

The image displays two rows of creative illustrations. The top row, 'BOTTLE', is composed of: a red and green soda can, a pile of colorful beads, a coiled rope, a blue plastic bottle, a broken bottle with liquid spilling, a green glass bottle, and a hand holding a bottle. The bottom row, 'BENCH', is composed of: a row of white rectangular blocks, a wooden log, a yellow hand holding a red block, a coiled rope, a blue ladder-like structure, a hand holding a pile of colorful beads, and a brown animal head.

2 - 4 PLAYERS
5 - 25 MINUTES
8+ YEARS

1. Purpose of the game:

2. The game:

Every player gets 5 Starter cards (A, B, C or D) with Garbage.

Use of Starter cards with: 2 players: AB or CD
3 players: ABC, ACD or BCD
4 players: ABCD

Every player puts their 5 Starter cards next to each other, while the Garbage side is turned upwards and the beach side is turned to themselves.



Thereafter, select the four Beachcomber cards, that are two-sided. The players each have to choose a Beachcomber card and put it in front of 1 of the 5 Starter cards. Then they have to turn this Starter card to 'Clean'. See picture above

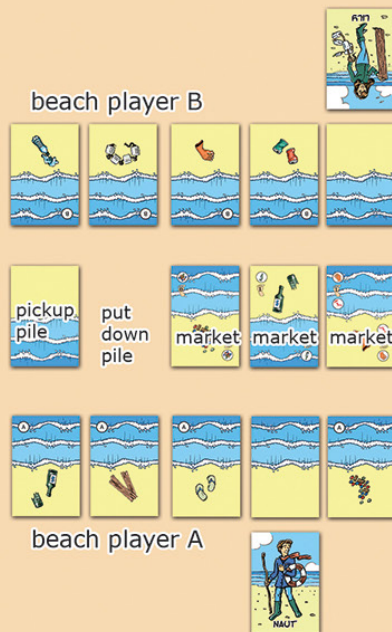
The remaining 86 cards are the hand cards (these cards have a Clean beach on their backside). Take out the 4 Flood cards at the beginning of every game. Shuffle the remaining 82 hand cards and give each player 4 hand cards. Then form the Market in the middle with 3 hand cards.

Form 4, 3 or 2 piles (with a certain amount of cards) of the remaining hand cards, according to the diagram below.

Players	Stack 1	Stack 2	Stack 3	Stack 4	Flood cards
2	12	12	12	35	4
3	18	18	31	X	3
4	24	39	X	X	2

Note: If the Pickup pile is empty, shuffle the Put down pile and form a new Pickup pile this way. However, before you shuffle the Put down pile, you have to take 1 Flood card out of the pile. The rest of the game the Flood card(s) can be anywhere in the new Pickup pile.

Example starting position with 2 players:



3. Actions explained :

The player who last cleaned up something from a beach may start as first. Every turn a player is allowed to play a maximum of 4 actions:

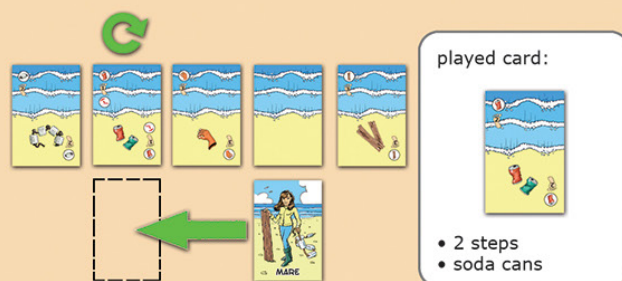
Action 1: take a new hand card from the Pickup pile.

Action 2: (if you can) put a '2-card' on the Put down pile and take 2 new cards from the Pickup pile. You are allowed to only do this once a turn.

Action 3: (if you want to) swap 1 of your hand cards with a card from the Market. You are allowed to only do this once a turn.

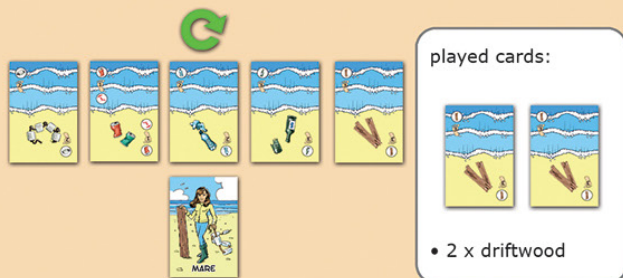
Action 4: choose from one of the following 5 options:

Beachcomber cleans up) put one hand card with Garbage corresponding with the Beach card you want to clean up and has the right amount of Steps to get to that Beach card, on the Put down pile. Move your Beachcomber according to the hand card you just played and clean up the Beach card by turning it upside down to its 'Clean' side.

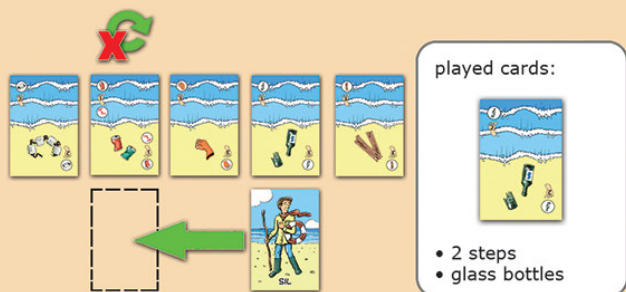


A Beachcomber is also allowed to clean up a Beach card he stands in front of by playing 2 of the same hand cards and putting them on the Put down pile. For example: 2 x wood for cleaning one plastic bottle.

Note: if the Garbage of your hand card does not correspond with the Garbage on the Beach card you move to, you are not allowed to Clean up this Beach card. In other words: you are not allowed to turn this Beach card to 'Clean'.

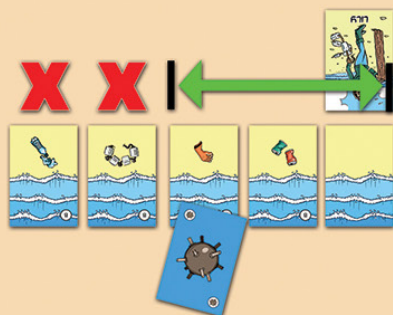


Beachcomber moves) put a hand card with a x-number of Steps on the Put down pile and move your Beachcomber according to the amount of Steps you played. **Note:** if the Garbage of your hand card does not correspond with the Garbage on the Beach card you move to, you are not allowed to Clean up this Beach card. In other words: you are not allowed to turn this Beach card to 'Clean'.



Beachcomber does nothing) the Beachcomber chooses to do nothing in his fourth action.

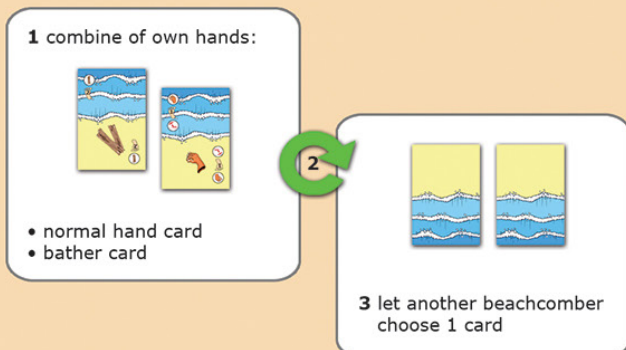
Beachcomber places a Sea mine) play a Sea mine card and put it on someone else's Beach. Be aware that it is not allowed to put a Sea mine card on a Beach card at which a Beachcomber stands in front of. It also is not allowed to place more than 1 Sea mine at one Beach at the same time. The Beachcomber has been restrained in his movements on his beach. See picture below:



Bather pollutes) combine a Bather card with an ordinary hand card of your own and offer them to another Beachcomber blindly. That Beachcomber has to choose one of the cards blindly. If he chooses the normal hand card, he can add it to his own hand cards.

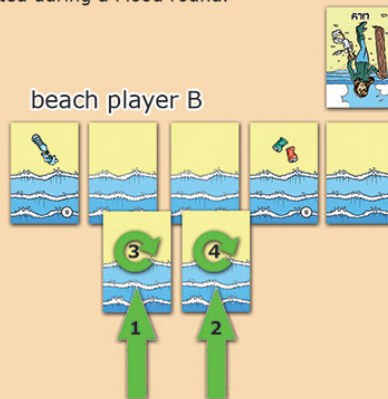
If he chooses the Bather card and the Garbage that comes with the Bather card does not lay on his Beach, he has to let the Bather card be placed on a clean Beach card by the Beachcomber who offered him 2 cards.

In both cases, the card that is not chosen, has to be put on the Put down pile.



4. Flood cards

At the moment a Beachcomber takes a Flood card from the Pickup pile, his turn ends. The Flood card is being put on the Put down pile and a Flood round follows immediately. Each Beachcomber, starting with the one who took the Flood card, takes as much hand cards from the Pickup pile as they have 'Clean' Beach cards. Thereafter, they place the cards on the 'Clean' Beach cards blindly. See example below. Then they turn these cards upside down. If they find Garbage that does not lay on their Beach, they have to keep the card where they placed it on their Beach. If they find Garbage that already lays on their Beach, they can put it on the Put down pile. Special cards such as Flood cards, ?-cards, 2-cards and Sea mine cards also have to be put on the Put down pile during a Flood round. **Note:** When a Beachcomber stands in front of a 'Clean' Beach card during the Flood round, this Beach card is protected from any Garbage during the Flood round. A 'Clean' Beach card at which a Sea mine has been put, is not protected during a Flood round.



5. Additional explanation Special cards:

Sea mines: A Beachcomber is not forced to clean up a Sea mine immediately, but he cannot pass a Sea mine unless he removes the Sea mine. In order to do this, the Beachcomber has to move with the right amount of Steps to the Sea mine (option: Beachcomber moves). Then he has to offer all his hand cards blindly to the Beachcomber who has put the Sea mine on his Beach. This Beachcomber has to pick half of the Beachcomber's hand cards (rounded down) and put the picked cards on the Put down pile. In the situation where the Beachcomber only has 1 hand card, that card automatically is being put on the Put down pile. When the Beachcomber has done this, the Sea mine card can be put on the Put down pile.

?-cards: this card is used as a joker card, which means the Beachcomber can use it to clean up any Beach card within the reach of 0, 1, 2 or 3 steps.

2-cards: a Beachcomber can use a 2-card in his turn during his second action. When he puts the 2-card on the Put down pile, he immediately has to take 2 hand cards from the Pickup pile.

Bather cards: there are 10 cards that have the Bather symbol on them. These cards can be used as normal hand cards (during action 4, options 'beachcomber cleans up' and 'beachcomber moves') or can be used as Bather cards (during action 4, option 'bather pollutes')



6. Special provision :

If, at any time during the game, a Beachcomber gets in the situation he no longer possesses any hand cards, he has to take as much hand cards from the Pickup pile as he has different Garbage on his Beach. **Note:** if, during this action, the Beachcomber takes a Flood card, a Flood round follows immediately. If the Beachcomber still has no hand cards after the Flood round, he still can supplement his hands in accordance with the special provision.

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