
2-5
8+
30min
A game by Antoine Bauza
OCEANOS
RULES
Art by Jérémie Fleury
iello

Summary of the Game



In Oceanos, play as an Expedition Captain and plunge into the ocean depths aboard your submarine.

Collect surprising animal species, discover the biggest coral reefs, and gather forgotten treasure with the help of your scuba divers. Don't forget to upgrade your submarine during the trip if you want to take all of your discoveries back to shore. Most importantly, beware the Kraken's curse!



Contents

75 Submarine pieces (15x5 colors)

5 Level 1 pieces per submarine

5 Level 2 pieces per submarine

5 Level 3 pieces per submarine



135 Exploration cards



40 Round 1 cards

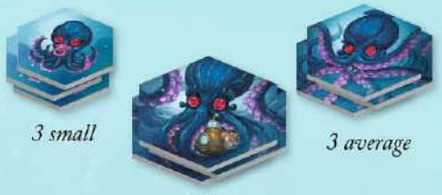
45 Round 2 cards

50 Round 3 cards

15 Fuel tokens (3x5 colors)



9 Kraken tokens



3 small

3 big

3 average

15 Scuba Diver tokens (3x5 colors)



30 Treasure tokens



1 opaque bag



5 Player Aids



Front

Back

1 scorebook



Overview and Goal of the Game

During the game, each player represents the progression of the expedition by playing Exploration cards in front of himself side-by-side, in three stacked rows (one row per round). Each turn, an Expedition Captain deals Exploration cards to the other players who choose to keep one and add it to their expedition, before giving the rest to the Captain. Exploration cards have many symbols on them which allow you to gain points or upgrade your submarine.

At the end of the game, the player with the most victory points (★) wins.

Game Elements

Submarines

Submarines represent your mode of navigation while exploring the depths of the oceans. Each submarine is made of 5 detachable pieces, each with three upgrade levels: ●, ●● and ●●●.



Each piece of your submarine has an ability that is upgraded according to the level it has.

Propeller

- ● ▸ no effect
- ●● ▸ gives **2** ★ at the end of the round
- ●●● ▸ gives **5** ★ at the end of the round

Motor

- ● ▸ makes **one** Fuel token per round
- ●● ▸ makes **two** Fuel tokens per round
- ●●● ▸ makes **three** Fuel tokens per round

Cockpit

- ● ▸ has **one** Periscope
- ●● ▸ has **two** Periscopes
- ●●● ▸ has **three** Periscopes

Aquarium

- ● ▸ can hold **three** different Animals
- ●● ▸ can hold **five** different Animals
- ●●● ▸ can hold **eight** different Animals

Airlock

- ● ▸ holds **one** Scuba Diver token
- ●● ▸ holds **two** Scuba Diver tokens
- ●●● ▸ holds **three** Scuba Diver tokens

Exploration cards



Exploration cards represent the **things you discovered in the ocean depths during your expedition**. Each Exploration card has different elements separated in **three categories**:

1 Positive elements *(outlined in white)*



Animals: at the end of a round, gain 2 ★ per different Animal in your collection. Pay attention to the level of your Aquarium and its corresponding ability.



Coral: at the end of the game, gain 1 ★ per Coral in your biggest Coral Reef, that is to say, in your biggest run of Exploration cards with Coral.



Treasures: at the end of the game, gain as many ★ as indicated on the Treasure tokens you collected. Each Treasure can have 2 to 4 ★.



2 Negative elements *(outlined in red)*



Eyes of the Kraken: the players who collected the most eyes during a round lose ★. The number of ★ lost is determined by **Kraken tokens**, which come in three different sizes and can show 0, -1, -2, -3, or -4.



3 Upgrade elements *(outlined in white)*



Bases: you can upgrade your submarine if you have already played Exploration cards with a Crystal.



Crystals: determine the upgrade you can perform on your submarine.

Animal Clarifications

There are eight Animals of two different sizes:

Small Animals are common and regularly appear on Exploration cards.

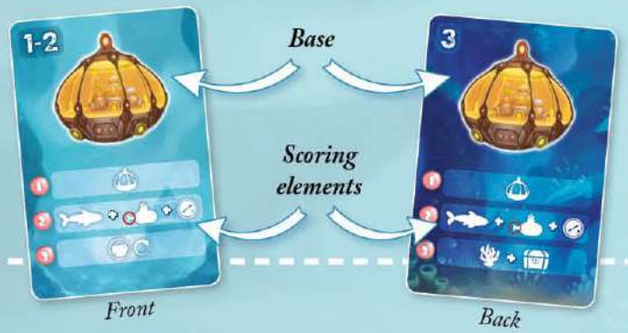


Big Animals are rare and appear less often on Exploration cards.



Player Aid

The Player Aid is a two-sided tile: the front side is used for the first and second rounds and the back side is used for the third round. The Player Aid is **used as a Base** and follows the same rules. It also shows **the elements to pay attention to during scoring** at the end of each round and at the final scoring.



Set Up

1. Each player chooses a color and takes all the pieces of their submarine, as well as their Scuba Diver and Fuel tokens.



2. Assemble your submarine with all of the pieces and leave the other pieces aside.



3. Place a Scuba Diver token and a Fuel token on their respective places on your submarine. Leave the other tokens aside.



4. Randomly draw one Kraken token of each of the three sizes, without looking, and put them in the center of the table, with the smallest on top and the biggest on the bottom. The remaining Kraken tokens will not be used for this game.





5. Separate the Exploration cards into three piles, one for each round. Shuffle them before putting them in the center of the table.



6. Put all of the Treasure tokens in the opaque bag and put it aside.





The last player to visit an aquarium becomes the next Expedition Captain (see next page).

Gameplay

A game plays over 3 rounds of 5 turns:

1ST ROUND

Explore the ocean under the surface



2ND ROUND

Explore the ocean a little bit deeper



3RD ROUND

Explore the deepest depths of the ocean



Note : if you lose track of how many turns have been played, just count the cards without Fuel tokens.



Every round follows the same rules and scores ★ at the end. At the end of the third round, an additional ★ scoring takes place considering different elements.

Round overview

Each round plays over five turns described as following:

1. **The Expedition Captain deals out the Exploration cards** of the current round to all players except himself. Each player receives one Exploration card per Periscope that he has on his submarine + one Exploration card.

> **Example** *If your submarine has a Cockpit, you have one Periscope. You therefore receive two Exploration cards (one for your Periscope + one card).*
> *If your Cockpit is , you have three Periscopes and therefore receive four Exploration cards (three for your Periscopes + one card).*

2. **Each player secretly chooses the Exploration card** that he wants to keep from the ones he received and puts it face-down in front of himself. The remaining Exploration cards are given to the Expedition Captain.

3. **All players simultaneously reveal their Exploration card** and place it in front of themselves following the placement rules:

- **Exploration cards are placed from left to right:** the order of the Exploration cards played in front of you cannot be changed during the game.

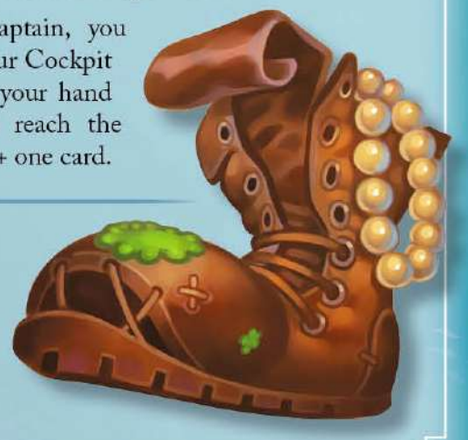


- **Each round makes a new row of Exploration cards:** cards from the 1st round are placed on top, cards from the 2nd round are placed in the middle, and finally, those from the 3rd round are placed at the bottom.



4. **The Expedition Captain chooses one Exploration card amongst those the other players gave him,** following the same placement rules. He discards the other cards face-up.

If, as the Expedition Captain, you receive fewer cards than your Cockpit level allows you, complete your hand from the deck, until you reach the number of your Periscopes + one card.



5. **The player to the left of the the current Expedition Captain** becomes the Expedition Captain for the next turn.

Each turn, you can do the following additional actions:



Use a Fuel token

You can consume a Fuel token to **keep an extra card in front of yourself face-down** (during phase 2 of the last page). Reveal as usual during phase 3 of the last page. Put a Fuel token on the extra card when you play it.



If you're able to, you can use **multiple Fuel tokens during the same turn** to keep one more Exploration card per Fuel token consumed. You can **choose the order in which you place them** in front of you, but once played, you cannot rearrange them.

The number of Fuel tokens you can use during a round is determined by the upgrade level of your submarine's Motor. A ● Motor gives you 1 Fuel, ●● two Fuel, and ●●● three Fuel to use per round.

If you use your available Fuel tokens and you upgrade your Motor, you only gain one additional Fuel token that you place on the corresponding area of your submarine.

Example *Your ● Motor allows you to use one Fuel token. You use it to keep an extra Exploration card and put the token on this card. Then, you upgrade your Motor to ●●. You can therefore use two Fuel tokens in a round. Because you have already used one during this round, you only gain one extra Fuel token to place on your submarine.*





Play a Scuba Diver token

You can only play a Scuba Diver token **on an Exploration card that has a Treasure, and only when you play this card** in front of yourself.

At the end of the game, the Scuba Diver token allows you to collect the Treasure it's on, as well as all of the Treasures it comes across when returning to the surface.

Example *You play an Exploration card with a Treasure during the third round and decide to play a Scuba Diver token on it. At the end of the game, your Scuba Diver returns to the surface and collects two Treasures.*





Upgrade your Submarine



When you **play an Exploration card with a Base on it,** if you have already played one or several Crystals, you can upgrade a piece of your submarine.

Note : when a player upgrades his Motor or Airlock, he receives a Fuel token or a Scuba Diver token, respectively. This new token cannot be used until the next turn.

Example

You didn't play a Crystal before the Base, so you cannot upgrade your submarine.



You played a green Crystal before the Base, so you can upgrade your submarine.



The **level of upgrade** you can do is **determined by the Crystals** played before the Base.

One color only (green **OR** yellow): upgrade a piece of your submarine to a piece, however many crystals there are in this color.



Two different colors (green **AND** yellow): upgrade a piece of your submarine to a piece if you can. If not, you can still upgrade a piece to a piece.



Note : it's not possible to upgrade a piece of your submarine directly to a piece. You must upgrade to before going to .

A Base only allows one upgrade! It's not possible to upgrade two pieces of your submarine to two pieces with the same Base, no matter how many Crystals were played before the Base.

Crystals used for an upgrade cannot be used for the next Base. If you have more Crystals necessary to upgrade your submarine, the remaining Crystals are wasted and cannot be used for another Base.

Example

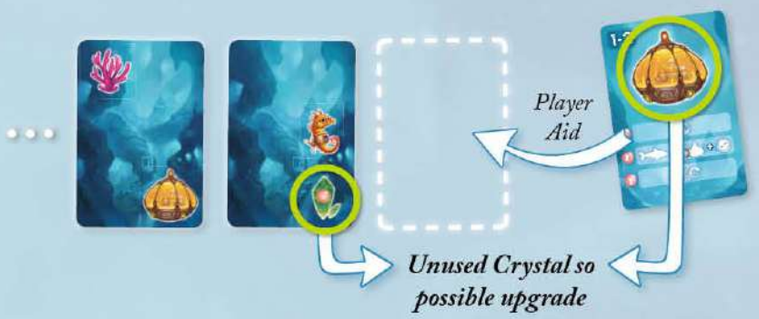
You played your first Base after two Exploration cards each with a green Crystal. You use the green Crystals to do an upgrade of to . You then play a second Base without playing new Crystals first. Because you already used the green Crystals, you cannot make a new upgrade.



End of a round

At the end of a round, you return to your base to drop off your treasures and get some rest before descending even further into the depths of the ocean. This happens in three steps:

1. **Place your Player Aid at the end of the round's row of Exploration cards.** If you have any unused Crystals, you can do an upgrade ( ) following the normal rules.



2. **Count your ★ won during the round with help from the scorebook.** The elements that earn you ★ at the end of a round are:

   - **Animals collected:** gain 2 ★ per different Animal you collected in your Aquarium. Pay attention to the capacity limit of your Aquarium's level.
   - **The Propeller of you submarine:** gain 0, 2, or 5 ★ according to the level of your Propeller.
   - **Determine the player with the most Kraken Eyes:** the player who has the most Kraken Eyes on his Exploration cards of the current round turns over the top Kraken token and loses the number of ★ shown on the token. Discard this Kraken token.





In case of a tie, all concerned players lose the same number of ★ shown on the Kraken token revealed.

3. Once scoring is finished, **take back all of your used Fuel tokens** and put them back on their space on your submarine.





Your Scubadiver tokens, however many you have, remain in play until the end of the game. A new round can now begin.

End of the game and scoring



The game ends at the end of the third round, after each player has completed their return to the surface. Perform a final scoring of the following elements:

1 Your biggest Coral Reef



Gain 1 ★ per Coral in your biggest Coral Reef, that is, your biggest run of Exploration cards with Coral.

A Coral Reef must be **orthogonally adjacent** (vertical and/or horizontal). A diagonal does not connect Exploration cards.

Example

In your Exploration cards, you have a run of three cards with Coral. You gain 1★ per Coral present in this run, for a total of 3★.



2 Treasures collected by your Scuba Divers



Starting with the Expedition Captain and in turn, draw as many Treasure tokens from the opaque bag as the number of Treasure Chests collected by your Scuba Divers. Add the number of ★ shown on each Treasure token to your final score.

Example

This Scuba Diver, while resurfacing, collected two Treasures. You draw two Treasure tokens from the opaque bag and gain 7★ to add to your final score.



The player who has the most ★ at the end of the game is the winner.

In case of a tie, the player with the most ● in submarine upgrades is the winner. If there is still a tie, players share victory.



Variant
TWO PLAYERS

With two players, set up remains the same and the game plays over three rounds of five turns. Only the gameplay of a turn changes.

Simultaneously play with your opponent as follows:

- Draw cards from the deck until you have as many cards as the number of Periscopes on your submarine + one card.
- Secretly choose the Exploration card you want to keep (or multiple Exploration cards if you consume Fuel tokens) and play it face-down in front of you.
- Reveal your Exploration card and place it face-up in front of you following the normal placement rules.
- If you want, discard one card from your hand that goes under the deck.
- Give the remaining cards in your hand to your opponent.

End-of-round and end-of-game scoring remain unchanged.



Variant
TROUBLED WATERS

This variant is recommended for experienced players and, more specifically, games with 5 players.

- Once each player (except the Expedition Captain) has chosen the card(s) he wants to play, the Expedition Captain randomly takes one, and only one, card from the remaining cards each player has.
- As usual, the Expedition Captain draws cards up to the number of Periscopes on his submarine + one card.
- The remaining cards are put back under the deck.



Biographies



Antoine Bauza

Designer

Born in Valencia in 1978, Antoine Bauza is now a prolific and internationally celebrated game designer. After designing games in his free time while also teaching in schools for three years, he decided to devote his time entirely to game design. An eclectic designer, he rapidly met success with **Ghost Stories** and **Monster Chase.** Recognition came in 2010 with **7 Wonders** and **Hanabi**, international multi-edition best sellers.

Oceanos is his first game published by IELLO, though he also participated in designing **Welcome Back to the Dungeon,** in the publisher's Mini Games line. He's also an author of young adult novels, role playing games, and video games.

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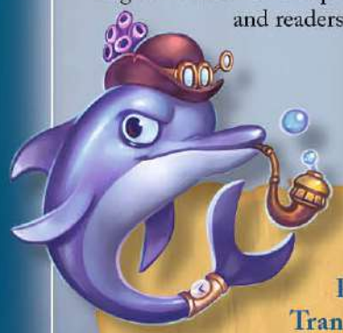


Jérémie Fleury

Artist

Right after graduating from the Émile Cohl school of illustration in Lyon in 2010, Jérémie Fleury began working as a concept artist for video games, then multiplied his projects in young adult literature (Azuro le dragon bleu, Malenfer, L'Enfant-dragon...). Passionate about entertaining education, he threw himself into illustrating board games in 2015, with **Little Red Riding Hood** (Purple Brain) and **Oceanos** (IELLO) notably. The imaginary, fantastic, and forgotten times are his preferred universes, in which he loves to immerse players and readers through his illustrations.

www.trefle-rouge.fr @Trefle_Rouge



Designer: Antoine Bauza
Artist: Jérémie Fleury
Project Manager: Ludovic Papaïs
Translation: Danni Loe-Sterphone

Playtesters: Ludovic Maublanc, Mikaël Bach, Michaël Bertrand, Françoise Sengissen, Corentin Lebrat, Bruno Faidutti, and all the players of La Cafetière…

Thanks: The designers thanks his son, Esteban, who involuntary inspired Oceanos while he was calmly playing in his bath with a beautiful plastic seahorse...



Symbols

Positive elements *(outlined in white)*



ANIMALS: at the end of a round, gain 2 ★ per different Animal in your collection. Pay attention to level of your Aquarium and its corresponding ability.



CORALS: at the end of the game, gain 1 ★ per Coral in your biggest Coral Reef, that is to say, in your biggest run of Exploration cards with Coral.



TREASURES: at the end of the game, gain as many ★ as indicated on the Treasure tokens you collected.

Negative elements *(outlined in red)*



EYES OF THE KRAKEN: the players who collected the most eyes during a round lose ★.

Upgrade elements *(outlined in white)*



BASES: you can upgrade your submarine if you have already played Exploration cards with a Crystal.



CRYSTALS: determine the upgrade you can perform on your submarine.

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