

THE SPILL

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Players 1 - 4 • Ages 14+ • 50 Minutes



**CONTAIN THE OIL.
SAVE THE SEA LIFE.**



Overview

/// incident alert ///

Offshore rig, DeepWell-4, has blown out and the rupture is spilling crude oil into the ocean at an alarming rate! You are members of a joint task force who have been dispatched to the scene. Working together as a team, use your talents to avert an ecological disaster... one which threatens to contaminate marine life and devastate the ecosystem. The situation is dire and escalating by the minute, so there is no time to waste.

1. Contain the oil flowing from the rig
2. Remove what oil you can from the waters
3. Rescue the marine animals

The world is watching. The fate of the coast is in your hands!

Components



Game Board



36 Marine Animal tokens - 6 of each type



13 Resource cards



20 orange Activation cubes



5 Ship tokens



Situation Board



5 Specialist mats



60 black Oil dice



4 blue Weather dice

Dice bag



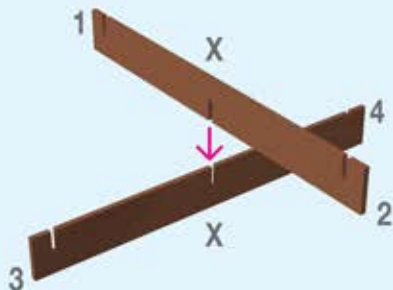
1 Spillout token

Assembling the Oil Rig dice tower

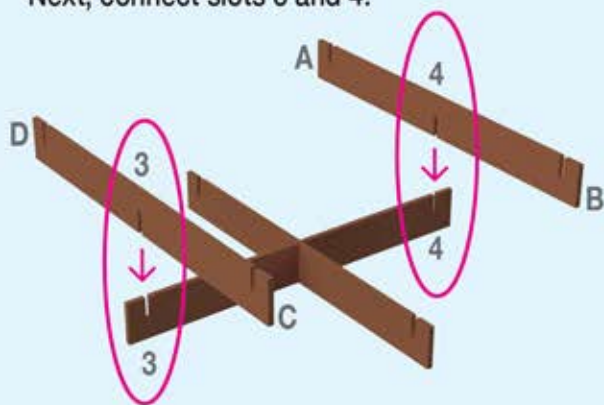
Components: 6 cardboard perimeter walls, 2 funnels, 4 short legs (top), 4 long legs (bottom), base

Perimeter walls: Slot together matching labels.

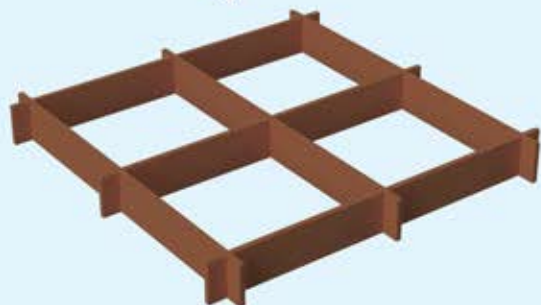
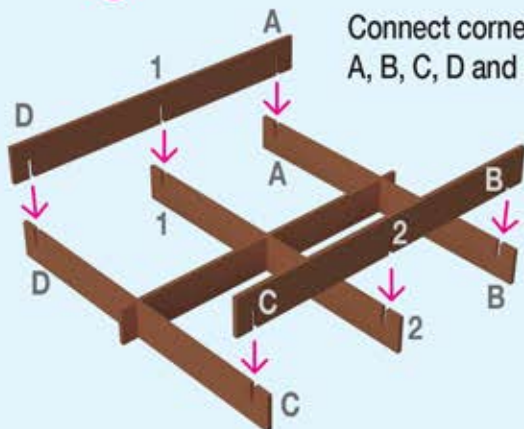
Connect the 2 'X' slots to form the center partition.



Next, connect slots 3 and 4.

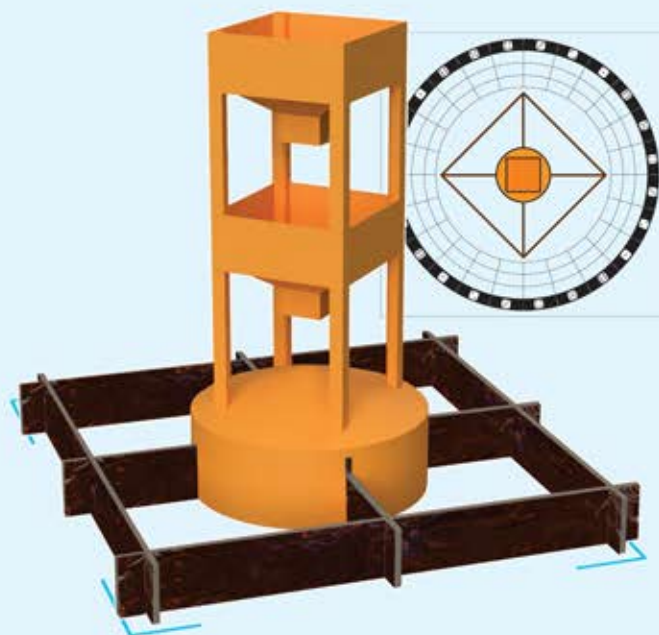
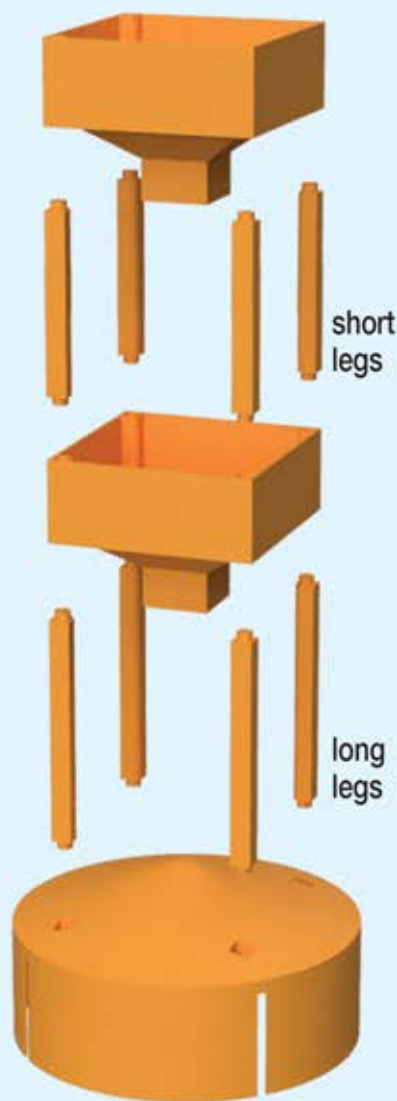


Connect corners A, B, C, D and 1, 2.



Tower: Gently, but firmly, connect the two funnels with the 4 short legs, as shown. Then connect the funnels to the base with the 4 long legs.

(Note: when packing back into the box, carefully remove the base. The rest of the structure will fit in the box assembled.)



Place the assembled tower over the center partition, through the slots in the base.

Position the fully constructed tower at the center of the game board. Orient it so the perimeter walls align with the blue corners printed on the board.

Object

Prevent a catastrophic environmental disaster.

Your team will **LOSE** if one or more of these conditions exists at the end of a turn:

1. Sickbay holds at least 1 of the 6 different Marine Animal types, contaminated by oil.
2. Sickbay holds at least 3 of a single type of Marine Animal, contaminated by oil. (There are 6 of each type)
3. The board contains 6 or more Spillouts, each Spillout defined as a column of three Oil dice filling a Sector.

These losing conditions are a constant threat. If you cannot remedy the losing condition(s) by the end of the turn's Action Phase, the game ends immediately in disaster.

The team **WINS** if you have completed all three objectives listed on the Win Condition area of the Situation board – AND no losing conditions exist on the board.

Otherwise, the game ends when the bag is emptied of dice and the player who emptied it completes their turn. The empty bag signifies the capping of the wellhead to stop the flow of oil. If no losing conditions exist, the team WINS.

Set Up

1. Place the board and oil rig tower at the center of the table.
The board's circular grid is divided into 4 Quadrants and each Quadrant has 6 numbered Sectors.
The outermost black space, marked with the die icon, is where ship tokens travel.
The three spaces above it are all part of the same Sector. The Oil dice and Marine Animals in these three spaces (A, B, C) can be reached by a ship within that sector.



Each Quadrant has 6 Sectors marked by dice symbols 1 - 6.

The Red ship occupies Sector 4. It can interact with dice and animals in positions A, B and C.

2. Place all the Marine Animal tokens onto the matching icons on the board. Each Marine Animal token has a Healthy side and Contaminated side, marked with oil. All tokens should be face up, on the Healthy side, to begin the game.

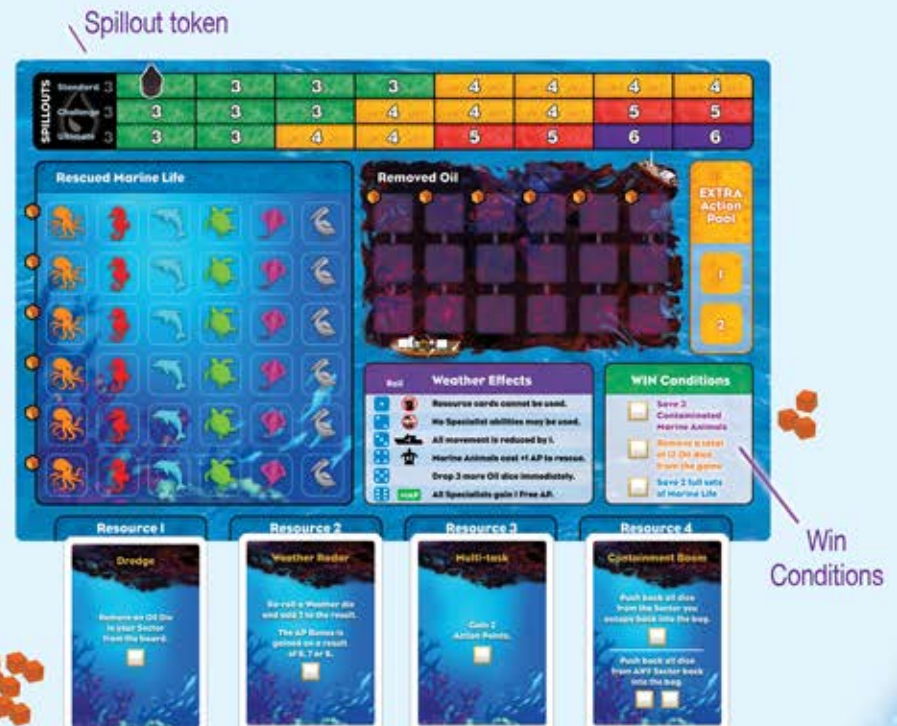


- At random, choose 4 Specialist mats from the five available. No matter the player count, there are always 4 Specialists in play.
 - One player:** You control all 4 Specialists, taking a turn for each.
 - Two players:** Each player controls 2 Specialists, taking a turn for each.
 - Three players:** Each player controls one Specialist. The fourth is a "communal" Specialist. On a player's turn, they decide whether they want to use their own Specialist or the communal one. If they choose the communal one, they swap that Specialist mat with their own. Their previous Specialist becomes the new communal one.
 - Four players:** Each player controls one Specialist.



Each Specialist has a unique ability and reminder text for how to spend Action Points.

- Place your Specialist(s) face up in front of you and gather their matching color Ship token(s). Place the remaining Specialist mat and Ship token to one side of the board for later potential use.
- Give each Specialist 2 orange activation cubes. These will be used to mark Weather Effects by placing them in the matching spaces of your mat.
- Each Specialist begins the game with their Ship token in a different Quadrant on the board. Roll a die for each Ship and place it in the matching numbered Sector of their Quadrant.
- Place the Situation board to one side of the Game board. Place the Spillout token on the first green space of the Spillout Tracker and choose the difficulty of the game. None are easy, but for your first few games, "Standard" is recommended.
- Place 3 activation cubes next to the Win Condition area on the Situation board to mark off objectives as they are completed.
- Shuffle the Resource cards. Deal 2 to each Specialist. Select one to keep for the team and discard the other. (In a 3-player game, discuss the communal Specialist's cards as a team). Place the 4 Resource cards you chose face up on the bottom edge of the Situation board. Put the discards back in the box. They will not be used this game. The remaining Resource cards remain face down nearby to replenish used Resources later in the game. Place the remaining activation cubes nearby the Resource cards.



Your chosen Resource cards to start the game

- Place 8 black Oil dice to one side. Then collect the remaining Oil dice and the 4 blue Weather dice and place them in the bag. Give it a good shake to mix them well.

Set Up Complete



The Disaster Begins

Drop the 8 black Oil dice you set aside down through the top of the oil rig. These dice represent the initial oil gushing from the damaged well. Each die will fall into one of the four Quadrants. Take note of each die's rolled value. Then place each in the matching numbered Sector of that Quadrant as shown.

When placing dice, always start in the ring of spaces closest to the oil rig. If another die is rolled with that same number in the quadrant, place it on the next outer ring. Each Sector space can hold only one die, and each Sector column can hold a maximum of three dice. During Set Up, if more than two dice land in the same sector or if any dice cover Marine Animals, re-drop those dice. Repeat if necessary.



4 Oil dice have fallen into this Sector. The first "2" is placed in space A of Sector 2. The second "2" is placed in space B.
Note: If a second "5" fell into this Quadrant on the initial drop, the die would be re-rolled, as Marine Animals cannot be covered over to begin the game.

Playing the Game

This is a cooperative game in which you all win or lose together. Start by reading your Specialist's ability aloud to inform your teammates of your unique ability. The owner or host of the game will be first player. Alternatively, the highest roll of the die goes first. The first player will not change over the course of the game.

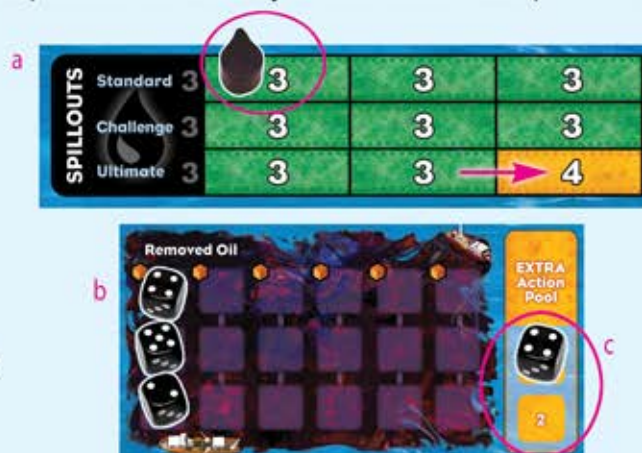
Specialists take turns in clockwise progression. On each Specialist's turn, complete the following steps:

Spill Phase / Action Phase / Action Phase Clean Up / Win-Lose Conditions Check

SPILL PHASE: *(If this is the very first turn of the game, skip the Spill Phase and proceed immediately to the Action Phase.)*

1. Assemble Oil Dice:

- The Active Specialist draws from the bag the required number of dice as shown by the Spillover tracker. This number starts at 3 dice, but will escalate over the course of the game.
- If, near the end of the game, not enough dice are left in the bag for the required drop, take the needed number from the Removed Oil area of the Situation board.
- The Active Specialist must also add any dice from the EXTRA ACTION pool, if the previous Specialist placed any there.



2. The Spill:

- Drop the collected dice into the oil rig and place them onto the board. As during Set Up, place each die in the Quadrant they fall into and onto the numbered Sector shown on the die face. Oil dice will start to fill the three available spaces of a given Sector. Always start with the space nearest the oil rig. If that space already contains a die, place it on the next outward spot in the same numbered Sector.
- Check for Spillovers. A “Spillover” occurs each time a Sector receives a 3rd die. Having six Spillovers on the board is a losing condition, so preventing and removing them is a key strategy. Every time a Spillover occurs, advance the Spillover token on the Situation board by one space. This will escalate the danger over time by increasing the number of dice dropped every turn, from 3 to 4 dice - or as many as 6 dice on Ultimate difficulty. Note that if you Push Back or Remove an Oil die from a Spillover and it later fills back to 3 dice, it will trigger the Spillover token again.



Two Spillovers have occurred, in Sector 2 and Sector 4.
The Spillover Tracker advances by 2 spaces.



- Manage Overflows: A Sector with three Oil dice in it is full and cannot accept any additional dice. When a die is due to be placed on a Sector that already has 3 dice, the oil “Overflows” into an adjacent space clockwise, filling the next available space in that Sector. Should the adjacent Sector also have 3 dice, then the Oil die continues clockwise into the next Sector, until an available space is found.

Note: The Risk Engineer has the ability to redirect an Overflow die counter-clockwise instead, should it prove beneficial.



Sector 4 cannot accept any more dice. If another “4” is placed in the Quadrant, it will move clockwise to the first open space it can fill.

d. Check for Marine Animal Impacts:

1. If an Oil die lands on a Healthy Marine Animal, flip it to the Contaminated side. The die remains in the space.

This animal is in danger of going to Sickbay if the die is not Pushed Back or Removed by the end of this turn's Action Phase.

2. If an Oil die lands on a Contaminated Marine Animal, send it immediately to Sickbay. The die remains in the space.

Too many Marine Animals in Sickbay is a losing condition, so monitor this closely.

e. Check for Weather Effects: (see also Weather Effects, page 12)



Mixed in the bag are 4 blue Weather dice. When drawn, drop them with the rest of the dice into the tower. (You do not need to redraw additional Oil dice to replace them) Do not place the Weather die onto the board. Instead, check the rolled value against the Weather Effects chart on the Situation board. The effect is activated immediately.

All Specialists add an activation cube to their mat as a reminder of the Weather Effect for their turn. If a cube is already occupying a Weather Effect space and a roll of the same type occurs, there is no additional effect.

After applying the effect, the Weather die is removed from the game.

d1.



d2.



When all the above steps have been taken for each die, The Spill Phase is complete.

IMPORTANT: Note any potential Losing Conditions that now exist. These **MUST** be remedied in the Action Phase or the team will lose.

ACTION PHASE:

The Active Specialist has 4 Action Points (AP) to spend on their turn and may perform the following actions, in any order or combination. (AP can be spent on the same action more than once)

• Spend up to 4 Action Points to:

- Move 1-2 spaces (1AP)
- Rescue a Contaminated Marine Animal (2 AP)
- Rescue a Healthy Marine Animal (1AP)
- Remove an Oil die from the game (3 AP)
- Push Back an Oil die (1 AP)

• The Specialist **MAY** spend activation tokens from one or more Resource cards.

• The Specialist **EARNs** activation tokens and places them on Resource cards

- for each set of 3 Oil dice removed from the game.
- for each full set of six different Marine Animals rescued.

• The Specialist **MAY** spend 1 or 2 **EXTRA** Action Points (unless no dice are left in the bag)

If they do, they **MUST** draw one die for each Extra Action taken from the bag and place it in the **EXTRA ACTION** pool on the Situation board.

Move (1 AP)

Spend 1 Action Point to move your ship along the outer edge of the board, one or two Sectors clockwise OR counter-clockwise. Other actions cannot be taken in the middle of a Move action. A player's movement is not restricted to their starting Quadrant and may travel to other Quadrants. A ship must be in the same Sector as an Oil die or Marine Animal in order to affect it. Multiple ships may share a space.

Push Back an Oil die into the bag (1 AP)

Spend 1 Action Point to place an Oil die from the Sector your Ship occupies back into the bag. This can have the effect of eliminating a Spillout or preventing future ones.

Note: eliminating a Spillout on the board does not move the token back on the Spillout tracker. Pushing Back an Oil die is a low-cost way to deal with immediate threats, but it is a delaying tactic, not a long term solution.

Remove an Oil die from the game (3 AP)

Spend 3 Action Points to take an Oil die from the Sector your Ship occupies and remove it from the game. Removing oil is critically important, but it costs most of your AP to accomplish.

Place dice removed in this way onto the Removed Oil section of the Situation board. Every die removed permanently reduces the threat on the board.

RESOURCE ACTIVATION: Every set of three Oil dice removed gives the team an orange activation cube which can be assigned to activate a Resource card.

Rescue a Healthy Marine Animal (1 AP)

Spend 1 Action Point to rescue a Marine Animal from the Sector your ship occupies. Place the Marine Animal token onto its matching spot on the Situation board. Place them into the topmost row first and proceed down the chart as you rescue more of the same Marine Animal.

RESOURCE ACTIVATION: Every full set of six different Marine Animals gives the team an orange activation cube which can be assigned to activate a Resource card.

Rescue a Contaminated Marine Animal (2 AP)

Spend 2 Action Points to rescue a Contaminated Marine Animal from the Sector your Ship occupies. If an Oil die is also present in the same space, the Oil die **MUST** be Pushed Back or Removed from the board before you can rescue the Marine Animal. Time is of the essence. A Contaminated Marine Animal still sharing a space with an Oil die at the end of the Action Phase is moved to Sickbay during Clean Up. You only have the current turn to rescue it.

When you place a Contaminated Marine Animal on the Situation board, keep the contaminated side face up, as one of the Win Conditions concerns how many Contaminated Marine Animals you have rescued.



STRATEGY TIP: You may want to save every Marine Animal you can, but don't forget about removing oil from the game. You must balance your efforts to win.

Specialist Abilities

Many Specialist abilities allow exceptions to the rules or change the cost of actions. Where this is true, follow the rules on the Specialist mat.

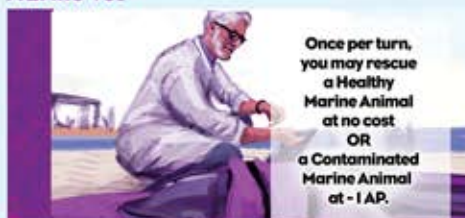
Environmental Tech



Once per turn, you may push back an Oil die for free by moving onto its Sector.

You **MUST** move into the Sector to activate this.

Marine Vet



Once per turn, you may rescue a Healthy Marine Animal at no cost OR a Contaminated Marine Animal at -1 AP.

You may rescue the Healthy Marine Animal at no cost, even if a Weather Effect increases that cost.

Marine Biologist



You can rescue animals that are on Sectors adjacent to your current Sector.

You can rescue from one Sector away.



Risk Engineer



During the Spills phase, drop 1 less Oil die than required.

During an Overflow, you may move dice in either direction.

You may move Overflow dice in a counter-clockwise direction on anyone's turn.

Hazmat Specialist



Removing Oil dice costs you 2 AP instead of 3 AP.

Resource cards and Activation cubes

The Resource cards chosen at the beginning of the game are a team resource. They begin the game inactive. However, every time the team removes a set of 3 Oil dice from the game OR rescues a full row of 6 Marine Animals, they gain an orange Activation cube.

This cube is immediately placed on any ability on any card the Active player chooses. Note that many of the cards have two abilities, a lesser ability which costs one activation cube to use, and a more powerful ability that costs two cubes to use. Cubes may be stored on one or more cards, but only one effect per card.

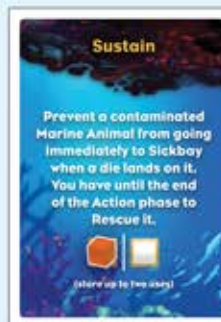
Once a given ability on a card has enough Activation cubes on it, it is available for immediate use. It is not necessary to use this ability right away, so you may wait for a critical moment. Decisions regarding the placement of cubes and the use of Resources are open to discussion by the full team, however only the active Specialist may actually do so.

After an ability is used, the card and the cube are discarded. Replace it with a new Resource card drawn from the top of the Resource deck.

EXTRA ACTIONS (Gain up to +2 AP)

The Specialist **MAY** spend 1 or 2 EXTRA Action Points (unless no dice are left in the bag) on their turn.

If they do, they **MUST** draw one die for each Extra Action taken from the bag and place it in the EXTRA ACTION pool on the Situation board. These dice are collected and dropped by the following Specialist as they assemble their dice in the Spill Phase. EXTRA Action Points can help you out of tight spots, but the added dice dropping on the following turn is a definite risk.



ACTION PHASE CLEAN UP

1. Remove all activation cubes from Weather Effect spaces on your Specialist mat, ending their effect.
2. Any Contaminated Marine Animal still sharing a space with an Oil die is moved to Sickbay.
3. Add an orange cube to any Win Condition you have achieved this turn. These are located on the Situation board.

WIN / LOSE CONDITIONS CHECK:

At the end of each turn, you must check to see if you have won or lost the game.

Your team has **LOST** if one or more of these conditions currently exists:

1. Sickbay holds at least 1 of all 6 different Marine Animal types.
2. Sickbay holds at least 3 of a single type of Marine Animal.
3. The board contains 6 or more Spillouts, each Spillout defined as a column of three dice filling a Sector.

If not, your team has **WON** if you have completed all three objectives listed on the Win Condition area of the Situation board.

If neither is true, play passes clockwise to the next Specialist and a new turn begins.

When the bag is empty of dice, the game will end after the current turn.

If no losing conditions exist, the team WINS.

Adjusting the Difficulty

The Spill is intended to be a difficult game to win. It can be made easier by ignoring the Spillout Track and dropping just 3 dice throughout the game. And of course it can be made more challenging by using the more difficult Spillout tracks.

Harsh Weather Rule: This optional rule has the potential to make the Weather Effects more extreme. The -1 Ship Move, +1 Animal Rescue and Bonus +1AP effects can now accept more cubes. If you already have one and roll the same Weather Effect again, the effects are cumulative.

For example, "-1 Ship Move" could leave your ship unable to move with two cubes placed. Marine Animals would cost +1AP to rescue for each cube. And, on the plus side, +1 AP could give you additional free actions for each cube.



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Special Development Thanks to **Emily Kim, Avonelle Wing, Fred Barnard, Alf Fischer**
Rulebook editing: **Linda Baldwin, Elton Lau**

"My enduring thanks to: Pam Walls, Sen-Foong Lim, Christopher Chung, Daryl Andrews, James Correia, Jocelyn Yu, Caleb Yu, Darren, Laura and Karissa Wong, my kids Abby and Evan, who love all the living creatures on the Earth and always remind me that we have so much further to go in keeping our planet beautiful. My wife Emily Kim, who is a constant source of inspiration, and my God who charged us to be stewards of this wondrous planet, and with whom, we can strive to do better!" - Andy

Item: SND 1008



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Weather Effects

When a cube rests on a Weather Effect space on your Specialist mat, your turn is impacted as follows:



1: Resource cards cannot be used on this Specialist's turn. Activation cubes may be added to Resource cards, but not spent.

Since only the active Specialist can use a Resource, others cannot use them on their behalf.



2. The Specialist's unique ability may not be used.

- You may also not swap Specialists (through Resource cards) if one or both have a cube of this effect.



3. The Specialist's ship movement is reduced by 1.

- The Sea Captain's "transport" ability is not effected, only standard movement.

- Optional "Harsh Weather" rules (see Harsh Weather) allow this effect to stack with multiple cubes, which may reduce movement to zero on the Specialist's turn.



4. Rescuing any Marine Animal costs 1 additional AP.

- The Marine Vet's first listed ability, rescuing Healthy Marine Animals, remains, "no cost", even with this Weather Effect active.

- Optional "Harsh Weather" rules (see Harsh Weather) allow this effect to stack with multiple cubes, which cumulatively increases the cost to rescue Marine Animals on the Specialist's turn.

5. Drop an additional 3 Oil dice immediately.

This effect does not have a token.



6. The Specialist gains 1 bonus AP.

It's the only beneficial Weather Effect.

- Optional "Harsh Weather" rules (see Harsh Weather) allow this effect to stack with multiple cubes, which cumulatively adds more additional Action Points.

During the Specialist's **ACTIVE PHASE CLEAN UP**, they remove all cubes on Weather Effect spaces on their mat.

Play Order

SPILLS PHASE: *(skip this Phase on the first turn)*

1. Assemble Oil Dice:

a. The Active Specialist draws from the bag the required number of dice, as shown by the Spillout tracker.

b. Add any dice from the EXTRA ACTION pool.

2. The Spill:

a. Dice are dropped into the rig and assigned to Quadrants/Sectors.

b. & c. Check for Spillouts and manage Overflows.

d. Marine Animal Impacts:

If an Oil die lands on a Healthy animal, flip it to the Contaminated side.

If an Oil die lands on a Contaminated animal, send it to Sickbay.

e. Weather Effects:

If a Weather die is dropped, check the rolled value against the Weather die chart. The effect is activated immediately.

All Specialists add a cube to the matching effect on their mat as a reminder of the effect on their turn.

f. Note any potential Losing Conditions.

These **MUST** be remedied in the Action Phase.

ACTION PHASE:

The Active Specialist does the following, in any order or combination:

- Spend up to 4 Action Points to:

- Move 1-2 spaces (1AP)
- Rescue an Healthy Animal (1AP)

- Push Back an Oil die (1 AP)
- Rescue a Contaminated Animal (2 AP)

- Remove an Oil die from the game (3 AP)

- The Specialist **MAY** use activation tokens / Resource cards.

- Earned activation tokens are placed on Resource cards for each 3rd Oil die removed / each full row of Marine Animals Rescued

- The Specialist **MAY** spend 1 or 2 EXTRA Action Points

ACTION PHASE CLEAN UP:

1. Remove Weather Effect cubes from your mat.

2. Move contaminated Marine Animals in a space with an Oil die to Sickbay.

3. Add orange cubes to any Win Condition you have achieved this turn.

WIN / LOSE CONDITIONS CHECK:

- At the end of each turn, check to see if you have won or lost the game.

- If neither has occurred, play passes clockwise to the next Specialist and a new turn begins.