



# Blue Border

- Players : 2~4  
(4 players are recommended)
- Time : 10~20 min
- Age : 10+

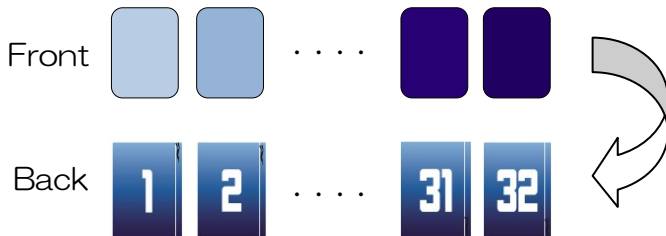
## 1. Summary

You are "Diver". Divers compete 32 *Blue cards* for each other. You go diving to deep, and return. And the diver who returns to the ground fastest is the winner!

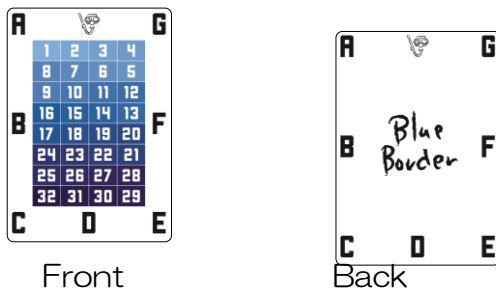
You should be careful of *Border Line*..

## 2. Components

### (1) Blue card (32 cards)



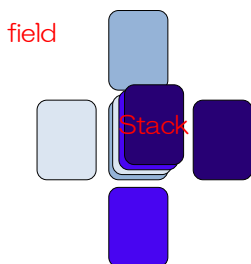
### (2) Divers card (4 cards)



## 3. How to play

### (1) Preparation

- Each diver places divers card in front of them.
  - ※ You can place them front or back.
  - But beginner is recommended to put the front.
- Shuffling blue cards, and place the stacks in center of play field. Then you open 4 cards as below.

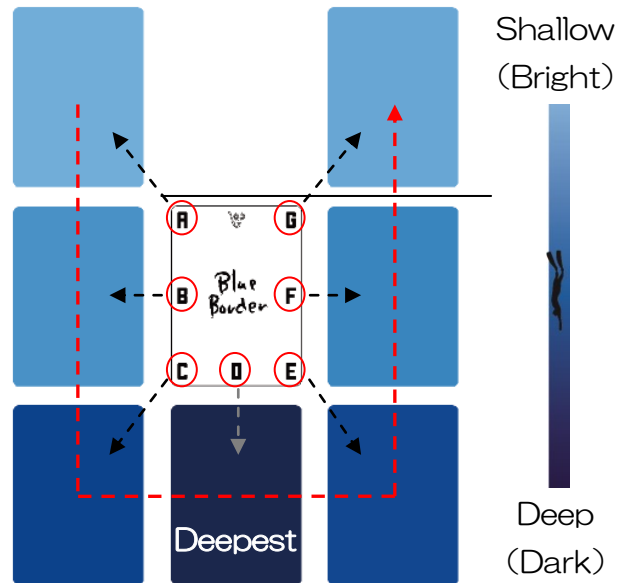


- Who loves the sea deepest goes first!

### (2) Basic rule

Divers place blue cards around their divers card.

And you have to place them in the order A to G



From A to D, you have to place the cards so that it gets deep(dark) gradually. Also, you have to place them it gets shallow(bright) from D to G.

The diver reaches point G is Winner!

### <Important>

When you place card, You have to be careful of *Border line* and *Bottom*. You set the two the followings.

- **Border line** : The difference between two adjacent cards  
"9" is basic, and "8" is hard mode.
- **Bottom** : The smallest number of point D, "25".  
(you can set as freely if you are experienced.)

Divers place cards based on the followings.

- Place "1" to *Borderline* number at Point A and G.  
(ex) You can place 1 to 9 in basic mode.
  - Don't mistake the order from A to G.
  - You must place the card whose number is within *borderline* from previous card at B~G.  
(ex) If you place 1 at A, You can place up to 9 at B.
  - The number of D must be deeper than *Bottom*.  
(ex) You can place more than 25 at D.
- ※ Divers can only see front of card, therefore you have to recognize differences of color.

But, you can place any card even if you fail above unless you receive *border call*. (Described next section).

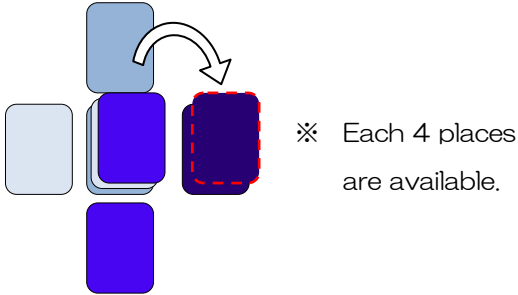
### (3) Game Start : The turn detail

Your turn will turn clockwise from the Start Diver.

And each turn proceed the followings.

- ① The diver take one card of field (containing stacks),  
or pass your turn.
- ② (in case of pass)

You call "Pass" at first, then open card from stacks and place it on any cards of field.



Next diver can only take the card from the top cards of the field, which means the cards below can't be taken.

- ③ (in case of taking card)

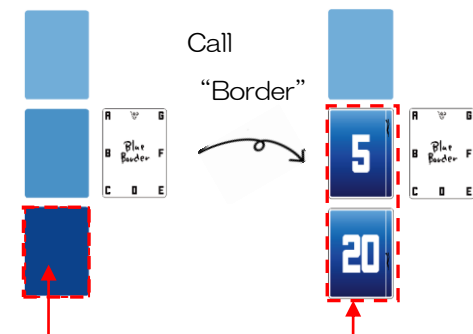
Taking one card of field, and place it in the order A~G.

- You can take only one card in one turn.
- Open new card if one of 4 field cards is vacant as result of your taking.
- **(important)** You must take a card if you touch the card.  
⇒ You have to call "pass" before anything when you want to pass your turn.

- ④ **(important)** Border Call

Any other diver can call "Border" if you think that the card which is placed just then is not proper to above rule (refer to (2)). You can call "Border" from the moment that the playing diver touches a card. In case more than one divers call at the timing, the diver calling fastest get the right of Border Call.

The called diver open both the card and previous card.



Placed card  
in the turn

Open cards

- ⑤ In case Border Call is succeeded.

If the called diver has mistaken, he discard all open the cards.

And the calling diver can do one of the following two actions.

- ⑤-1 : Taking one card of all discarded cards and place it.
- ⑤-2 : Taking one card of field and place it (as usual).

<Notice **(important)** >

- You don't have to take any card.
- The newly placed card can be done Border call by any diver.

- ⑥ In case Border Call is failed.

If the called diver hasn't mistaken, the calling diver discard his last placed card.

※ If the diver has no card, His next turn is skipped. And then he can't do Border Call until finish being skipped.

- ⑦ In any case when Border call has been done, The next diver to the called diver plays his turn.

- ⑧ When stacks runs out, Shuffling all field cards and discarded cards together and newly open 4 cards.

- ⑨ The diver reaches G fastest is Winner.

But you can do Border call toward the card placed at G.

## 4. After game over

Let's praise the winner's wonderful diving and then call him "best diver" with applauding.

## 5. For the divers desiring the deeper...

- According to your skill, you can set Borderline and Bottom freely. Or limiting cards number is also changing game balance (it is recommended when players are less than 4)  
(ex) in case of 3 players, you use 1~24 blue cards.
- If you play the game under round system, Changing Borderline and Bottom every round may deepen the game.
- Each diver can decide his own rules.  
Divers should be diverse !

*To be continued to falling deep...*



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