

Game Playbook:

Game story: In the deep deep ocean, there were bubbles who aspired to reach the surface, but they had a problem, they were not light enough to float. All of them decided to go on a quest to the surface. Starting from the depth of the ocean, they began to fill themselves with air, the more air they fill, the lighter they become, but beware, don't be too greedy. The more air they fill the more greedy they are considered. If the bubbles are filled more than they can take, they pop, they also pop on touching other bubbles. In this race to the top, only one bubble who balances how much air he has collected and who controls his want for more air wins.

Game play:

- Players: 4-6
- Age Group: 11+
- Duration: 20-35mins
- Components:
 1. **Air tokens:** These are like currency. They help you move forward and gain checkpoints. With every Air Token you earn, you earn a greed point.
 2. **Greed points:** These are the points which you gain with the Air tokens, the more greed points you get the more the chances are of your bubbles being popped. If you get 10 greed points, you get popped and have to restart from the beginning or the check point.
 3. **Play bubbles:** These are the pegs which you use to move your bubble forward.
 4. **Physical board with the underwater map:** The board contains a set number of spaces: 50 spaces. These spaces are divided:
 - I. **Heal Space:** This space reduces the greed meter by 2
 - II. **Risk space:** There are 3 conditions when you land on the risk space all of them allocated by the roll of a dice. If the dice says:
 - a) Nos. 1 and 2: Lose 2 wealth space
 - b) 3 and 4: Bubble pops and you go back to the start or the checkpoint if you have bought one.
 - c) 5 and 6: Gain 2 air tokens but also 2 greed points.
 - III. **Wealth Space:** Collect 2 air tokens and also 2 greed points.
 - IV. **Safe space:** The normal route without any interruptions or special instructions.
 - V. **Checkpoints:** These are used when you get popped. If you don't have a checkpoint, you have to begin the game from the beginning. Checkpoints are purchased with Air Tokens.
 5. **Dice:** Used to draw turns for each player in a circle anti-clockwise
- Game Mechanics:
 1. Start from the bottom of the ocean
 2. Everyone will place their bubbles (playing pieces) on the start point on the game board.
 3. Everyone must start with 3 greeds and 3 air tokens

4. The game will start when any one player draws a 6 on the dice. He/she will roll the dice again to determine the actual number of spaces he/will travel .
5. The game will commence now with other players starting as well in anticlockwise turns.
6. **CONDITION:** if no one draws a 6 in the first round, the person who draws the highest on the dice starts the game by moving ahead his draw number of spaces.
7. Once you start, you will stumble across multiple spaces(heal space , safe space ,wealth space, neutral space)when you land on a space you have to complete the given condition only then can you move forward.(ref :game mechanics)
 - VI. **Risk space:** There are 3 conditions when you land on the risk space all of them allocated by the roll of a dice. If the dice says:
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 - f) 5 and 6: Gain 2 air tokens but also 2 greed points.
- 8.
9. As you progress, the amount of air tokens and greed will vary according to your choices in the game and your luck.
10. On the way you also encounter some checkpoints which you can purchase with your air tokens ,or through trade with the previous owner of the checkpoint .The higher you go the more the value of checkpoints increase
11. You can either purchase the check point from 1.the bank 2.the original owner 3.rent it using half the token needed and co share the space.
12. There are also pop conditions which causes your bubble to pop and you to start from the beginning or from the checkpoint which you have bought.If you start from the beginning your resources also reset to 3 wealths and 3 greeds
The pop conditions are:
 - When your greed surpasses 10 points(in this case you cannot go the check point but directly to the start point)
 - When you land on a risk space and draw a 3 or 4.
13. **DUALS:** Dual conditions arise when two people land on the same space .
 - Greed will be compared, the person with the higher greed goes back the number of spaces that arrives from the difference between both players greeds.
 - Wealth will be compared, the person with the lower wealth goes back the number of spaces that arrives from the difference between both players wealth.
 - Rolling a dice .dice numbers will be compared. the person with the lower number goes back the number of spaces that arrives from the difference between both players numbers.
14. Win conditions:

Final :A player will win if he has the more value after the end of the game. Value is derived from Subtracting greed from air tokens (Air-Greed=Value). The player who has the most value will win and 2nd highest 2nd so on and so forth.

There are multiple possibilities of reaching the maximum value:

Once one player reaches the top there are only a set number of turns to be played by the people now playing the game (eg.5)

The player who reaches the top first gets the advantage of two air tokens. They can either help a player on the board and get reduced greed and reduced wealth because he uses his wealth to help the other player on the board. If this player decides to sabotage another player on the board, he will gain greed and lose wealth points if he/she can afford it.

After 5 turns are played the game freezes and you can play no more moves. Then you have to calculate the value. Basically after the first player reaches top it is a mad dash to the top in only 5 turns.

FAQs

POP CARD

Why did my bubble pop?!

1. **Too Greedy:** Your greed points hit **10**—BOOM! Greed always good my dude.
2. **Risky Roll:** Landed on a **Risk Space** and rolled a **3 or 4**. Oops, risky business!

What now?

- No checkpoint? Back to square one—to 3 Air tokens and 3 greed points.
- Have a checkpoint? Lucky you! You get to go back but only to the checkpoint.

DUAL CARD

Two bubbles, one space. What now?

1. Compare **Greed Points**:

- Higher greed? Move back the difference in points.
Greed never wins, does it?

2. Compare **Air Tokens**:

- Lower wealth? Move back the difference in tokens.
Sharing is caring (and you care about winning so...).

3. Roll the Dice:

- Lower number? Move back the difference. Luck's not on your side!

Reminder: No fighting underwater—just roll with it!

SPACE BREAKDOWN

Heal Space:

- Chill zone! Reduce your Greed Meter by 2.
- Pro tip: Breathe easy here. It's rare!

Risk Space:

- Roll the dice to determine your fate:
 - **1 & 2:** Lose 2 air tokens.
 - **3 & 4:** POP! Back to the start (or checkpoint).
 - **5 & 6:** Gain 2 air tokens and 2 greed points.
- Quick Tip: Pray to the dice gods!

Wealth Space:

- Collect 2 air tokens, but beware: 2 greed points sneak in too!
- Quick Tip: Balance is key. More tokens, more problems.

Safe Space:

- Ah, the bubble spa. Nothing happens here. Just relax and float.

Checkpoints:

- Buy checkpoints with air tokens or trade with their owners.
- No tokens? Co-share by renting for half the cost!
- Quick Tip: No checkpoint = no safety net. Secure them early!

CHECKPOINT CARD

What's a checkpoint?

Your underwater insurance policy! If you pop, you'll start from here.

How do I get one?

1. **Buy from the bank:** Pay air tokens.
2. **Trade with another player:** If they let you!
3. **Rent it:** Pay half the token cost and co-share the space.

Worth it? Oh, absolutely. Better than swimming back to start!

WIN CONDITIONS – Who Gets to See the Sun?

Wondering how do I win this bubble bonanza?

- Reach the top first? Congrats, you trigger the 5-turn countdown!
- When the countdown ends, calculate your final **Value**:
 - **Air Tokens – Greed Points = Value**
 - Highest value = Winner!

Bonus for the First Finisher:

- Gain 2 Air Tokens.
- Use them to:
 - **Help** another player (reduce your greed, but lose tokens).
 - **Sabotage** another player (gain greed, lose tokens but reduce chances of someone gaining something).

Quick Tip: Once someone hits the top, it's a 5-turn sprint. Don't pop now!

Special Funny Notes

- “Greed is like cake—you love it until it makes you explode.”
- “Checkpoints: The overpriced insurance policy you'll be glad you bought.”
- “Safe Space: The ocean's equivalent of a comfy couch.”
- “If you pop, don't cry. Just re-inflate and try again!”

