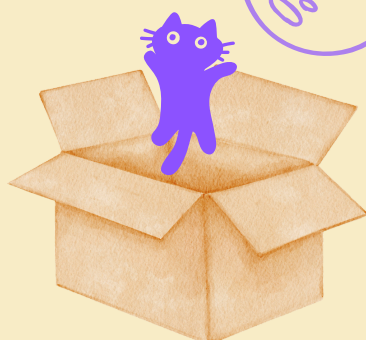
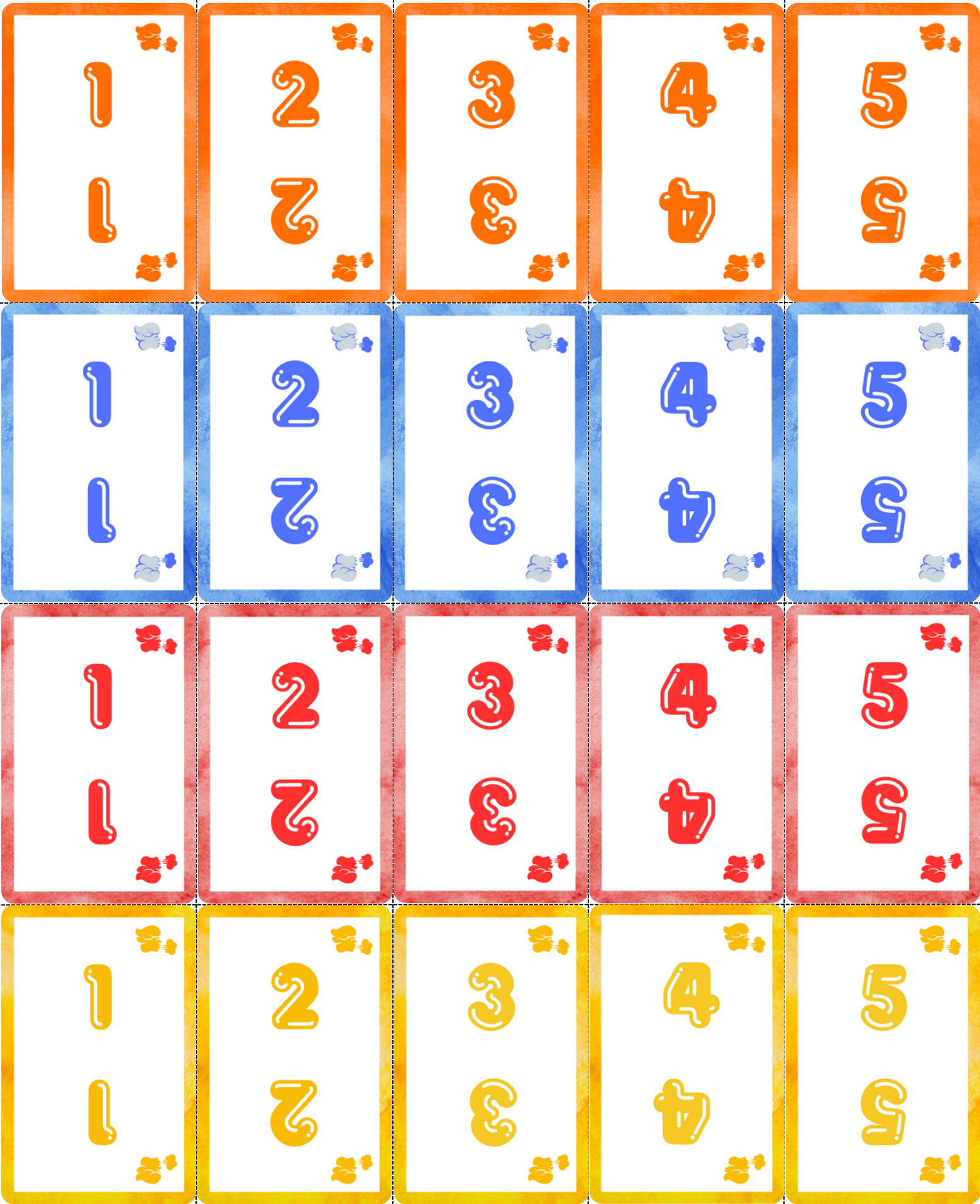


SAVE ^{the} BUBBLE



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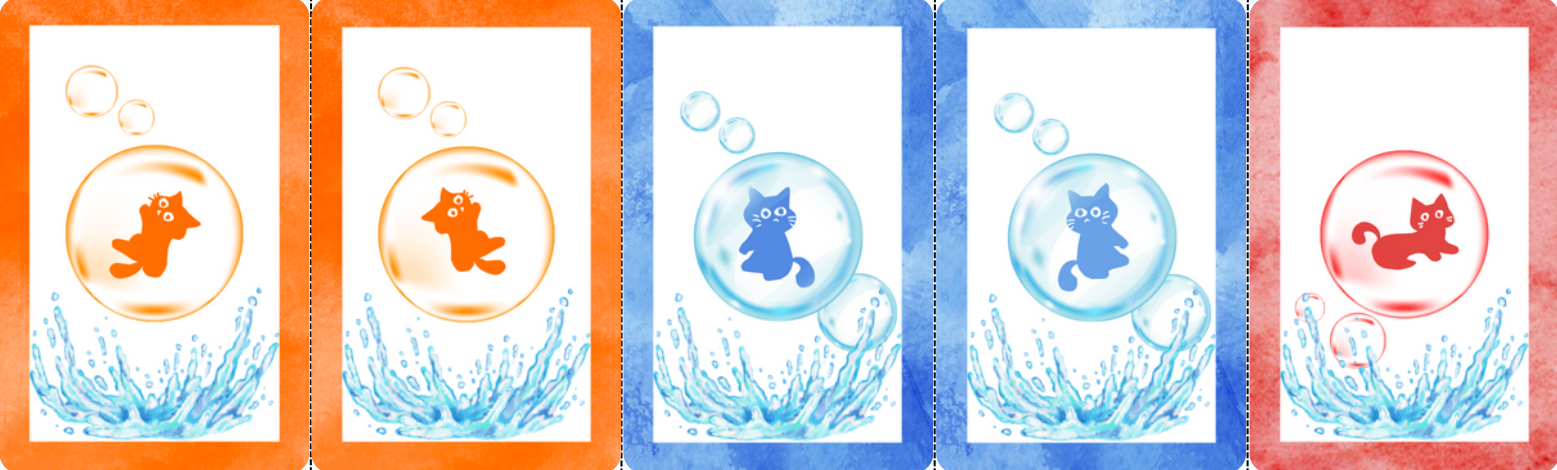
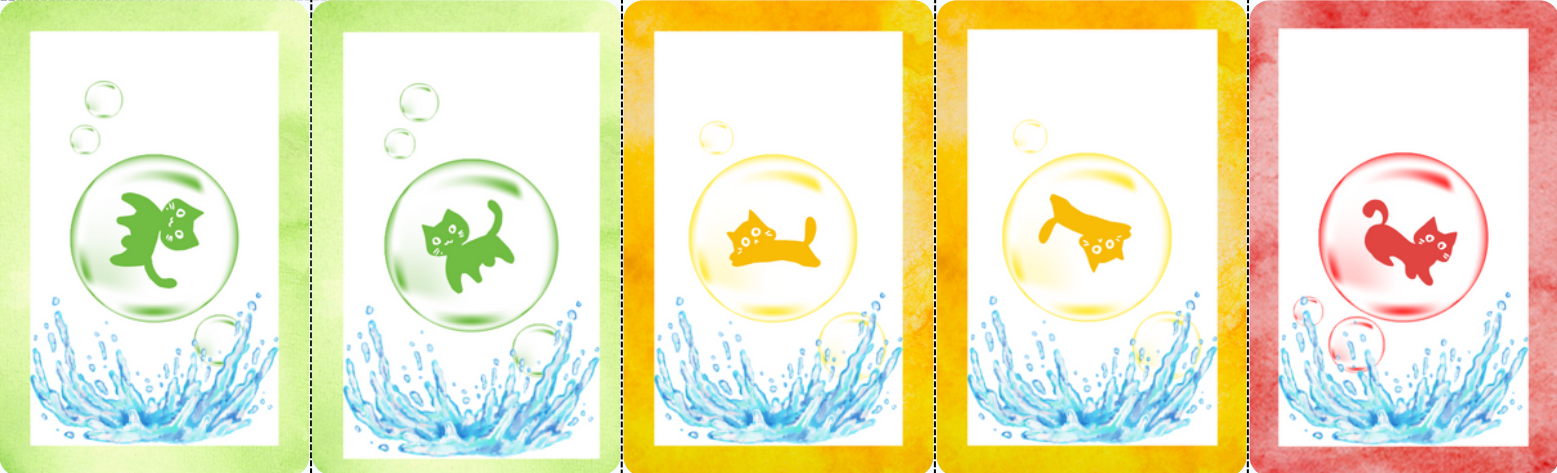
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Story

You and your friends are volunteers at an animal rescue NGO and have gathered to bathe a group of cats. Suddenly, you froze as the cats were trapped in soap bubbles and began floating in the air above tubs full of water. As we all know, cats don't like water.

Objectives

Saving the bubbles to prevent them from bursting over the tubs with water earns the trust of the cats, who may then adopt you (**yes, cats adopt their owners!**).

Target Audience: 7+

Duration: 15 to 25 minutes

Number of Players: 3 to 5 players

Components

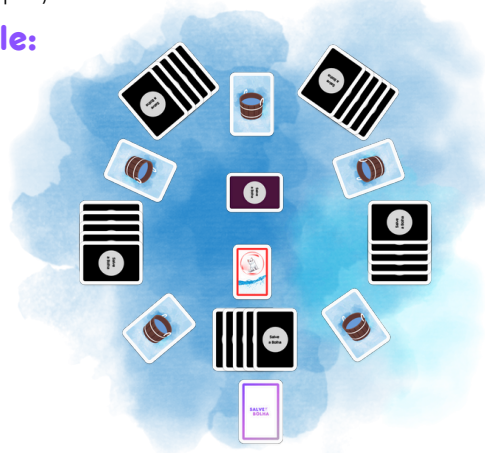
- 13 Bubble Cards + 1 Bubble Keeper Card
- 25 Action Cards.
- 05 Tub Cards.



Setup

- 1 Separate the Action Cards, Bubble Cards, and Tub Cards.
- 2 Each player receives a set of 5 Action Cards of the same color.
- 3 Place the Tub Cards between the players (one between each pair).
- 4 Shuffle the Bubble Cards and form a face-down deck at the center of the table.
- 5 The player who has been the guardian of the most cats in real life will be the first player (the "Bubble Keeper").

Example:



How to play

- 1 The "Bubble Keeper" flips the top Bubble Card from the deck and places it above the tub to their right.
- 2 The Bubble Keeper starts the round by playing an Action Card.
- 3 Action Cards indicate the direction (left or right) and the number of "blows" (bubble movements). In one round, each player may only play 3 cards from their set, choosing freely.
- 4 The bubble moves in the indicated direction and quantity until it lands in a tub or in front of a player.
- 5 If the bubble lands in front of a player who has already used all 3 permitted Action Cards for that round, it "pops," and that player is adopted by the cat corresponding to the bubble. If the bubble lands in a tub, the cat stays there and adopts no one.
- 6 The player to the left of the "Bubble Keeper" becomes the next Keeper, and a new round begins.

Important rule:

Whenever you play an Action Card, you must loudly declare, "**Blow to the right/left!**" or gesture blowing and point in the indicated direction.

Who wins the game?

The player adopted by the most cats wins the game.

In case of a tie, the player with the most Bubble Cards matching the Action Cards' color wins.

If the tie persists, the player adopted by the cat in the Prismatic Bubble wins.

About the project

Save the Bubble is an independent project created during the Global Game Jam 2025, held at the University Center of João Pessoa (UNIPÊ). The event was promoted by Unipê and APGames (Paraíba Association of Game Developers), among others.

The project aims to raise awareness about abandoned animals through a playful and fun approach. With gameplay inspired by the GGJ25 theme: "Bubble," the game seeks to inspire people to "step out of their bubbles" and encourages responsible pet care and adoption.

Scan the QR Code next to it and share your opinion to help develop more creative initiatives like this one.



Contact

 joemorais.me

Tips and Strategies

1. Use your Action Cards strategically to prevent bubbles from popping in tubs or in front of you.
2. Pay attention to your opponents' moves to anticipate the next steps.
3. Make the game more fun with your expressions and acting during the "blows"!

Have fun saving the bubbles, and may you be adopted by many cats!

Minds ruled by Cats

Save the Bubble was created by Joe Morais, a game designer with extensive experience in Product Design and User Experience. Joe began participating in projects such as GAME UX and has been motivated to combine his technical knowledge with artistic and cultural experiences to positively impact society through initiatives such as board and digital games.

