

THE STORY: PREHISTORIC HYDROPONICS

Many years ago, an ancient amphibious people known as 'River Boggles' discovered agriculture. But not the complicated agriculture we know today with its requisite machines, pesticides, and fertilizers. Their's was simple.

One day, an exhausted Boggle sought relief from the hot sun. He ate a grabble to cool down, but that just wasn't enough. So, as many Boggles had done before him, he got into the great River to take a nap. He snored up big frothy bubbles. Unbeknownst to him, a grabble seed from his recent meal was stuck in his cheek, and as he slept, water from the River slowed around it. What began as a short nap became days of slumber, and when the Boggle awoke, he was surprised by more than the lateness of the week: a small flower was growing in his mouth!

While a part of him wanted to eat the flower right then and there, Boggles were a patient people, and he decided to stay in the River a little while longer to see what would become of the plant, all the while keeping his mouth open and letting the water continue to massage and nutrify it. Just a few short months of patient standing later, the Boggle found that little seed had grown into a big, fruit-laden grabble bush, right there in his mouth. In joy, he ran home and spit out the fruit of his labor to share with the village, who had long thought him dead. Oh happy mistake!

In addition to grabbles, the Boggles soon found they could achieve the same growth with three other crops: grettuce, blerries, and blornn. All they had to do was stand around the River for a few months with a seed in their mouth and let it grow. Simple! For years Boggles prospered, until their special, nutrient-enriched River became too crowded with competing Boggle villages to support the population.

In Gulp, you play as competing villages trying to harvest and store the optimum number of crops for your village before winter comes, ceases food production, and leaves the villages to rely on storage. The center of your world is the great, life-giving River positioned between two great bodies of water that can diffuse or repurify the River at any given time. There are simple tools at your disposal, but as Boggles had no need to develop complicated industrial agriculture, those tools are limited to what can be done with the Boggles of your village--like temporarily redirecting the river with a Wave O' Boggles, or changing the contents of the River by having a bunch of Boggles slurp it up while another group spit in new elements.

You may also win the favor of the Grettuce God, or awaken the anger of the God of Blornn, both of whom hold great power among your people. Neither rewards avarice. They will punish a village that is too greedy in their harvest, and infest that village's crop storage with a fungus that will require a doubling of intake before edible crops may be harvested again. Good luck, or as the boggles say, 'boggle boggle boggle!'

GAME OBJECTIVE:

Have the closest to the holy crop limit store score when the deck runs out.

The holy crop limit is based on the number of players:

2 players = 300 crops | 3 players = 250 crops | 4 players = 200 crops

GAME COMPONENTS:

Rule Sheet (this)

108 cards (2 identical sets of 52 playing cards + 2 reference cards)

4 village tokens

pen and paper for scorekeeping (not included)

SETUP:

Choose the first dealer based on who touched water most recently. Dealer starts by shuffling the deck. He deals the cards in a clockwise order to players, finishing each cycle by placing a card on the River until the River and all players have 5 cards (Fig. 1). Note that at no point in the game may a player have more than 10 cards in hand, and all draw/swap actions cease until hand is reduced.

Next, reverse clockwise order starting from the dealer, players place a village token to along the River, which will signify the villages' downstream/upstream relationships. There are four spots for players to place their village (1 in between every 2 River cards). No two villages may occupy the same spot. Game begins with the player left of the dealer. The River begins its flow from left to right.

TURN PLAY:

During a normal turn, a village (player) takes 2 actions. There are 3 types of actions, which may be repeated at will:

1) DRAW: 2 cards from the deck.

2) PUSH THE RIVER: Place 1 Event or Crop Card from your hand into the beginning of the River, pushing all cards one spot down, and the card furthest downstream out of play and into a discard pile (Fig. 2). Once in the River, if the new card is an Event Card (Fig. 3), you immediately execute its game action. If the action affects multiple players, start with the player left of you and execute the action for yourself, last.

3) HARVEST: A player chooses Crop Count Card(s) (Fig. 4) from their hand they would like to harvest and store for a score. They can choose as many as they would like, minding that Event Cards cannot be harvested, even for a value of zero. Typically, the cards are worth their numbered value (x1). However, if all cards in the River (even if less than 5) are the same color (blue or green) then the River is 'juiced.' Any harvested cards in this instance that share that color receive a store score of x2. If all 5 cards in the River are the same crop, then the River is also 'saturated,' and any suited store score takes on a crop yield value of x5 (Fig. 5). This remains true until a card is played into the River which disrupts the uniformity.

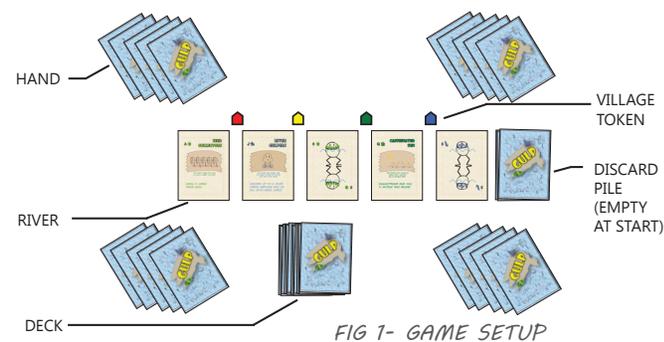


FIG 1- GAME SETUP

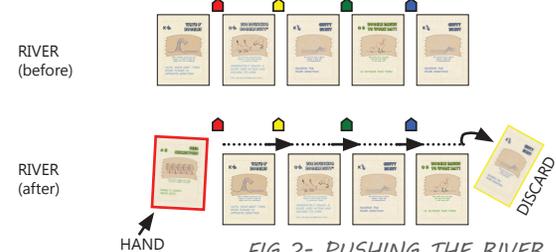


FIG 2- PUSHING THE RIVER

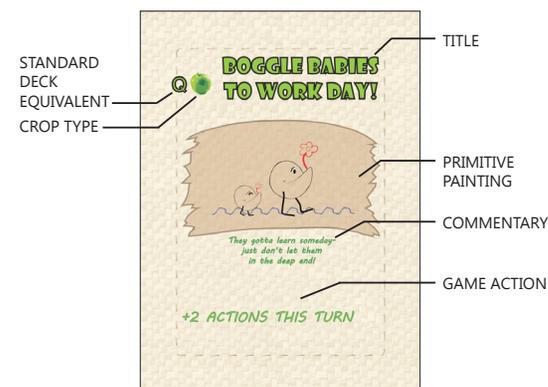


FIG 3- EVENT CARD

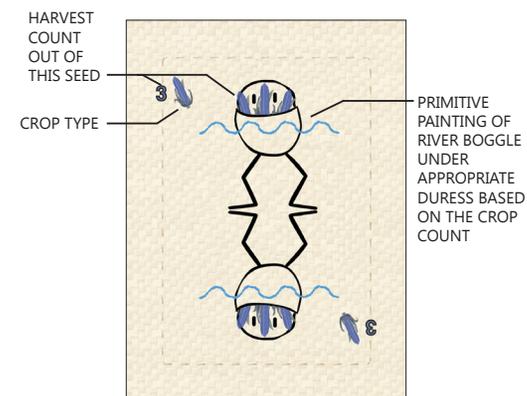


FIG 4- CROP COUNT CARD

FURTHER RULES ON HARVEST:

Event Cards: Cannot be harvested, even for a value of zero.

Bonus Store Score: If at any time your Pushing of the River causes any of the following blessed combinations, the Gods immediately reward you with a bonus store score (that you must accept). This does not cost an extra action. Aces are both high and low for runs.

- Juiced or Saturated= 25 crops
- Full House= 75 crops
- Four of a kind= 50 crops
- Five of a kind= 100 crops
- Four card run= 50 crops
- Five card run= 100 crops

Storage Limit: Villages may not store over the holy crop limit (200/250/300). If they try to, the Gods infest their storage with a fungus that requires a doubling of crops to eradicate.

If at any time a harvest (typical or bonus) threatens to push a village's storage over the limit, the remainder is applied as a negative value. For example, a village with 270 crops about to store 50 crops in a 2 player game would end up with 280 crops (270+30=300,-20=280). Once a village has reversed off 300, their crops will continue to decrease with each successive store score event unless they reach zero--at which point the fungus has been eliminated and harvests resume positive value.

10 CARDS:

In line with their fear of greed, many Boggle villages believe a crop count card of 10 is bad luck, as it has the potential to allow a single Boggle to yield up to 50 crops (very greedy). Therefore, whenever a village possesses a 10 crop count card, they may instead elect to show their humbleness by sacrificing the Boggle into the River who would otherwise be growing the gluttonous seed. This contaminates the River, ceasing all villages from using it until it repurifies with new elements.

In other words, a 10 may be harvested as a standard crop, though prepare yourself to suffer a terrible curse of tainted luck. But if instead the 10 is played into the River as a Boggle Sacrifice, it pushes all 5 River cards (plus the 10 card) into the discard pile, and 5 new River cards are immediately drawn from the deck and placed into the River. This ability is consistent for all crop types.

END GAME:

When the deck runs out of cards, 1 more round is played, then the game ends. Game time may be adjusted by playing with less than the full deck.

At game end, all players with remaining crops in hand count them at River value as a negative harvest against their store score. The player whose final crop storage is closest to the holy crop limit of (200/250/300) wins.

ACKNOWLEDGMENTS:

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FURTHER NOTES ON CARDS:

Unless otherwise noted, actions on an Event Card must be played if possible. If the action has language that implies optionality (such as 'may' or 'any or all') then you may elect not to perform the action. Actions are always performed AFTER the Event Card is placed into the River.

Event Cards:

Grettuce-- Easy to grow and full of hearty nutrients. Good for the entire River. Generally has a positive effect for you and all villages downstream from you.

Grabbles-- Easy to grow and full of rich juices good for your section of the River. Generally has a positive effect for you.

Blorrr-- Energy intensive to grow and deprives the River of nutrients while polluting it. Generally has a subtractive effect for you and all villages downstream.

Blerries-- Energy intensive to grow, but only negative in small areas. Generally allows you to create a subtractive effect on a single opposing village.

Aces-- generally affects cards in your hand

Kings-- generally affects the River

Queens-- generally affects turn length

Jacks-- generally involves bizarre mischief

Specific Cards:

BIG BOUNCING BOGGLE BUTT- This card CAN ONLY be played out of turn. The moment another player attempts to place a card in the River, you can play this card to stop them. You must announce this before the other player finishes that card's action. This card goes in the River into the spot the other player's card would have, while their card is discarded. The length of your next turn is unaffected.

BOGGLE EXODUS- Players may agree out of turn to swap locations.

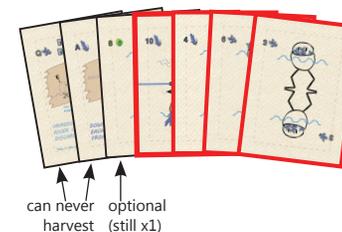
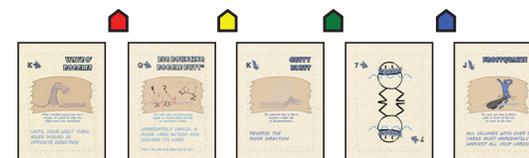
CLOTH MOUTHS- The discarded card is not immediately replaced. The gap(s) work as a receptacle for the next River card that pushes toward it. Note that because actions occur after the card is put in the River, you are allowed to discard this card.

DROWSY DEW- Affects your NEXT turn (not this one). Even if a previous modifier was in effect and giving you more actions, such as **CAFFEINATED SUN**, this card still reduces your next turn's action count to one.

FROSTQUAKE- If you have six or more cards in your hand after this card is played, you must harvest and store score all crops in your hand for their current value, also accounting for the if the River is 'juiced' or 'saturated'.

RIVER GULPERS- up to 3 River cards MAY be discarded (any order). You can any or all of those spots with cards from your hand. If there are open spots on the River afterwards, they will act as a buffer to the card(s) that would otherwise be pushed off, similar to the effect of **CLOTH MOUTHS**.

WAVE O' BOGGLES- Starting from the action after you play this card, up until the first action of your next turn, the River moves backwards. The duration of this action is the same as **BOGGLE LOGS**

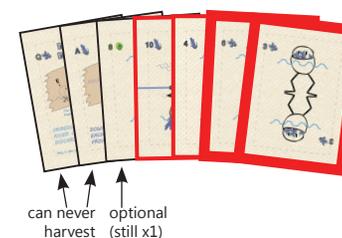


JUICED RIVER
2x HARVEST
(+25 bonus store score for whoever juiced it)

$$=10+4+6+3=23$$

$$23 \times 2 = 46 \text{ CROPS}$$

versus



SATURATED RIVER
5x HARVEST
(+25 bonus store score for whoever juiced it)

$$=10+4=14$$

$$14 \times 2 = 28 \text{ CROPS}$$

$$=6+3=9$$

$$9 \times 5 = 45 \text{ CROPS}$$

$$28+45=73 \text{ CROPS}$$

FIG 5- HARVEST-STORE SCORE