



Reef

PROJECT

RULEBOOK



Reef

PROJECT

DESPITE COVERING LESS THAN 1% OF THE OCEAN FLOOR, CORAL REEFS ARE ESTIMATED TO BE HOME TO ABOUT 25% OF ALL MARINE SPECIES. UNFORTUNATELY, THESE VIBRANT UNDERWATER CITIES ARE DYING. CLIMATE CHANGE AND ITS EFFECT OF RISING SEA TEMPERATURES IS DEVASTATING THE COLORFUL ALGAE THAT GIVE CORAL REEFS THEIR BRILLIANT HUES, RESULTING IN CORAL BLEACHING. FURTHERMORE, OTHER THREATS LIKE POLLUTION—IN ITS VARIOUS INSIDIOUS FORMS—AND OVERFISHING ARE DISRUPTING THE DELICATE BALANCE OF REEF ECOSYSTEMS.

AND SO, SCIENTISTS FROM VARIOUS FIELDS, ALONG WITH THE RESEARCHERS STUDYING THE ECOLOGICAL COMPLEXITY AND SIGNIFICANCE OF THE REEFS, ARE COLLABORATING TO ADDRESS THE MYRIAD CHALLENGES FACING THESE ECOSYSTEMS. YOUR ASSIGNMENT IS TO TAKE COMMAND OF A SCIENTIFIC VESSEL AND EMBARK ON A JOURNEY OF REEF CONSERVATION. HIRE THE BEST CREW, CLEAN THE OCEAN, AND RESTORE THE REEFS TO THEIR FORMER GLORY.



LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

Missing or damaged components:

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:

<https://boardanddice.com/customer-support/>

GENERAL COMPONENTS



1 DOUBLE-SIDED MAIN BOARD



1 SIDEBORD (IN 2 PIECES)



5 DOUBLE SIDED SHIP SHEETS



2 SEA OVERLAY SHEETS



30 CREW TILES



44 MISSION CARDS



9 OBJECTIVE CARDS



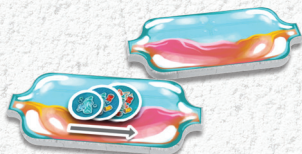
17 ISLAND TILES
(6 GREEN, 7 PURPLE, 4 ORANGE)



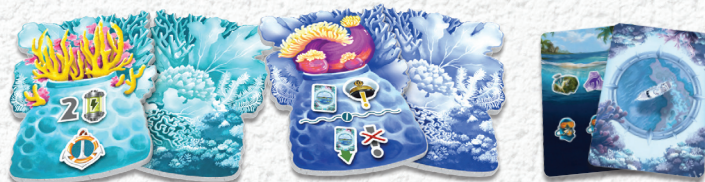
28 POLLUTION TILES
(11 SMALL, 9 MEDIUM, 8 LARGE)



14 OXYGEN TANK TILES
(8 YELLOW, 6 ORANGE)



10 MILESTONE TILES



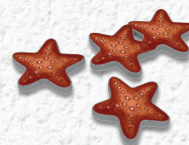
12 SEAFLOOR EXPLORATION TILES
(7 LIGHT, 5 DARK BLUE)



17 CARDS FOR
SOLO MODE

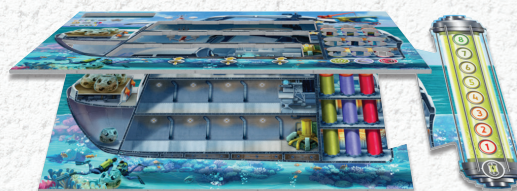


35 COINS (25 X 1, 10 X 5)



10 STARFISH TOKENS

PLAYER COMPONENTS



1 DOUBLE-LAYERED
SHIP BOARD PER PLAYER



1 ENERGY
TRACK PER
PLAYER



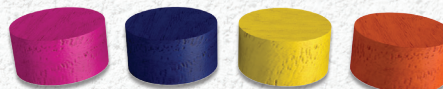
1 PLAYER
AID PER
PLAYER



15 REEF BALLS PER PLAYER COLOR



1 SHIP PER PLAYER COLOR



3 RESOURCE MARKERS PER
PLAYER COLOR



1 STICKER SHEET



1 SCORING MARKER, 1 SCIENTIST MARKER, 1 DIVER
MARKER, 1 ENERGY MARKER
(EACH PER PLAYER COLOR)

COMPONENTS



3-player game setup

SETUP



SETUP

Before your first game, carefully punch out all cardboard components. Then, follow the steps below.

1. Place the Main board on the table.

- A. In a 2-player game, use the 2-player side of the board.
- B. In a 3- or 4-player game, use the 3-4 players side of the board. For 3 players, also place the two Sea Overlay sheets as shown **1B**.



2. Assemble the Sideboard, and place it next to the Main board **2**.

3. Sort the Island tiles by color, and:

- A. In a 2-player game: return the Island tiles labeled “3+” and “4” on their backs to the box.
- B. In a 3-player game: return the Island tiles labeled “4” on their backs to the box **3B**.

Shuffle each stack separately. Then place one Island tile face up on each spot of the matching color on the Main board **3**.

4. Sort the Pollution tiles into stacks based on their size, and shuffle each stack separately. Then, place one Pollution tile face down on each corresponding spot on the Main board (small Pollution tile onto each spot with one shark, medium

Pollution tile onto each spot with two sharks, and large Pollution tile onto each spot with three sharks)—**without** looking at the bonus side **4**. Place the rest of the tiles in their respective stacks face down on the Sideboard **4A**, creating a supply.

5. Place the Coins and Starfish tokens next to the Main board, creating a supply **5**.
6. Sort the Seafloor Exploration tiles into groups based on their color (light and dark blue), shuffle each group separately, and place one tile face down in each corresponding space on the Seafloor track **6** (from left to right: four light tiles, then three dark). Flip the leftmost tile face up. Finally, return the unused tiles to the box without looking at them.
7. Shuffle the Oxygen Tank tiles (yellow and orange separately), and randomly place them with their **A** side facing up on their corresponding spaces on the Seafloor track **7** (from left to right: three yellow tiles, then three orange). Return the unused tiles to the box without looking at them.
8. Shuffle all the Crew tiles together, and place them in a face-up stack on the corresponding space of the Recruitment Center. Then, create an offer by placing a tile from the stack face up on each space to the left of the stack **8**.
9. Shuffle the Milestone tiles, and place as many as there are players plus 1 in each of the two corresponding spaces face down (create two stacks of 3/4/5 face-down tiles in games with 2/3/4 players) **9**.
10. Create a deck of Mission cards according to player count: in a 2-player game, do not use the cards labeled “4” and “3+”, and in a 3-player game, do not use the cards that show “4”. Shuffle the deck, and place it face down on the marked space on the Sideboard. Then, create an offer by displaying five cards over the Research track **10**.
11. Shuffle the Objective cards, and place the deck face down next to the Main board **11**.



Player board assembly

SETUP

PLAYER SETUP

12. The player who was last at sea becomes the first player (alternatively, you may choose randomly) with turn order being clockwise.
13. Display randomly as many Ship sheets as there are players plus one. In reverse turn order (starting from the player to the right of the first player and going counterclockwise), players choose and take a Ship sheet. All players **must** use the same side (either **A** or **B**) of their Ship sheet. Slide the chosen Ship into the dual-layer player board and attach the Energy track.

TIP: Each Ship sheet is double sided and has a unique power (see Appendix on page 14). If this is your first game, we recommend playing on the **A** side of your Ship sheet.

14. Each player takes a player aid, 3 Coins **14** and all components in their chosen player color. Then, each player places their:
- A.** Ship at Starting Island **14A**;
 - B.** Scoring marker on the “0” spot of the Victory Points (“VP”) track **14B**;

- C.** Diver marker at the leftmost step of the Seafloor track **14C**;
- D.** Scientist marker on the starting step of the Research track in reverse player order (last player on the bottom, first player on top) **14D**;
- E.** Resource markers on the “1” spot of each track in their Cargo area **14E**;
- F.** Reef Balls on the spaces marked with the white outline on the **Resource tracks**, with the rest going to your **Deployment area** **14F**; and
- G.** Energy marker **14G** on the
 - “4” spot if they are the 1st player,
 - “5” spot if they are the 2nd player,
 - “6” spot if they are the 3rd player,
 - “7” spot if they are the 4th player.

15. Deal the players three Mission cards from the deck. Each player keeps one of the cards and passes the rest to the player to their left. Then, each player chooses 2 cards (from all 3 cards that they currently hold) to keep **15** and discards the remaining one to the bottom of the Mission deck.


NOTE: If it is your first game, deal two random Mission cards to each player from the top of the deck instead of drafting.



1st player setup

GAME OVERVIEW

During the game, players take on the role of researchers and saviors of the oceans. You will sail the seas, hire crew, explore the coral reef, and try to restore it to a healthy state. To do well, you will need to efficiently manage your resources and energy, clean the ocean sectors of any pollution, and accomplish as many missions as possible.




On their turn players may choose to **RECHARGE** or **TRAVEL**. If they **RECHARGE**, they gain the rewards from the VP track . If they **TRAVEL**, they may deploy Reef Balls, move their Ship, play Mission cards and perform various actions. It is described in more detail on page 10.

The game is played for a variable number of rounds. Once a player passes the 22 VP threshold, their turn is immediately interrupted to allow for Objectives to be handed out and chosen by all players, following the rules on page 10. When a player has crossed the 45 VP threshold, the end of the game is triggered. At this point, players complete the round and play one more full round, after which final scoring occurs and the player with the most VP wins the game.

KEY CONCEPTS


RESOURCES

There are three main resources in the game.

1.  Algae are used to produce biofuel that is your main energy source.
2.  Shells are used in creation of the Reef Balls (see page 11).
3.  Camera represents the photo and video documentation of your progress, which is vital for acquiring funds.

The number of resources a player can have is limited by the Reef Balls on the resource tracks - the spaces blocked by Reef Balls are unavailable in the beginning of the game. Apart from that you need to track your Energy level, used for traveling between the Islands, and collect money that is primarily needed for hiring Crew (see page 9).


RESEARCH TRACK

Whenever you gain a , move your Scientist marker forward one step on the Research track. Your position on the track determines which Mission cards are available for you to take. In the beginning you have access only to the first two cards in the offer. Then, each odd step gives you access to one more card. (For more detailed description of Mission cards see page 12). Whenever you take a card **immediately slide** all the cards to the left to close the gap and refill the offer from the deck.

You will also gain VP at the end of the game depending on your marker's position on the Research track. Lastly, the relative positions of your Scientist marker and that of other players **breaks all ties** (in favor of whoever is furthest on the track) during and after the game.

IMPORTANT: If there is ever a tie on the Research track itself, the token on the bottom (i.e., the player who moved earlier onto that space of the track) wins the tie.

When you reach either the 3rd or 7th step on the Research track and can move forward again, you must make a choice: either move forward normally or take a side step to gain a Milestone tile. When you choose the latter, pick up all the tiles in the stack without showing them to other players, choose one to keep, and then return the rest in any order in a face-down stack. Immediately gain all the rewards on the chosen tile, and place it face up next to your Ship board. If you choose to move forward on the Research track, thereby passing the Milestone tiles, you **must** still take a Milestone tile from the top; instead, however, place it face down next to your Ship board and do not gain any rewards.

Only one player can occupy the last step of the Research track. If you ever gain  when your Scientist marker is already on this step, or other player's marker already occupies it, nothing happens and the effect is lost.

TRIVIA: Coral reefs play a crucial role in maintaining the cleanliness of coastal waters by serving as natural filters. Numerous corals and sponges actively ingest particulate matter, which includes pollutants that do not dissolve in water. By doing so, they prevent these contaminants from settling at the ocean floor, thereby safeguarding the ocean from the accumulation of harmful materials.

EXAMPLE: Pink gains a step on the Research track. They decide to take a side step to gain a Milestone tile.



They check all the tiles in the stack and choose the one with 2 Energy, gaining the reward immediately and returning the rest in a face-down stack. If Pink would advance the Scientist marker farther, they would move it back on the track to the next step with higher VP, than the one currently occupied.



EXAMPLE: Mission cards available to each player depending on their position on Research track.



CLEANING THE OCEAN

As soon as all the routes surrounding an ocean sector contain **at least one** Reef Ball (regardless of color), that ocean sector is considered cleaned of pollution. The following then occurs:

- All players immediately score 1 VP for each of their Reef Balls on the routes surrounding that ocean sector. Any Ships docked on the Islands at the corners of that ocean sector also score 1 VP to their owners.

- Then, the player who scored the most points receives the Pollution tile from that sector, checking the Research track to break any ties.

If two ocean sectors trigger at the same time, resolve them one by one in any order you (the active player) prefer.

EXAMPLE: Pink deploys a Reef Ball for 3 Energy **A**. There is now at least 1 Reef Ball on each route around the ocean sector marked **B**.



Pink and Blue both gain 3 VP, and Orange gains 2 VP. There is a tie between Pink and Blue, but because Pink is further on the Research track, they take the Pollution tile.




RECYCLING A POLLUTION TILE

Whenever you gain a Pollution tile, place and keep it face down next to your Ship board. You can always check what is on the other side. At any moment during your turn, you can reveal a Pollution tile (turning it face up) to immediately gain its rewards. You can do this only **once per turn**.

Unrevealed Pollution tiles score the depicted number of VP at the end of the game.

EXPLORING THE REEF

When you resolve Exploring the Reef , you may move your Diver marker one step on the Seafloor track. Whenever you advance on this track, you may also **spend two resources of the same type in order to move one additional step**, but you can only do this **once per turn**.

NOTE: It is possible that you may reach the last step of the Seafloor track. From this point forward, whenever you must advance on this track, instead gain 1 VP for each step you would have taken. You can also spend two resources of the same type to gain an extra VP, but remember you can do this extra step only once per turn.

Whenever your Diver reaches a step of the track that is directly below a face-down Seafloor Exploration tile, reveal it.

You also immediately gain the reward indicated on the Oxygen Tank tile below the space (if there is any). If you are the first player to reach the Oxygen Tank tile on the **A** side, flip it to the **B** side after taking the reward. This bonus will now be available for all other players for the rest of the game, and they can gain the reward from it when they move their Divers on the track.

IMPORTANT: Remember, you only gain the bonus from the Oxygen Tank tile the first time you reach it.

REEF RESTORATION

When you resolve Reef Restoration, check your Diver's position on the Seafloor track. You may choose to resolve the effects indicated on the Seafloor Exploration tile directly above your Diver.

TRIVIA: Reef restoration projects involve collaboration among various scientists and experts, i.e. marine biologists, coral ecologists, marine conservationists, geneticists, underwater restoration technicians and environmental engineers to name a few. Reef restoration often involves working in challenging marine environments. It can be a physically demanding and potentially adventurous experience.

EXAMPLE: Pink Explores the Reef, so they move their Diver one step to the right. Then, they gain 1 from the Oxygen Tank tile and flip it to its **B** side.



They flip the Seafloor Exploration tile above the Diver face up. Finally, they also resolve a Reef Restoration, gaining 3 Energy and moving their Scientist marker one step forward on the Research track.



HIRING CREW

When you hire Crew, pay as many Coins as shown below the chosen Crew tile and place the tile on your Ship board, always placing from left to right. (You do not need to place the tile in the leftmost available space of your ship, but you must place it on the leftmost available space in your chosen row). You may immediately gain the benefit covered by the Crew tile.

IMPORTANT: There are 3 printed starting Crew mates on you Ship board, they can **never** be covered.

You can place Crew tiles of any color in any of the spaces; however, if you manage to fill the row with tiles of the same color as the first Crew tile (printed on your Ship board), you immediately gain 4 VP, unless you are playing with **B** sides of the Ships, then the VP are gained at the end of the game.

When you fill the column, you may **immediately activate** one of the Crew members in that **column**.

You can **never** have on your Ship two Crew tiles with the **exact same effect**. You can, however, pay 1 Coin to take the cheapest Crew tile and flip it to its wild side (called the *Intern*). It suits any row for scoring purposes but comes with a disadvantage: if you fill a column with an *Intern*, you **must** activate the *Intern* instead of any other tile (gaining 1 Coin). You can have on your Ship multiple Intern tiles.

After taking a Crew tile, immediately slide all of the remaining tiles left to close any gaps and refill the empty space from the stack.

EXAMPLE: Orange is hiring Crew. They take the cheapest tile and pay 1 Coin. Immediately, all of the tiles slide down and the gap at the top is refilled from the stack.



Orange places the new Crew tile on the leftmost space in the top row of their Ship board, gaining the reward - 2 Mission cards (taken as per regular rules, depending on Orange's position on Research track).



Placing the Crew tile this way means Orange has filled their first column, so they may immediately activate one Crew member in that column. Orange decides to activate the tile they just bought this turn, so they either gain 2 or spend 2 to gain 4 VP.

ACTIVATING CREW

When you see the icon, you may gain a benefit from the Crew tiles on your Ship board. Some effects let you activate one or more Crew tiles in any color, while other effects let you activate all your tiles of a certain color (see Appendix on page 14). Each of your Crew members may be activated only **once per turn**.

IMPORTANT: Any time there is an arrow on a Crew tile, it means you must pay what is depicted to gain the benefit shown after it. All such effects are optional; you may choose not to pay the cost, hence not gaining any reward.

OBJECTIVES

As soon as any player has reached or passed the 22 VP threshold, the game pauses momentarily. The last player on the VP track (if there's a tie, the player who is **last** on the Research track) takes the Objective cards deck and draws as many cards as there are players plus 2 (so 4/5/6 cards in 2/3/4 player games). They choose one card to keep and one to discard. Afterwards, they pass the remaining cards to the next player with the lowest score (if there's a tie, the player who is **lower** on the Research tracks gets to choose first). This player chooses one card and passes the remaining cards to the next player with the lowest score and so on until the player who has the most points is presented with a choice of two Objective cards. After that player chooses their Objective, the last card is discarded. At this point, every player should have exactly one Objective card. All other Objective cards will not be used in this game and can be returned to the box. Objective cards are meant to be hidden information so do not reveal them to other players before the end of the game.

TURN OVERVIEW

During your turn you can either **RECHARGE** or **TRAVEL**. The type of turn you choose to take determines which actions are available to you. Regardless of the type of turn you take and **at any point during your turn**, you may exchange 3 Coins for any one resource as many times as you want **as a free action**.

MANAGING RESOURCES

When any effect in the game makes you gain or pay resources or Energy, adjust the markers on the tracks on your Ship board accordingly. You can never spend more resources than you have, and you cannot gain more resources than spaces you have available. Whenever you gain a Reef Ball, remove it from one of your Resource tracks, thus freeing up a space to be able to gain higher quantities of resources, and place it in the Deployment area of your Ship board. If you remove the last Reef Ball from a track, immediately score the VP shown at the top of the track.

RECHARGE

Gain all the rewards from the VP track that you have reached and passed with your token so far, starting with the reward closest to your Scoring marker and resolving them one after the other proceeding backward from your VP marker to the "0" space of the track. Apart from discarding the cheapest Crew tile in the offer (depicted on the "0" space), you can forfeit any reward if you are unable or unwilling to take it.

EXAMPLE: Orange decides to do a Recharge turn. Their marker is on the "19" space of the VP track. They gain, in this order: 1 Mission card from the offer **1** (not limited by their position on the Research track), 2 different resources of their choosing and 1 Energy **2**, one Crew member activation **3**, and 3 Energy **4**. Lastly, they discard the cheapest Crew tile from the offer (and refill it as per regular rules) **4**.




TRAVEL


When you travel, perform the following steps, in order:

1. Deploy a Reef Ball (optional),
2. Move your Ship to another Island (**mandatory**),
3. Play one Mission card (optional), and/or
4. Resolve Island effects (optional).


1. DEPLOY A REEF BALL (OPTIONAL)

TRIVIA: Reef balls are made from pH-balanced microsilica concrete, silt and shells, and are treated to create a rough surface texture in order to promote settling by marine organisms such as corals, algae, coralline algae, and sponges. Reef balls are a very important tool in reef rehabilitation.

Before moving your Ship, you may choose one of the routes directly connected to the Island where your Ship is currently located and pay the required energy cost to deploy **one** of your Reef Ball tokens on that route. The cost is the amount of visible  on that route. If you already have even one of your Reef Balls on that route, you can deploy another one at **no cost**. A Route can host multiple Reef Balls belonging to the same player.

After paying the cost, move a Reef Ball token **from your Deployment area** (not your Resource tracks) to one empty  space on that route.

REEF BALL deployment serves three purposes:

1. It makes moving across routes **free for your Ship** and cheaper for all other players (because a Reef Ball token covers one of the  on a given route).
2. It contributes to cleaning the ocean areas, thus it may score you VP, and it may secure a Pollution tile for you if you achieve majority in the sector.
3. At game end, whoever has the most Reef Balls around a cleaned ocean sector will score a number of VP depending on the icons visible there.


EXAMPLE: Blue pays 2 Energy to place a Reef Ball on the route to the next Island. From now on traveling via this route does not cost Blue any Energy for the rest of the game.



TURN OVERVIEW

2. MOVE YOUR SHIP (MANDATORY)

If you are taking a Travel turn, you **must** move your Ship. Choose an Island on the Main board and move your Ship to it following the **movement rules**:

- You cannot end your movement on the same Island from which your Ship started its movement, nor can you end on the same Island where another Ship is currently located. You can, however, move through an occupied Island to end somewhere else.
- You can move your Ship to **any available** Island on the Main board, following the depicted routes (so the destination Island does not have to be adjacent to the one, where you start your turn).
- When moving your Ship, for each route it moves through, you must always pay 1 Energy for each visible  unless you have placed at least 1 Reef Ball on that route (in that case, moving via that route is free for you).

EXAMPLE: Continuing the previous example, Blue can now move from Island **A** to **B** for free, but they decide to pay 2 —because they do not have a Reef Ball on this route—to travel to Island **C**.



3. PLAY ONE MISSION CARD (OPTIONAL)

There are two types of Mission cards: those with a specific Island depicted (either crossed out or not) and those without an Island depicted on them. The differences between these two types are 1) when you can play them and 2) whether or not your Ship needs to be on a specific Island. You can only play **one** Mission card **per Travel turn**. However there is **no hand limit**, so you may hold as many Mission cards in your hand as you want.

After fulfilling a Mission card, keep it face up next to your player board. At the end of the game, you will score VP depending on how many Mission cards you have managed to fulfill.

Moreover, cards come in four suits: green, orange, purple, and wild. If during the game you collect a set of three (played) cards of different suits, you immediately gain 4 VP (or 3 VP if playing with B sides of the Ship boards, see page 14). Flip these cards face down to indicate they have already been scored. They will still score you additional points at the end of the game.

PLAYING A MISSION CARD WITH AN ISLAND

After moving with your Ship, you may immediately play a Mission card from your hand that indicates **the same Island** where your Ship has just moved to. There are two kinds of Mission cards with Islands.

- *Additional bonus effect* (the Island is **not** crossed out): in any order resolve the effects of both the Mission card and the Island.
- *Alternative effect* (the Island **is** crossed out): resolve the Mission card's effect instead of resolving the Island's effects.

PLAYING A MISSION CARD WITHOUT AN ISLAND

Some Mission cards do not have an Island depicted on them. These cards have conditional effects; if you meet the conditions on the card, you can resolve its effect. You can play these cards at any time during your turn (even before deploying a Reef Ball, but remember that you still can play only one Mission per turn).

4. RESOLVE ISLAND EFFECTS (OPTIONAL)

You may resolve all the effects on the Island that your Ship has landed on (even if you did not play a card in previous step). Some of the Islands give you a choice between two sets of actions. You may resolve the effects in any order you prefer. None of the effects are mandatory; you can resolve all, some, or none of them. For a list of all Island effects, see the Appendix on page 14.

EXAMPLE: Continuing the previous example, Blue plays the Mission card. They gain 3 Energy and also resolve the effects on the depicted Island (1 reward from the VP track and activate all purple Crew tiles).



END OF THE GAME

As soon as any player has reached 45 VP, complete the round, then play one additional round. At the end of the final round, players **return their Ships** to their Ship boards and proceed to final scoring:

1. Players reveal their Objective cards and gain VP for having fulfilled their conditions.
2. Then, each player gains:
 - A. 1 VP per Mission they have fulfilled. Unplayed Mission cards are not worth any points.
 - B. VP according to their position on the Research track.
 - C. VP according to their Diver's position on the Seafloor track—the player furthest on the track gains 12 VP, the second player gains 10, and the third one gains 6.

REMINDER: In 2- and 3-player games, a virtual Diver(s) take part in the competition - the marked spaces show where they are ("10" for 3-player, "5" and "10" for 2-player games). If there's a tie, break it using the Research track as usual.

Virtual Divers are considered to have their Scientist marker on the "5" step (marked with a circle on the track).

- D. 3 VP for each set of three different resources still in their Cargo area. (Remember, you can always exchange 3 Coins for one resource.)
3. Check the ocean sectors on the Main board that have been cleaned (i.e., having no Pollution on them). For each ocean sector, whoever owns most Reef Balls on the routes enclosing it scores 2 VP **for each shark** depicted (2/4/6 VP). The second player to own the most Reef Balls gains 1 VP for each shark depicted (1/2/3 VP). Ties are broken, as usual, using the Research track. You may use the red Starfish tokens to mark already scored sectors.
 4. Finally players gain VP from the unused Pollution tiles they own.

Whoever has the most VP is the winner. As always, use the Research track to break any tie.

EXAMPLE:

- Pink gains 13 VP for their Objective card, which scores for their position on the Research track.



- Then, Pink gains 7 VP for the Mission cards they have played.
- For their position on the Research track, Pink scores 13 VP (again).
- Pink is last on the Seafloor track, which means they get 0 VP.
- Pink exchanges their last 3 Coins for Camera to gain 6 VP total for their leftover resources.
- Pink gains 12 VP for dominance in the cleaned ocean sectors (in two sectors where Pink has a tie - one with Orange, and once with Blue, but Pink is higher than them on the Research track). For one other region, where Pink is second, they get 1 VP more.
- Pink has no leftover Pollution tiles.
- Along with 53 VP gained during the game, Pink's final score is 105 VP.



B SIDES OF THE SHIPS

You may also use alternative sides of the Ship boards, if you want. They have more powerful effects on the Crew spaces. All players have to use the same side of the Ship boards.

When playing on the **B** sides all the VP values for achievements on the Ship board are lower than on **A** side, and the set of Mission cards scores only 3 VP. Moreover, the VP for the filled rows are scored at the end of the game, not at the moment they are filled.

APPENDIX










SHIP POWERS

 : 	You activate Oxygen Tank tiles on each step of the Diver marker (not only the first time you reach them)
 : 	Whenever you play a Mission card, you unlock 1 Reef Ball from your Resource tracks
 : 	Hiring Crew costs 2 fewer Coins (the discount is cumulative)
 : 	Whenever you gain a Pollution tile, you get another one of the same size if available (from the supply on the Sideboard)
 : 	Deploying a Reef Ball costs 1 less Energy

ICONOGRAPHY

	Resources (Algae, Shell, Camera)
	Resource of your choosing
5 ( / )	Take 5 of the depicted resources in any combination (for example 4 algae and 1 shell), any excess is lost
	Coin
	Energy
	Victory Point gained immediately
	Victory Point gained during the final scoring
MAX 	Choose one resource and gain the maximum possible amount of it
	Move your Scientist marker one step forward on the Research track
	Move your Diver marker one space forward on the Seafloor track
	Resolve the effect(s) of a Seafloor Exploration tile directly above your Diver marker
	Gain a Reef Ball (take it from resource track, and move to the deployment area)
	Gain the lowest Reef Ball (take it from the resource track that has the most of them, and move it to deployment area). In case of a tie you can choose.

ICONOGRAPHY

	Your Reef Balls on the Main board
	Deploy a Reef Ball from your Deployment area to any valid space on the Main board for free
	Remove Reef Ball from your deployment area (put it back in the box)
	Take a Mission card from the offer (in your reach)
	Play a Mission card without activating it (but it may contribute toward completing the set)
	Played Mission cards
	Take a Mission card from the offer, you may take it from a space one tier higher than your Scientist marker position would allow
	Take any card from the offer (regardless of your position on the Research track)
	Discard a Mission card from your hand
	Hire a Crew member (sometimes it has a discount attached)
	Hire Crew paying 2 Coins more for the tile
	Discard the cheapest Crew tile from the offer
	Activate any one Crew tile on your Ship board

ICONOGRAPHY

	Activate all green/red/blue Crew tiles on your Ship board
	Green/purple/orange Island
	Filled first column of Crew tiles (the printed column does not count!)
	Gain one of the Recharge rewards available to you
	Take the smallest available Pollution tile from the supply
	Refresh one of your already used Pollution tiles (make it available for use again)
	Activate one of your Pollution tiles and gain the VP from it immediately (the rule about activating only 1 Pollution tile per turn still applies!)

OBJECTIVES



Score VP according to your position on Research track (you will score it again in step 2B of the final scoring).



Score VP according to your position on the Seafloor track, 1 step equals 1 VP.



Score VP for your leftover resources - 6/9/12 resources are worth 5/10/15 VP (you do not spend them).



Score 5 VP for each resource track on your Ship board without any Reef Ball.



Score 2 VP for each Crew tile on your Ship board (the starting ones that are printed do not count).



Score 2 VP for each of your Reef Balls around one Ocean sector.



Score 3 VP for each leftover (unused) Pollution tile, but no more than 15 VP.



Score 1 VP for leftover Coins (you do not spend them), but no more than 15 VP.



Score VP for your played Mission cards - 3/6/9 cards are worth 4/8/15 VP.

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Disclaimer from the designers:

Although the Reef Project is a simplistic and fictional simulation of trying to protect and repopulate endangered coral reefs, any reference to real places, people, animals, technologies and so on are merely accidental or just to ease the learning of the rules. This game is a work of fiction and it is not meant to be representative nor accurate about real environmental world problems. On the other hand, we intentionally picked this topic to raise awareness about Coral reefs, vital ecosystems teeming with biodiversity. Nowadays, reefs are facing the threat of extinction due to climate change, overfishing, and pollution. Protecting reefs is crucial as they provide habitat for countless marine species, bolsters coastal resilience against storms and waves, and contribute to the livelihoods of millions. Each of us can contribute to safeguarding reefs by making eco-friendly choices in our ordinary life, like: Reduce carbon footprint by using energy-efficient appliances, minimize single-use plastic consumption, and choose sustainable seafood, support organizations dedicated to reef conservation and engage in local clean-up initiatives. Small actions collectively make a significant impact, especially in safeguarding our endangered reefs - today more than ever.

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For more information about Reef Project, please visit:

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