

OCEANOPLY™

THE GAME CONSISTS OF...	A board, 6 tokens, Blocks of Water, Big Fish, Treasure Chest and Go Fish! cards, deeds, play money and dice.
TO BEGIN...	Select a banker. The Banker's personal account is to be kept separate from the bank. Each player selects a token. Go Fish! and Treasure Chest cards are placed face down on the board. The bank gives each player \$1,630.00 as follows: 2-\$500's, 3-\$100's, 3-\$50's, 5-\$20's, 5-\$10's, 5-\$5's, 5-\$1's.
THE BANK...	Holds Sand Dollars, deeds, Blocks of Water and Big Fish until purchased. The bank pays a player \$200 when the player lands on or passes "SPLASH!". All money owed to a player due to Go Fish! or Treasure Chest cards and mortgages is paid by the bank.
ALL TOKENS...	Begin in the center of the board. Each player rolls the dice and the player with the highest roll advances to "SPLASH!" counting this space as "one", and advances the number of spaces indicated on the dice. A player is subject to the consequences of the space upon which the token lands. The play then passes to the left. A player who rolls doubles moves the sum of the dice and is subject to the possibilities of the space upon which the token lands. The player then rolls again and moves again. A player who rolls doubles three times in succession goes to "LOW TIDE" immediately and does not pass "SPLASH!".
GO FISH! AND TREASURE CHEST...	When landing on any of these spaces a card is drawn and the instructions are followed. The card is then placed on the bottom of the deck.
PURCHASING DEEDS...	When landing on an unowned property, a player has the option to purchase that property. If purchased, the player receives a deed for that property. If a player chooses not to buy the property, any player may bid any price to buy the property. The highest bidder receives the deed for the property.
RENT...	When landing on owned property, the owner is paid the rent required. No rent is collected when property is mortgaged. If all deeds of a color group are owned by the same player the owner may charge twice the rent for undeveloped properties. All rents must be requested before the next roll of the dice.
FEEDING FRENZY...	All money required to be paid other than rent and purchase price of property is placed in the center of the board. A player landing on "FEEDING FRENZY" collects all the money in the center of the board at that time.
LOW TIDE...	If a player is sent to "LOW TIDE", the player goes directly to "LOW TIDE" and does not collect \$200. A player's turn ends <u>immediately</u> upon being sent to "LOW TIDE". If a player is not sent to "LOW TIDE" but lands on the space during play, the player swims "THRU THE CHANNEL" and moves ahead as usual on the next turn. If a player is sent to "LOW TIDE", the player may leave by rolling doubles in any of the next three rolls. If successful, the player moves forward but does not roll again. If a player does not roll doubles within three rolls, the player places \$100 in the center of the board and moves forward the number of spaces on the third roll. While in "LOW TIDE", a player may buy or sell property, buy or sell Blocks of Water or Big Fish, and collect rent.

BLOCKS OF WATER...	Blocks of Water are indicated with the blue blocks. When a player owns all properties of a color group, Blocks of Water may be purchased for those properties. The first block may be placed on any of the properties. Development of property must be done evenly. No more than one block may be placed on any property until one block has been placed on each property in that group. The price for Blocks of Water is shown on the deed for the property. Double rent continues to be paid on undeveloped property in a complete color group. If a player sells Blocks of Water back to the bank, this must be done evenly.
BIG FISH...	Big Fish are indicated with the colored fish pieces. When a player has four Blocks of Water on each property in a color group, Blocks of Water may be returned to the bank and a Big Fish may be purchased. Only one Big Fish may be placed on each property.
WATER SHORTAGES...	When the bank has no Blocks of Water to sell, a player must wait until Blocks of Water are returned.
SELLING PROPERTY...	Players may sell property to another player as a private transaction at any agreed price. Blocks of Water and Big Fish may not be sold. Property may not be sold if Blocks of Water and Big Fish occupy that property. Blocks of Water and Big Fish may be sold back to the bank at half the price paid for them.
MORTGAGES...	All undeveloped property may be mortgaged to the bank. All Blocks of Water and Big Fish must first be sold at half price. Mortgage value is printed on the back of each deed. When mortgaged, the property deed is placed face down. No rent is collected on mortgaged property. To lift a mortgage, the owner must pay the bank the amount of the mortgage plus 10%.
BANKRUPTCY...	The condition of owing more than one can pay. All assets are paid to the creditor and the bankrupt player immediately retires from the game. If Blocks of Water and Big Fish are owned, they must be sold back to the bank at half price. The cash is then given to the creditor. Mortgaged property turned over to the creditor cannot be released to the creditor until the amount of the mortgage, plus 10% interest is paid by the creditor to the bank. If the bank is the creditor and receives the assets, the bank immediately sells all property taken (except Blocks of Water and Big Fish) at auction. A bankrupt player immediately retires from the game. THE LAST PLAYER LEFT IN THE GAME WINS! A player may not loan money. Only the bank may loan money by mortgage.
A SHORT VERSION OF THE GAME,,,	Before starting the game, deeds are shuffled and four deeds are dealt to each player. Players immediately pay the bank the price of property dealt to them. Play then proceeds as in the regular game.
THE TIME OF PLAY IS ONE HOUR.	At the end of one hour, players value their property including: cash, property at the price printed on the board, mortgaged property at one half the price printed on the board, and Blocks of Water and Big Fish valued at purchase price. THE RICHEST PLAYER WINS!
IF YOUR GAME IS NOT PROPERLY COMPLETED PLEASE CALL US. WE WILL BE HAPPY TO CORRECT ANY PROBLEM. PLEASE DIRECT ALL QUESTIONS OR COMMENTS TO:	Late For The Sky Production Co. / 3000 Robertson Avenue, Cincinnati, Ohio 45209 / (513) 531-4400