



## rules for play

A kid-friendly card game for 2-4 players, ages 6 and up

Designed by Michael Iachini. © 2014 by Clay Crucible Games

Send your otters to play at the lakes! If you fill up a playground, you win it. Whoever has the best collection of playgrounds wins the game!

### Playing Otters (2 players):

**Setup:** Shuffle the 9 green-back playground cards and put 3 of them face-up on the table. Shuffle the blue-back deck and deal each player 4 cards.

**Play:** On your turn, you must play 2 cards from your hand to the playgrounds. You may play them both to the same playground or to different playgrounds. Once you are done, draw until you have 4 cards in hand. Then, check the total of the otter cards at each playground. If they match or beat the playground's value, you win that playground! Put it in front of you, discard the otters from it, and put a new playground face-up on the table. (If there are no more playgrounds in the deck, that's okay.)

**Game end:** Once all of the playgrounds have been won, the game is over. Each player adds up the value of their playgrounds. If you won all 3 playgrounds of a suit (all three oranges, greens or pinks), you get 5 bonus points. Whoever has the highest total is the winner!

**Simple scoring variant (for younger players):** Ignore the values and the suits; whoever has won more playground cards wins the game!



### Special Cards:

- 1+** Play an extra card from your hand this turn. You can play the extra card to any playground. Draw an extra card at the end of your turn so that you still end with 4 cards in hand.
- ↑** The top card of the deck goes to the same playground as this otter. You'll still play a total of 2 cards from your hand this turn, plus the top card of the deck.
- ①** Pick an otter card that's currently at a different playground and move it to this otter's playground. Ignore this effect if there are no otters at other playgrounds.
- O** Nobody can play cards here until it's your next turn. This is a good way to keep an opponent from winning a playground that's nearly full. If all playgrounds have alligators on them on your turn, then you must pass your turn.

**4-player variant - Partnerships:** You can play *Otters* in 2 teams of 2 players each. Sit across from your partner, so that the teams alternate turns. On your turn, play as in the normal 2-player game (play 2 cards from hand, win playgrounds if the total value of otters matches or beats the playground's value, draw until you have 4 cards in hand). At the end of the game, put your playgrounds and your partner's playgrounds together to add up your team's score, including the 5 bonus points if your team has collected all 3 playgrounds of a color. The team with the highest total wins!

**3-4 player competitive variant:** This version requires 2 *Otters* decks. Shuffle both blue decks together and both green decks together. Play proceeds exactly as in the 2-player game, with bonus points awarded at the end of the game for having at least 3 playgrounds of a color. (Note that there are now 6 playgrounds of each color in the game, but it only takes 3 to get the bonus points.) If you play an alligator in this version, make sure to note which alligator is yours so that you discard the right one at the start of your turn.

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