



# Catch the Wave

## Who is surfing the biggest wave of memories?!

We are not talking about „smoothing the waves“! Here it goes! A memory game for 1 to 4 surfing friends 8 years and up from Thade Precht.

It had to end eventually! Humanity has finally become extinct. Just the Tanuki survived.

These legendary Japanese creatures have all the random leftover stuff from people in the bin and have only picked up a few memorabilia. The hottest boards in the world! They surf now as much as possible. Infinite space, free beaches and the big surf battle every weekend, when the waves hit first and then glow. Everyone catches a huge wave here. Which brings us to the topic. This game is like life. In the end, the one who gets their shit together wins. Get as many cards as possible in the correct sequence resulting in the longest wave – and on it the winner surfs away.

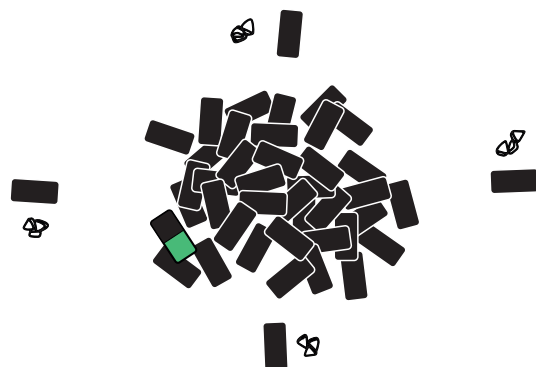
## GAME CONTENTS

- 88 wave cards, with
  - 4 colored sets with 20 number cards each
  - 8 interference cards (blue)
- 12 shark fins
- 1 rulebook



## GAME SETUP

Everyone takes 3 shark fins and places them in front of themselves. Then spread out a colored set of 20 cards face down in the center of the table for each player and mix them all together into a big mess. In front of you all now extends the great wide sea, from which you will all take what you need during the game rounds. Put whatever cards and fins are left over back into the box. Also, you don't need to bother about the interference cards just yet. They are for a game variant described at the end of the rules. Next, each of you reveals a wave card, shows it to everyone and places it face-down in front of yourself. This card marks the beginning of your personal wave. Finally, flip a single wave card face-up and leave it in the sea.



## GAME PLAY

Your goal is to play as long a wave as possible in the course of the game, ascending from left to right to form a sequence of numbers. You take turns playing clockwise. Who was last surfing, or who has gone the longest without showering? You start fishing a card out of the sea. It can either be the one that is face-up or a face-down one. Show the others the number on it. And now it's getting serious because you must put the card down in front of you, but in the correct place:

- If the number on your new card is **smaller** than the ones in front of you, then place it to the **left of your wave**.
- If the number is **larger**, you place it to the **right**.
- If the number has a **value** in between, then you put it **between two cards** accordingly in your row - in such a way that it joins the sequence of numbers.
- Caution! Several of each number swim in the sea. So it may be that you have the freshly drawn number already in front of you. Then it doesn't matter if you put the new card to the left or right of the card with the matching numerical value.

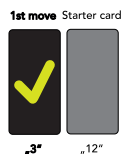
- The cards in your row must always be next to each other. So don't leave any gaps and don't fool around by staggering the cards. Otherwise, your left neighbor will rap on your knuckles.
- Once you have placed a card, you cannot look at it again. **So, remember what is where!**

Once you have placed the card, you are done for this round. Did you take the face-up card? If so, you reveal a new one and leave it in the sea. Now it is your left neighbor's turn.

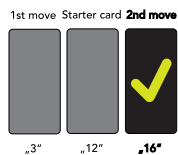
## Examples:



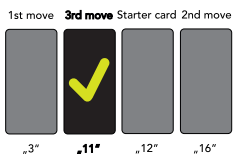
Lollo draws as starter card the number 12. That is neither good nor bad in this phase of the game



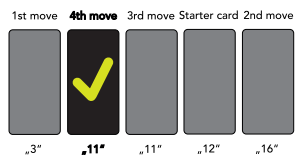
In the first round Lollo gets the number 3. Because 3 is smaller than 12 Lollo must place the card to the left of the number 12.



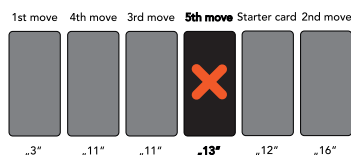
Second round: Now Lollo fishes a 16 out of the sea. Lollo remembers that the 12 is to the right and places the 16 on the right side of it. Not bad, by now Lollo has a wave of 3 cards. But because the competition is not stupid, they have done everything right, too.



Third round: Again, everything is smooth and easy. The number 11 doesn't put Lollo in a tight spot, because they know where it belongs.



Round 4: Again an 11. This one can either be placed to the left or right of the previous 11. All that matters is to not crash the wave. The wave now consists of 5 cards. Good job, keep on like that.



Oh crap! Number 13 is too much for Lollo because they place it between the 11 and the 12. Too bad! Now the wave crashed. Unfortunately, Lollo does not see the bullshit they created. We are curious where the next round will lead them. It may give them a little comfort that the actual wave still consists of 4 cards: 3, 11, 11, 13. But Lollo does not know that, because the cards are face down in front of them.

## The shark fins

Have you fallen asleep, or are you no longer fully able to remember your wave? Then the shark fins will help! During your turn you can slide shark fins into the sea to view one card secretly in your row for each fin you spend. Make sure you place the card(s) you look at back where they were, face-down.



By the way, you can forget about recycling: Fins pushed into the sea are lost forever.

## END OF THE GAME

The game ends after you have fished all the cards out of the sea and placed them in your waves. Showdown: One after the other, you reveal your display from left to right. Move cards that interrupt a wave up or down a little. That way you indicate that something does not fit there. But at the same time, one begins with a new wave. Whoever has the longest correct wave / row of sequential cards wins. If there is a tie the person who has the most shark fins left wins. Tie again? You can be happy together!



Lollo's longest row is this, with a span over 10 cards.

## SOLO VARIANT

Game setup and course of the game are identical. In the end, the big question is: How well did you do?

A row of 8 or smaller	<b>CATCH A COLD!</b>
A row of 9 or 10	<b>KETCHUP!</b>
A row of 11 or 12	<b>CATCHER IN THE RYE</b>
A row of 13 or 14	<b>CATCH ME IF YOU CAN</b>
A row of 15 or 16	<b>WWE'S "THE UNDERTAKER"</b>
A row of 17 or 18	<b>CATCH AS CATCH CAN</b>
A row of 19	<b>KATSCHING!</b>
A row of 20	<b>KAAABUUU!</b>

## GAME VARIANT FOR EXPERIENCED MEMORY PLAYERS

If you are looking for an additional challenge, grab the 8 interference cards. But be careful, they will throw you off your feet in a memo-like manner and only cause confusion! Shuffle them face-down into the sea when setting up for the game:

- As soon as someone reveals an interference card, you must first obey the card before the game can continue normally.
- If you draw an interference card, you place it face up in the middle of the table, and begin counting clearly aloud, starting with the number in the top speech bubble
- Then it goes in turn order, speech bubble by speech bubble and beyond - until you put count to 20 according to the logic of the card.
- Instead of an X, a certain codeword must always be said for the numbers in the pattern on the card. Everyone should agree before the start of the game on the codeword. (Example: shit, Bada Bing Bada Boom, ...)
- Done? Then the interference card is removed from the game. It's still the turn of whoever pulled the card, so they should go fishing again.
- Lollo asks: "Are there any rules if someone says the wrong thing?" Sure, a kick to the shin - from all sides.



## Example:

Lollo draws the interference card shown. In turn it is now counted as follows: "1-2-3-4-codeword-6-7-8-9-codeword-11-12-13-14-codeword-16-17-18-19-codeword". Then the card is removed from the game and Lollo fishes a new card from the sea.

If you are looking for more challenges, then forego the face-up one in the sea during setup, ditch the shark fins, or do both.