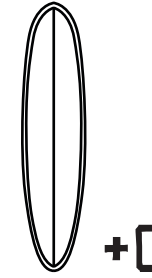
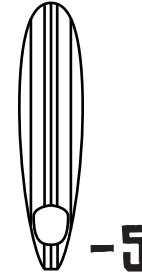
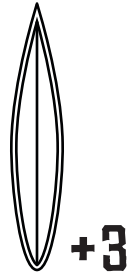
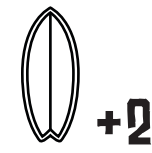
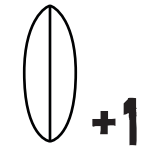
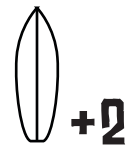


## EQUIPMENT

### BOARDS:



### CHARACTERS:



THE GROM

MR. FOOSTANCE

THE AERIALIST



THE ENFORCER

THE CLOWN

THE STYLIST

# LOCALS

# ONLY!

A GAME ABOUT SURF LOCALISM



BY CHRISTIAN GIMBER

## INTRO

NAVIGATE THE CROWDED LINEUP TO CATCH AS MANY WAVES AS POSSIBLE. THE SURFER WITH THE HIGHEST COMBINED SCORE WINS.

## OBJECTIVE

1 SHAKA IS AWARDED FOR EACH TURN SPENT RIDING. BONUSSES ARE AWARDED FOR LARGER WAVES AND SPECIAL MANEUVERS [SEE [WAVE SCORING](#)].

QUICK SESSION: PLAY TO 10 SHAKAS [4-6 PLAYERS]

DAWN-PATROL: PLAY TO 15 STOKE SHAKAS [4-6 PLAYERS]

ALL-DAY FROTH: PLAY TO 20 STOKE SHAKAS [4-6 PLAYERS]

## HOW TO START

1) EACH PLAYER TAKES TURNS PICKING A CHARACTER OR BOARD. THE OLDEST PLAYER PICKS FIRST, FOLLOWED BY THE OTHERS IN CLOCKWISE DIRECTION.

2) AFTER EACH PLAYER IS EQUIPPED WITH A CHARACTER AND BOARD, CALCULATE EACH PLAYER'S SKILL LEVEL WITH THE DIAGRAM BELOW. THE PLAYER WITH THE HIGHEST SKILL LEVEL IS ASSIGNED THE "LOCAL" CLASS AND EVERYONE ELSE IS A "KOOK."\* EACH PLAYER RECEIVES A CLASS CARD WITH MORE INFORMATION.

3) SURFERS TAKE A POSITION ON THE BEACH. EVERYONE'S BOARDS MUST START THE GAME OUT OF THE WATER.

4) A DICE ROLL SPAWNS THE FIRST WAVE [SEE [WAVES](#)].

## TURN STRUCTURE

EACH PLAYER FOLLOWS THE SAME TURN ORDER ESTABLISHED DURING THE EQUIPMENT STAGE. AT THE END OF EACH ROUND ALL WAVES ADVANCE FORWARD 1 SPACE TOWARDS THE BEACH AND THE SWELL-O-METER IS INCREASED BY 1. IF THE SWELL-O-METER REACHES 4, A NEW WAVE IS SPAWNED WITH A DICE ROLL [SEE [WAVES](#)].

\*THERE ARE TWO LOCALS IN GAMES WITH SIX PLAYERS

## MOVEMENT

SURFERS MAY MOVE ONE SPACE AT A TIME, FROM 1 SPACE TO AN ADJACENT ONE. SURFERS CAN ALSO WALK TO THE NOSE OF THEIR BOARD. WAVES AND SURFERLESS BOARDS MOVE 1 SPACE TOWARDS THE BEACH AT THE END OF EACH ROUND.

SURFERS START EACH TURN WITH 4-5 ACTION POINTS [AP] DEPENDING ON THEIR CLASS. PADDLING, SWIMMING, TURNING, AND ALL OTHER MANEUVERS REQUIRE 1 AP. THE MAX DISTANCE A SURFER CAN PADDLE IN A TURN IS EQUAL TO HIS/HER AP.

WAVES DO NOT PUSH SURFERS ONTO ADJACENT SPACES. INSTEAD, THE PIECE STAYS IN THE SAME POSITION IT WAS BEFORE THE WAVE MOVED. HOWEVER, BOARDS CANNOT PUNCTURE THROUGH WAVES. SURFERS OR BOARDS CAUGHT IN THE LIP OR IMPACT ZONE ARE WASHED IN TO SHORE.

## WIPEOUTS

FALLEN SURFERS ARE MOVED ONE SPACE FORWARD, OUT OF THE WAVE'S PATH.

 SURFERS CAUGHT IN THE IMPACT ZONE ARE WASHED IN TO SHORE WITH THEIR BOARD.

OCCASIONALLY, SURFERS LOSE THEIR BOARDS. WHEN THIS HAPPENS, THE BOARD MOVES TWO SPACES BACK TOWARDS THE BEACH, LEAVING THE SURFER BOARDLESS. THE SURFER MUST RETRIEVE HIS SHRED SLED BEFORE CATCHING ANYMORE WAVES.

BOARDLESS SURFERS HAVE 2 AP. IF RAMMED BY ANOTHER SURFER, BOARDLESS SURFERS ARE WASHED IN TO SHORE. SURFERLESS BOARDS DRIFT 1 SPACE TOWARDS THE BEACH IN SYNC WITH WAVE MOVEMENT.

IN THE EVENT OF A COLLISION OF BOARDS, THE SURFER WHO INITIATED MUST ROLL A DIE. IF 5 OR 6, THE OTHER VICTIM LOSES HIS BOARD. ELSE, THE INITIATOR LOSES HIS.




## WAVES

LEFT/RIGHTS:



THESE COMMON WAVES ARE NAMED AFTER THE DIRECTION THEY BREAK [FROM SURFERS POV]. DON'T EVEN THINK ABOUT GOING LEFT ON A RIGHT.

SPAWN CONDITIONS:

-  LEFT [LEFT LANE ONLY]
-  CLOSEOUT [A RIGHT AND LEFT SPAWN SIMULTANEOUSLY ON BOTH SIDES OF THE BOARD TO FORM ONE SHITTY WALL OF WHITE WATER].
-  RIGHT [RIGHT LANE ONLY]

LIL' PEAK:



THESE LITTLE GEMS CAN BE RIDDEN LEFT OR RIGHT. THE BARREL IS TOO SMALL, THOUGH, SO YOU'LL HAVE TO STICK TO THE POCKET.

SPAWN CONDITIONS:

-  OR  [CENTER LANE ONLY]

BIG PEAK [AKA SET WAVE!]



THIS STEEP AND HOLLOW WAVE IS WORTH THE RISK. ONLY THE BRAVEST SOULS VENTURE INTO ITS GAVERNIOUS BELLY. EVEN FEWER MAKE IT OUT.

SPAWN CONDITIONS:

-  [CENTER LANE ONLY]

## WAVE SCORING



+1 PELLETS FOR EACH TURN SPENT RIDING

+2 BONUS PELLETS FOR EACH TURN SPENT NOSE-RIDING

+3 BONUS PELLETS FOR EACH TURN SPENT RIDING A SET WAVE



+4 BONUS PELLETS FOR EACH TURN SPENT IN THE TUBE