

Jean-Michel Cousteau



JEAN-MICHEL COUSTEAU'S
OCEAN
FUTURES
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DVD
BOARD GAME



SeaLife

game rules

Imagination

Identity Games



Jean-Michel Cousteau:

A Life for the Water Planet

Jean-Michel Cousteau has spent his life exploring the oceans of the world aboard the vessels Calypso and the Alcyone.

The eldest son of the renowned Jacques Cousteau, he is the president of the Ocean Futures Society. He uses the society to continue his life's work, highlighting the importance of protecting

nature on our water planet. Jean-Michel has produced over 75 films to wide acclaim. He has been awarded an Emmy, the Peabody Award, the 7 d'Or and the Cable Ace Award.

The images used in this Sealife DVD are all from the collection of the Ocean Futures Society, and they make up a representative cross-section of his work.

Quick Rules

A brief overview of the most important rules of the game:

1. How do you win the game?

The player whose scuba diver reaches the finish first wins the game.

2. Winning cards

After receiving a question, each player chooses an answer token, whether A, B or C.

The person who answers correctly can take a card from the pack.

3. Playing the cards

After the fourth question, the 'take cards, swap and swim' screen appears. The player who is the furthest from the finish now gets to go first.

- If it is your turn, you can ask other players to swap cards with you.
- You may not have more than five cards at the end of your turn.
- If you play your cards, you can either obstruct another player or your scuba diver can swim ahead.

What do the obstruction cards do?

Diving goggles You can take a card from the hand of any player you choose.

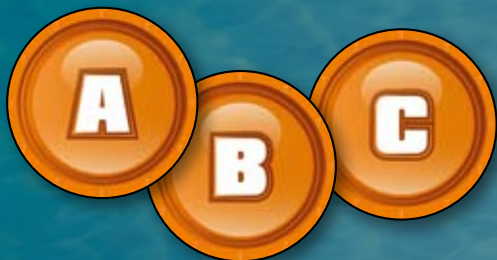
Empty tank Choose a player to miss a turn.

Flippers This card blocks the diving goggles or empty tank cards.

How to swim with your scuba diver:

- You can swim if you have the shark, seaturtle, dolphin, clownfish and octopus and mini sub cards.
- Put down the same combination of marine animal cards as the ones you see at the film point and then swim to that point.
- Using a mini sub you can track down the animal of your choice: shark, seaturtle, dolphin, clownfish and octopus.
- You must follow the diving route and you can only stop at a film point.
- You always swim to the first empty film point you encounter when you follow the diving route.
- There may only be one scuba diver per film point.
- If a film point is occupied by another player, you can swim on to the next free film point.
- If you can play more than one combination of cards, you can swim on to more film points.

Contents of the game



12 answer tokens

playing cards

animal cards



sea turtle



dolphin



octopus



shark



clownfish



mini sub



flippers



empty tank



diving goggles

obstruction cards



board



4 scuba divers



2 DVD's, part 1 and part 2

*You will need a TV, a DVD player and
a remote control for the DVD player.*

SeaLife®

Dive into the wonderful underwater world!

What you do

In Sealife your scuba diver goes deep-sea diving and you get to see the underwater world. You attempt to be the first player to film the 'special animals of the sea'.

The five marine animals that you must film to win the game are: shark, seaturtle, dolphin, clownfish and octopus.

You will need playing cards to be able to film the marine animals. You win the cards by answering questions correctly. On the DVDs you can see questions about the films. In certain sections on the diving route you will see marine animals - we call these sections film points. If you play a card displaying one of the marine animals at the

film point, then you may swim there. In that way you try and complete the diving route through the ocean as quickly as possible.

The player who reaches the last film point (the finish) first, wins. But you must be careful, because the other players will do everything to stop you.

What's what

The DVDs

The DVDs contain the films and the questions that you will encounter during the game. DVD 1 contains the first hundred films and DVD 2 the second hundred. You can play either DVD, and the films are played at random.

The board

Your mission is to be the first to swim from the starting position [ill. 1, page 12] to the finishing point [ill. 2]. At the finishing point you film the 'special marine animals'. The board consists of diving routes, film points and diving areas [ill. 3]. You swim to the film points via the diving route, and you film the marine animals at a film point. Sometimes a 'dive time' suddenly appears on the DVD. If your scuba diver is in the relevant diving area at that moment, it could have either positive or negative consequences.

The scuba divers

You use the scuba divers to swim the diving route [ill. 4] from film point to film point. There may only be one scuba

diver per film point. If another player's scuba diver is at a film point, then you may swim on to the next 'free' film point.

The answer tokens [ill. 5]

Every player has three answer tokens [A, B and C] in his color, which are used to answer a question.

The playing cards

There are two types of cards. You use the marine animal cards [ill. 6] to swim, the obstruction cards with the diving goggles and the empty tank can be used to obstruct other players, and the card with the flippers can be used to protect yourself from the diving goggles and empty tank.

The illustrations are in the back of this rules book.

Starting the game

Place the board on a table. Shuffle the pack of cards and place them in the middle of the board, face down. Each player chooses a color and takes the three answer tokens and the scuba diver of the same color. The scuba divers are now placed on starting points 1-4. Birthdays are used to determine the sequence of play. The first player to celebrate his birthday next places his scuba diver on position 1. The next player to celebrate their birthday places his scuba diver on position 2, and so on [III. 7]. Insert DVD 1 into the DVD player, and let one person operate the remote control. Watch the introduction and select your language and then press 'OK/Enter' on the remote. You have now reached the main menu and the game can start.

How to play

If you select 'start game' [III. 8] on the main menu using the remote control, the game will start. A section now follows on a specific marine animal - a film with two questions, followed by another film with another two questions. So there will be two films and four questions about the same marine



animal. The first film will have commentary, and you must listen closely to it. The answers to all the questions are presented in multiple-choice format - A, B or C. Choose an answer using one of your answer tokens. Keep your answer to yourself. If you answered correctly you can take a card. After the fourth question, the screen 'swap and swim with your scuba diver' will appear. When you are ready to continue playing, press 'OK/Enter'. The next section about another type of marine animal will start.

The quiz screen [III. 9]


You have 15 seconds to answer a question. Use your answer tokens to answer, but don't tell anyone which letter you have chosen. After the 15-second deadline the answer will appear on the screen. You may no longer answer after that.

Variation: If you think that 15 seconds is not long enough, you can press the 'pause' [III] button. The question now remains on the screen. Once everyone has answered, you can continue by pressing on 'OK/Enter'.

The answer screen [III. 10]

Check whether you gave the correct answer. If you want to see the question once more, press on the 'back' button , and if you want to continue, press the 'OK/Enter' button. If necessary, press the 'next' button .

Taking cards screen [II. 11]

If you answered correctly, take a card from the pack. You have five seconds to do this, but press the pause  button if it goes too fast. The following film starts automatically.

The players don't do anything with their cards or scuba divers yet. The cards can be swapped and the scuba diver can swim only after the fourth question.

Taking cards, swapping and swimming screen [III. 12]

If you answered correctly, take a card from the pack. The player who goes first may swap cards and swim with his scuba diver. The sequence of play is determined by the position of the scuba divers on the board. Once the final player has gone and everyone is ready, press the

'OK/Enter' button. The following film starts.

The sequence of play

The position of the section where your scuba diver is determines the sequence of play. The sequence changes during the game, thanks to the fact that the scuba divers swim to different sections.

The player whose scuba diver is furthest from the finishing point goes first.

The person who goes second is the one whose scuba diver is second furthest, and so on for the third and fourth turns.

To determine this you use the sections, which are outlined by dotted lines [III. 13].

If you are equally far from the end, then the person who is furthest to the outside of the board goes first [III. 14].

When the game starts, the players' scuba divers are in positions 1-4. The player on position 1 goes first, because he is furthest from the finishing point. Then the player on position 2 goes; although he is just as far from the finish as the players on positions 3 and 4, his scuba diver is furthest to the outside [III. 15].

Rules for swapping cards

You can only ask other players to exchange cards when it is your turn to play. Players determine the 'exchange rate' themselves. You are not obligated to swap cards.

Playing the cards

By playing the cards your scuba diver can swim ahead and/or you can obstruct other players. You can play all the cards you have in the sequence or combination of your choice. Sometimes it is wise to wait a while before playing your hand. But at the end of your turn you may not have more than five cards left over for the next turn. If you have more than five cards, you must place them, unused, at the bottom of the pack [III. 16].

There are two types of cards, marine animals and obstruction cards.

Marine animal cards

With these cards you can film the marine animals that are at a film point. Put down the same combination of marine animal cards as you see on the film point. After

that, your scuba diver can swim to the film point. The mini sub is a special marine animal card, and you can use it to track down the marine animal of your choice [III. 17].

The rules for your scuba diver swimming

You must follow the diving route and you may only stop at a film point [III. 18].

There may only be one scuba diver at each film point. If a film point is occupied by another player, you can swim on to the next unoccupied film point [III. 19].

You cannot swim backwards. If you can play more than one combination of cards, you may swim to more than one film points [III. 20].

Obstruction cards

You can use these cards to hinder other players or to protect yourself. After playing an obstruction card, place it at the bottom of the pack of cards.

Diving goggles

Choose a player and take a card from his hand. You may not look at his cards.

Empty tank

Choose a player who must skip a turn. This player cannot swap and swim during his turn. If this player has more than five cards, he must replace the remainder at the bottom of the pack.

Flippers

If another player plays a diving goggles card or empty tank card on you, you can block this obstruction by playing this flippers card. Place both the played cards at the bottom of the pack.

Dive time [ill. 21]

Sometimes a 'dive time' will suddenly appear on the DVD. If your scuba diver is in the relevant section of the board, this could have either positive or negative consequences. Follow the instructions on the screen.

The winner [ill. 22]

The player who reaches the final section by showing all five different marine animals using his playing cards is the winner.

General tips for the remote control.

The game is steered by the remote control. The buttons on the screen are selected using the arrow keys [navigation buttons] on the remote control. You can confirm a selection by pressing on the 'OK' or 'Enter' button.

You can always go to the [MENU]. The game is then stopped and you will find yourself back at the main menu screen. It is recommended that you do not use the 'prev' [⏮] and 'next' [⏭] buttons as the results are unpredictable. The films are played in a random order. A few DVDs do not allow for the possibility of playing the films randomly as a result of an incorrect implementation of the DVD specifications on these DVD players. See our website for tips so that you can nevertheless still get a random sequence.

If you feel that the time allowed is not sufficient, then press the 'pause' button [⏸]. If you want to see a film, question or answer once more, then press the 'back' button [⏪] on the remote control. You cannot do this once you are in a 'take cards, swap and swim' screen. Once the game is over,

you can return to the DVD menu [MENU], and you can start a new game. The DVD remembers which films you have seen for each session. Once you have seen all 100 of the films, the DVD is finished and you can use the other DVD to continue.

Enjoy the game!

Game author: Arthur Tebbe, Identity Games.
Design: Lucia Haakman, Identity Design



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Illustrations

[Ill. 1]



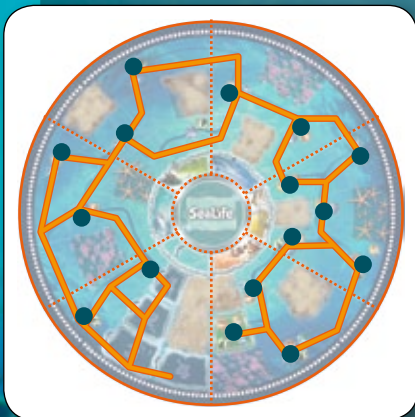
Starting positions 1-4.

[Ill. 2]



The finishing point.

[III. 3]



Film point [●], diving route [—],
diving area [▲].

[III. 4]



You swim from film point to film point.

[III. 5]



The answer tokens.

[III. 7]



The start position.

[Ill. 6]

animal cards

sea turtle



dolphin



octopus



shark



clownfish



mini sub



obstruction cards

flippers



empty tank



diving goggles



[Ill. 8]



'ok, enter'

Start the game.

[Ill. 9]



Choose answer A, B or C.

[III. 10]



Correct answer.

[III. 11]



Correct answer, take a card.

[III. 12]



Who goes first?

[III. 13]



Green is the furthest from the finishing point, so green goes first.

[Ill. 14]



Green is the furthest to the outside, so green goes first.

[Ill. 15]



The order of play at the start of the game.

[Ill. 16]



A maximum of five cards at the end of your turn.

[Ill. 17]



The mini sub.

[Ill. 18]

**A****B****A of B**

Possible combinations of cards.

[Ill. 19]



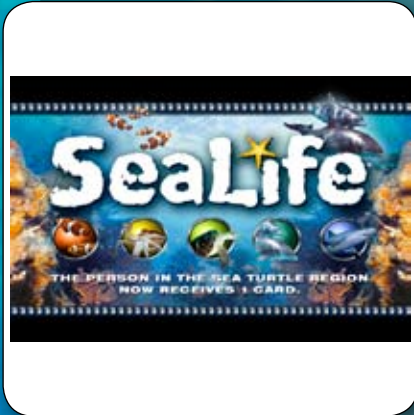
Green can go to A, B or C.

[Ill. 20]



Yellow goes from A to B.

[Ill. 21]



Who is in the sea turtle region?

[Ill. 22]



Yellow wins!



Yellow plays these cards, for example.

In the spoken explanation of the game, when the five special marine animals are shown a whale is referred to in error, while the correct card containing a sea turtle is shown.

N.B.

The selection of questions and answers has been compiled as carefully as possible by Identity Games. In spite of the care paid to the composition of the text, neither the editorial board of the game nor the publisher can be held liable for possible damages arising from any error or lack of clarity that may occur in this publication.

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Because of its small pieces, this game is not suitable for children under the age of three.



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