

Undertow – The Beach Game

It's a fine day at the beach and everyone is out swimming. But the Undertow is pulling you, your family, and friends out to sea! It's a race to see who can get their family back to the beach safely before they are lost forever...

Equipment Needed

- **Family/Friends Dice** - 5 to 7 similar colored dice for each player. See Setup for the number of dice per player.
- **Swimming Dice** – 3 dice of different colors. Preferably Red, Green, and another color not used for Family Dice. The off-color die is the *Modifier* die.
- **The Beach Board** – Game board showing The Beach with 10 swimming lanes and 12 (horizontal) distance steps.
- **Rulebook** -- with Modifier Roll table.

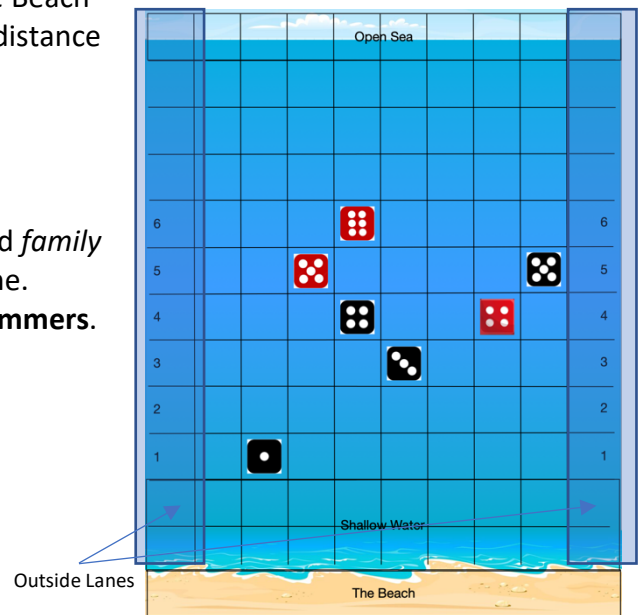
Setup

To setup the game, each player takes a set of colored *family* dice based on how many people are playing the game.

When in the water these are referred to as your **swimmers**.

- For 2 players; 7 dice each
- For 3 players; 6 dice each
- For 4 players; 5 dice each

The first player is the one who has most recently been to the beach!



- Each player rolls all their family/friends dice in plain view.
- Players then take turns placing one die on the board in any unoccupied space at the distance from the beach indicated by the number rolled on the die.
- If all the swim lanes are full, place your friend/family in the next available location further out to the sea.

When placing family dice, don't include the *shallow water* (the first two spaces from the beach) in your placement. Use the indicated distances on the sides of the game board for reference.

2-Player Game: Don't use the two outside lanes. The ones with the distance numbers in them.

When all players have placed their family members, it's time to start swimming for The Beach!

Swim for The Beach! – Player Turn

Each player takes their turn in clockwise order.

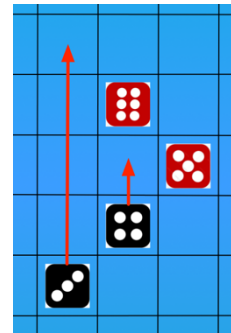
Each turn consists of the following actions, modified by the **Modifier** die as shown below.

1. Roll the Beach Dice (all 3 of them; Red, Green, and Modifier)
2. Move your swimmers out to sea, based on **Red** die roll.
3. Move your swimmers towards the beach based on **Green** die roll.

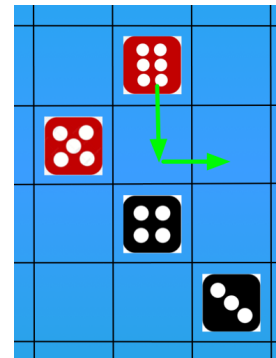
Your roll indicates how many *movement points* you have.


Swimming Rules

- **Move Any:** You can move any combination of swimmers any number of spaces up to your total movement points.
- **Swim Out:** You must use as many Red/Outward movement points as possible.
- **Swim In:** You can use any number of Green/Inward movement points as you wish, you do not have to use them all.
- **Sideways:** Swimmers may move sideways (in or out) at the cost of one movement point in the same direction.
- **Move In First:** You must move any swimmers out before you can move any swimmers in. *You must have enough space in a swim lane to move a swimmer outward before you can move them inward.*
- **Blocking:** Swimmers can only move in straight lines, not diagonally, nor can they move onto or over other swimmers.
- **Direct Path Outward:** When moving out you must move by the most direct path outwards. If you have a swimmer that is blocked from moving out to sea and another that is not, you must move the one that is not blocked before using movement to move sideways and then outward.
- **(Not) Lost at Sea:** If your swimmer reaches the end of the game board, the *open sea*, they do not move any further outwards. They stay at the outer most position until you move them back in. If all your swimmers are as far out as they can go or blocked from moving outward, you ignore any additional outward movement points.









In this example, black rolls a 4 on the red, outward movement die. Because the black 4 is blocked and




In this example red can only move in one space before they are blocked and would need to use movement points to move sideways. Unless they rolled a 4  Sideways Current, then sideways moves are free.

Swimming Conditions – The Modifier Die

The number or symbol rolled on the **Modifier** die may change how your swimmers move.

1 	Lifeguard	A lifeguard saves any one of your swimmers. Choose one swimmer from anywhere and move them to the beach. They are saved! Your turn is over, do not move any other swimmers. Ignore the Red and Green dice.
2 	Calm Water	No changes, Red out, Green in.
3 	The Big Wave	Move all your swimmers in the total of both movement dice. None move out.
4 	Sideways Current	Your swimmers can move sideways for free.
5 	Calm Water	No changes. Red out, Green in.
6 	Undertow!	Move all your swimmers out the total of both movement dice. None move in.

Optional 666 Rule: If you roll  **Undertow** and two 6's (triple six) and have swimmers already on the beach, you have the option to choose one swimmer from the beach and move them back into the water instead of moving swimmers 12 spaces outward. Choose your swimmer from The Beach and roll them as you did at the start of the game. Place them according to the Setup rules.

Winning The Game

The game ends when any player has moved all their swimmers onto the beach. That player is the winner.

Vacation Rules – Longer Play Variation

Alternate longer-play variation.

- The game lasts for 3-7 “days at the beach”, chosen based on how long you want to play.
- At the start of each day, roll all your family/friends dice and place them as in regular setup.
- Players have 8 hours (turns) to move as many swimmers onto the beach as they can.
- At the end of each day (after 8 turns) players total the “pips” on the swimmers that reached the beach. This is the point score for the day.
- Remove any remaining swimmers that did not make it to The Beach.
- At the end of 3-7 days, total all the daily scores. The player with the highest overall score wins!

Other Game Variations and Optional Rules

Easy Mode

If you are finding *Undertow!* And *The Big Wave* a bit hard to manage, don't add the dice. Use the largest of the two. A roll of 4 inward, 3 outward, and *Undertow!* (6), you would move swimmers 4 spaces outward (instead of the total of both dice).

Slow Start

Players roll and place only one swimmer/die at a time during setup. This changes the strategies for placing swimmers as you won't know where your other swimmers will be.

Lane Change Limits

The number of pips on the die restrict how far a swimmer can move sideways with "Sideways Current". A "4" can swim up to 4 spaces left or right with no movement cost. The sideways moves do not have to be consecutive. You could swim sideways 1, then inward 2, then right 1 if your swimmer was "2" or greater.

Swimmer Strength

The pips on each die represent the *strength* of your swimmers. The affects how far they can swim towards the shore each turn.

- A "6" swimmer can swim inward or outward 6 spaces (6 out and 6 in) while a "3" swimmer can only swim 3 spaces during a turn (3 out and 3 in). Once the swimmer has moved their maximum in or out, they cannot move again that turn.
- The "Big Wave" and "Undertow" eliminate this strength restriction as the ocean current is doing most of the work, the swimmers can move any number of spaces up to the movement dice roll.
- You can spend inward movement points to increase swimmer strength or outward movement points to decrease it. If you rolled 4 outward movement and 3 inward you could decrease a swimmer's strength by 2 and then move outward 1 (3 total), then increase strength by 2 and move inward 2 (4 total).

Open Sea

6

6

5

5

4

4

3

3

2

2

1

1

Shallow Water

The Beach