

SEA JUKE

1. Before Starting

Players: 1 to 4

Type of Game: Cooperative

Objective: Players fill in the 49 squares using the chips

2. Game Items

- 39 Cards (13 kinds of cards x 3)
- 53 Chips (49 normal chips ○ and 4 super chips Ⓢ)
- 1 Game Board (7 x 7, total 49 squares)
- Game Instructions

3. Win or Loss

- **All players win** when all 49 squares on the board have been filled using the chips.
- Fill in the board with either normal or super chips.
- **The game is over, and all players lose** if any player cannot use any of the cards in their hand to advance.

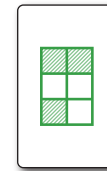
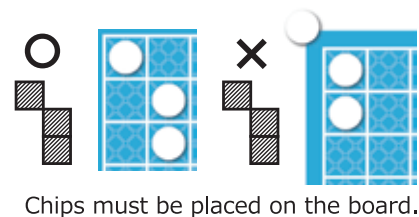
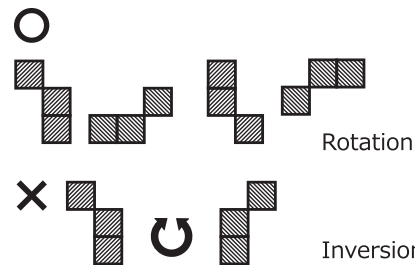
4. Game Setup

- Shuffle all 39 cards and place the deck face down.
- Place the normal chips and super chips next to the deck.
- Deal each player two cards face down.

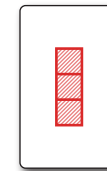
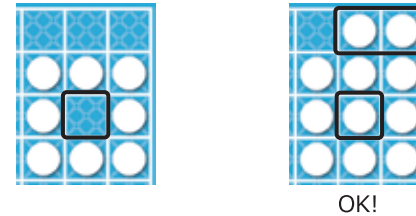
- Each player reviews their cards and all players decide who goes first. The play advances in a clockwise direction.

5. How to Play

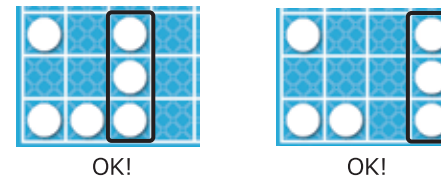
- Each player must select one card and use it for their turn.
- Players cannot pass on their turn.
- Players place 3 chips on the board in the same pattern as the colored pattern described on the selected card.
- The pattern can be orientated in any direction but cannot be inverted.
- Players can place their chips anywhere on the board and use either normal or super chips.
- Players can use up to 4 super chips next to the deck per game.



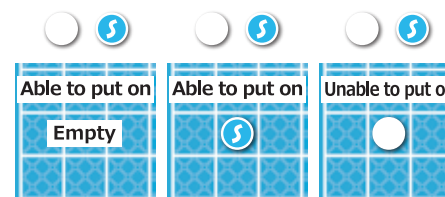
Chips can be placed in the squares even surrounded by existing chips, if the pattern is the same.



Chips are not necessarily placed next to existing chips on the board.



- Chips must be placed on "empty squares" or on top of "super chips".
- Chips cannot be placed on top of "normal chips".
- Players cannot use a card if they are unable to place chips on empty squares or on super chips in the same pattern as the colored pattern described on the card. The card must be retained.



- Players can use only one card for their turn. Once a card has been used to build a pattern, it must be put down in a discard stack.
- Players can check the discarded cards.
- After player has used a card for their turn, add a card to their hand from the deck. Then it is the next player's turn.

6. Communication

- A player can play the game by oneself. When 2 or more players play, the following rules apply.
- Players must not show their cards to the other players.
- If the other players accidentally see a player's card, then the player has to use the card for their turn.
- Except showing cards, players can discuss strategies, e.g.:
 "Keep here open on the board."
 "Can I use a super chip?"
 "On which should we use a super chip?"

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