

SURFOSAURUS MAX



In a Coconut Shell

Outcooperate the competition!

Surfosaurus MAX's cards come in seven suits, with values from 01 to 12. The higher a card's value, the fewer victory points are on it. When it is your turn, you play a single hand card and draw a new one immediately. Once the right number of cards has been reached, **the one strongest possible combination out of all the cards played by all the players wins.** If you contributed a card to the winning combination, you get to score it.

Components

84 Surfosaurus cards

7 kinds, each with values 01 to 12 and with 12 to 02 VP (victory points) on it



12 coconut cards

6x full coconut = full VPs

6x half coconut = half VPs

7 surfboards



1 Surfosaurus MAX
(first player marker)

12 reminders (not pictured)
2x 2 Players
4x 3-4 Players
6x 5-6 Players

7 blank Surfosaurus cards
(1 of each kind)

The 7 blank Surfosaurus cards are spares. Write on them with a permanent marker to replace lost or damaged cards.



Setup

Shuffle all 84 Surfosaurus cards. Remove the right number (→) of cards from the game (without looking at them).

- 2 players: Remove 24 cards.
- 3 players: Remove 12 cards.
- 4 players: Remove 0 cards.
- 5 players: Remove 4 cards.
- 6 players: Remove 0 cards.

Deal 7 hand cards to each player. The remaining Surfosaurus cards are the draw pile.

Place both a full and a half coconut card as well as one surfboard in front of each player. Give everybody a reminder matching your player count. The most experienced paleontologist / surfer is the starting player and puts the Surfosaurus MAX meeple on their surfboard. Play one after the other in clockwise order.

One Round

If it is your turn, play 1 hand card face up in front of yourself and immediately draw a new hand card. Then it is the next player's turn.

If you ever forget to draw back to 7 hand cards, just do so once you notice.

Continue to play like this until each player has played the right number (→) of Surfosaurus cards.

- 2 - 3 players: Play 3 cards each.
- 4 - 6 players: Play 2 cards each.

Look at all the face up Surfosaurus cards on the table. The strongest possible combination of the right number (→) of these cards wins.

- 2 - 4 players: The best 4 card combination wins.
- 5 - 6 players: The best 5 card combination wins.

Each player who has contributed a card or cards to the winning combination scores that card or these cards.



These are the possible combinations (of 4 or 5 cards), from ① strongest to ⑤ weakest:

Examples (2-4 players):

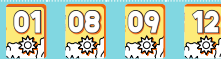
① same color sequence



② same number



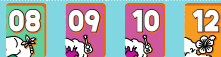
③ same color



④ sequence



⑤ highest values



You can also think of the combinations as poker hands:

- ① "straight flush"
- ② "4/5 of a kind"
- ③ "flush"
- ④ "straight"
- ⑤ "high cards"

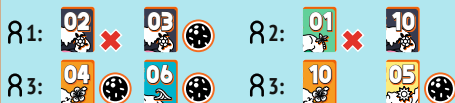


Whenever possible, **resolve ties in favor of the higher value card or cards.**

Example A: A ③ "flush" is the strongest combination of 4 cards. However, 5 same color cards have been played. As a result, the lowest value card of that color is not scored.



Example B: A ④ "straight" is the strongest combination of 4 cards. However, 6 cards that are a sequence have been played. As a result, the 2 lowest value cards of the sequence are not scored.

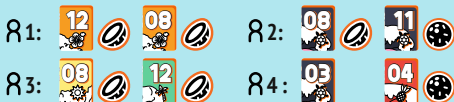


Sometimes cards are truly tied, i.e. tied in value within the winning combination. (Exceedingly rare: Two ① same color sequences or two ③ same color combinations with exactly the same values are also truly tied.) **All truly tied cards score only half VPs.**

Example C: A ④ "straight" is the strongest combination. However, multiple players have contributed cards of the same value to the sequence and score only half VPs for these.



Example D: Instead of a "proper combination" the 4 ⑤ "high cards" win. Each of the cards with the highest values of which there are multiples scores only half VPs.



Put your played Surfsofurus cards that score full VPs underneath your full coconut card. Put those that score half VPs (because they were truly tied) underneath your half coconut card.

Remove all played cards that nobody scored from the game. Then the left neighbor of the current starting player puts the Surfsofurus MAX on their surfboard and becomes the new starting player of the next round. **Do not discard your hand cards between rounds.**

The End

The game ends once everybody has been the starting player of the right number (→) of rounds.

Add up the (full and half) VPs from all your scored Surfsofurus cards. If you have the most VPs, you win. In case of a tie, the tied player who has scored more cards total wins. In case of another tie, there are multiple winners.

2 players:

Start 3 rounds each.

3 - 4 players:

Start 2 rounds each.

5 - 6 players:

Start 1 round each.

The draw pile is empty before the end of the game? Continue to play without a full hand of cards!



Two Player Game

In a two player game, **reveal 1 random Surfsofurus card from the draw pile after you have each played your first card. Repeat this after you have each played your second card** (but not after the third).

At the end of the round, treat these 2 additional cards as if they had been played by a third player when you look for the strongest possible combination. After the round, remove both random cards from the game, independent of whether or not they scored.



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