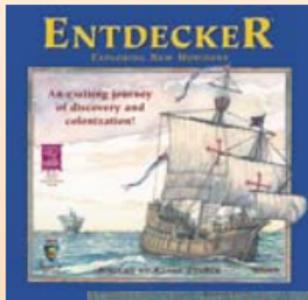
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