

A great deal of purpose can be found in supposedly grand or seemingly trivial things—whether it be work towards a lifelong passion or a mundane habit. Our video game is no exception to this: it serves not just as a piece of entertainment, but a digital monument honoring the life, death, and memory of Rosa the Sea Otter. Rosa was the oldest resident otter at the Monterey Bay Aquarium and a surrogate mother for 15 otter pups. On June 5th 2024, Rosa passed away at the age of 24. Through our lighthearted adventure game, we hope to honor Rosa's life and legacy while featuring core parts of her home, the Bay Area.

How To Play

Goal

Get from the start of the map to the end

Traveling between locations requires spending travel points

Travel points can be obtained from completing objectives

Objectives

Each location has three objectives: one natural disaster, one mission, and one surprise

These objectives are randomly generated each time, so no two games or players will have the same objectives

These objectives also increase in difficulty and increase in rewards over time

Natural Disasters

Natural disasters are objectives that require playing cards that reach a certain advantage

Each Kelper Helper card and Tidal Trouble card have an advantage assigned to them

Once the sum of the advantages of the played cards exceeds a certain threshold, the objective is completed

Missions

Missions are objectives that require playing cards that reach an exact advantage. These are similar to Natural Disasters, but the sum of the advantages of the played cards must be exactly equal to a certain number.

Surprises

Surprises are objectives that require playing a specific hand of cards. These objectives are generally high-risk high-reward. The player must play every single card of a specific hand (advantage is irrelevant) to complete this objective.

Turns

Each turn proceeds in the following manner:

- *Do the effects the previous player inflicted (e.g. skip turn, play Tidal Trouble Cards, etc.)*
- *Draw a card from the top of the deck*
- *If the player isn't already doing an objective, they can choose to generate an objective*
- *The player can play cards toward their objective. If they complete the objective, it ends and they obtain travel points*
- *The player can then play any card for their normal effects (not advantages)*
- *If it has been more than three turns since the player's objective was started, it gets canceled*
- *If the player has enough travel points, they can choose to move along a path to a new location*

Cards

<i>Ally Otter Cards</i>				
<i>Ivy</i>	<i>Ruby</i>	<i>Kit</i>	<i>Selka</i>	<i>Gidget</i>
<i>Ivy helps you with recycling!</i>	<i>Ruby helps you plan ahead!</i>	<i>Kit helps you progress onward!</i>	<i>Selka helps you commit robbery!</i>	<i>Gidget helps you out of a tough situation!</i>
<i>Discard five (5) cards (or as many as you have). Then draw that number of cards from the top of the deck.</i>	<i>Without showing the other players, look in the top 5 cards. Take one, then rearrange the cards however you want before putting them back on top of the deck.</i>	<i>Draw the top card of the deck. If it is an otter card, you gain three (3) travel points. If it is a kelp card, you gain one (1) travel point.</i>	<i>Take one random card from each other player.</i>	<i>Automatically complete your current objective. Gain half the travel points of the objective (round up)</i>

<i>Kelper Helper Cards</i>				
<i>Kelp</i>	<i>Rock</i>	<i>Squid</i>	<i>Turtle</i>	<i>Bone Worm</i>
<i>You protected some kelp!</i>	<i>You threw a rock at someone else!</i>	<i>You blinded someone else with squid ink!</i>	<i>You ran into someone while riding a turtle!</i>	<i>You raise Bone Worm from the depths!</i>
<i>Draw one (1) card</i>	<i>The next player must play one (1) tidal trouble card at the start of their next turn</i>	<i>Skip the next player's turn</i>	<i>Next player must play three (3) tidal trouble cards at the start of their next turn</i>	<i>Take one (1) random card from the next player. They must play two (2) tidal trouble cards at the start of their next turn</i>
<i>Advantage: 1</i>	<i>Advantage: 2</i>	<i>Advantage: 3</i>	<i>Advantage: 4</i>	<i>Advantage: 5</i>

<i>Tidal Trouble Cards</i>				
<i>Urchin</i>	<i>Jellyfish</i>	<i>Fishing Net</i>	<i>Human Interference</i>	<i>Oil Spill</i>
<i>An urchin invades your kelp forest!</i>	<i>You were stung by a jellyfish!</i>	<i>You were caught in a fishing net!</i>	<i>You were sidetracked by tourists!</i>	<i>You were caught in an oil spill!</i>
<i>Lose one (1) kelp card</i>	<i>Lose your next turn</i>	<i>Lose three (3) kelp cards</i>	<i>Lose your next turn and one (1) kelp card</i>	<i>Lose one (1) ally otter card</i>
<i>Advantage: -1</i>	<i>Advantage: -2</i>	<i>Advantage: -3</i>	<i>Advantage: -4</i>	<i>Advantage: -5</i>