

Synth Surfer

Estimated Play Time: 30 minutes

Number of Players: 2-4 players

Credits: Team S.K.A.B.

- Sai Dasika
- Kunal Pilla
- Altay Murat
- Benjamin Haberman

Backstory:

The world has been silent ever since the the Synth Wars, hundreds of years ago. All the sound coalesced above the atmosphere into a turbulent sea of noise, the Synth Sea. In the world below civilization rebuilt into four factions who got mankind through the troubled years. But they wondered about the cacophony raging above, the scar of the war.

Nestled within the sea are nodes filled with fragments of a prophecy from before the Synth War. The prophecy contains details of the coming of the Unifier who will reunite the disparate peoples of the world.

You are one of the few equipped with the necessary skills to surf the Synth Sea, you have been sent by the Chairman along with other synth surfers to recover fragments of the prophecy. If you can collect enough pieces, you can usher in a new era or keep the world muted forever.

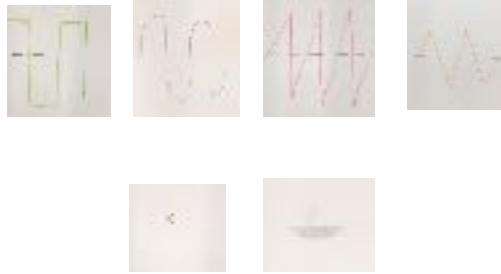
While you are surfing the Synth Sea be sure to checkout the following landmarks: the Bermuda Square where many surfers have gotten lost before. You can hear the sound wave that crashed the exploratory craft "The Diminutive". Be sure to stand at the feet of Echo Falls and listen..



Game Components:
4 Player Tokens



30 Board Tiles, consisting of
6 Sin Wave Tiles
6 Square Wave Tiles
6 Sawtooth Wave Tiles
6 Triangle Wave Tiles
5 Node Tiles
1 Boat Tile



21 Fragment Tokens



4 Surfer Cards



1 Map cardboard base (optional, 6x5 layout)

50 Trick Cards, consisting of
10 Sin cards
10 Square cards
10 Sawtooth cards
10 Triangle cards
6 Hang Ten cards
4 Wipeout cards



Objective: Surf the waves of the Synth Sea and recover the most fragments to victory.

Setup:

1. Shuffle the 30 board tiles. Distribute tiles randomly on the cardboard base map. No Islands or boat can be placed in adjacent tiles (neighboring or diagonal), to prevent adjacent island and boat tiles place such tiles at least two tiles units apart.
2. Shuffle the 50 card trick deck. Deal two cards two each player face side down. Deal 5 cards face up next to the board (face up trick cards).
3. Players choose tokens and matching surfer card and places player token on the boat tile.
4. Distribute the plunder tokens equally amongst the island tiles.
 - 2 players : 11 fragment tokens
 - 3 players: 16 fragment tokens
 - 4 players: 21 fragment tokens
5. Youngest player starts, clockwise order.

Play Progression: Two possible actions per player turn. Draw or Surf.

1. Draw - Player draws two cards. Player may draw either from the face down deck or the face up trick cards. Whenever a trick card is drawn from the face up common deck, a replacement card is drawn from the trick deck. If the trick card deck is empty, shuffle the discard pile and place discarded pile as the new trick card deck. Wipeout or Hang 10 cards can only be drawn as the first draw of turn, and the player's turn ends. Wipeout card is used as one of the player's draw actions for the turn; the wipeout card allows the player to draw a random card from another player's hand.
2. Surf - Player uses trick cards from their hand to navigate the synth board and ride the sound waves to the islands. You must have the corresponding trick cards that correspond to the surf path required. No diagonal movement allowed. Trick cards used to surf are placed in the discard pile.
Hang 10 cards can be used for all 4 types of sound waves.

Resolution:

When all fragments has been collected, the player with the most fragments wins. In the event of a tie play continues for the tied players; the first tied player to arrive at the boat wins.