

Ride the Waves

Mike Erwin & Zach Smith

A two-player game of fun at the beach riding the waves, with occasional tragedies.

Layout

Sea cards are laid out in 5 rows of 4 cards each. The Beach is nearest the players, followed by two rows of Shallow cards, one row of alternating Shallow and Deep, and two rows of Deep. Both player pieces start on the beach.

Besides being Deep or Shallow, each card is either a Wave or Calm. There are Shallow Wave cards and Deep Calm cards, etc. etc.

Separate decks of Deep and Shallow cards are on one side of the grid, and separate discard piles will grow on the other side as the game progresses. A single deck of Shift cards is on the Beach.

Objective

Very simple: have a great day at the beach and catch some good waves! Also don't drown alone. Or let your friend drown alone. That would haunt you forever.

Gameplay

Taking Turns

Rounds are very quick -- usually a few seconds. The first player of each round alternates. For example A moves, then B moves, then the seas shift. Next round B moves, then A moves, then the seas shift again.

AB~BA~AB~BA

Legal Moves

At the beginning of a turn, each player will be on the Beach or on a Calm card. On their turn, players may move one position (inland, out to sea, or to either side) or stay in the same spot. Players may exit the water onto the Beach, but must stay within the other 3 borders.

Players never occupy the same card, but see Player Interaction below.

Scoring

Riding waves is awesome! When a player lands on a Wave card -- intentionally or not -- they ride that wave inland until reaching still water or the beach itself. Rides as long as 5 cards are possible. Longer rides are more awesome, and come with free bragging rights.

Energy

Each player starts with 5 energy, and reaching the beach any time later in the game restores the full 5. Energy is spent treading in deep water, moving [from deep tile to deep tile (reword as needed)], or powering through a wave to get further out.

Shifting Seas

Players are at the mercy of the shifting seas. Opportunities arise, hopes build, plans change, dreams shatter. Each round (after both players have moved), one Shift card is drawn. It describes which rows of the sea will change for the next round. 2 or 3 of the 5 rows will shift left or right by one position, with the extra card discarded and the empty spot replaced by drawing a new Shallow or Deep card from the deck. The pattern of Shallow and Deep is always maintained, but the pattern of Waves changes from one round to the next. Rows are shifted in order from deep sea toward the beach. Shuffle the discards and use them as the deck when needed.

A shifting row carries any players on that row; they stay on the same card. If a player is shifted off the grid, the old card is discarded as usual and the player immediately swims back onto the adjacent card of that row. If that card is a wave, player immediately rides that wave. After the affected player comes to rest, continue shifting rows.

After the seas are done shifting, the round begins!

Player Interaction

Players are free to help or hinder each other on the quest to ride the ultimate wave. One player can occupy the card of the other player by pushing them onto the adjacent card. Both moves must be legal. Pushing a player does not cost *them* any energy.

End Game

Once all the Shifting cards have been drawn and used, the sea remains in that final state. Both players must make their way back to the beach. After that you two can have a nice dinner, light a bonfire, or sleep it off. It's up to you! But *getting* to the beach is a prerequisite. Players continue taking turns as in regular gameplay: swim, ride waves, or walk on the shallow sandy bottom toward shore. The only restriction is that you can no longer swim further out to sea.

Accessibility Modifications

Game can be brailled using the following:

Shift cards

- 'a' in a five tall column down the center to denote the line
- 'b' to the side of each 'a' for each arrow to the side

Wave cards: two letters in the upper left corner

- 1st Letter: Shallow / Deep: 'f' / 'o'
- 2nd Letter: Wave / Calm: 'Lowercase L' / 'b'

Materials

Cards:

Deep: Waves - 13; Lulls - 19

Shallow: Waves - 19; Lulls - 13

Shifting Sea: 28 (see pattern for how to make each card)

10 energy tokens

2 unique player tokens

Shift card patterns

28 total

□	□	□	□	□	□
□>	□>	□>	<□	<□	□>
□	□	□	□	□	□
□>	<□	□>	□	□>	<□
□	<□	<□	□>	<□	□
□	<□	<□	□	□	□>
□	□	□	<□	□	□
□	□>	<□	□	<□	□
□>	□	□>	□>	□>	<□
<□	□	□	□	□	□
<□	<□	□	□	<□	□>
□	□	□	□	□>	□
<□	□>	□>	<□	□	<□
□	□>	□	□	□>	□>
□	□	<□	□>	□	□
<□	□	<□	□	<□	<□
<□	□>	□>	□>	□>	□
□	□>	□	<□	□	□>
□>	□	□	□	<□	□
□	<□	□	□	□	<□
□	□>	□	□		
□	□	□>	□>		
<□	<□	<□	<□		
□	□	□	□		
<□	□>	□>	<□		