

Current Affairs Rules

You all are ocean cleaning crews competing to pick up ocean trash. In this game, race to collect floating garbage, complete government contracts for points, and restore habitats to save ocean wildlife. Can you "go with the flow"? For 3-5 players ages 8+, Current Affairs takes about 40 minutes to play.

Components:

Game board, 1 draw bag, 80 stackable trash tokens, 5 player boards, 5 player ships, 25 animal habitat tokens, 35 lock tokens, 28 contract cards.

Set-Up:

- 1) Place the game board in the middle of the table within reach of all players.
- 2) Mix the stackable trash tokens together in the bag. Now draw and place a number of trash tokens on the circles equal to the value in the circle. Place trash tokens in a stack on each of the circles in the 20 ocean regions.
- 3) Give each player a player board and each player selects a ship color.
- 4) Give each player one of each animal token. These are set on their player boards in the bottom left in the circles. Now each player places a lock token on each lock icon on their player board.
- 5) Shuffle the government contract cards and deal out a number equal to the amount of players. Beginning with a player of your choice, each player in clockwise order selects one of the face up cards and sets it on their player board. Deal again, then, beginning with the last player to choose and going counterclockwise (snake draft), each player selects a card to put in their other player board slot. Now deal three cards to the slots on the game board and set the rest of the deck in a face up in a fourth slot.
- 6) Beginning with the player who chose the highest value contract, take turns clockwise setting your ship in any unoccupied ocean region of your choice. Take the topmost trash from this region. Once all players have placed their ship, the player with the highest value contract will begin game.



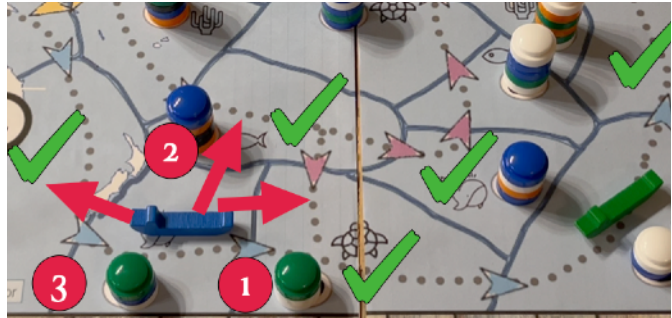
Sample set-up with 4 players

Play:

Each turn is divided into two phases: Ocean Phase and Port Phase. The port phase is optional can only be taken if you are in an ocean region that has one of the four ports (around the edge of the board). These phases are always resolved exactly in the order detailed below.

Ocean Phase:

- 1) **Move your ship:** At the start of the game, you have up to 3 movement actions. When moving you can “go with the flow” of the current, or not. Each turn, you must move and you cannot end your turn on the same space you started. Any unused movement actions are not carried over to the next turn.

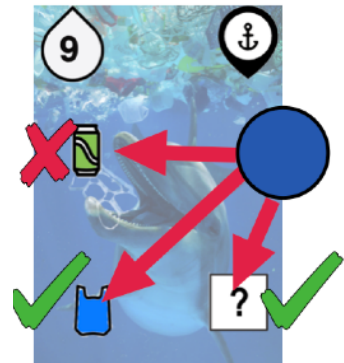


1 action to move with the current, 2 actions to move into a region where there is no current connecting, 3 to move against the current. With three actions blue could reach any of the check marks this turn. They cannot end their turn in the same space as the green player.

- **Current:** The game board has a series of dotted lines with arrows showing the direction of flow. The current bisecting the middle of the board horizontally moves both directions. As much as possible, you will want to move with the current (or at least not against it.)
- **Actions:** Moving with the current costs 1 of your actions, moving between regions where there is no current costs 2 actions, and moving directly against the current costs 3 actions.
- **Occupied Spaces:** You cannot stop in the space of another player and must instead spend actions to move through their space.

- 2) **Collect trash:** after you stop moving, collect the topmost piece of trash from your current region and place it on one of your contracts. If you don't have a space for it on a contract, do not pick up the trash. Question marks can be any trash of your choice. If there is no trash left in a region, do not pick up trash.

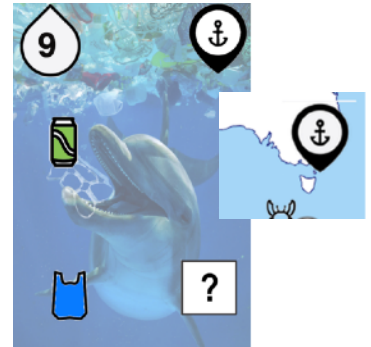
- **Restoring a habitat:** if you remove the last piece of trash in an ocean region AND have the matching habitat on your player board, you have restored a habitat. Take the token and add it to the game board. You will earn points for this at the end of the game. Note: if you don't have the matching habitat, nothing happens and another player with a matching habitat can restore this location on a future turn.



Blue trash (plastic) can be set on the blue plastic icon or ?, but not the green (aluminum).

Port Phase

- 3) **Deliver contract(s):** you may deliver any completed contract(s) in your current port. To do so, discard the trash tokens back into the draw bag and set the completed contract face down under your player board. At game end, you will score points based on the water droplet value.
- **Discarding contracts:** while not optimal, you may choose to discard any incomplete contracts, and all the trash on them, in order to draw a new contract to replace it.
- 4) **Upgrade your ship:** for each contract completed in the port that matches the color on the contract card, you may upgrade an element of your ship by removing an unlock token. To do so, remove a black lock token from a spot. In future turns, these upgrades will apply.
- A. Movement: you may unlock additional captain's wheels in order to increase your movement +1 action per unlock during Move Your Ship phase.
 - B. Picking: you may unlock the crane in order to be able to pick the first OR second topmost trash during the Collect Trash phase.
 - C. Habitats Bonus: at game end, score +2 points per habitats you restore.
 - D. Contract Completion Bonus: at game end, score +2 per points per contract you complete.
 - E. 1 More Turn: at the game end, take one additional turn. If multiple players have unlocked this, it is resolved in turn order.
 - F. Share space: the Move Your Ship, Occupied Spaces restriction no longer applies to you and you may move into a space currently occupied by another player.
- 5) **Draw new contract(s):** If you have less than two contracts, draw any of the face up contracts on the game board. Immediately deal out a new contract to replace the one drawn.



Upon completion and delivery, this card is worth 9 points. Also, if delivered at the white port, you can upgrade your ship

Game End and Scoring:

The game end is triggered as soon as one player either: completes 5 contracts OR restores 5 habitats. Play until all players have had an equal number of turns. Then resolve any 1 More Turn upgrades unlocked by players.

Players now earn points for:

- Each completed contract during the game (amount in water droplet)
- Number of their habitats restored (the amount restored multiplied by itself)
- Each trash on an incomplete contract (1 point apiece)
- Any unlocks from their ship (potentially Habitat Bonus and Completed Contract Bonus)

The person with the most points wins. In the case of a tie, whoever completed the highest value contract wins. If there's still a tie, victory is shared—after all, we saved the ocean together!