Designed by Myles Wallace
myles.wallace@gmail. - 1-512-656-0980

Beach Vacay Rules

It's time for some fun in the sun! In this lightweight, relaxing game, you are all trying to have the most groovy beach vacation. Play cooperatively to build sand castles or read or take walks in the sand, but you also balance these activities with keeping the vacation "vibe" going. For 2-4 players, ages 8+, Beach Vacay takes about 20 minutes to play.

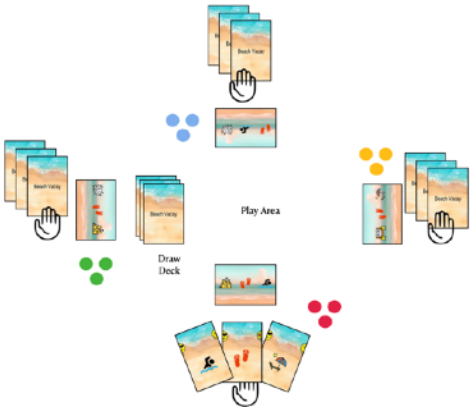
Components:

12 horizontal goal cards, 42 vertical beach cards, 12 beachball markers in 4 different colors, 4 player aids.

Note: if playing the print-and-play, you'll need to find your own tokens to represent beachballs.

Set-up:

- Shuffle and deal face down all goal cards between players; each player will make a stack and turn the top goal card face up.
- Shuffle and deal 3 beach activity cards to each player and set the rest as a draw stack in the middle.
- Each player chooses a color and takes the matching beach balls.
- The player who has most recently been to the beach begins.



Sample set-up of 4 players.

The beach cards:

Each card has an activity in the middle and a half of a vibe emoji in the upper left and right corners.

- There are six activities: looking for seashells, taking a walk, building a sandcastle, swimming, reading, and taking a nap
- There are also 3 vibe emojis: smiley face, sunglasses face, and heart eyes.

When you play, you will be seeking to match the activities with players goal cards and "keeping the vibe going" by completing emojis.

Play:

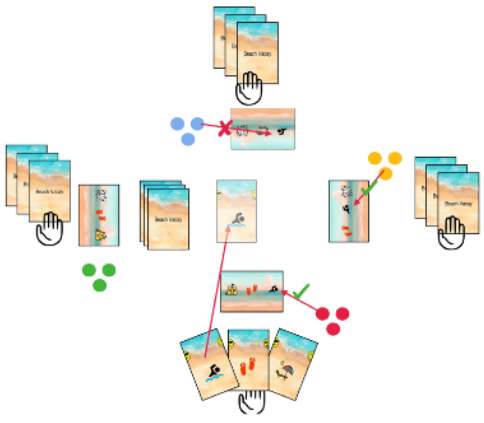
First, you may spend played beach cards to "cash in the vibe" for special one-time abilities (see next page).

Then, you may either:

A) **Play a beach card.** Play cards from left to right. Whenever a beach card is played, players to the left and right of the active player look at their topmost goal card and cover the matching activities with a beach ball (in a 2-3 player game, this is effectively all players). When any player has covered all three activities, they immediately discard that goal and flip over a new one.

B) **Discard a card.** In order to keep the vibe going, you may want to discard a card instead.

Finally, draw back to a hand of 3 cards.



Red plays a swimming card. Red and yellow cover swimming on their goal cards but blue does not because they are not sitting to the right or left of the red player.

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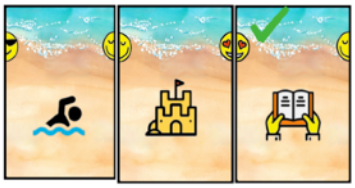
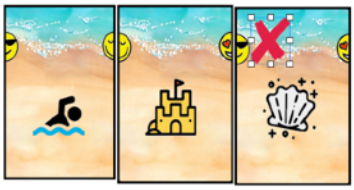




In this example, the leftmost arrangement continues the vibe, the right does not.

The Vibe:

Ruining: If you ruin the vibe by not completing an emoji, all beach cards must be discarded and that player must discard their hand, thus speeding up the end of the game. When you ruin the vibe, players still mark off activities on their goal cards and sometimes you may strategically want to ruin the vibe to cross off an important activity.

Cashing In: When you match the vibe (completing emojis) this will form a row of cards. At the beginning of your turn, you may remove a number of previously played beach cards (starting with the leftmost card in the row) in order to take a one-time special ability described in the table to the right. You do not need to leave any cards on the board when cashing in the vibe.

"Cash in the vibe"	***Card cost by player count***		
Action	**2p**	**3p**	**4p**
Any one player covers an activity	3	4	5
Any one player covers all actives on their current goal card	5	6	7
All players covers all activities on current goal cards	7	8	9
*This chart is summarized on the 4 player aid cards.			

Communication Restriction:

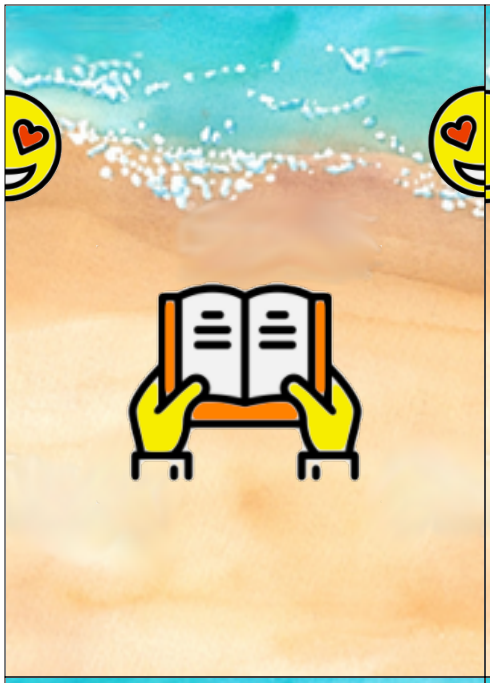
In this game, you are not allowed to show people your hand and you are not allowed to specifically communicate what you have in your hand. Communication should be generalized, such as "I'm really digging this vibe" or "I'm a little worried about getting all my goals done."

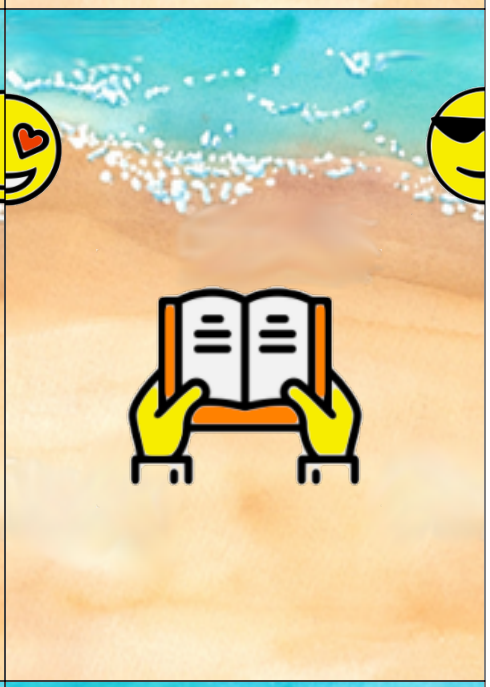
Game End:

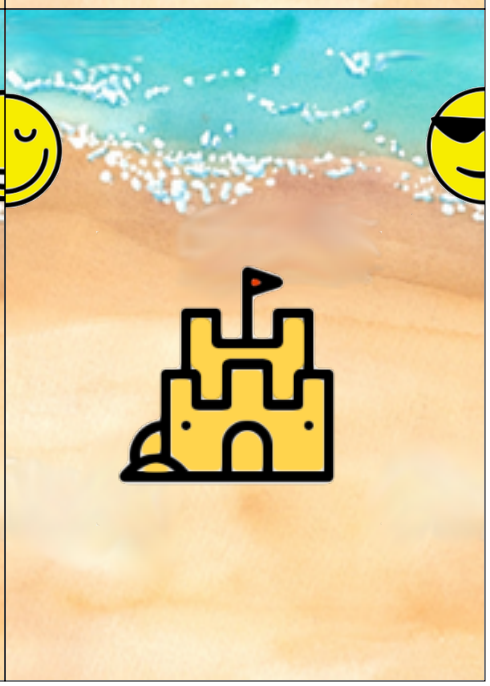
The game ends and players win if all players have completed all of their goal cards.

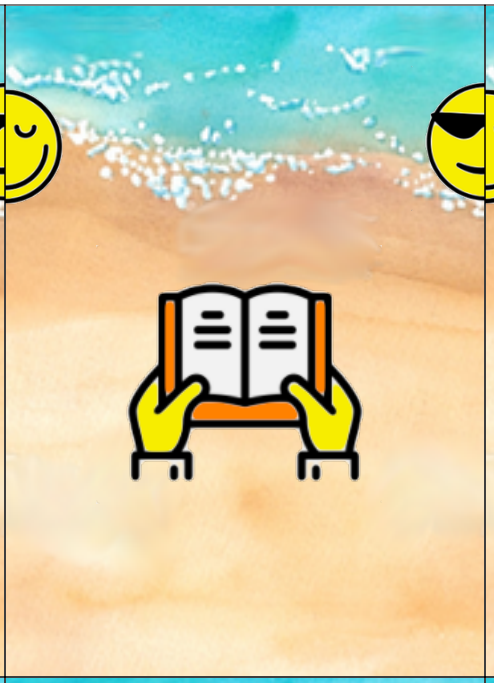
The game ends and players lose if the deck runs out. Bummer—better try again!

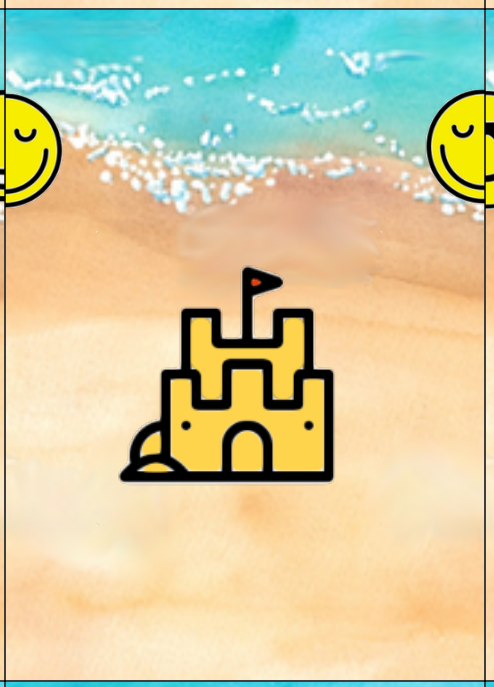
In this example (2 player game), before the red player plays a card or discards a card they may discard the 3 leftmost cards to cover up any one activity. In this case, they choose to cover up swimming

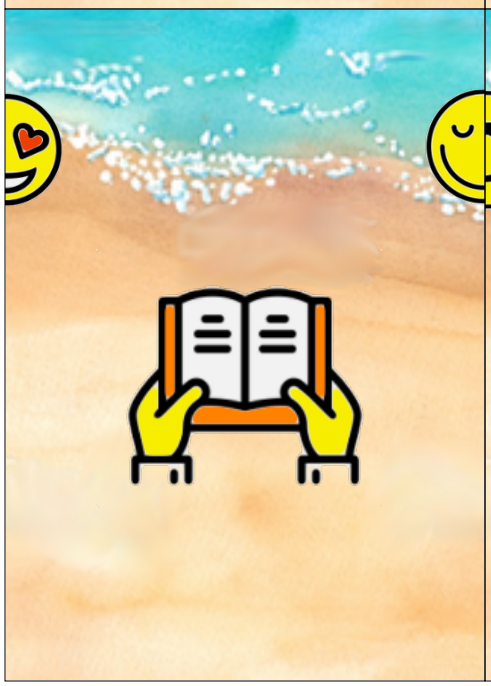


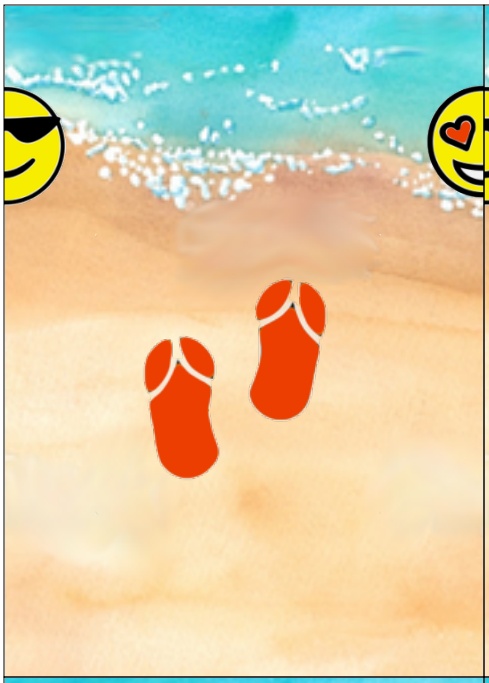


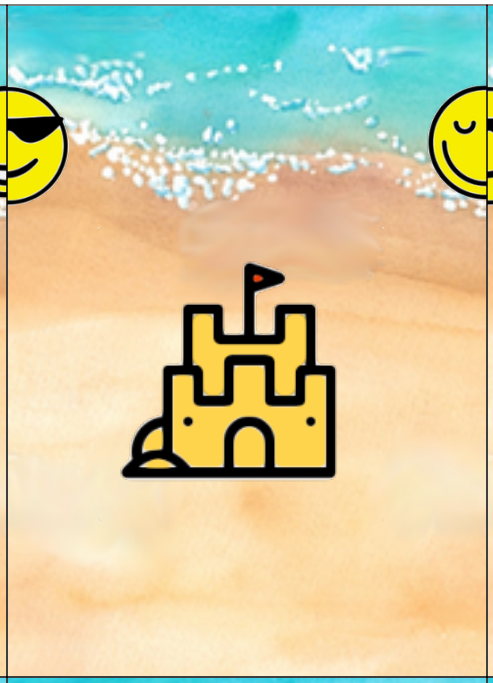


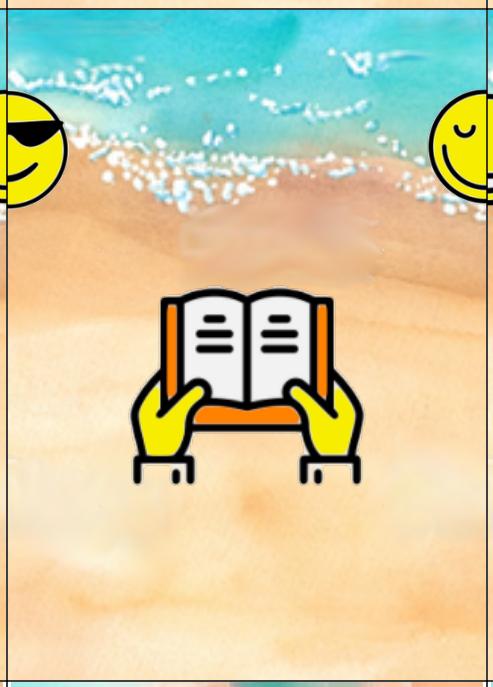


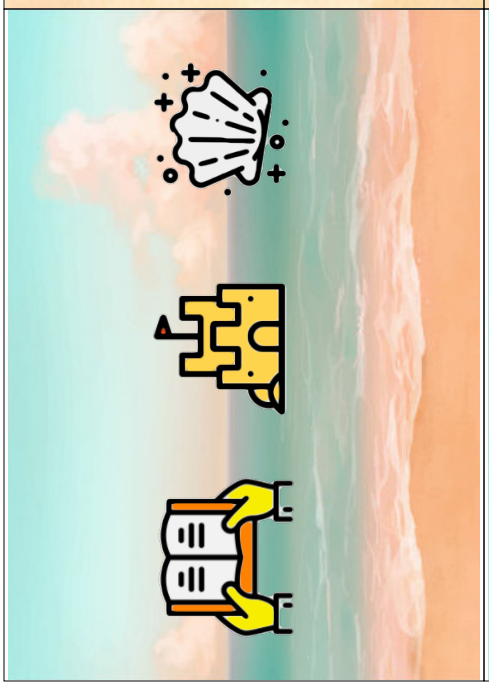


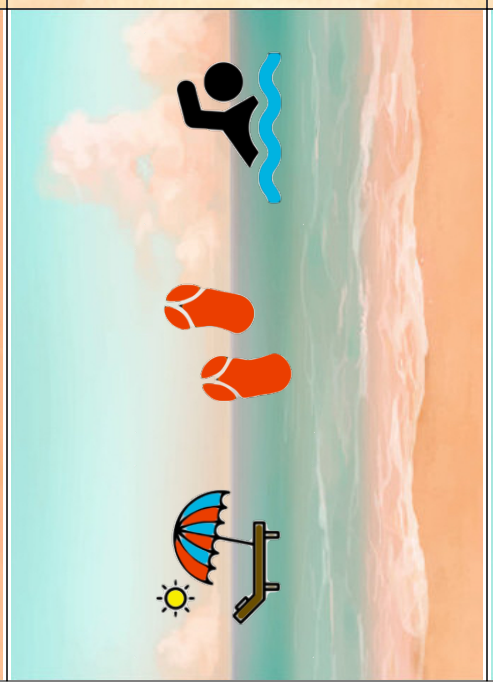


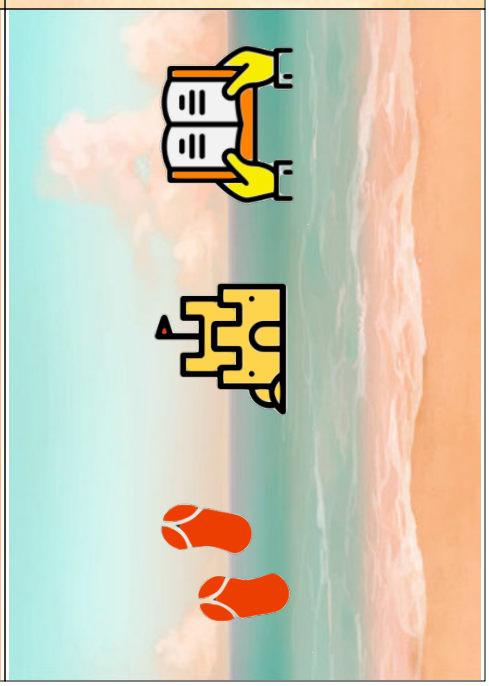


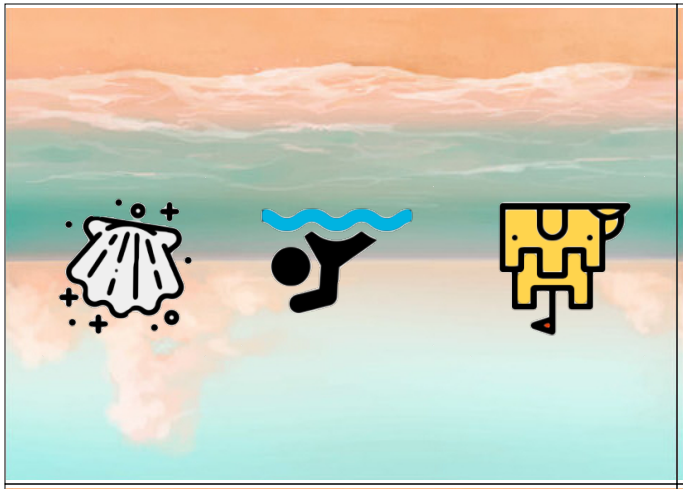


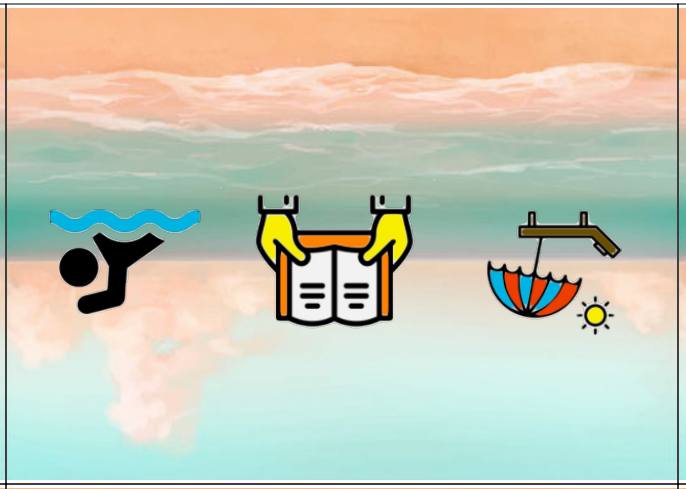


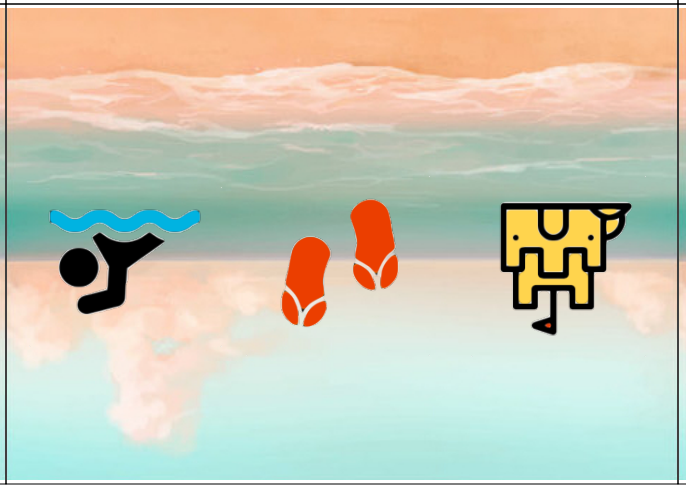


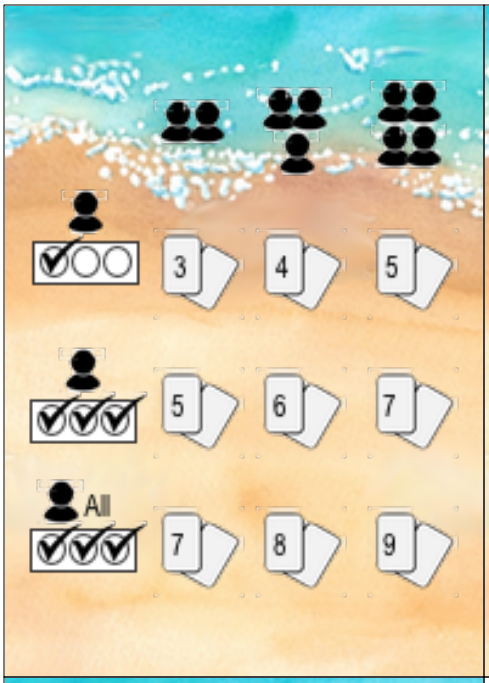








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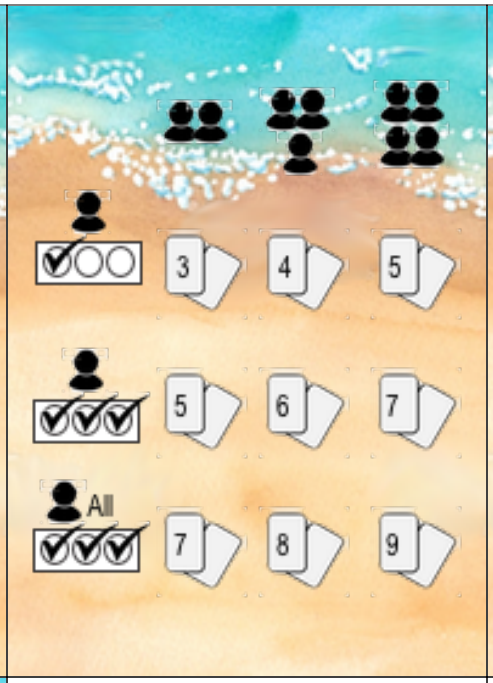
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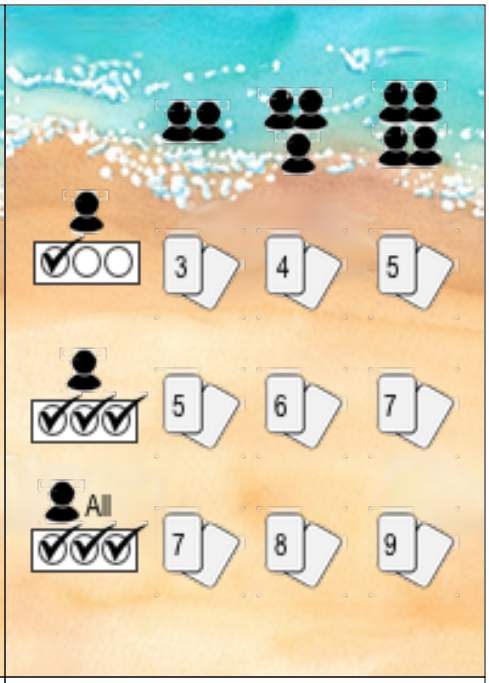
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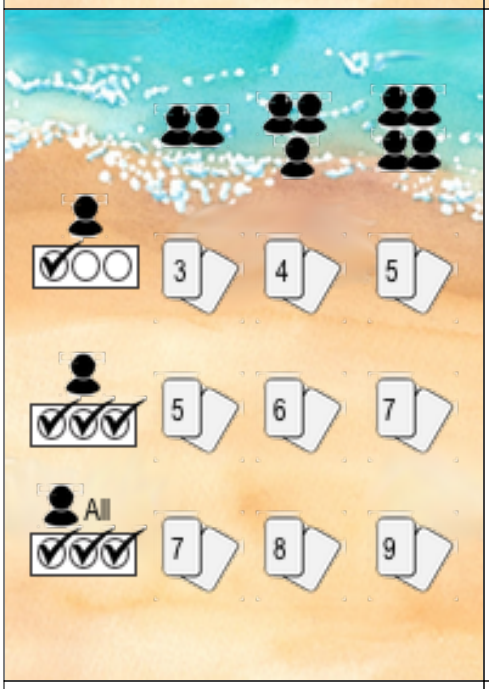
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