



THE UNDERSEA
ADVENTURES OF
CAPT'N ELI
COLLECTIBLE CARD
GAME



Object: Send your opponent's character off the Sea Grid and be the last character in play!

Setup: Each player must select 1 character and 3 additional support cards. You may not have more than 2 of any type of support card, i.e. vehicles, locations, or gadgets. You may not play more than 1 of any card unless noted on the card.

All cards begin in the players' hands. You can see your cards but they remain secret from your opponent!

The game is played on any tabletop in an imaginary 3 x 4 card grid. This grid is called the Sea Grid because, like the ocean itself, the grid is always in motion depending on where you place your cards.

The Sea Grid

1	2	3
2		
3		
4		

Order of Play:

1) You must choose one action per turn:

- Play one card from your hand face down into any legal space on the Sea Grid.
- Activate a card already in the Sea Grid by flipping it in the same grid location.
- Move a card (face up or face down) into any adjacent open spot in the Sea Grid.
- Challenge an adjacent card. Only *flipped* CHARACTER or VEHICLE cards may initiate a challenge. If a face down card is challenged, it is immediately flipped face up and the challenge is resolved.
- Just for fun, use Capt'n Eli's favorite catch phrase "Fraffle!" when challenging your opponent!

You may not "pass" on your turn.
You must take one action every turn.

2) *Resolve any challenges.* Add up the C (Challenge Value) of all your cards against the D (Defense Value) of your opponent's cards. Highest value wins. If at anytime a player's character card is removed from the Sea Grid, that player loses the game. Keep your character card in the game!

3) *Start again with Step 1.*

Start the Game:

Building the Sea Grid: Cards are placed one at a time into the imaginary Sea Grid. The grid is created based on the placement of the cards and changes as cards are moved or removed from the grid.

It is to your advantage to be aware of the layout of the Sea Grid and use the landscape to help in your strategy. The grid structure will change as you and your opponent play cards and resolve challenges.

Example of how the Sea Grid gets started (from Jay's point of view):

Jay places his first card in the Sea Grid. Kris then places her first card down. Jay then places his second card down just to the right of his first card. Kris then places her card down to the left of her first card. Now Jay and Kris have defined the outer edges of the Sea Grid. Kris can't play another card to the left of her second card because the grid doesn't extend in that direction. Likewise Jay can't play another card to the right of his second card as that position isn't currently legal.

Kris 2	Kris 1	
	Jay 1	Jay 2

Kris 2	Kris 1	
	Kris 3	
	Jay 3	
	Jay 1	Jay 2

In Jay's third turn, he plays a card in front of his first card creating a new row in front of the first. Kris follows suit in her next turn by placing a card in front of her first card. At least for the moment, the Sea Grid has been defined. 3 cards across and 4 cards down. Remember: As cards move during the game, the Sea Grid shifts. Always keep an eye on the size and placement of the grid as you play!

Placing a card in the Sea Grid uses a turn. You may not move, challenge, or flip a card in the same turn that you place a card from your hand into the Sea Grid. You may choose to do other actions before you have placed all the cards from your hand into the Sea Grid. But if all of your cards are flipped BEFORE your character card is placed on the Sea Grid, you lose the game. Likewise, if all of your cards in the Sea Grid are removed from play, you lose regardless of how many cards are still in your hand. Remember to defend the Sea Grid!

Making Cards Ready or Flipping:

In addition to placing cards from your hand into the Sea Grid, you can also challenge players for their positions in the grid. To do this, you must plan your moves and *ready* your cards before you challenge your opponent.

To ready a card, you *flip* it over to reveal the identity of the card. To utilize a card for offense or defense you must flip it. Otherwise it cannot be used in a challenge or as part of a defense unless it is targeted.

Flipping a card uses a turn. You may not move, challenge or place a card from your hand into the Sea Grid on the same turn you flip a card.

Moving Cards Already on the Sea Grid:

You may move a card already in the Sea Grid face up or face down one space in any open adjacent space on the grid. Moving a card takes a full turn.

You may not flip, challenge or place a card from your hand into the Sea Grid in the same turn you move a card. Remember: Moving a card may change the layout of the Sea Grid.

Challenges:

In order to win, you must be the only character remaining in the Sea Grid. To do this, you must challenge other players and force their characters off the grid!

In order to challenge, cards must be adjacent on the Sea Grid. Either a CHARACTER or VEHICLE card may issue a challenge.

To see if you win a challenge, take the C (Challenge Value) from the challenger's card and compare that to the D (Defense Value) of the defending card. The highest value wins. In the event of a tie, the defender always wins.

If a challenger wins, the defender's card is removed from the game. If the defender wins, all cards involved in the challenge remain in play and on the Sea Grid.

Challenge Values can be modified by certain types of cards that are played in adjacent spaces on the Sea Grid to the challenging card.

Only *flipped* CHARACTER and VEHICLE cards can challenge.

VEHICLES may add to the Challenge Value when they are placed vertically in-between your CHARACTER card and the card you are challenging.

GADGETS may add to the Challenge Value from any adjacent position (left, right or below) to your CHARACTER card as long as it is not in-between the challenging card and the card you are challenging.

Defense Values can be modified by certain types of cards that are played adjacent to defending CHARACTER cards. These cards must be face up or flipped in order to be used.

LOCATIONS are an example of a type of card that may add to your D value. LOCATIONS may add to the D value of a CHARACTER card that is being challenged as long as that card is adjacent to the CHARACTER card being challenged and has been previously flipped.

You may challenge an adjacent face down card but that card is flipped as a free action and may build a defense based on any adjacent face up cards already in place. Be careful: Sometimes challenging a face down card might be doing your opponent a favor! Example 1:

	Face Down	
Face Down	Hydron CHARACTER C: 1 D: 1 ↓	
	Dolphin VEHICLE C: 1 D: 1 ↑	Face Down
Eagle Rock LOCATION C: 0 D: 3	Capt'n Eli CHARACTER C: 1 D: 1 ↑	

Player 1 takes his Hydron and challenges a face down card. The card is then revealed as a free move to be Player 2's Dolphin vehicle card. The Challenge Value of the Hydron is a 1 while the Defense Value of the Dolphin is also a 1. In a tie, the defender (the Dolphin) wins. The Hydron is repulsed and needs to rethink his or her strategy.

Player 2 issues a challenge from her Capt'n Eli card. Capt'n Eli (C:1) can challenge through her Dolphin (+1). This gives Capt'n Eli a total Challenge Value of 2. And that's enough to send the Hydron off the Sea Grid!

In this case, since the Hydron doesn't have any additional Hydrons in play, the game is won by Capt'n Eli. *(Please read ahead for special rules concerning Hydrons and the keyword: STACKED!)*

Card Breakdowns and Special Keywords:

When in doubt, follow the language on the game cards!

SACRIFICE: If this character is defeated during a challenge, the player controlling the defeated character may sacrifice any adjacent card that they control and keep the defeated character card in the game. This ability may only be used once per game.

MYSTIC: One of your opponent's cards is returned to a face down state. If the MYSTIC card is flipped as a result of a challenge, then you must resolve the MYSTIC card before you resolve the challenge. If the opponent's card that forced the challenge is returned to a face down state then the challenge is cancelled and the MYSTIC card remains flipped and in play. The MYSTIC ability may only be used once per game.

TENACIOUS: If a challenge ends in defeat for this character, the card stays on the Sea Grid but is turned 90 degrees to signify it has been defeated once. This card is not removed from the Sea Grid until it is defeated a second time.

STACKED: Players may use this card as a character and as a challenge modifier. Just like a VEHICLE card, it must be used in a straight vertical line to modify or initiate a challenge. If a stacked character card is removed from play, the defending player must immediately flip to reveal another copy of the stacked card.

Flipping in this case is NOT a free action but is a FORCED turn. After you flip, your opponent may then take his or her turn. Please note that the stacked card must already be on the Sea Grid. You may not play the card from your hand. If another copy of the card is not in the Sea Grid, the challenging player wins the game.

Frequently Asked Questions:

Q: After I have flipped a character card, may I flip it face down in a later turn?

A: *No. Once you have flipped a card it remains face up for the balance of the game unless a special card returns it to the face down position.*

Q: I just want to wait and make my opponent come after me. Can I skip my turn?

A: *No. You must use an action every turn. If you cannot place a card, flip a card, or challenge then you MUST move. Even if moving places you at a disadvantage. You can't remain still on the ocean!*

Q: This game rocks! How can I get more cards?

A: *Grab your parents and check out The Undersea Adventures of Capt'n Eli at www.captneli.com. Or, you can join our crew at a live event and maybe get your hands on one of the Super Rare game cards!*

Q: I love Capt'n Eli. Where did all this come from? Where can I learn more?

A: *The Undersea Adventures of Capt'n Eli is the story of a boy with extraordinary scientific abilities and unique ties to the sea. This epic adventure was created by artist and writer Jay Piscopo. Look for this graphic novel series at your favorite book store, comic shop or library. Volume 1—July 2008. Volume 2—October 2008. Volume 3—March 2009.*

www.captneli.com

Symbol Legend



Seasearchers



Commander X



Hydrons



World Security Navy



Common



Uncommon



Rare



Super Rare