



PLASTIC CURRENTS

Can you rid the ocean of plastic?










You need: one die  and about twenty jellybeans 

How to Start







Put one jellybean on each square. This is the plastic you need to remove.

Example

How do you add more plastic? If it looks like this:



	A	B	C
1			
2			
3			

Then for each of these currents you add one to each of these squares:

-  A1, C1, C3
-  B3, C3
-  A1, A2, A3
-  B1, C1
-  C1, C2, C3
-  A3, C3, C1

How to Play

1. Roll for the current. The die and direction look like this:

-  Roll One = clockwise
(the centre stays still)
-  Roll Three = current goes right

2. "Net" one square by placing the die on it. Remove all plastic currently in this square, and any the current pushes in.

(HINT: try to clear whole rows or columns, not the most plastic.)

3. Enact the current — move each piece of plastic one square in the direction of the current. It can't be pushed off the edge. Remember to remove any plastic entering the "netted" square.

4. Add one piece of extra plastic to the first square of every un-cleared row or column in the direction of the current.

(See the example to the left, with some currents you add to rows, some to columns, and some to both.)

Repeat steps 1-4 until no plastic is left.

A solo game by
Dissent Games.

www.dissentgames.com

DISSENT

