

# MARINE GO ROUND

## INSTRUCTIONS

Here is a faraway sea area. In this oceanic zone, there was a circular current that was like a eden for sea creatures. When the current exceeds a certain speed, it stores air, takes in food, and begins to circulate. Because of its unique appearance, this ocean current is called a "MARINE GOROUND". Why don't you dive into the ocean and swim with the creatures? Let's create a paradise cooperating with marine creatures.

### 1. What is MARINE GOROUND?

MARINGOLAND is a tile-building backgammon game in which players aim to score Victory Points as quickly as possible by freely arranging the Tiles and creating chains of them. Each creature has its own ability, and your strategy will change greatly depending on which Creature Tiles you collect.

Gets 1 victory point for every lap

Advances the tile by the roll of the dice and activates the effect of the stopped tile

The player who scores 5 Victory Points wins!

You can obtain Creature Tiles by using Fish Feed

If you place your Tiles well, you can activate multiple tiles in a chain on a single turn.

Each player can decide where to place the Tiles and create a field.

### 2. Components

18 of Initial Tiles

36 of Creature Tiles

1 Dice (Roll 1~3)

30 of Fish Feed (3 colors)

2 Pawns

12 Victory Points

### 3. Preparation

① Mix Creature Tiles well  
② make a pile face down  
③ turn over nine tiles from the pile  
④ arrange them three by three horizontally and vertically to make Supply for all players.

Each player receives 9 Initial Tiles, 3 of each color, and places them in a circle in any order.

Put Placement Marker between any tiles and place a Pawn on the right tile of the Marker.

Receive one Fish Feed of each color and place them in the circle.

Decide the starting player

### 4. Flow of the Game

Tile Acquisition Phase ▶ Action Phase are played as one turn. Starting with the first player, each player takes a turn.

#### Tile Acquisition Phase

You can obtain Creature Tiles from Supply by consuming Fish Feed. The acquired tile is replaced with any tile in your field. Put Removed tile on Tiles' s Dump.

The tile replaced can be Initial Tile or Creature Tile. It can also be the tile on which Pawn is currently placed. (In that case, the ability of the tile will be activated the next time you stop.)

Color and number of Fish Feed required to obtain each Creature Tile

●	●	●	● ●	● ●	● ●

You may obtain as many Tiles as you can if you have enough Fish Feed. However, each player can get only one Creature Tile in the first round.

#### In case you do not obtain a tile

You can refresh Supply if you wish. Discard 3 tiles of any one row or column in the supply. The next player can decide which row or column is discarded.

All empty spots in Supply should be refilled with tiles from the deck, and the game moves on Action Phase. If there are no tiles in the deck, mix discarded Creature Tiles and put them back in the deck again.

#### Action Phase

Roll the dice and advance Pawn clockwise by the number of rolls. Then activate the effect of the stopped tile. The effect is illustrated by an icon on each tile. If a tile's effect makes Pawn move forward, it also activates the effect of the destination tile. If the player passes Placement Marker, get one victory chip.

Some Tiles require the consumption of Fish Feed to activate the effect. If the required amount cannot be paid, the tile's effect will not be activated and the pawn will stop at that tile.

#### Next Player's Turn

##### Tile Acquisition Phase

##### Action Phase

When all players have finished their turns The next round begins again with the first player's turn.

## 5. Icons illustrated on tiles

Get the corresponding colored Fish Feed for the number of icons shown. If they are displayed in Cost Box, the number of chips is consumed.

Get one Fish Feed of either of the two colors (spend it when it's in Cost Box).

Advance Pawn by the number of icons.

Roll the dice by the number of icons and advance Pawn by the total value.

Get one Victory Point.

Remove the tile one ahead of this tile from your field. (The total number of tiles in your field is reduced by one.)

Advance Pawn by the total number of SEA TURTLE Tiles in your field.

### Frames associated with icon

Cost Box  
The effect of the tile is not activated unless Fish Feed in Cost Box is given. You can also choose not to activate the effect of the tile intentionally by refusing to give Fish Feed.

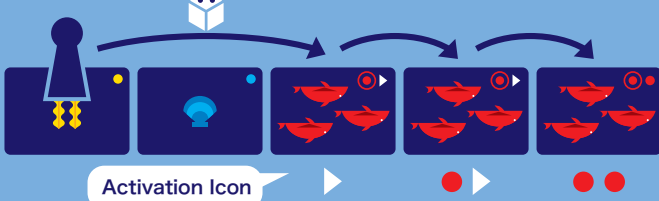
Linking Circle  
If the tile activated right before in the same turn is of the same Creature Tile, the effect is additionally activated. (This does not include Tile originally stopped at the beginning of the turn.)

If there are multiple icons in Frame, each It will be transformed and displayed like these.

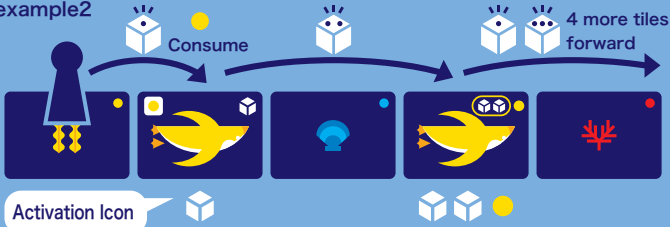
## 6. About Linking

Moving from one tile to another of the same type of creature during the same turn is called Linking. Linking allows you to activate additional effects of the icons in Linking Circle. The effect of the first destination rolled by the dice is not activated.

Linking example1

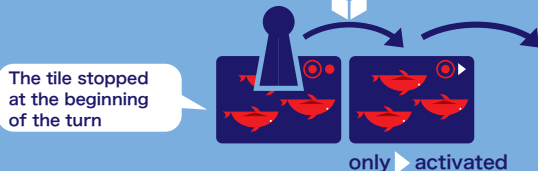


Linking example2



A tile on which a pawn is placed at the beginning of a turn is not considered to be linkable to the next tile in this turn. Therefore, only tiles with a or icon become a trigger to activate the icon in the destination tile's Linking Circle.

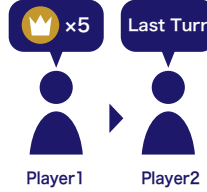
Non-Linking examples



## 7. End of Game

The round becomes the final round when any player has earned the fifth Victory Point. The player with the most Victory Points at the end of the round wins, or in case of a tie, the player whose last pawn is closer to Placement Marker wins.

**The game ends with all players having played the same number of turns**



If Player 1 is the first to get the fifth Victory Point If Player 2 gets the fifth Victory Point in the same round, Player 2's takes the final turn.

If Player 2 is the first player to grasp the fifth Victory Point, Player 1 loses the game at that point. player 1 is defeated.

As a special case, if a player gains 8 Victory Points and the turn has not ended, the game ends with a win for that player.

## 8. Rules for Solo Play

If you are playing this game alone, count the number of turns you have played. The turn you get the fifth Victory Point is recognised as the last turn. And the total number of turns you have played until the end of the game is your score for this game.

If you have 6 or more Victory Points at the end of your final turn, you will receive a bonus for any points in excess of the target of 5. The bonus will be deducted from your points if you exceed the target of 5 chips.

The following evaluation ranks will be assigned to your score, so aim for the highest rank.

When playing solo, you can choose which row of tiles to discard when removing Supply.

For example, on the 15th turn, if you get 2 Victory Points for a total of 6 Victory Points, the game ends with the excess one point deducted from the score, resulting in a score of 14.

Scores	Rating Rank
17 or above	C — Thin Current
16~14	B — Ordinary Currents
13~11	A — Rich Currents
10 or less	S — Paradise of the Sea

## 9. For 3 or 4 Players

This game can be played by up to two players per set, but the game can be played by 3 or 4 players by preparing 2 sets of tiles. In that case, the combined tiles of the two sets are used as the deck of tiles.

## 10.Characteristics of Creatures



They excel at efficiently collecting food by forming a swarm. By linking them together, multiple Fish Feed can be obtained at once, and Victory points can be earned with the collected Fish Feed.



Fast swimmer. It gets around the ocean faster than anyone else. The key is how well they can secure Fish Feed, as they have an excellent ability to move through the tiles.



It is capricious and unstable, but when it works, it is the most explosive. While the effect of Linking is powerful, it is difficult to intentionally link them because the number of advance depends on the number of dice.



Their goal is to eliminate other creatures and monopolize the current. Linking them reduces the number of tiles in the field. This can reduce the length of time it takes to go around, making it easier to reverse the situation from the latter part of the game.



It has the potential to turn the tables with a stroke of luck. Although it is difficult to link them intentionally, Linking of them has a powerful effect that can earn Victory Points.



It is strengthened by collecting friends. The more SEA TURTLE Tiles players have in the field, the further players can move. Hence it is important to plan how many the tiles you will collect.